

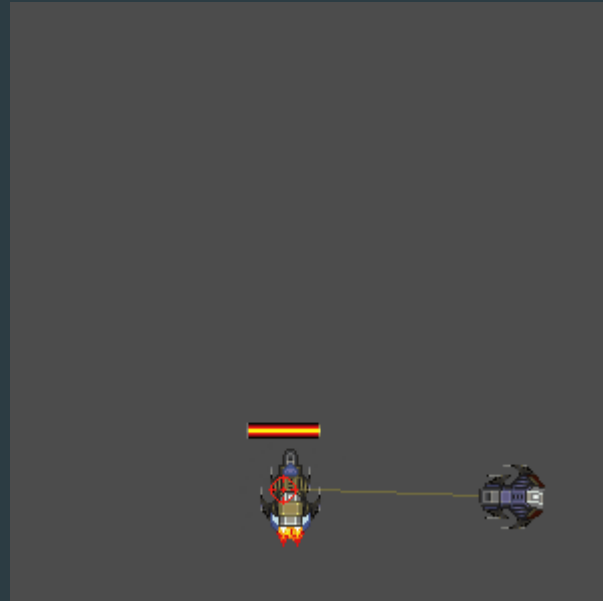
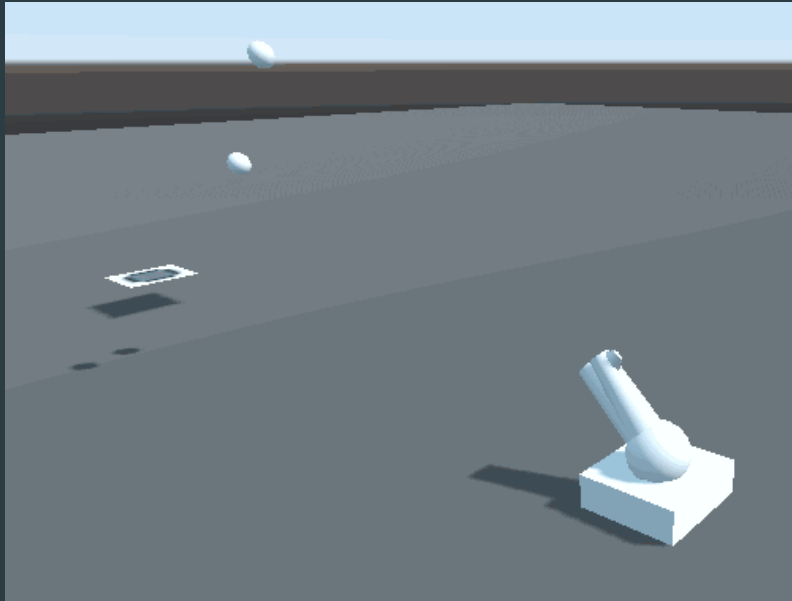
Projectile Motion

Leszek Nowak

Faculty of Physics, Astronomy and Applied Computer Science

Jagiellonian University

Finding ballistic solution and target leading



Finding ballistic solution and target leading

- Równanie kwadratowe:

$$ay^2 + by + c = 0, \quad y = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}, \quad \Delta = b^2 - 4ac$$

- Równanie ruchu:

$$S = \frac{1}{2}at^2 + V_0t + S_0, \quad V = V_0 + at$$

Read those:

www.forrestthewoods.com/blog/solving_ballistic_trajectories

[http://www.gamasutra.com/blogs/KainShin/20090515/83954/
Predictive_Aim_Mathematics_for_AI_Targeting.php](http://www.gamasutra.com/blogs/KainShin/20090515/83954/Predictive_Aim_Mathematics_for_AI_Targeting.php)





//

johnmeadow.itch.io

github.com/JohnMeadow1

www.reddit.com/user/JohnMeadow2

twitter.com/JohnMeadow3

www.doit.fais.uj.edu.pl/leszek-nowak