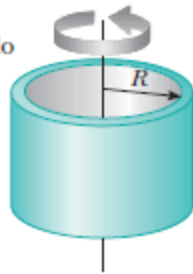
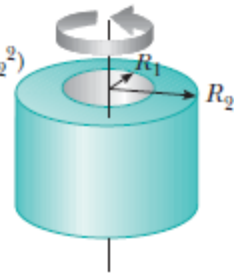

Momentos de inercia de objetos rígidos homogéneos con diferentes geometrías

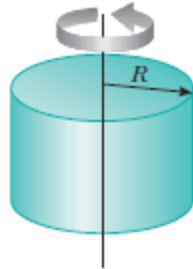
Aro o cascarón
cilíndrico delgado
 $I_{CM} = MR^2$



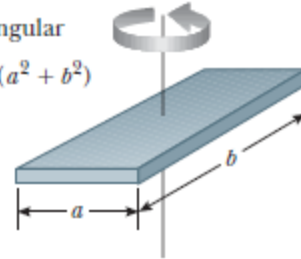
Cilindro hueco
 $I_{CM} = \frac{1}{2} M(R_1^2 + R_2^2)$



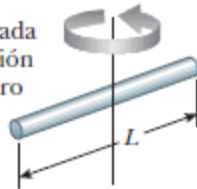
Cilindro sólido
o disco
 $I_{CM} = \frac{1}{2} MR^2$



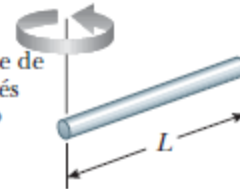
Placa rectangular
 $I_{CM} = \frac{1}{12} M(a^2 + b^2)$



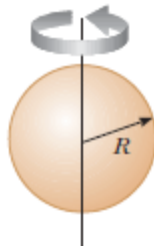
Barra larga delgada
con eje de rotación
a través del centro
 $I_{CM} = \frac{1}{12} ML^2$



Barra larga
delgada con eje de
rotación a través
de un extremo
 $I = \frac{1}{3} ML^2$



Esfera sólida
 $I_{CM} = \frac{2}{5} MR^2$



Cascarón esférico
delgado
 $I_{CM} = \frac{2}{3} MR^2$

