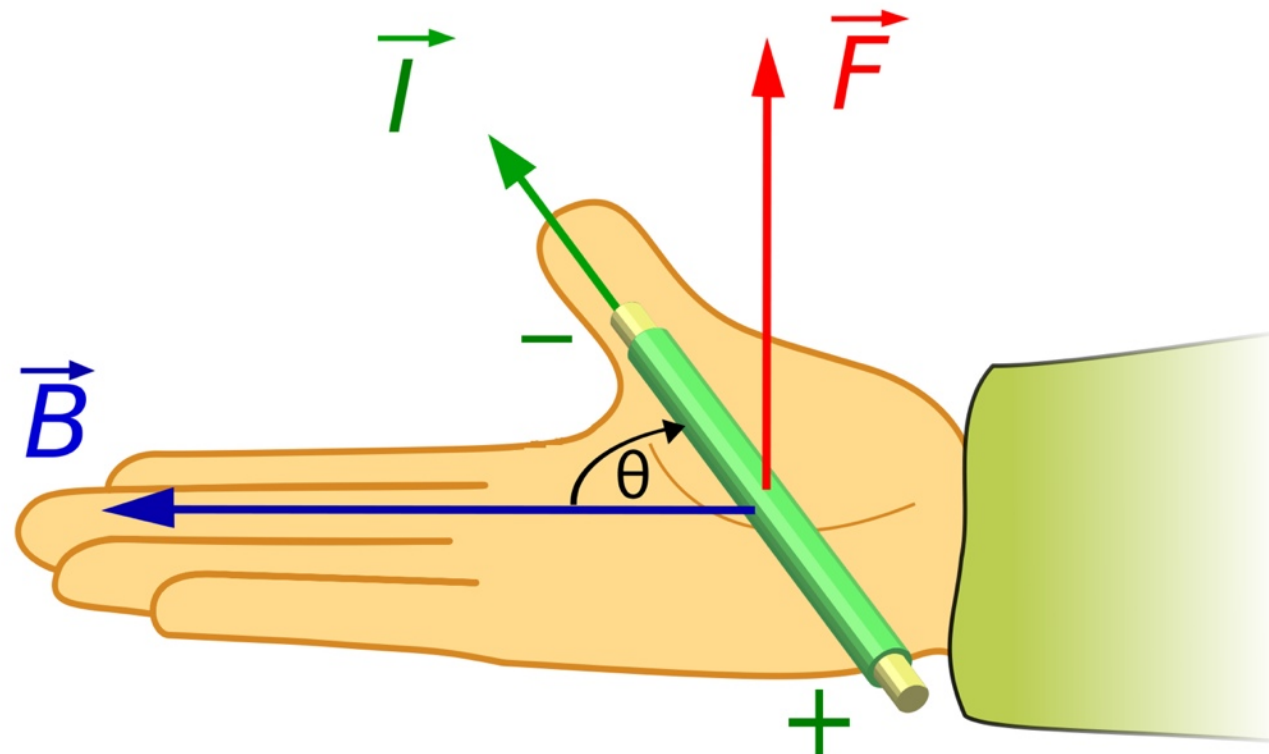


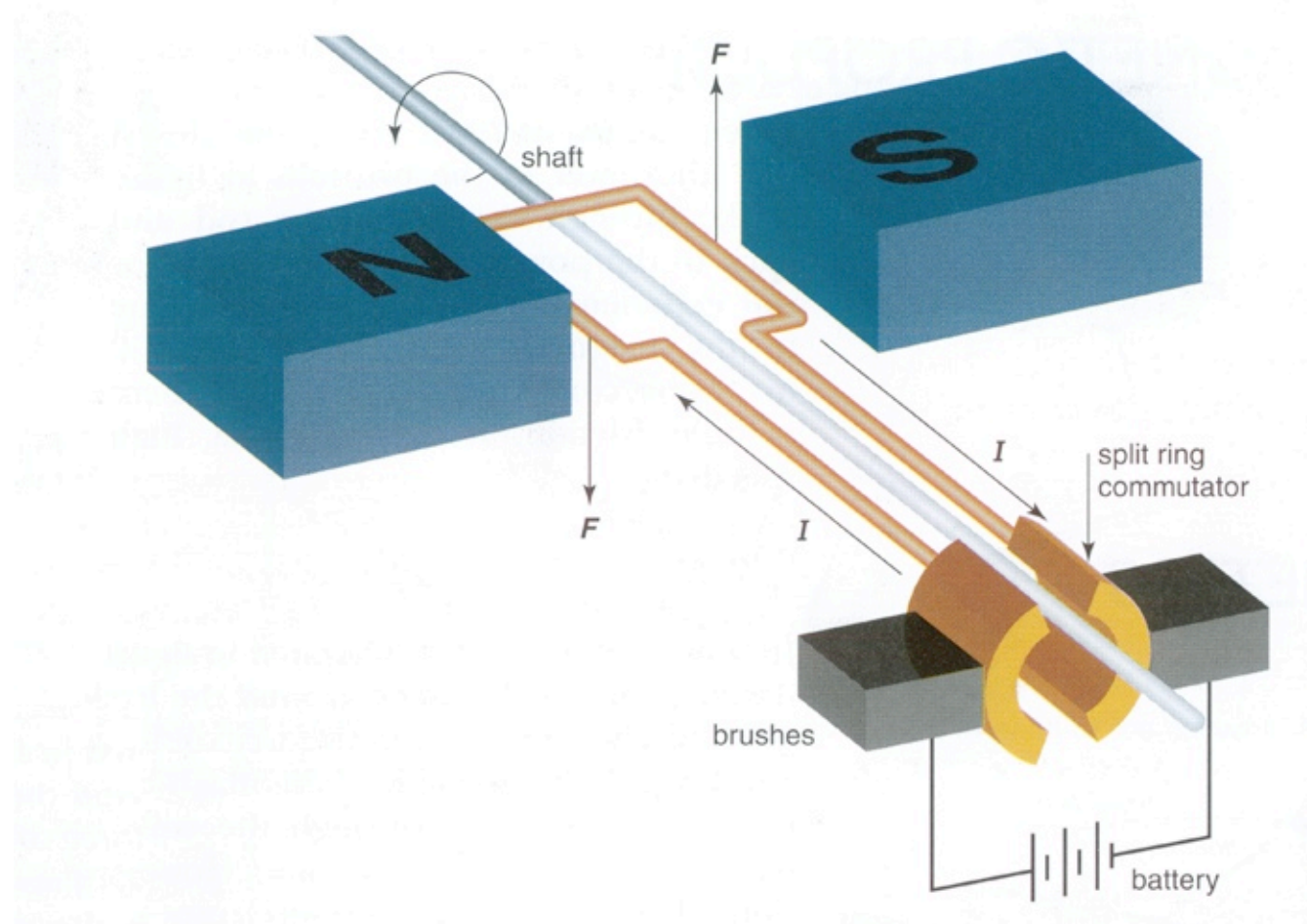
# DC Motors - The right-hand slap rule

- **Right hand slap rule:** shows the direction of the net force for a current flowing perpendicular to the magnetic field.
- **Thumb** indicates the direction of conventional current (+ to -) through the wire.
- **Fingers** indicate magnetic field direction.
- **Palm** indicates the direction of the Lorentz force on the wire.
- (There is also Fleming's left hand rule for a similar outcome)



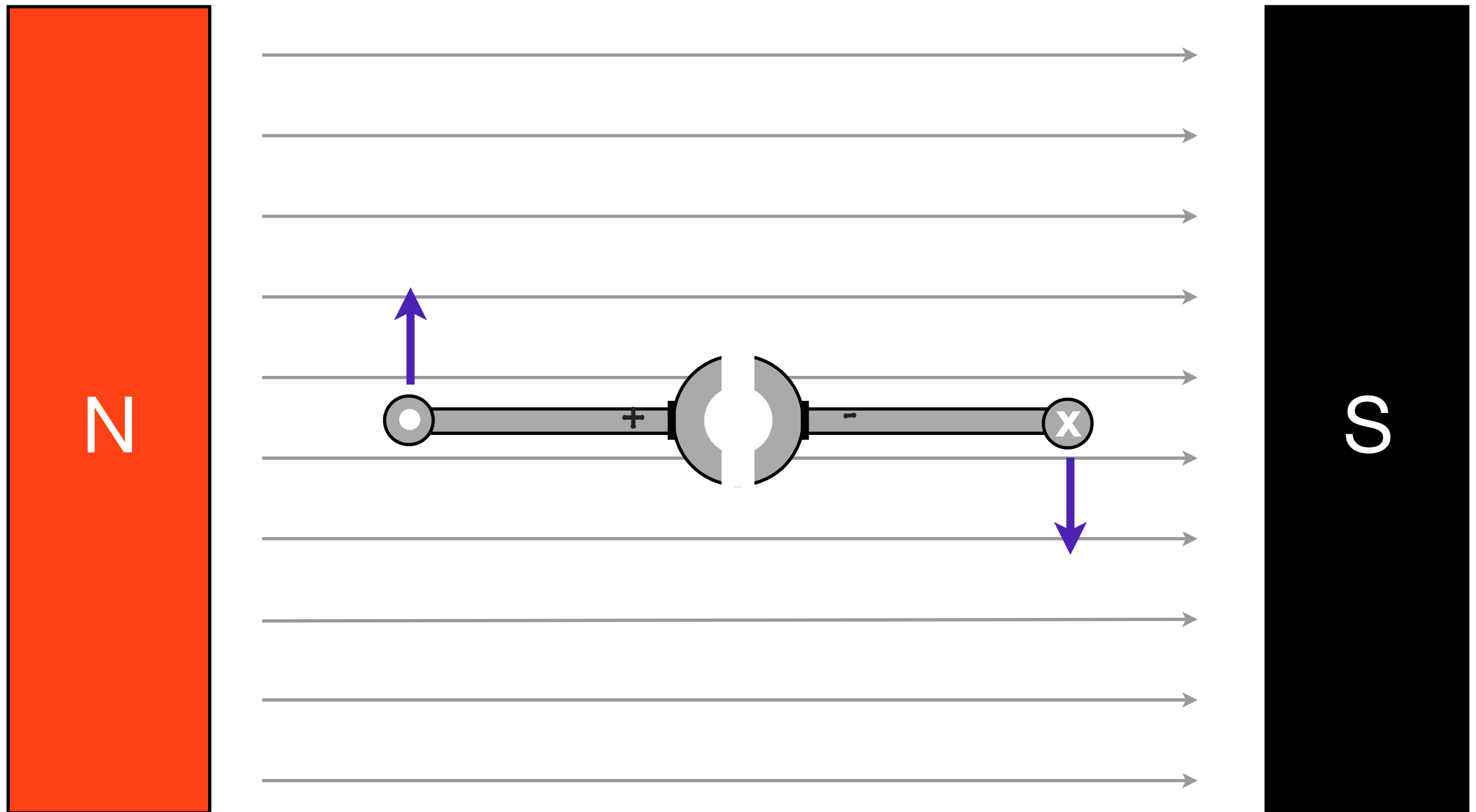
# DC Motors

- Current through loops of wire in magnetic field - force on wire causes rotation. (One side forced up, the other forced down)



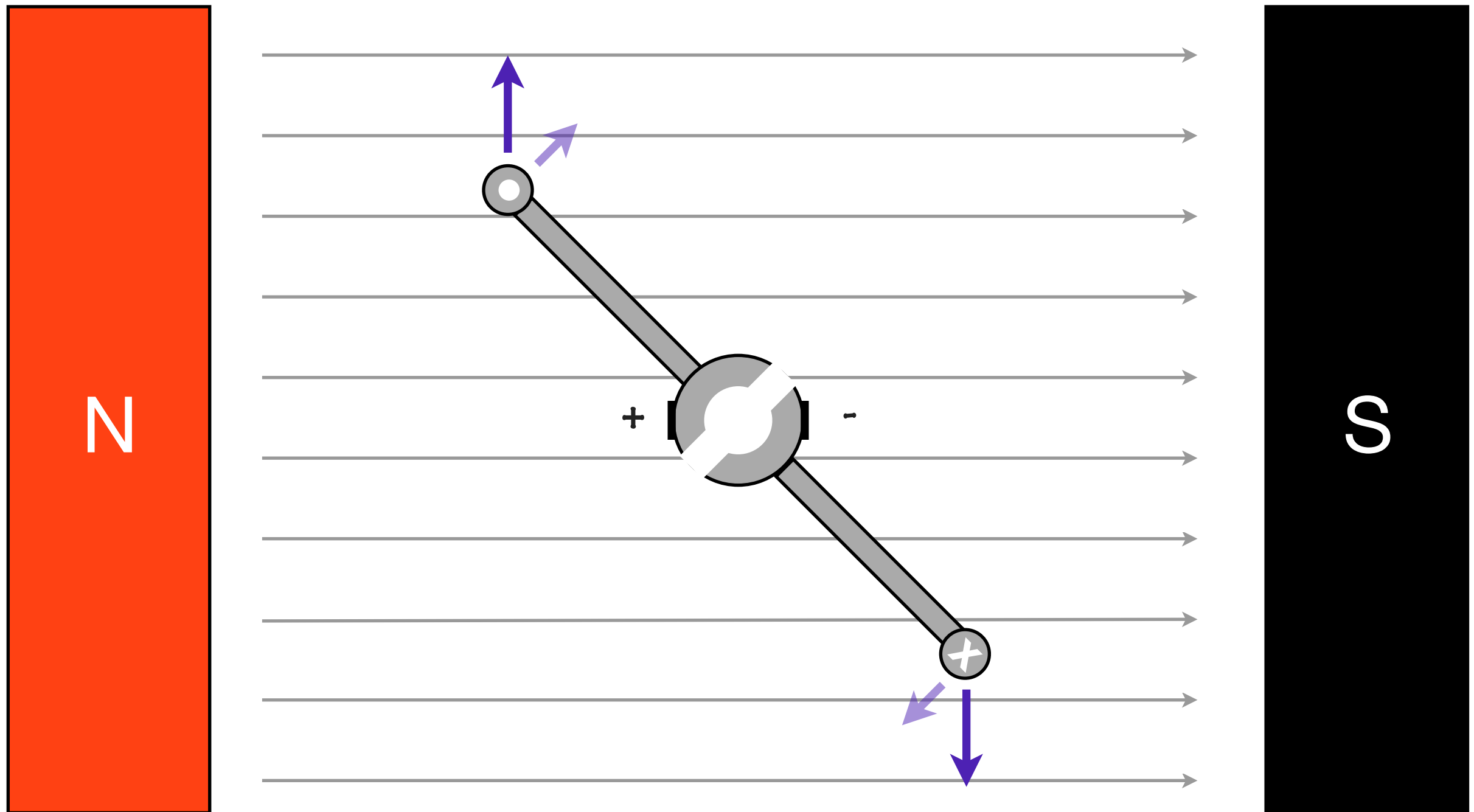
DC motor

# Rotation of DC motor



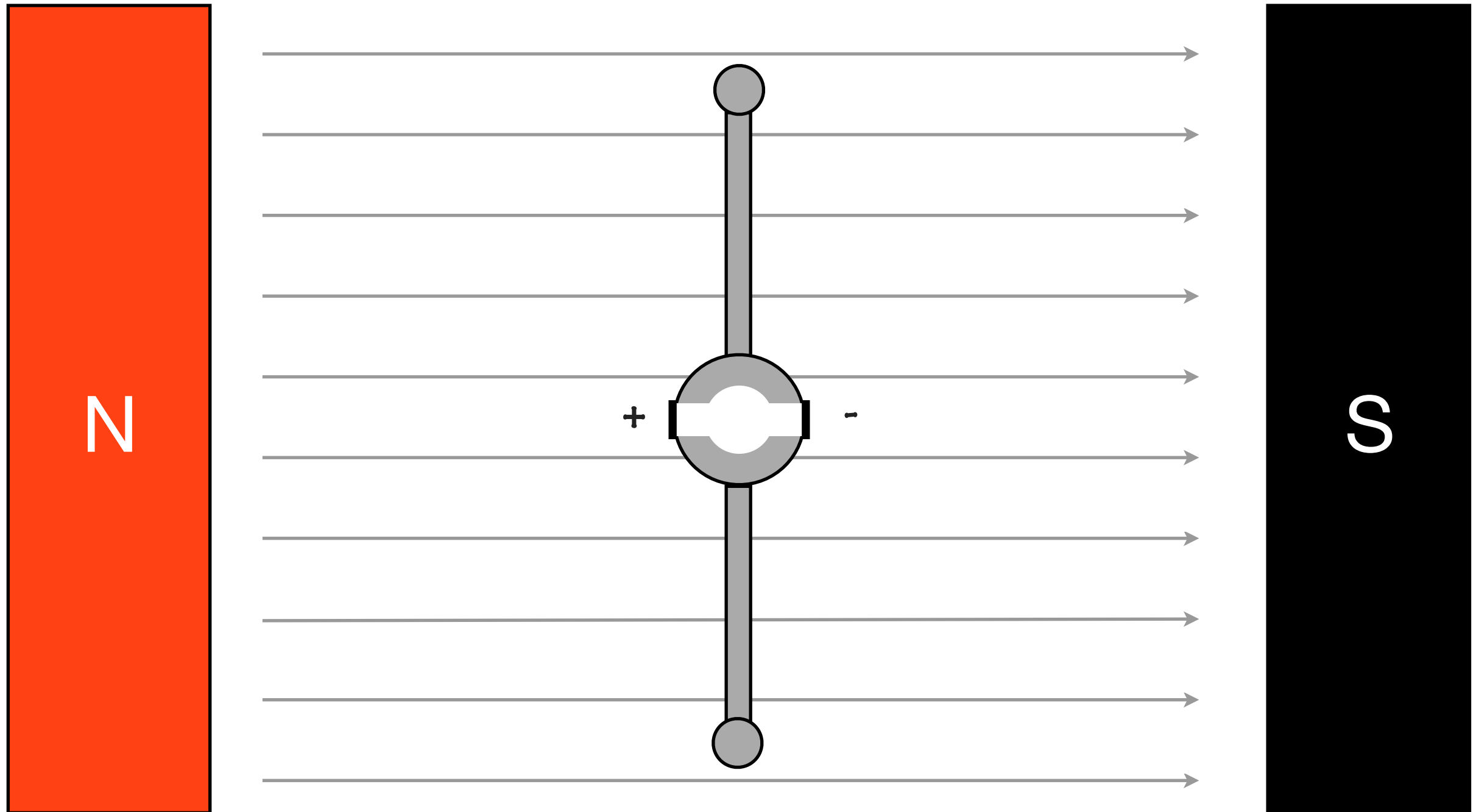
Maximum torque (turning effect)

# Rotation of DC motor



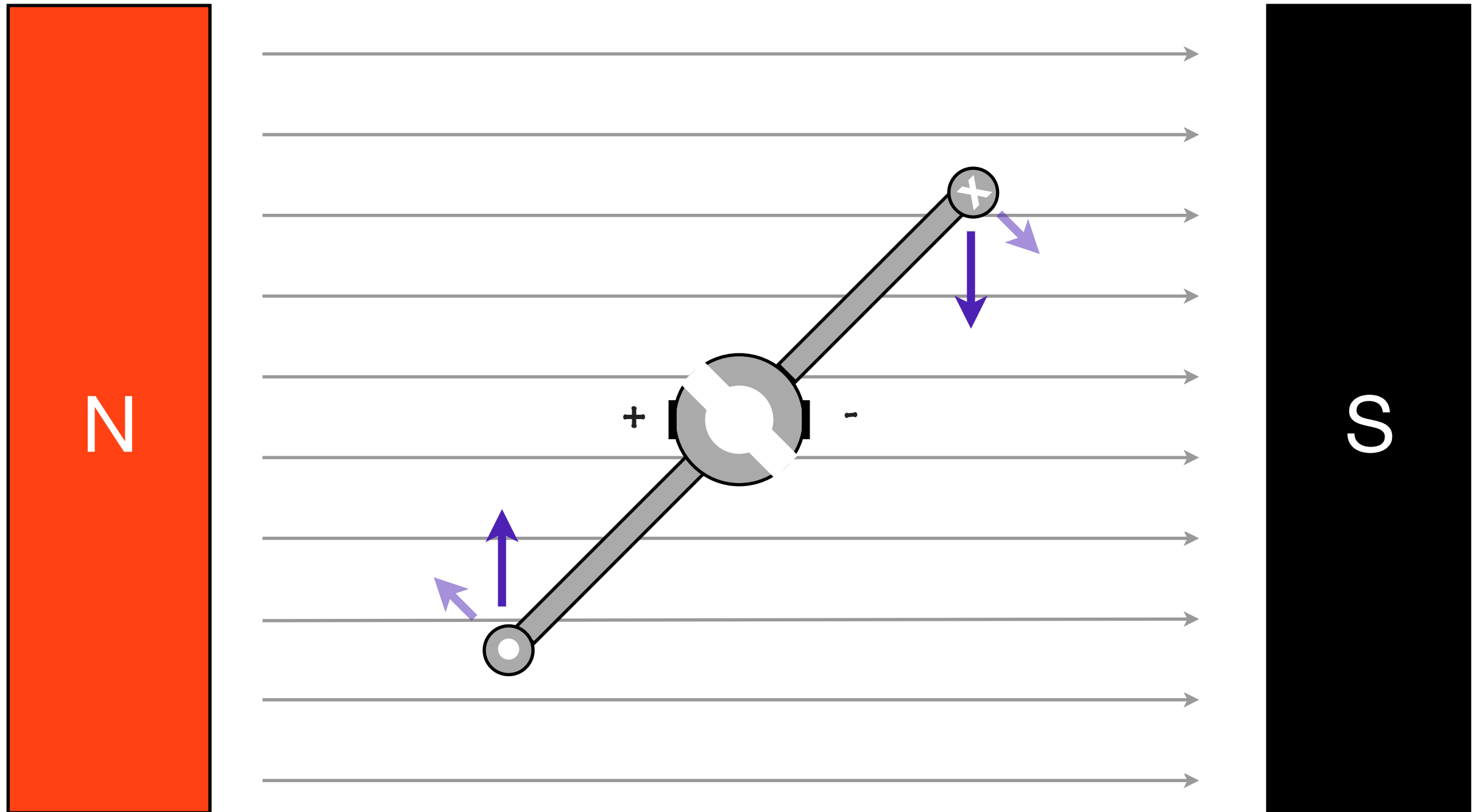
Less torque as the force is not perpendicular to armature

# Rotation of DC motor



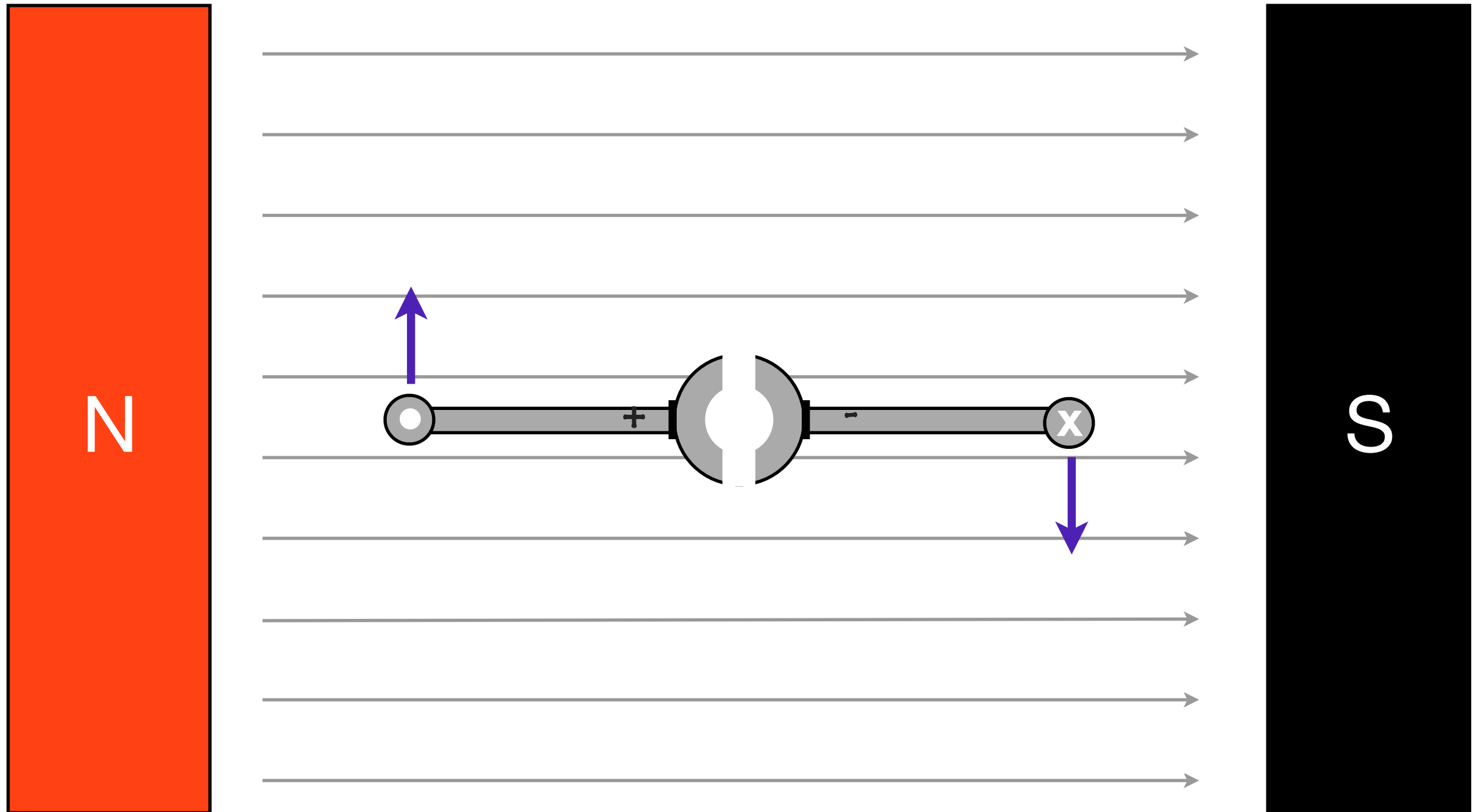
No torque. Commutator will reverse direction of current.

# Rotation of DC motor



Rotation is preserved as the current direction has been changed.

# Rotation of DC motor



Maximum torque (turning effect)

# DC Motors

- **Commutator** changes the direction of current flow every half cycle to preserve direction of rotation.
- **Carbon brushes** make the contact from the commutator to the armature.
- Forces can be increased by using stronger magnets ( $B$ ), more current ( $I$ ) or more turns of wire ( $L$ ).
- The variations in **torque** can be reduced by using multiple planes of wires rather than just one eg 6 planes at  $30^\circ$  angles. This requires 12 splits in the commutator.
- Often, electromagnets are used as the **stator magnets** due to the stronger possible fields.
- A **universal motor** uses electromagnetic stators & can be run from DC or AC. The current through the armature is changing at the same rate as the field from the stators - the direction of rotation is always the same.



# DC Motors

