Instructor Notes for 1D Video Analysis

Students should open LoggerPro, and then open the analysis file through there.

File Path For 1D Analysis:

Desktop-> FIU Modeling Video Analysis alias-> kramertoss1.cmbl

Preparation (before adding data points)

- 1. The scale must been set correctly.
 - a. [To set the scale, click the button that looks like this: (it's the 4th from the top). Then click and drag on an end of the meter stick, so that the green line runs to the other side of the stick. In the dialog box that appears, enter distance of 1 meter. Note that the graphs adjust to reflect the scale.]
- 2. As in previous discussions and worksheets, students can set the origin wherever they want.
 - a. [To do that, click on the "set origin" button, which looks like this: (it's the 3rd from the top on the right of the video). Then click wherever you want the origin to be. You can also rotate the axes by clicking and dragging on the yellow dot.]

Adding Data Points:

- 1. Advance the video until after the ball is in the air. To add data points, click the button that looks like this: (it's the 2nd from the top).
- 2. Position the cursor on the ball, and click. (Using the top of the ball as a reference point seems to work the best.) After you click, you should notice the video advances 1 frame, and a blue dot appears where you clicked.
- 3. Continue adding data points for all frames in which the ball is

not in contact with the thrower's hands.

Deleting Data Points:

- 1. Individual data points can be deleted by clicking on the pointer button (top left), selecting a data point, then pressing the delete key.
- 2. To clear all data points, select "clear all data points" from the "data" menu at the top of the screen.

Closing the Program:

1. When LoggerPro asks if you want to save the current file, CLICK "DON'T SAVE". Otherwise you will alter the original cmbl file

*Acceleration Issue:

To get an acceleration closer to 9.8, change the scale of the meter stick to .9m, instead of 1m.