

## 6.4: Free-Body Diagrams

As [Figure 6.2.1](#) shows, trying to draw every single force acting on every single object can very quickly become pretty messy. And anyway, this is not usually what we need: what we need is to separate cleanly all the forces acting on any given object, one object at a time, so we can apply Newton's second law,  $F_{net} = ma$ , to each object individually.

In order to accomplish this, we use what are known as *free-body diagrams*. In a free-body diagram, a potentially very complicated object is replaced symbolically by a dot or a small circle, and all the forces acting on the object are drawn (approximately to scale and properly labeled) as acting on the dot. Regardless of whether a force is a pulling or pushing force, the convention is to always draw it *as a vector that originates at the dot*. If the system is accelerating, it is also a good idea to indicate the acceleration's direction also somewhere on the diagram.

The figure below shows, as an example, a free-body diagram for block 1 in [Figure 6.4.1](#), in the presence of both a nonzero acceleration and a kinetic friction force. The diagram includes all the forces, even gravity and the normal force, which were left out of the picture in [Figure 6.4.1](#).

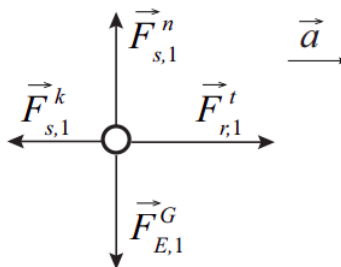


Figure 6.4.1, with the friction force adjusted so as to be compatible with a nonzero acceleration to the right.

Note that I have drawn  $F^n$  and the force of gravity  $F_{E,1}^G$  as having the same magnitude, since there is no vertical acceleration for that block. If I know the value of  $\mu_k$ , I should also try to draw  $F_k = \mu_k F^n$  approximately to scale with the other two forces. Then, since I know that there is an acceleration to the right, I need to draw  $F^t$  greater than  $F^k$ , since the net force on the block must be to the right as well. And, if I were drawing a free-body diagram for block 2, I would have to make sure that I drew its weight,  $F_{E,2}^G$ , as being greater in magnitude than  $F^t$ , since the net force on that block needs to be downwards.

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