Projectile Mechanics

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| **Velocity Components** |
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| **Governing Equation** |
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|  |
| **Max Height** |
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|  |
| **Time of Flight** |
|  |
|  |
| **Final Position** |
|  |

# Projectile Target

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| **Known Variables** |
| |  |  | | --- | --- | |  | Launch height | |  | Target height | |  | Distance from target | |  | Angle of target | |
|  |
| **Unknowns** |
| |  |  | | --- | --- | |  | Launch Angle | |  | Launch Velocity | |
|  |
| **System of Equations** |
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|  |
| **Time of Flight** |
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|  |
| **Final Position** |
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If at x final, we want 45deg target hit

# Projectile Target with fixed initial velocity

the launch should be at the angle halfway between the target and Zenith (vector opposite to Gravity)

# Projectile Target with Ceiling

Priority to ceiling determines launch angle and target angle. Distance from target and height of launch and target zones are known. Maximize target angle of attack to reduce roll. To maximize target roll, find minimum launch angle to satisfy target – remember, projectile dimensions must be considered when calculating heights.

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| **Known Variables** |
| |  |  | | --- | --- | |  | Launch height | |  | Target height | |  | Distance from target | |  | Max projectile height | |
|  |
| **Unknowns** |
| |  |  | | --- | --- | |  | Target Angle | |  | Launch Velocity | |

With respect to the target angle

Or with respect to peak

Relative height with respect to launchpad set launch height to 0. Otherwise, follow the given delta measurement to find the height of the ceiling from the target to compute max angle of attack. The parabola is symmetric about the point where ymax exists.

This just leads back to the equation for the parabola!

Since we don’t know xmax

# Projectile with Drag

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| --- | --- | --- | --- |
| Stokes Drag | At low speeds | Linear |  |
| Newton Drag | At higher speeds | Quadratic |  |

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| --- | --- |
|  | **FD** is the drag force  **c** is the drag coefficient  **ρ** is the air density  **A** is the cross sectional area of the projectile  **μ** = k/m = cρA/(2m) |

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| **Component** | **Horizontal** | **Vertical** |
| **Displacement** |  |  |
| **Velocity** |  |  |
| **Acceleration** |  |  |

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| --- | --- | --- |
| **Component** | **Horizontal** | **Vertical** |
| **Displacement** |  |  |
| **Velocity** |  |  |
| **Acceleration** |  |  |

**Numerical Solution**

**Launch Angle:**

**Target Angle:**

**Ceiling Height:**