

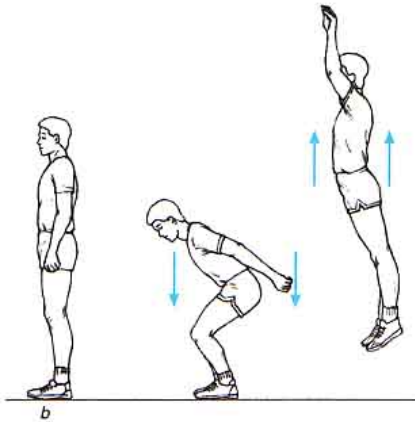
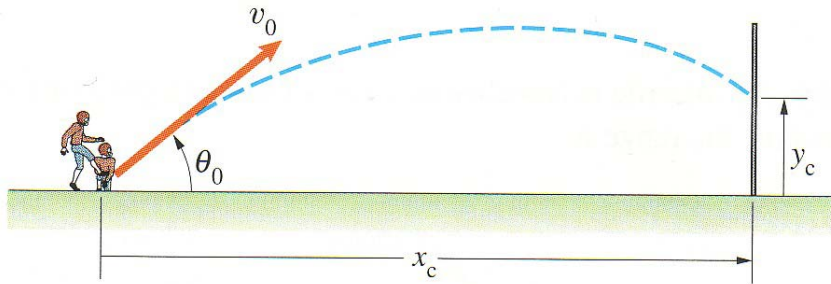
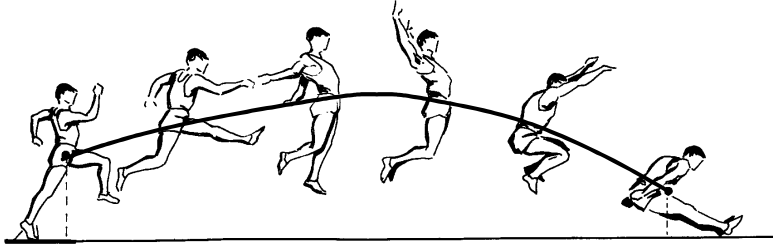
Projectile Motion I

Spring 2005

What you should know

- What is the projectile motion?
- What are three primary factors affecting projectile motions?
- What are four governing equations?

Projectile Motion



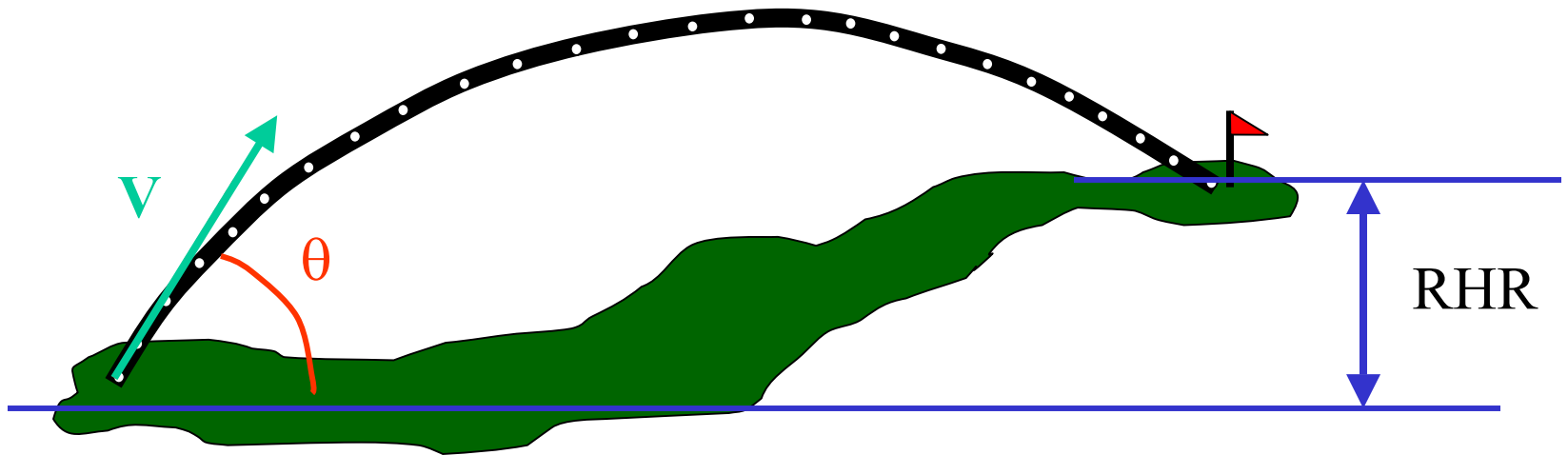
- Projectile : An object that has no external forces acting on it other than
- Uniformly accelerated motion (acceleration = $g =$ m/s^2)
- Motions of an object in the air.
- Long jump, high jump, goal kick, basketball throw, shotput,
- No air-resistance → Mathematical analysis

Primary factors affecting performance

- Angle of Release (= projection angle or take-off angle)
- Relative Height of Release (RHR)

projection height = release height – landing height

- Speed of Release (= projection velocity or take-off velocity)



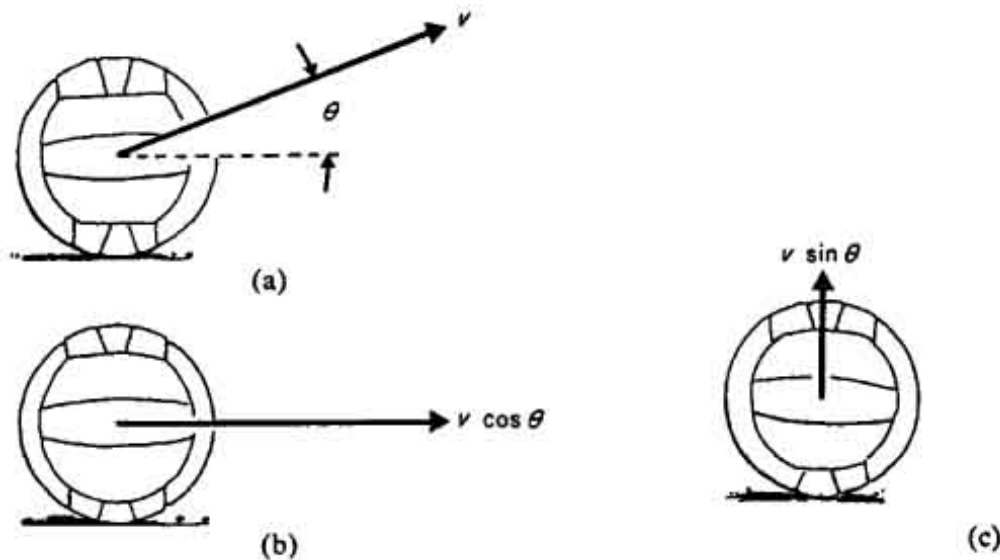
Is a Higher angle better?

- If the goal is vertical jump height or vertical distance, what takeoff angle is best?
- If the goal is long jump or distance, an angle of _____ is the best (When RHR = 0). Why?
- Does this Optimal angle change if relative release height is not equal to 0?

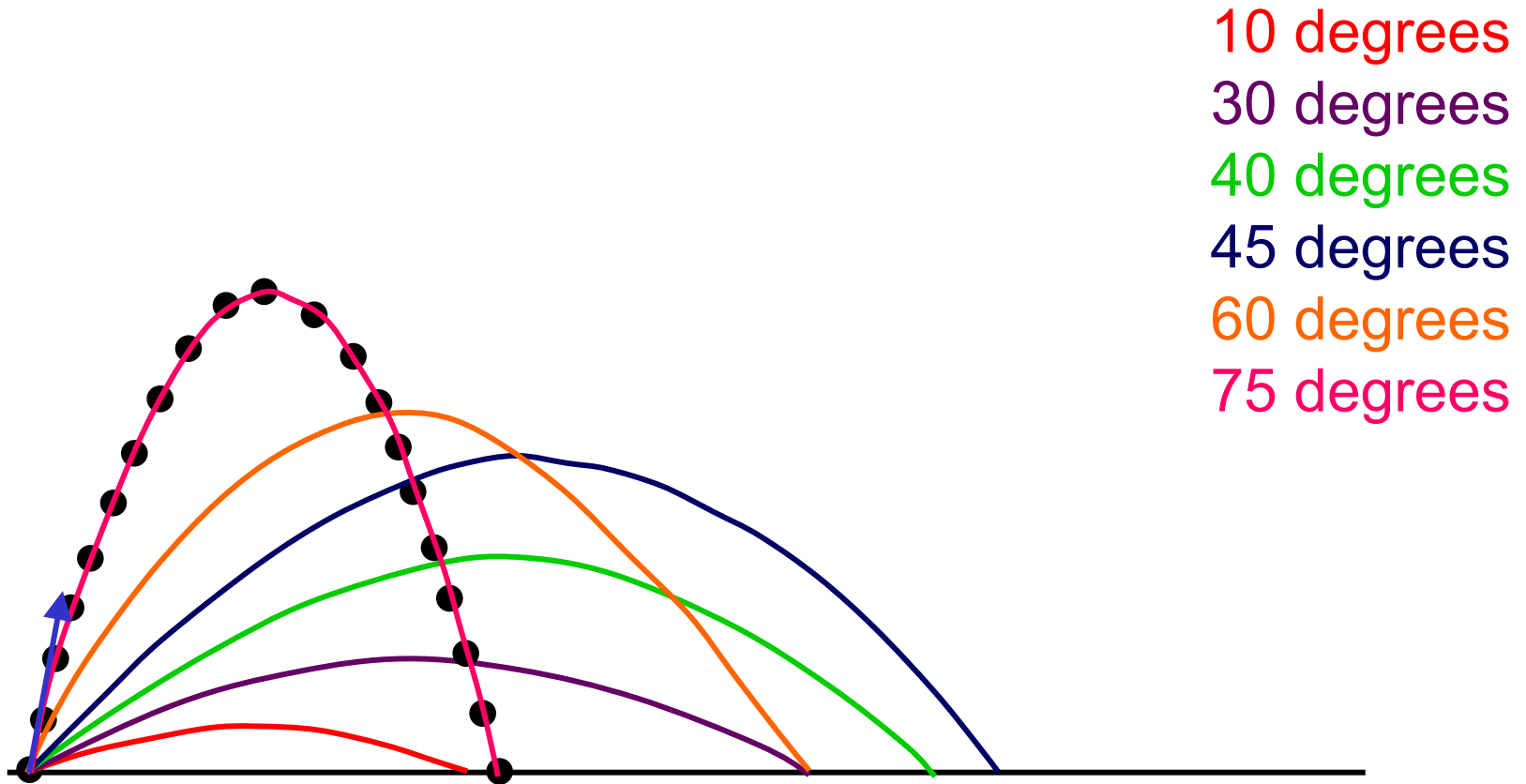
Angle of Release

Trade-off between horizontal velocity (V_H) and vertical velocity (V_V)

As $\theta \uparrow \rightarrow V_H$ ____ (due to cosine), V_V ____ (due to sine)

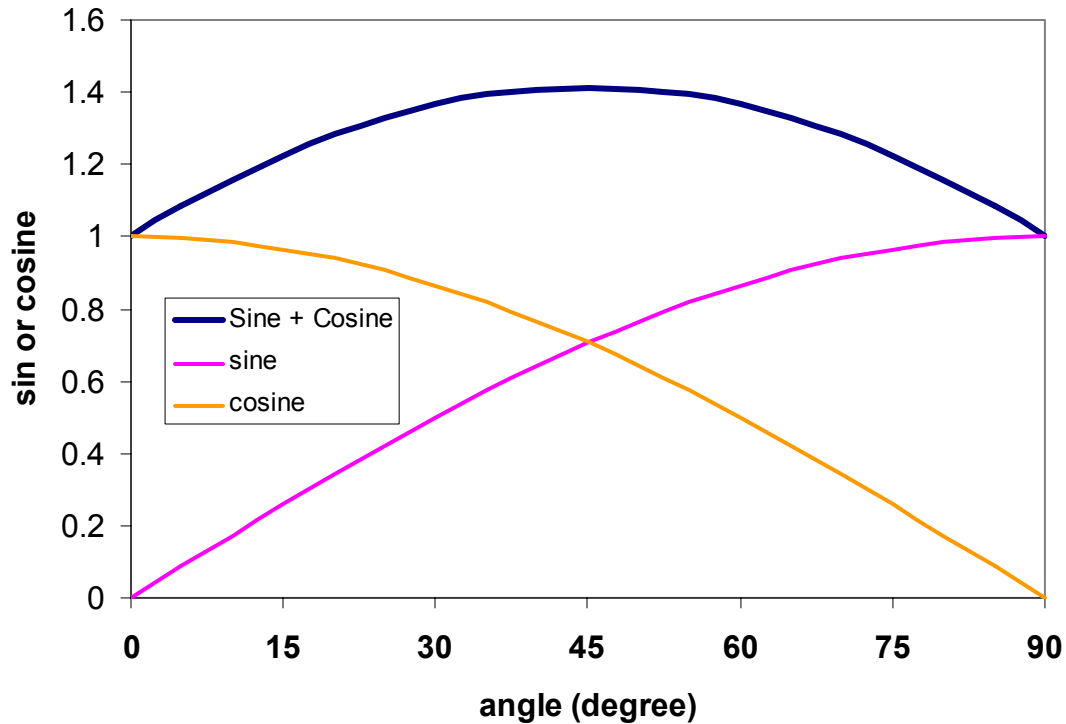


Release angle = 75 degrees



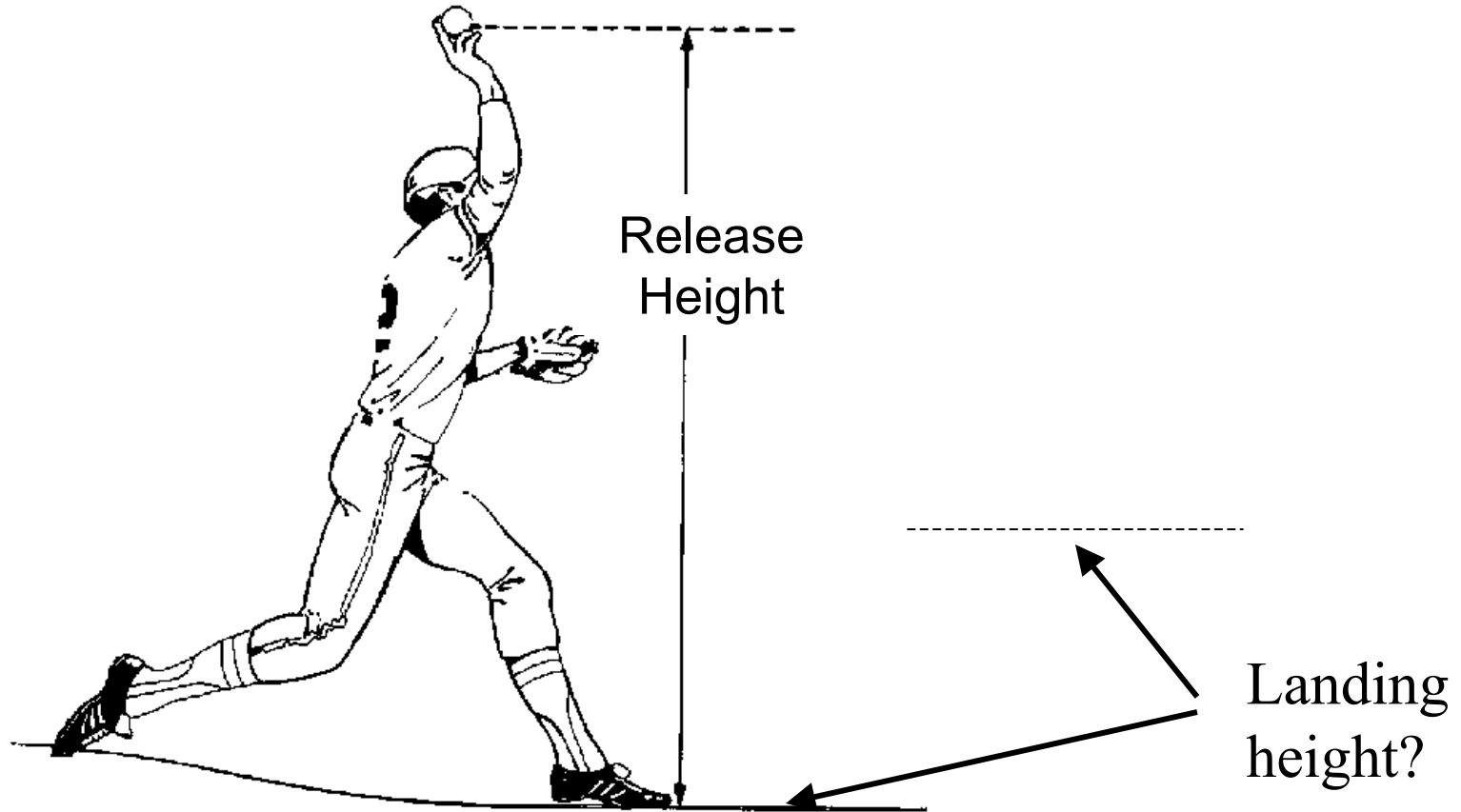
So the angle that maximizes horizontal distance appears to be $(\theta_{\text{optimal}}) = 45$ degrees

Due to the characteristics of the trigonometric functions



↑ Angle → V_V increases, but V_H decreases.
There is a Trade-off between V_V and V_H

Relative Height of Release (RHR)

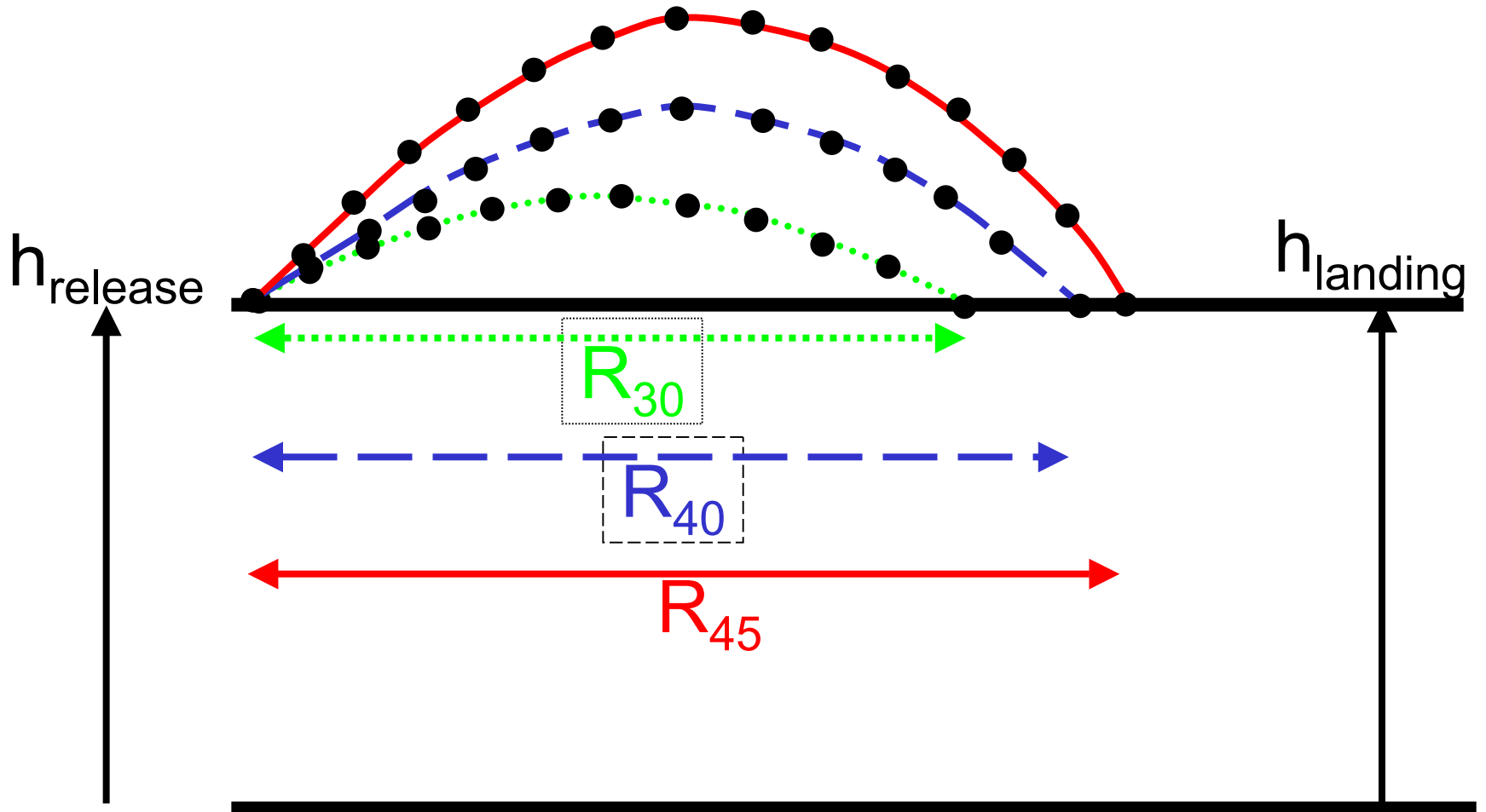


- $RHR = \text{release height} - \text{landing height}$

RHR and Angle of Release interact to affect D

RHR = 0

$$R_{45} > R_{40} > R_{30}$$

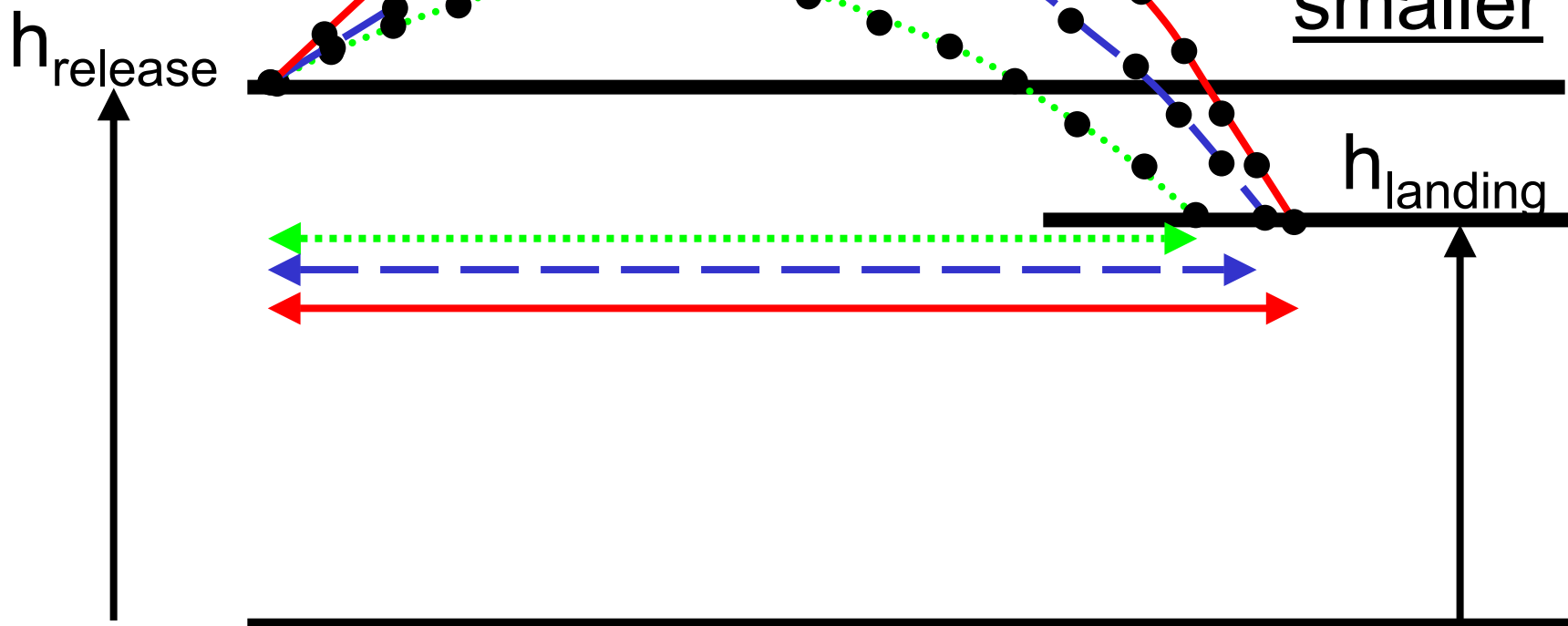


When $h_{\text{landing}} < h_{\text{release}}$

RHR > 0

$R_{45} > R_{40} > R_{30}$

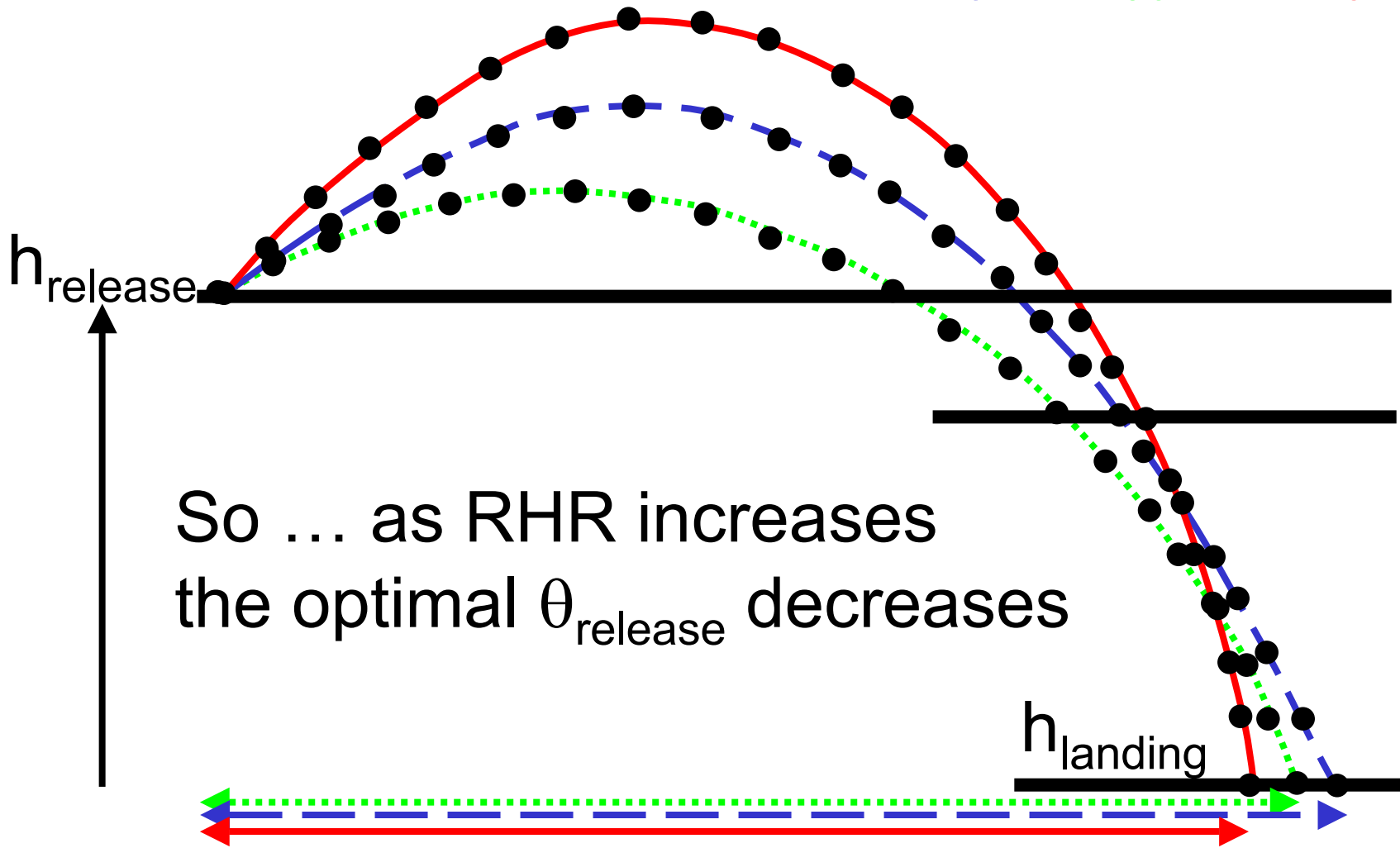
BUT difference
b/w R's is
smaller



When $h_{\text{landing}} \ll h_{\text{release}}$

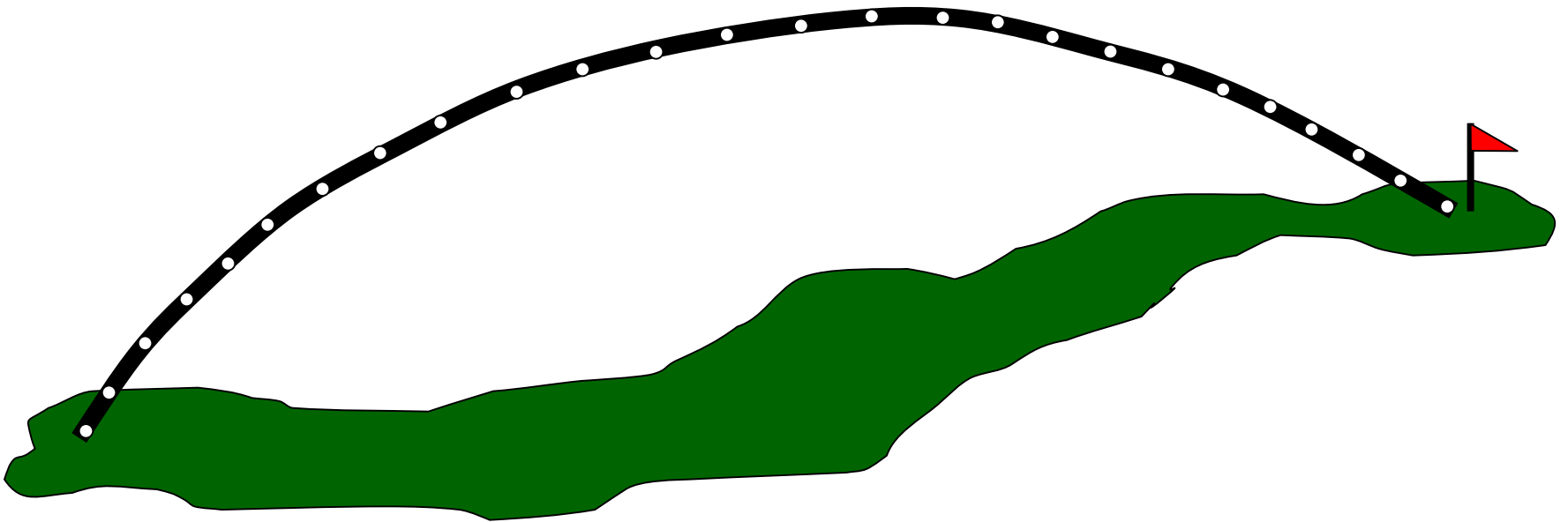
RHR > 0

$R_{40} > R_{30} > R_{45}$



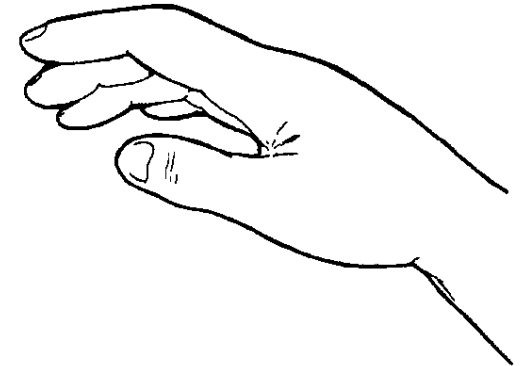
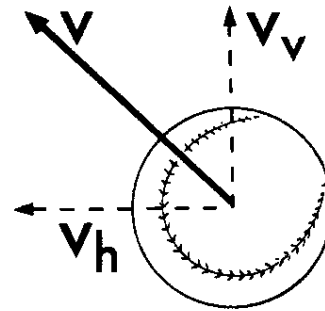
It's possible to have a *negative*
RHR ($h_{\text{release}} < h_{\text{landing}}$)

In this case the optimal θ_{release} is
_____ than 45 degrees



Speed of Release

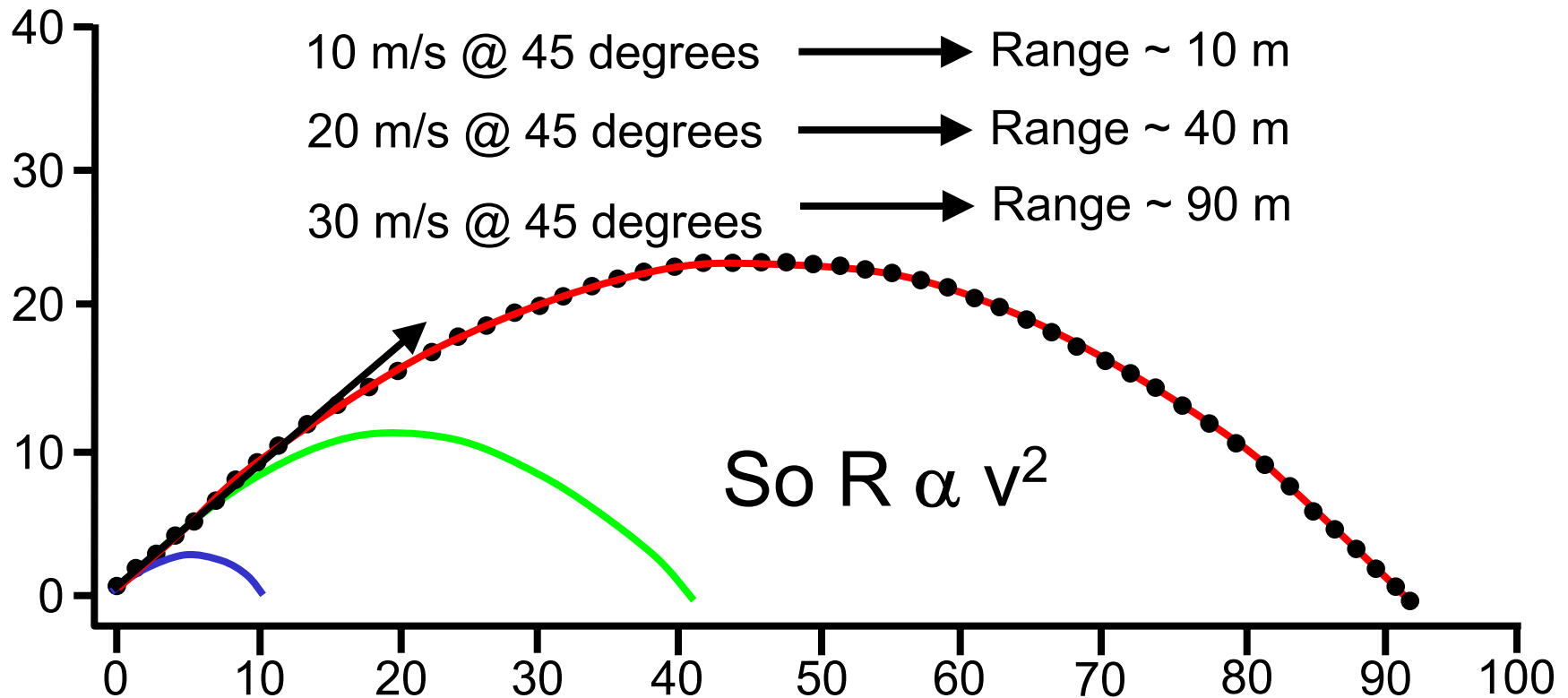
- Horizontal velocity does not change while the object is in the air.
- Vertical velocity changes by -9.8 m/s^2 for every second the object is in the air.



$$R = \frac{v^2 \sin\theta \cos\theta + v \cos\theta \sqrt{(v \sin\theta)^2 + 2gh}}{g}$$

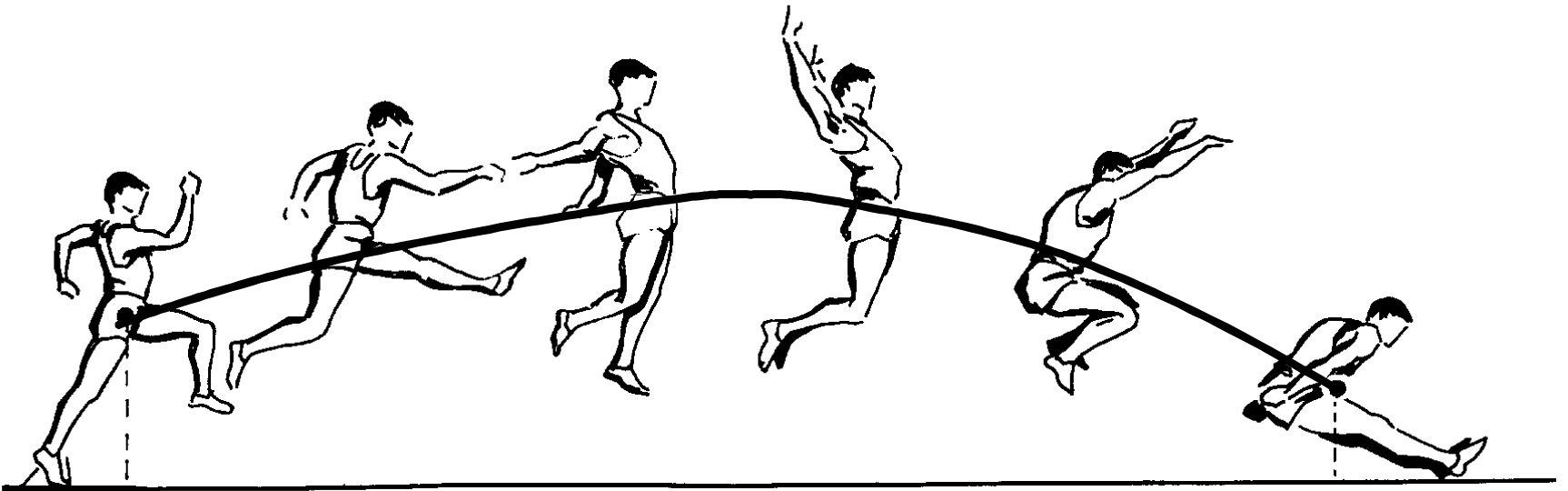
- Because $R \propto v^2$, it has the greatest influence on the horizontal range of the projectile

The effect of Speed of Release on the horizontal range of a projectile



Long Jump

- What is the optimum angle of takeoff for long jumpers?



- $RHR > 0$ (take-off height $>$ landing height)
- Optimum Angle should be slightly less than 45 degrees
- Research shows that it should be 42-43 degrees

| <i>Athlete</i> | <i>Distance of Jump Analyzed (m)</i> | <i>Speed of Takeoff (m/s)</i> | <i>Optimum Angle of Takeoff for Given Speed (deg)</i> | <i>Actual Angle of Takeoff (deg)</i> |
|-----------------------------------|--------------------------------------|-------------------------------|---|--------------------------------------|
| Mike Powell (USA) | 8.95 | 9.8 | 43.3 | 23.2 |
| Bob Beamon (USA) | 8.90 | 9.6 | 43.3 | 24.0 |
| Carl Lewis (USA) | 8.79 | 10.0 | 43.4 | 18.7 |
| Ralph Boston (USA) | 8.28 | 9.5 | 43.2 | 19.8 |
| Igor Ter-Ovanesian (USSR) | 8.19 | 9.3 | 43.2 | 21.2 |
| Jesse Owens (USA) | 8.13 | 9.2 | 43.1 | 22.0 |
| Elena Belevskaya (USSR) | 7.14 | 8.9 | 43.0 | 19.6 |
| Heike Dreschler (GDR) | 7.13 | 9.4 | 43.2 | 15.6 |
| Jackie Joyner-Kersey (USA) | 7.12 | 8.5 | 42.8 | 22.1 |
| Anisoara Stanciu (Rom) | 6.96 | 8.6 | 42.9 | 20.6 |
| Vali Ionescu (Rom) | 6.81 | 8.9 | 43.0 | 18.9 |
| Sue Hearnshaw (GB) | 6.75 | 8.6 | 42.9 | 18.9 |

Actual Angle of Takeoff ~ 17-23 degrees

Long Jump

- When a jumper is moving at 10 m/s
 - the foot is not on the ground long enough to generate a large takeoff angle
 - so jumpers maintain speed and live with a low takeoff angle
- **v is the most important factor in projectile motion, why?**

VALUES FOR HYPOTHETICAL JUMPS UNDER DIFFERENT CONDITIONS

| Variable | Values for Actual Jump (1) | Speed of Takeoff Increased 5% (2) | Angle of Takeoff Increased 5% (3) | Relative Height of Takeoff Increased 5% (4) |
|------------------------|-------------------------------|--------------------------------------|--------------------------------------|--|
| Speed of Takeoff | 8.90 m/s | 9.35 m/s | 8.90 m/s | 8.90 m/s |
| Angle of Takeoff | 20 | 20 | 21 | 20 |
| Relative Ht of Takeoff | 0.45 m | 0.45 m | 0.45 m | 0.47 m |
| Horizontal Range | 6.23 m | 6.77 m | 6.39 m | 6.27 m |
| Change in Horiz Range | -- | 0.54 m | 0.16 m | 0.04 m |
| Distance of Jump | 7.00 m | 7.54 m | 7.16 m | 7.04 m |