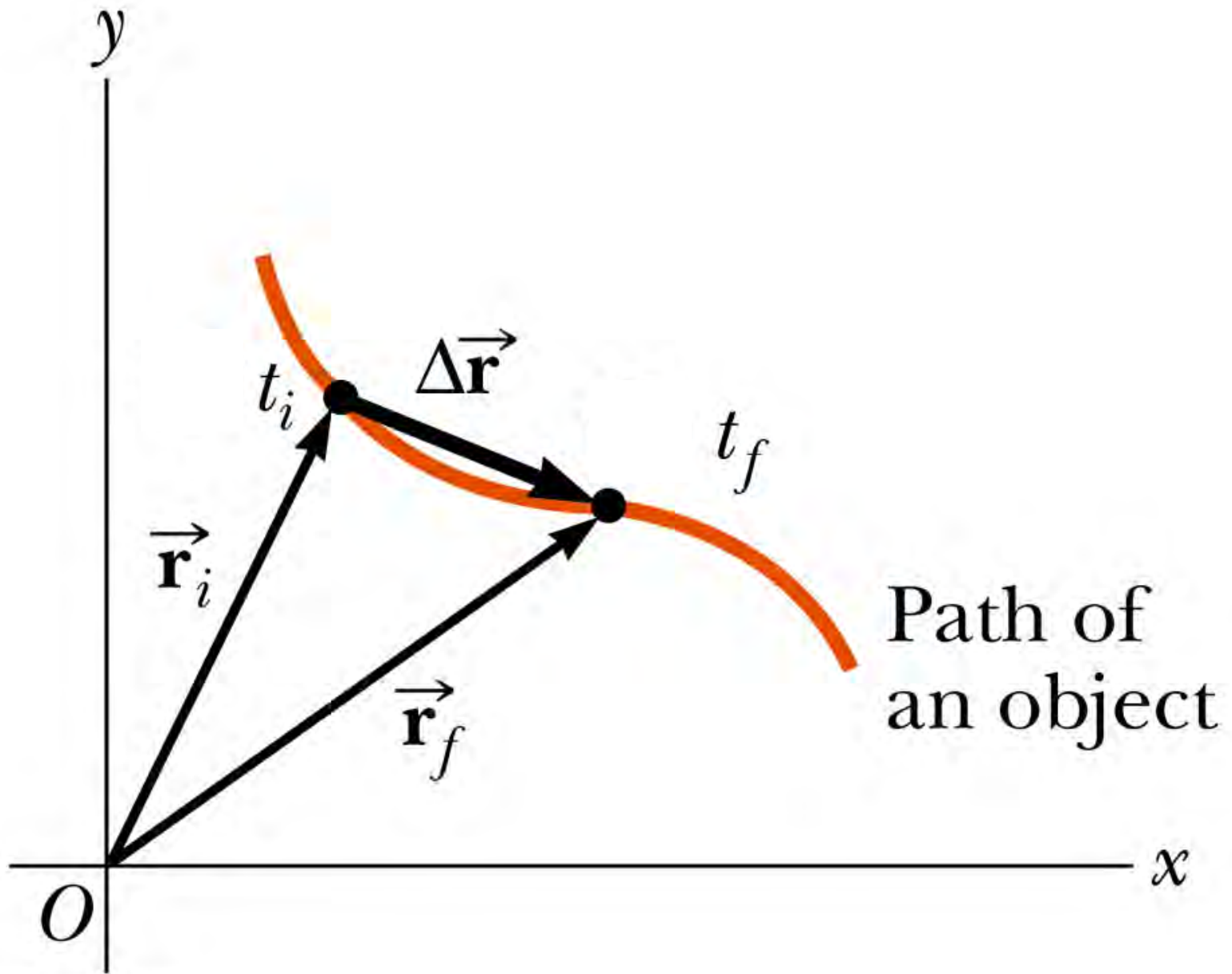
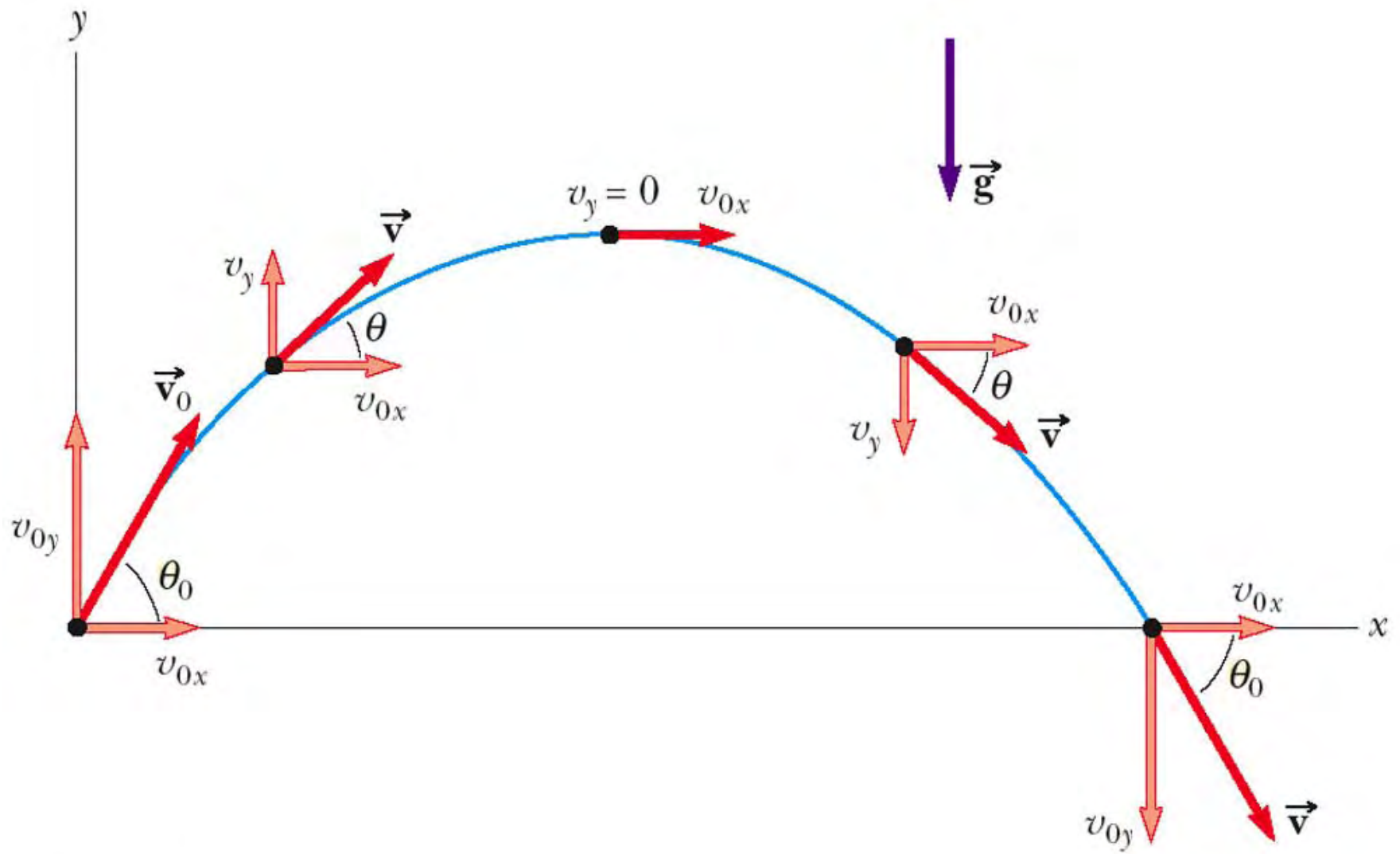
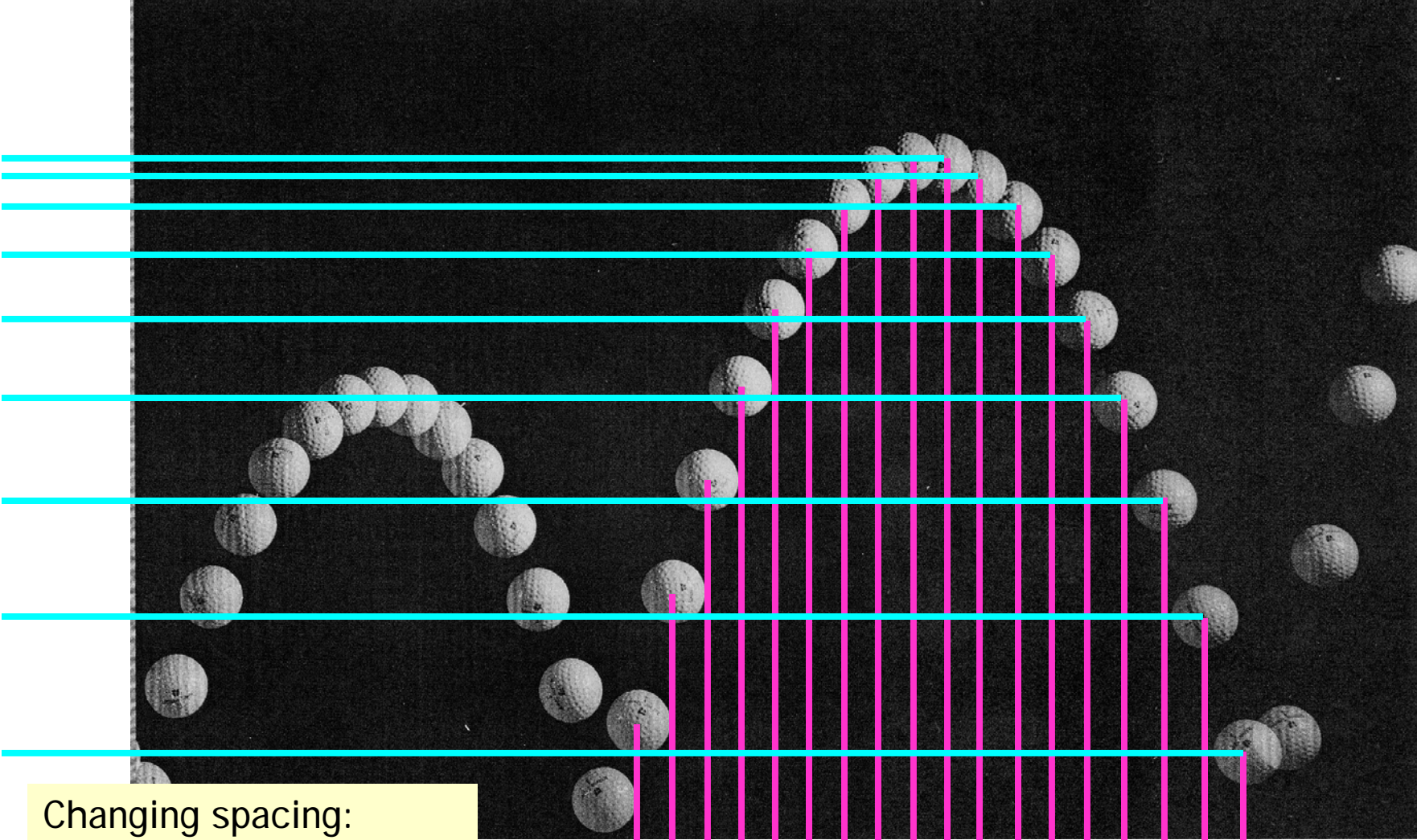


Motion in Two Dimensions







Changing spacing:
acceleration (constant)

Even spacing:
constant velocity



PROJECTILE MOTION

TUTORIAL



Game: Biker Archer

Play

Simulation Speed: 1.0x

View: Show Axis

Step

Angle: 45.0

Side

Vel. & Acc.

Reset

Velocity: 7.4 m/s

<http://www.mhhe.com/physsci/physical/giambattista/proj/projectile.html>

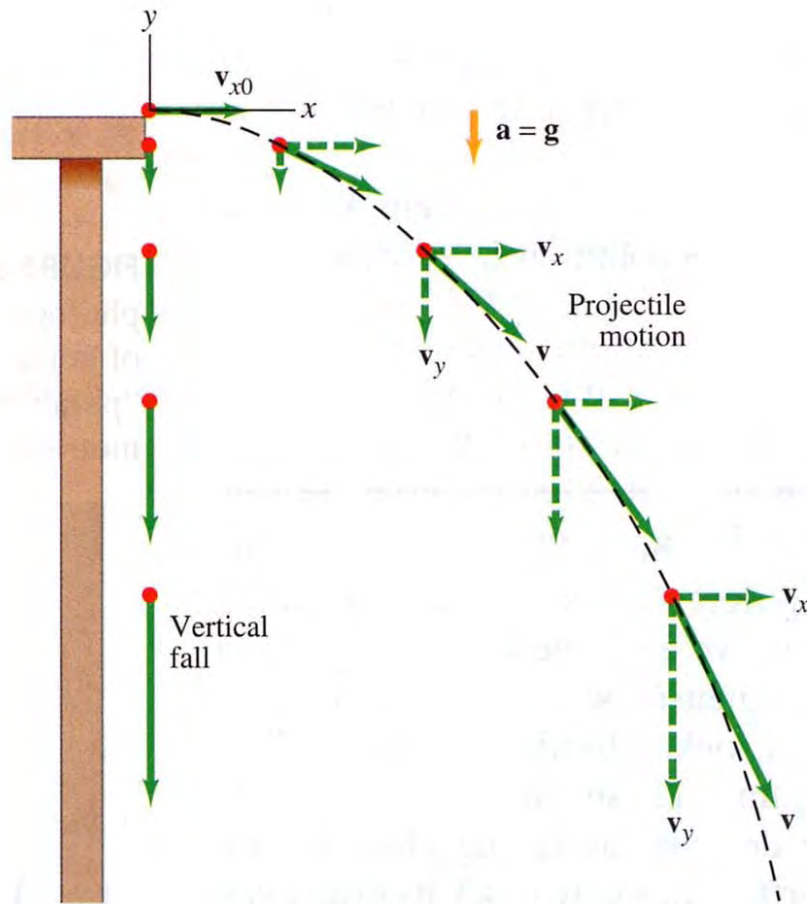
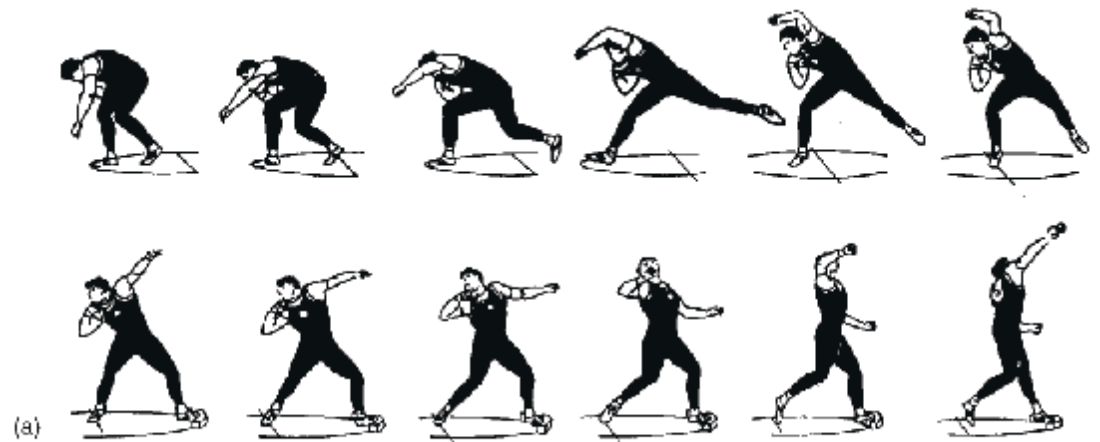


FIGURE 3–20 Projectile motion. (A vertically falling object is shown at the left for comparison.)

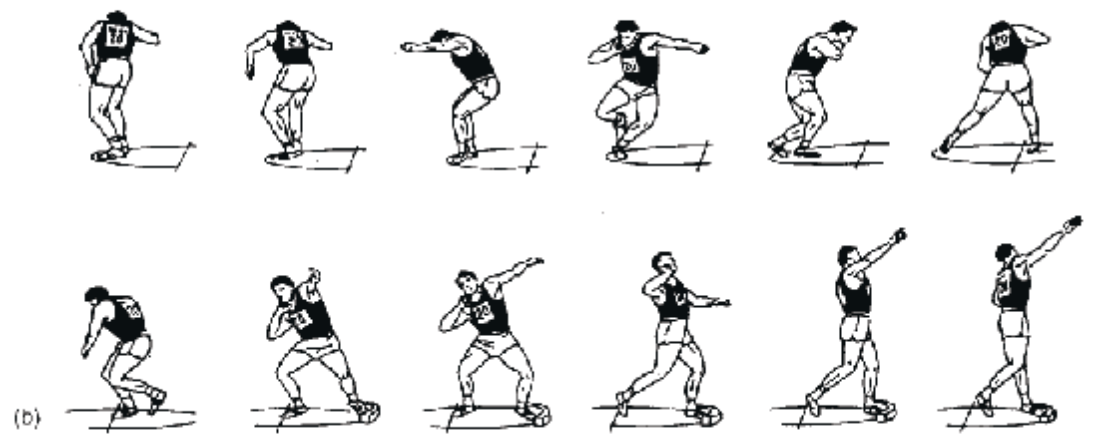


FIGURE 3–21 Multiple-exposure photograph showing positions of two balls at equal time intervals. One ball was dropped from rest at the same time the other was projected horizontally outward. The vertical position of each ball is seen to be the same.



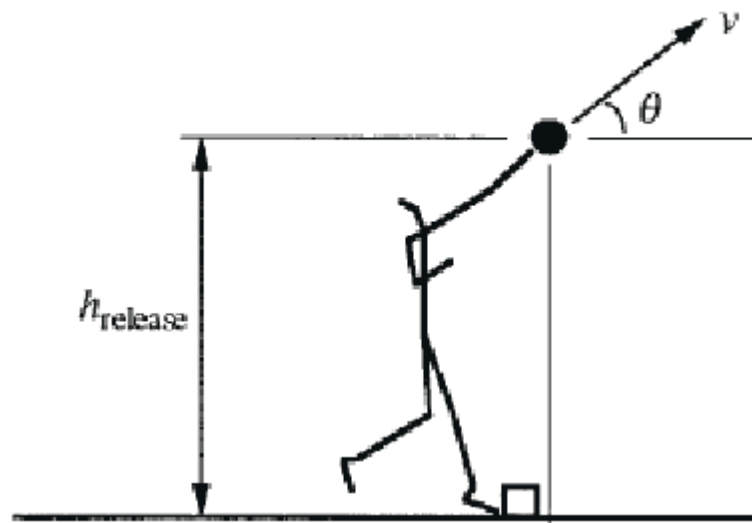
(a)

GLIDE TECHNIQUE



(b)

ROTATION TECHNIQUE



$$d = \frac{v^2 \sin 2\theta}{2g} \left[1 + \sqrt{1 + \frac{2gh}{v^2 \sin^2 \theta}} \right]$$

Optimum release angle in the shot put

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$$d = \frac{v^2 \sin 2\theta}{2g} \left[1 + \sqrt{1 + \frac{2gh}{v^2 \sin^2 \theta}} \right]$$

combine

