



# LECTURE-3

# PROJECTILE MOTION



# Two dimensional motion

## Projectile motion

When an object is thrown obliquely into space, it is called projectile and its motion is called projectile motion. A projectile moves through the space under the influence of gravitational force. Two co-ordinate must be used to describe the projectile motion, since it moves horizontally as well as vertically. The motion of a football, cricket ball, missile etc. is examples of projectile motion.

# Everyday Examples of Projectile Motion



1. Baseball being thrown
2. Water fountains
3. Fireworks Displays
4. Soccer ball being kicked
5. Ballistics Testing

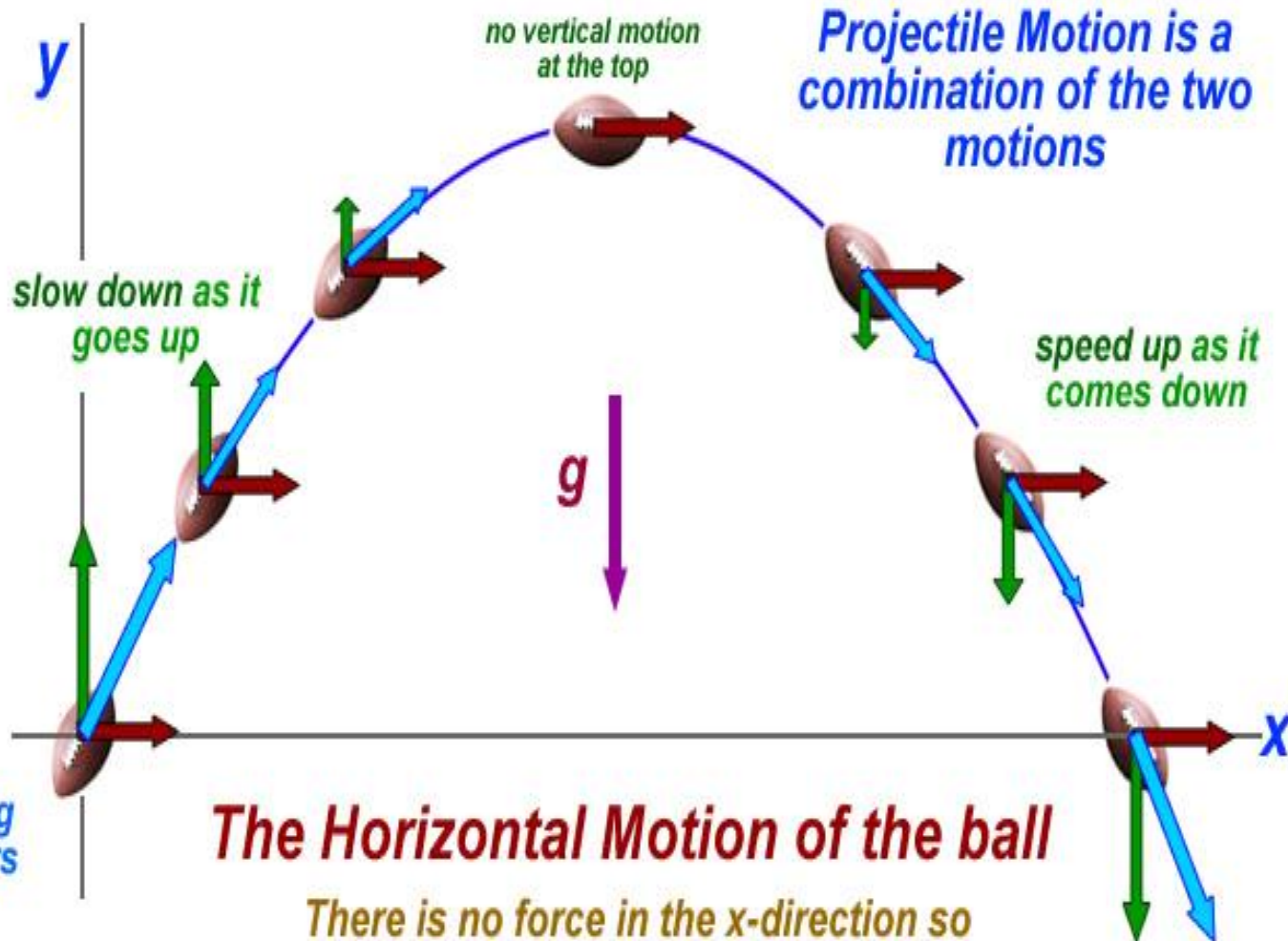


# Projectile Motion - A Vector Perspective

## The Vertical Motion of the ball

The acceleration due to gravity is causing the ball to

Adding Vectors



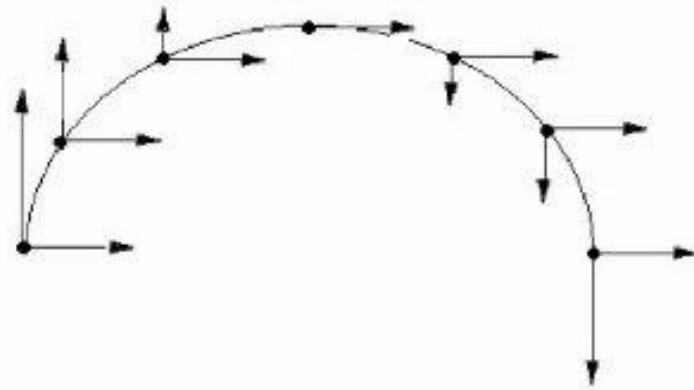
Projectile Motion is a combination of the two motions

## The Horizontal Motion of the ball

There is no force in the  $x$ -direction so there is no acceleration

# Combining the Components

Together, these components produce what is called a **trajectory** or path. This path is **parabolic** in nature.



Component	Magnitude	Direction
Horizontal	Constant	Constant
Vertical	Changes	Changes

## Some definitions relating to projectile motion

**Velocity of projection:** The initial velocity at which an object is thrown upward is called velocity of projection.

**Angle of projection:** The angle between the velocity of projection and the horizontal plane is called angle of projection.

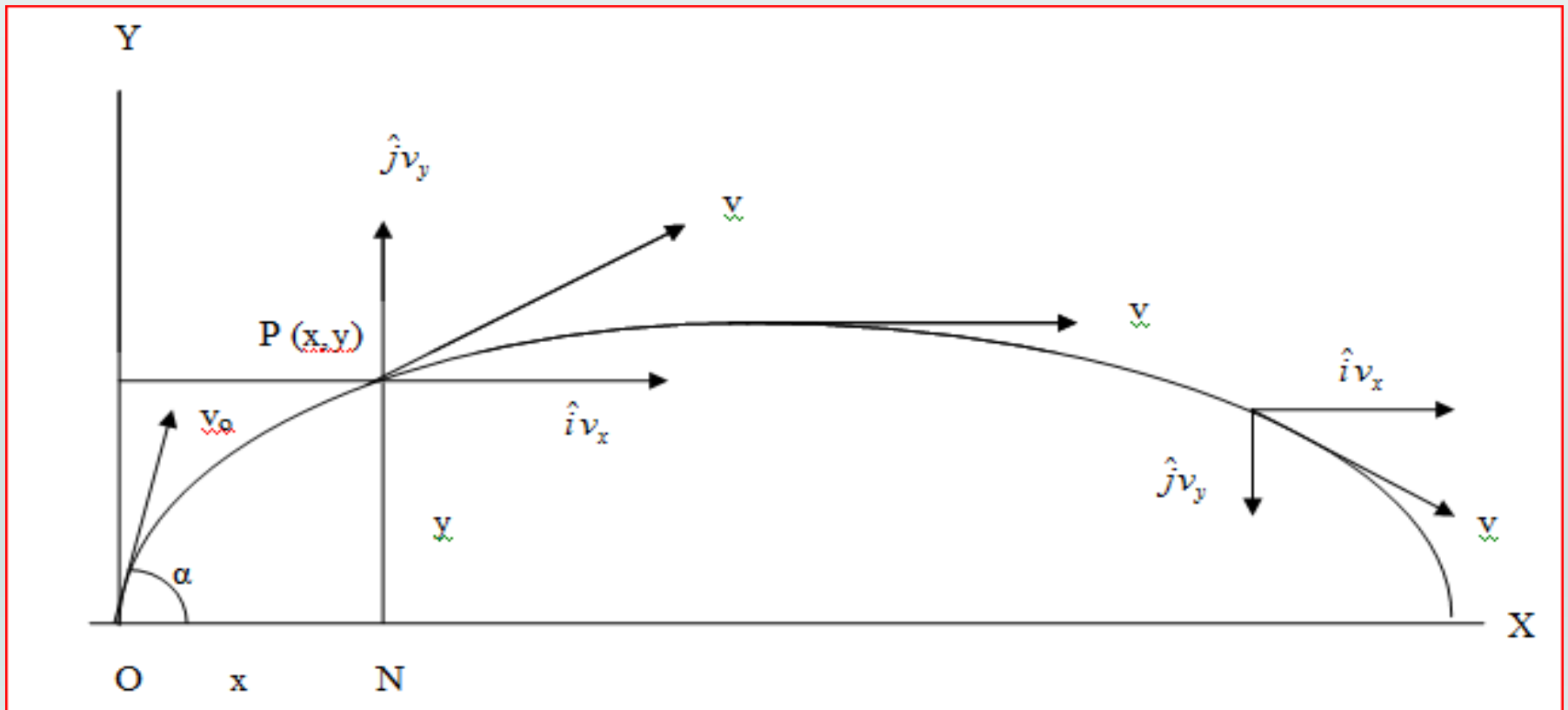
**Time of flight:** The time taken from the point of projection and return to the ground is called time of flight.

**Range:** The distance between the point of projection and the point at which it falls on a plane is called the range.

**Trajectory:** The path of the projectile under the action of gravity

## Derivation of equation of motion of a projectile

Let a projectile begins its flight from a point  $O$  with initial velocity  $v_0$  and making an angle  $\alpha$  with the horizontal direction as shown in fig-1 . Taking  $O$  as origin let the horizontal and vertical directions be considered along  $X$  and  $Y$ -axes. So, at  $t=0$ , the horizontal component of initial velocity,



## DERIVATION OF EQUATION OF MOTION OF A PROJECTILE

$v_{x0} = v_0 \cos \alpha$  and vertical component,  $v_{y0} = v_0 \sin \alpha$

Now from the equation of motion,

$v_x = v_{x0} + a_x t$ , we get  $v_x = v_{x0} = v_0 \cos \alpha$  [ $\because a_x = 0$ ]



## DERIVATION OF EQUATION OF MOTION OF A PROJECTILE

Let at  $t=t$ , the projectile reaches the point P, whose co-ordinate is  $(x, y)$  and where its velocity is  $\vec{v}$ . So, the

displacement of the projectile parallel to the ground i.e. along X-axis is,  $x = ON = v_0 \cos \alpha \times t$

$$\text{Or, } t = \frac{x}{v_0 \cos \alpha} \dots \dots \dots (1)$$

## DERIVATION OF EQUATION OF MOTION OF A PROJECTILE

Now, the vertical component of the velocity is,  $v_y = v_{y0} + a_y t$  or,  $v_y = v_{y0} = v_0 \sin \alpha - gt$  [ $\because a_y = -g$ ]

So, vertical displacement at  $t=t$ ,  $y = PN = y_0 + v_{y0}t + \frac{1}{2}a_y t^2 \Rightarrow y = 0 + v_0 \sin \alpha t - \frac{1}{2}gt^2$

$$\Rightarrow y = v_0 \sin \alpha t - \frac{1}{2}gt^2 \dots\dots\dots (2)$$

## Derivation of equation of motion of a projectile

Putting the value of  $t$  from equation (1) into equation (2), we have

$$y = v_0 \sin \alpha \times \frac{x}{v_0 \cos \alpha} - \frac{1}{2} g \left( \frac{x}{v_0 \cos \alpha} \right)^2 = x \tan \alpha - \frac{1}{2} g \frac{x^2}{v_0^2 \cos^2 \alpha} = x \tan \alpha - \frac{gx^2}{2v_0^2 \cos^2 \alpha} \dots\dots\dots(3)$$

In equation (3)  $\alpha$ ,  $g$  and  $v_0$  are constants. So, taking  $\tan \alpha = b$  and  $\frac{g}{2v_0^2 \cos^2 \alpha} = c$  as constants eq. (3) can be

written as,  $y = bx - cx \dots\dots\dots(4)$ . This is an equation of a parabola. Hence the path of motion (called

trajectory) of a projectile is parabolic.

# MAXIMUM HEIGHT

Now, we will derive some important expressions relating projectile motion.

(i) Maximum height of the path of a projectile:

We know from equation of motion,  $v^2 = v_0^2 + 2as$

Since the vertical component of the projectile is along Y-axis, so above equation reduces to,

$$v_y^2 = v_{y0}^2 + 2a_y y \dots\dots\dots (1)$$

## MAXIMUM HEIGHT

Let the maximum height reached by the projectile be  $H$  when final velocity  $v=0$  i.e.,  $v_y = 0$ . So, we get from

equation (1),  $0 = v_{y0}^2 - 2gH = v_0^2 \sin^2 \alpha - 2gH \Rightarrow H = \frac{v_0^2 \sin^2 \alpha}{2g}$  .....(2) [ $\because a_y = -g$  and  $v_{y0} = v_0 \sin \alpha$ ]

When  $\alpha = 90^\circ$ , the height will be maximum. So,  $H = \frac{v_0^2}{2g}$  .....(3).

By knowing  $v_0$  and  $g$ ,  $H$  can be determined.



# TIME TO REACH MAXIMUM HEIGHT

(ii) Time to reach maximum height: We know from equation of motion,  $v = v_0 + at$ .

Since the vertical component of the projectile is along Y-axis, so above equation reduces to,

$$v_y = v_{y0} + a_y t \dots\dots\dots(4)$$

Now, the vertical component of initial velocity  $v_{y0} = v_0 \sin \alpha$  and at maximum height final velocity  $v = 0$ . So,

from eq. (4) we get,  $0 = v_0 \sin \alpha - gt \Rightarrow t = \frac{v_0 \sin \alpha}{g} \dots\dots\dots(5) [ \because a_y = -g ]$

By knowing  $v_0$ ,  $g$  and  $\alpha$ ,  $t$  can be determined.

# TIME OF FLIGHT

(iii) Time of flight: Let the time of flight be  $T$ . Now, we know the time of ascend to the maximum height =

time of descent to the ground. So,  $T = t + t = 2t = 2 \times \frac{v_0 \sin \alpha}{g} = \frac{2v_0 \sin \alpha}{g}$  .....(6) [ By using eq. (5)]

By knowing  $v_0$ ,  $g$  and  $\alpha$ ,  $T$  can be determined.

# HORIZONTAL RANGE

(iv) Horizontal range: The linear distance from the point of projection to the end of the flight is called the horizontal range. This is represented by R.

R = horizontal component of the initial velocity X time of flight

$$R = v_0 \cos \alpha \times T \Rightarrow R = v_0 \cos \alpha \times \frac{2v_0 \sin \alpha}{g} \Rightarrow R = \frac{v_0^2 \times 2 \sin \alpha \cos \alpha}{g} \Rightarrow R = \frac{v_0^2 \sin 2\alpha}{g} \dots \dots \dots (7)$$

By knowing  $v_0$ ,  $g$  and  $\alpha$ , R can be determined.

# MAXIMUM HORIZONTAL RANGE

(v) Maximum horizontal range: From eq. (7), it is evident that  $R$  will be maximum when  $\sin 2\alpha = 1$

$$\Rightarrow \sin 2\alpha = \sin 90^\circ \Rightarrow 2\alpha = 90^\circ \Rightarrow \alpha = 45^\circ. \text{ In that case, } R_{\text{max}} = \frac{v_0^2}{g} \dots\dots\dots (8)$$

That is, if an object is thrown at an angle  $45^\circ$  with the horizontal direction, the horizontal range will be maximum.

# PROBLEMS RELATING PROJECTILE MOTION

## Problems relating projectile

*Prob-1: A bouncing ball leaves the ground with a velocity of 4.36 m/s at an angle of 81 degrees above the horizontal. a) How long did it take the ball to land? b) How high did the ball bounce? c) What was the ball's range?*

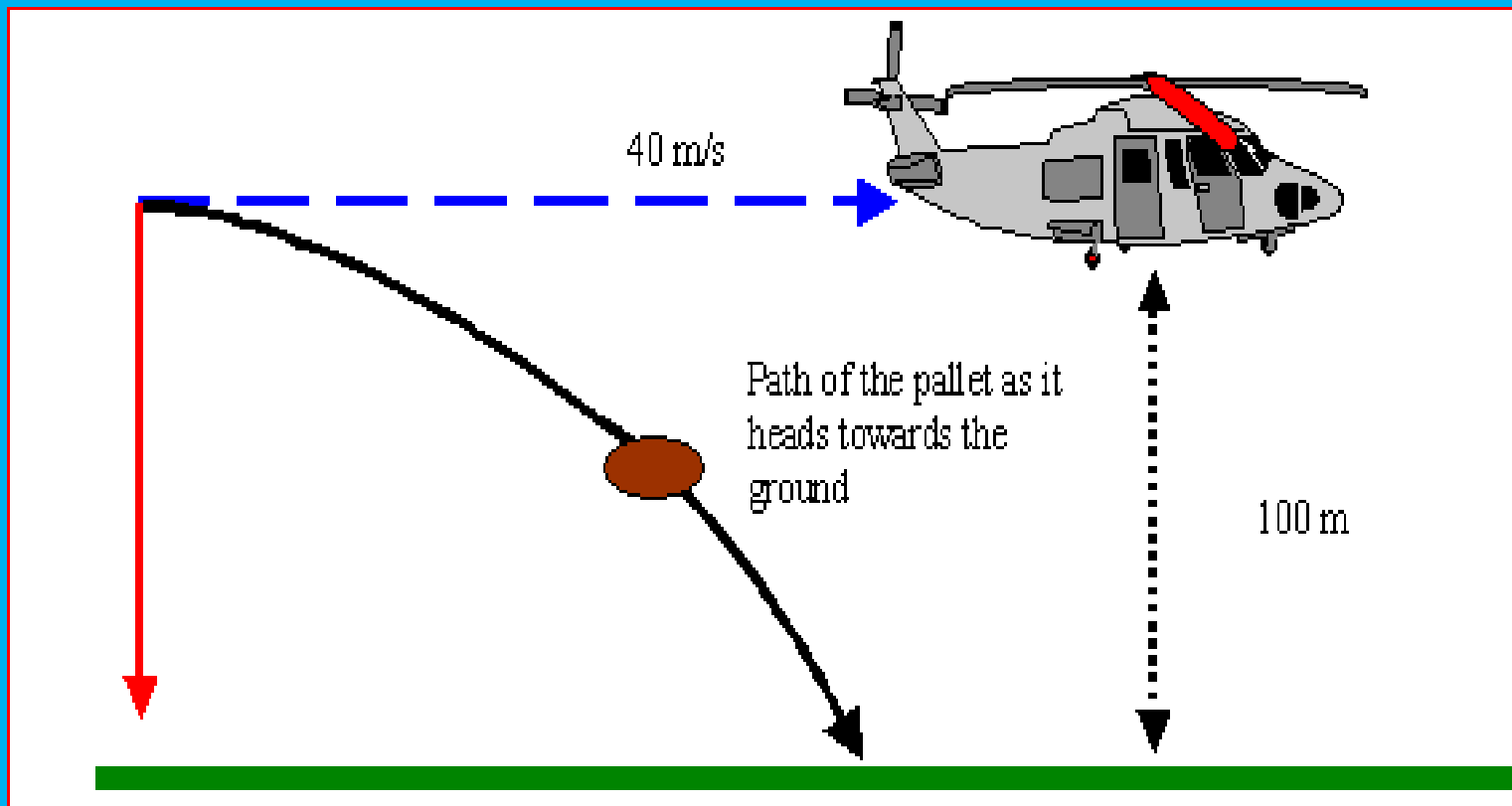
**Solution: a)** We know,  $T = \frac{2v_0 \sin \alpha}{g} = \frac{2 \times 4.36 \times \sin 81}{9.81} = 0.878 \text{ s.}$

**b)**  $H = \frac{v_0^2 \sin^2 \alpha}{2g} = \frac{(4.36)^2 (\sin 81)^2}{2 \times 9.81} = 0.95 \text{ m/s}$  **c)**  $R = \frac{v_0^2 \sin 2\alpha}{g} = \frac{(4.36)^2 \sin(2 \times 81)}{9.81} = 0.60 \text{ m}$



# PROBLEMS RELATING PROJECTILE MOTION

**Prob-2:** Look at the diagram below. A pallet is dropped from a helicopter to the ground. We will ignore the air resistance.



## PROBLEMS RELATING PROJECTILE MOTION

a) What is the horizontal velocity? B) Can you show that the vertical velocity is 44.7 m/s towards the ground? Note that the horizontal velocity is ignored, c) What is the resultant velocity of the pallet just before it hits the ground?

Solution: a) We know,  $v_x = v_0 = 40 \text{ m/s}$  b) We have,  $y = \frac{1}{2}gt^2 \Rightarrow t^2 = \frac{2y}{g} \Rightarrow t = \sqrt{\frac{2 \times 100}{9.8}} = 4.52 \text{ s}$

And again  $v_y = v_0 + gt = 0 + 9.80 \times 4.52 = 44.3 \text{ m/s} \approx 44.7 \text{ m/s (shown)}$

c)  $\therefore v = \sqrt{v_x^2 + v_y^2} = \sqrt{40^2 + 44.3^2} = 59.69 \text{ m/s}$ .

## PROBLEMS RELATING PROJECTILE MOTION

*Prob-3: The horizontal range of a projectile is 96m and its initial velocity is 66 m/s. What is the angle of projection?*

Solution: We know,

$$R = \frac{v_0^2 \sin 2\alpha}{g} \Rightarrow \sin 2\alpha = \frac{Rg}{v_0^2} \Rightarrow 2\alpha = \sin^{-1}\left(\frac{Rg}{v_0^2}\right) \Rightarrow 2\alpha = \sin^{-1}\left(\frac{96 \times 9.8}{(66)^2}\right) \Rightarrow 2\alpha = 12.473$$

$$\Rightarrow \alpha = \frac{12.473}{2} \Rightarrow \alpha = 6.24^\circ$$

*Self assessment: An object is thrown at velocity 40 m/s making an angle  $60^\circ$  with the horizontal plane. Find the maximum height and the horizontal range.*

# PROBLEMS RELATING PROJECTILE MOTION

*A soccer player kicks a ball at an angle of  $37^\circ$  from the horizontal with an initial speed of 20 m/s. (A right angle, one of whose angles is  $37^\circ$  has sides in the ratio 3 : 4 : 5 or 6 : 8 : 10). Assume that the ball moves in a vertical plane.*

- (a) Find out the time  $t_1$  at which the ball reaches the highest point of its trajectory*
- (b) How high does the ball go?*
- (c) What is the horizontal range of the ball?*
- (d) How long is it in the air?*
- (e) What is the velocity of the ball as it strikes the ground?*

**Solution:**

$$a) \quad t_1 = \frac{v_0 \sin \theta_0}{g} = \frac{20 \times \sin 37^\circ}{9.8} = 1.22 \text{ sec.}$$

$$b) \quad H = \frac{v_0^2 \sin^2 \theta_0}{2g} = \frac{20^2 \times (\sin 37^\circ)^2}{2 \times 9.8} = 709.8 \text{ m.}$$

$$a) \quad R = \frac{v_0^2 \sin 2\theta_0}{g} = \frac{20^2 \times (\sin 2 \times 37^\circ)}{9.8} = 39.24 \text{ meters}$$

$$a) \quad T = 2t_1 = 2 \times 1.22 = 2.44 \text{ sec}$$

$$a) \quad v_x = v_0 \cos \theta_0 = 20 \times \cos 37^\circ = 15.97 \text{ m/s}$$

$$v_y = v_0 \sin \theta_0 - gt = 20 \times \sin 37^\circ - 9.8 \times 1.22 = 0.08 \text{ m/s}$$

$$v = \sqrt{v_x^2 + v_y^2} = \sqrt{15.97^2 + 0.08^2} = 15.97 \text{ m/s}$$