

## Projectile Motion

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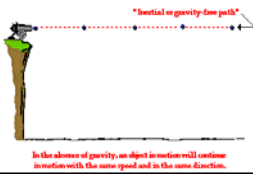
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## Horizontal Motion

- What would happen if we shot a cannon ball at velocity,  $v$ , horizontally in a world without gravity?
  - It would travel horizontally with constant velocity,  $v$



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## Vertical Motion

- What would happen if we dropped a cannon ball from a cliff?
  - It would fall and accelerate with an acceleration,  $g$

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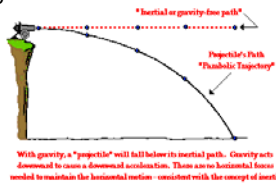
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## Horizontal and Vertical Motion

- What happens when an object is launched horizontally with gravity?
  - The object follows a parabolic path starting from its launching point and eventually ending on the ground




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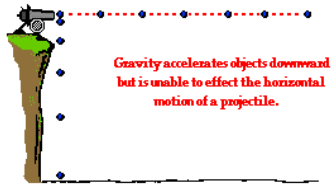
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## So what does this mean?

- Since gravity only occurs in the vertical direction, it can only affect the vertical motion




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- This means that we will treat the horizontal and vertical components of velocity separately

|                     | Horizontal | Vertical                                    |
|---------------------|------------|---|
| <b>Acceleration</b> | No         | Yes<br>g, down<br>(-9.81 ms <sup>-2</sup> ) |
| <b>Velocity</b>     | Constant   | Changing                                    |

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## Example

- A cannon ball is launched with a horizontal velocity of  $50 \text{ ms}^{-1}$  from the top of a 10 m high cliff. Determine the distance from the bottom of the cliff where the cannon ball lands.

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We will treat this situation as two separate problems: a horizontal one and a vertical one.

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|------------------------------|-----------------------------------|
| • Horizontal                 | • Vertical                        |
| • $u_x = 50 \text{ ms}^{-1}$ | • $u_y = 0$                       |
| • $a = 0$                    | • $a = g = -9.81 \text{ ms}^{-2}$ |
| • $s_x = ?$                  | • $s_y = -10 \text{ m}$           |
| • $t = ?$                    | • $t = ?$                         |

We have enough information to solve for time,  $t$ , vertically.

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- Vertical

$$s = ut + \frac{1}{2}at^2$$

$$t = \sqrt{\frac{2s_y}{g}}$$

$$t = \sqrt{\frac{2(-10 \text{ m})}{-9.81 \text{ ms}^{-2}}} = 1.43 \text{ s}$$

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- The time it takes for the object to fall and hit the ground is the same as the horizontal time
  - The object stops moving horizontally once the object has hit the ground
- That means that we can now solve for the horizontal distance

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- Horizontal

$$v = \frac{s}{t}$$

$$s_x = u_x t$$

$$s_x = (50 \text{ ms}^{-1})(1.43 \text{ s}) = 71.5 \text{ m}$$

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- But what if the object is launched at an angle?
  - No problem, we treat it exactly the same way

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## Example

- A cannon ball is launched with a velocity of  $50 \text{ ms}^{-1}$  at an angle of  $30^\circ$  from the horizontal from the top of a 10 m high cliff. Determine the distance from the bottom of the cliff where the cannon ball lands.

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- Once again, we need to separate the horizontal and vertical components
- This time, however, the initial velocity is a vector at an angle
- That means that we have a velocity in both the horizontal and vertical directions

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So, let's write down what we know

- |                                     |                                     |
|-------------------------------------|-------------------------------------|
| • Horizontal                        | • Vertical                          |
| • $u_x = 50\cos 30 \text{ ms}^{-1}$ | • $u_y = 50\sin 30 \text{ ms}^{-1}$ |
| • $a = 0$                           | • $a = -g = -9.81 \text{ ms}^{-2}$  |
| • $s_x = ?$                         | • $s_y = -10 \text{ m}$             |
| • $t = ?$                           | • $t = ?$                           |

Once again, we have enough information to solve for time,  $t$ , vertically.

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- vertical

$$s = ut + \frac{1}{2}at^2$$

$$-10 \text{ m} = (50 \sin 30 \text{ ms}^{-1})t + \frac{1}{2}(-9.81 \text{ ms}^{-2})t^2$$

$$4.905t^2 - 25t - 10 = 0$$

- We have to solve this using the quadratic formula

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

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$$t = \frac{-(-25) \pm \sqrt{(-25)^2 - 4(4.905)(-10)}}{2(4.905)}$$

$$t = \begin{cases} -0.37 \text{ s} \\ 5.47 \text{ s} \end{cases}$$

- Since time cannot be negative, the only value that makes sense is 5.47 s
- Once again, the horizontal part takes the same amount of time
- So now we can solve the horizontal part

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- Horizontal

$$v = \frac{s}{t}$$

$$s_x = u_x t$$

$$s_x = (50 \cos 30 \text{ ms}^{-1})(5.47 \text{ s})$$

$$s_x = (43.3 \text{ ms}^{-1})(5.47 \text{ s}) = 237 \text{ m}$$

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- We will use this technique to solve all projectile motion problems

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