

# Equations of Motion

## COMP 1601

Louis D. Nel

# Modeling Motion in Games and Simulations

Typical Mechanics Quantities:

- 1) Position
- 2) Velocity
- 3) Acceleration
- 4) Force

# Position

**Position** can be described by a simple point in 2D or 3D space (we will work only in 2D)

Physics models take place in a world with dimensions (units of measure) typically:

SI units (kilogram, meter, second)

SAE units: (pound, feet, second)

To work with physics models we need to have dimension in our simulated game world.

# Velocity

**Velocity** is the rate of change of position over time  
(units: m/sec)

Velocity can be thought to cause a change in position

Velocity can be constant or changing over time

**Speed** is the magnitude of a Velocity (it has no direction  
sense of direction)

# Acceleration

**Acceleration** is the rate of change in velocity over time  
(units m/sec/sec or  $\text{m/sec}^2$ )

Acceleration can be thought to cause a change in velocity, which in turn causes a change in position.

Acceleration can be constant or changing over time

(The magnitude of acceleration does not have a special name.)

# Force

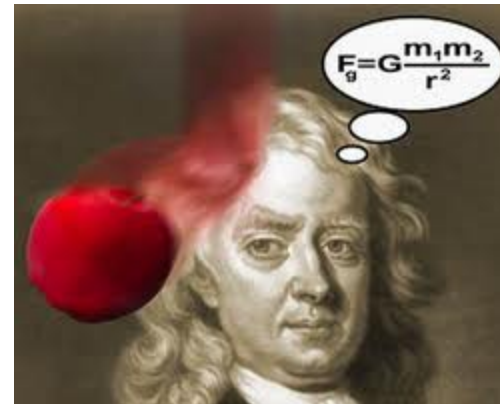
A **Force** is something that can cause a change in the acceleration of an object with mass.

Units: Newton = 1 kg m/sec<sup>2</sup>

Force is related to mass by the Newton's second law:  $F=ma$ .

# Gravitational Force

**Gravitational Force** is caused by virtue of objects having mass.



# ...Force

**Gravitational Force** is caused by virtue of objects having mass:

$$F_G = Gm_1m_2/r^2 \quad G = 6.674 \times 10^{-11} \text{ N-m}^2/\text{kg}^2$$

$$\text{On Earth: } F_G = Gm_1m_{\text{earth}}/r^2$$

$$a = \frac{F}{m} = \frac{Gm m_{\text{earth}}}{mr^2} = \frac{Gm_{\text{earth}}}{r^2} = 9.81 \frac{m}{\text{sec}^2}$$

$m$  = mass,  $r$  = distance between centers of masses.



# Sample Calculations

## Sample Calculations involving gravity

Idea: calculate what should happen based on physics equations of motion and compare that with (Euler approximation-based) simulation code.

# Equations of Motion

These equations of motion are typically taught in high school physics. They describe the horizontal and vertical position of an object at time  $t$  given knowledge of its initial position, velocity and the constant acceleration it experiences during its travel.

$$\mathbf{x}(t) = \frac{1}{2} \mathbf{a}_x t^2 + \mathbf{v}_{x0} t + \mathbf{x}_0$$

$$\mathbf{y}(t) = \frac{1}{2} \mathbf{a}_y t^2 + \mathbf{v}_{y0} t + \mathbf{y}_0$$

Can be evaluated at any time  $t$  based only on knowing the initial conditions

# Equations of Motion

$$x(t) = \frac{1}{2} a_x t^2 + v_{x0} t + x_0$$

$x(t)$  // horizontal position at time  $t$

$a_x$  // horizontal acceleration (constant  $a_x=0$ )

$v_{x0}$  // initial horizontal velocity

$x_0$  //initial horizontal position

$$y(t) = \frac{1}{2} g t^2 + v_{y0} t + y_0$$

$y(t)$  // vertical position at time  $t$

$a_y=g$  // vertical acceleration (constant gravity = 9.8 m/sec<sup>2</sup>)

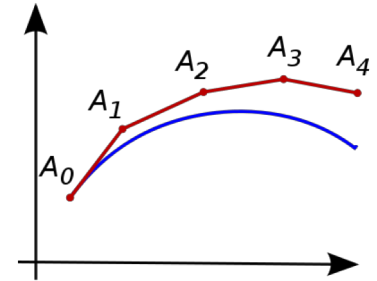
$v_{y0}$  // initial vertical velocity

$y_0$  //initial vertical position

# Euler Approximation of Velocity Integral

Euler Approximation of above  
for constant acceleration:

$$\begin{aligned}v_x(t_2) &= v_x(t_1) + a_x \Delta t \\x(t_2) &= x(t_1) + v_x(t_2) \Delta t \\v_y(t_2) &= v_y(t_1) + a_y \Delta t \\y(t_2) &= y(t_1) + v_y(t_2) \Delta t\end{aligned}$$



Where  $\Delta t = t_2 - t_1$        $a_x = 0$        $a_y = g = 9.8 \frac{m}{\text{sec}^2}$

In an Euler approximation you compute a new velocity and position after every sampling interval  $\Delta t$

The graph shows how an error might accumulate. (The red line shows Euler approximation steps and the blue line the result based on the actual equations of motion)

# What is the object's displacement?

- What will be the horizontal displacement of a ball that is kicked off a  $850_{\text{m}}$  cliff at a horizontal velocity of  $50_{\text{m/s}}$ ?

# Displacement along y-component

Account for Vertical motion

- Cliff is  $850_m$
- Initial speed is  $0_{m/s}$
- The vertical displacement is  $850_m$
- How long will it take to reach the bottom of the cliff?

$$\Delta s = 850_m \quad a = 9.8 \frac{m}{s^2} \quad v_0 = 0 \frac{m}{s}$$

$$s = v_0 t + \frac{at^2}{2}$$

$$850_m = 0t + \frac{9.8 \frac{m}{s^2} t^2}{2}$$

$$t^2 = \frac{850_m * 2}{9.8 \frac{m}{s^2}} = \frac{1700_m}{9.8 \frac{m}{s^2}} = 173.47_{s^2}$$

$$t = 13.17_s$$

Show Demo

# Displacement along the x-component

Compute horizontal displacement

- depends on the amount of time that the object is in the air

$$a = 0 \frac{m}{s^2} \quad v_0 = 50 \frac{m}{s} \quad t = 13.17_s$$

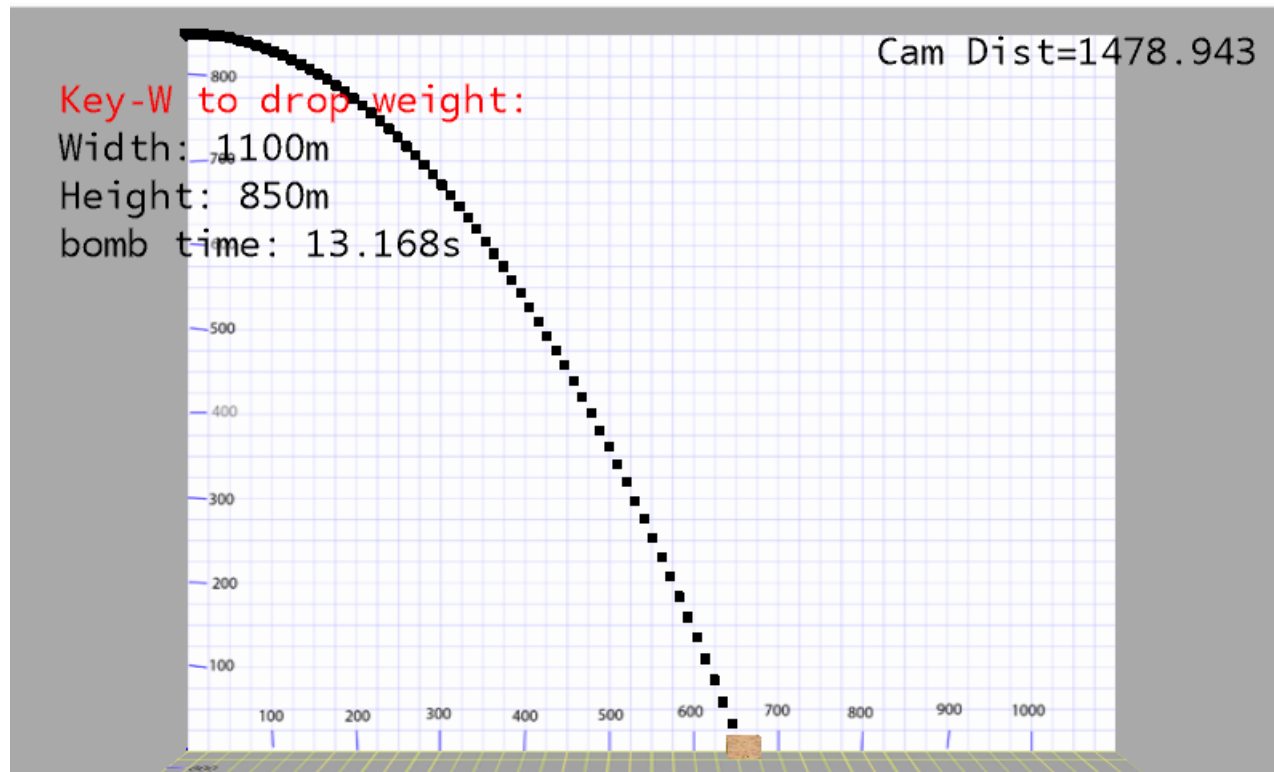
$$s = v_0 t + \frac{at^2}{2}$$

$$s = 50 \frac{m}{s} 13.17_s + \frac{0 * 13.17_s^2}{2}$$

$$s = 50 \frac{m}{s} 13.17_s = 658.5_m$$

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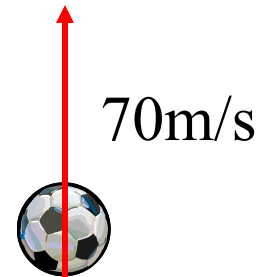
# What is the object's displacement?





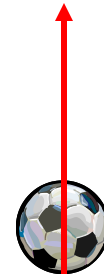
# Vertical trajectory

- Vertical trajectory occurs when the projectile angle is  $90^\circ$  to horizontal
  - Kicking a ball straight up at  $70\text{m/s}$
- How long will the ball be in the air?
- What height will the ball reach?



# How long will the ball be in the air?

- The ball will travel up, slowing down, until it stops and then it will start a free fall.
- Total time = up time + down time
- The ball will stop when its velocity is  $0\text{m/s}$
- Corollary - the ball will be in the air twice as long as it takes it to stop



# How long will it take the ball to stop?

$$v_y = 70 \frac{m}{s} \quad a = -9.8 \frac{m}{s^2}$$

$$v = v_0 + at$$

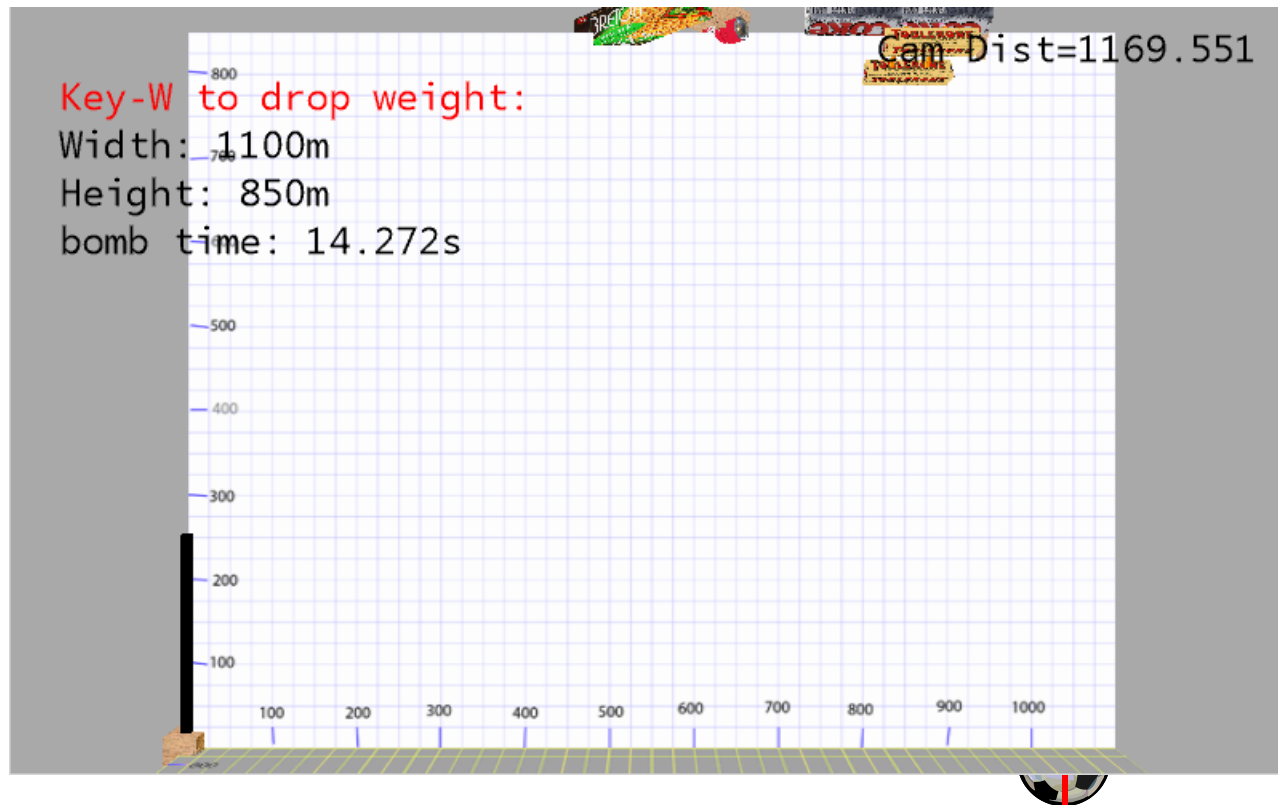
$$0 \frac{m}{s} = 70 \frac{m}{s} - 9.8 \frac{m}{s^2} t$$

$$t = \frac{70 \frac{m}{s}}{9.8 \frac{m}{s^2}} \approx 7.14_s$$

The ball will be in the air  
twice as long – 14.28s (7.14\* 2)

Show Demo

# Vertical trajectory



# How high will the ball go?

$$v_y = 70 \frac{m}{s} \quad a = -9.8 \frac{m}{s^2} \quad t = 7.14_s$$

$$h = v_0 t + \frac{1}{2} a t^2$$

$$h = 70 \frac{m}{s} * 7.14_s - \frac{9.8 \frac{m}{s^2} * (7.14_s)^2}{2}$$

$$h = 499.8_m - \frac{499.6_m}{2} = 250_m$$

# Example – javelin throwing

- An athlete throws a javelin at  $30^\circ$  degree angle giving it a speed of  $70\text{m/s}$
- How far did he throw the javelin?
  - First compute the time that the javelin is in the air
  - Using the time compute the distance

# Time that the javelin is in the air

- The javelin is in the air is twice as long as it takes it to reach its maximum height

$$v_y = 70 \frac{m}{s} \sin(30) = 35 \frac{m}{s} \quad a = -9.8 \frac{m}{s^2}$$

$$v = v_0 + at$$

$$0 \frac{m}{s} = 35 \frac{m}{s} - 9.8 \frac{m}{s^2} t$$

$$t = \frac{35 \frac{m}{s}}{9.8 \frac{m}{s^2}} \approx 3.57_s$$

$$\text{air time} = 2t = 7.14_s$$

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# How far was the javelin thrown?

- The throw distance depends on the horizontal displacement (along the x-component)

$$a_x = 0 \frac{m}{s^2} \quad t = 7.14_s$$

$$v_x = 70 \frac{m}{s} \cos(30) = 60.62 \frac{m}{s}$$

$$s_x = v_x t + \frac{1}{2} a_x t^2$$

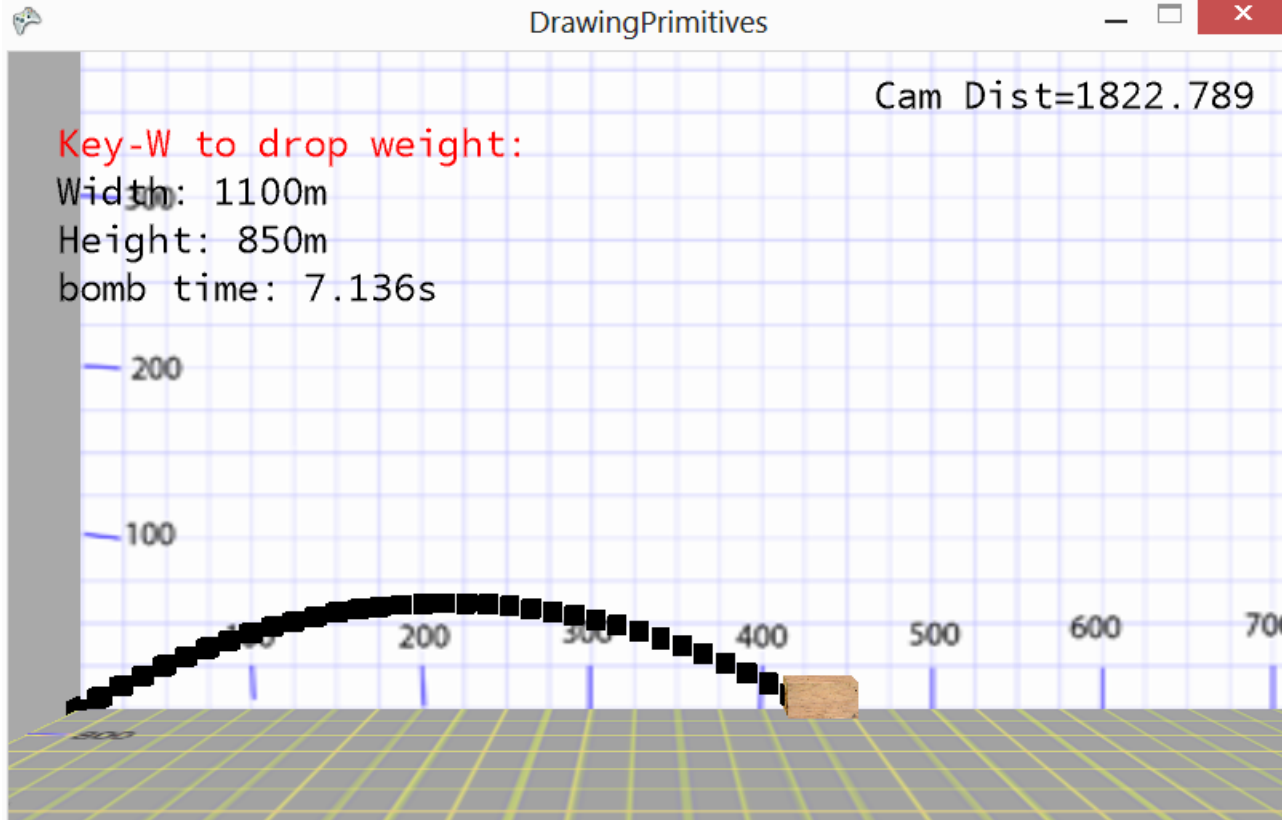
$$s_x = 60.62 \frac{m}{s} * 7.14_s + \frac{1}{2} 0 t^2$$

$$s_x = 432.8_m$$

Show Demo



# How far was the javelin thrown?



$$\begin{aligned}a_x &= 0 \frac{m}{s^2} & t &= 7.14_s \\v_x &= 70 \frac{m}{s} \cos(30) = 60.62 \frac{m}{s} \\s_x &= v_x t + \frac{1}{2} a_x t^2 \\s_x &= 60.62 \frac{m}{s} * 7.14_s + \frac{1}{2} 0 t^2 \\s_x &= 432.8_m\end{aligned}$$

Show Demo

# Time that the javelin in the air

- This time the javelin is thrown at  $30^\circ$  degree angle giving it a speed of  $70\text{m/s}$  off an  $850\text{m}$  cliff
- The javelin reaches top (0 vertical velocity) in  $3.57$  seconds
- Next compute how high it went.

$$v_y = 70 \frac{\text{m}}{\text{s}} \sin(30) = 35 \frac{\text{m}}{\text{s}} \quad a = -9.8 \frac{\text{m}}{\text{s}^2}$$

$$v = v_0 + at$$

$$0 \frac{\text{m}}{\text{s}} = 35 \frac{\text{m}}{\text{s}} - 9.8 \frac{\text{m}}{\text{s}^2} t$$

$$t = \frac{35 \frac{\text{m}}{\text{s}}}{9.8 \frac{\text{m}}{\text{s}^2}} \approx 3.57_s$$

$$\text{air time} = 2t = 7.14_s$$

Show Demo

# How high will the javelin go?

$$v_y = 70 \frac{m}{s} * \sin(30) = 35 \frac{m}{s} \quad a = -9.8 \frac{m}{s^2} \quad t = 3.57_s$$

$$h = v_0 t + \frac{1}{2} a t^2$$

$$h = 35 \frac{m}{s} * 3.57_s - \frac{9.8 \frac{m}{s^2} * (3.57_s)^2}{2}$$

$$h = 124.95_m - \frac{124.9_m}{2} = 62.5_m$$

- Javelin reaches a height of 62.5m above its launch height.
- Height from ground is  $850 + 62.5 = 912.5m$ .

# How long for the Javelin to fall to ground?

## Vertical motion

- Cliff is  $850_m$
- Initial speed is  $0_{m/s}$
- Total vertical displacement is  $912.5_m$
- How long will it take to reach the bottom of the cliff?

$$\Delta s = 912.5_m \quad a = 9.8 \frac{m}{s^2} \quad v_0 = 0 \frac{m}{s}$$

$$s = v_0 t + \frac{at^2}{2}$$

$$912.5_m = 0t + \frac{9.8 \frac{m}{s^2} t^2}{2}$$

$$t^2 = \frac{912.5_m * 2}{9.8 \frac{m}{s^2}} = \frac{1825_m}{9.8 \frac{m}{s^2}} = 186.225_{s^2}$$

$$t = 13.65_s$$

Show Demo

# How far was the javelin thrown?

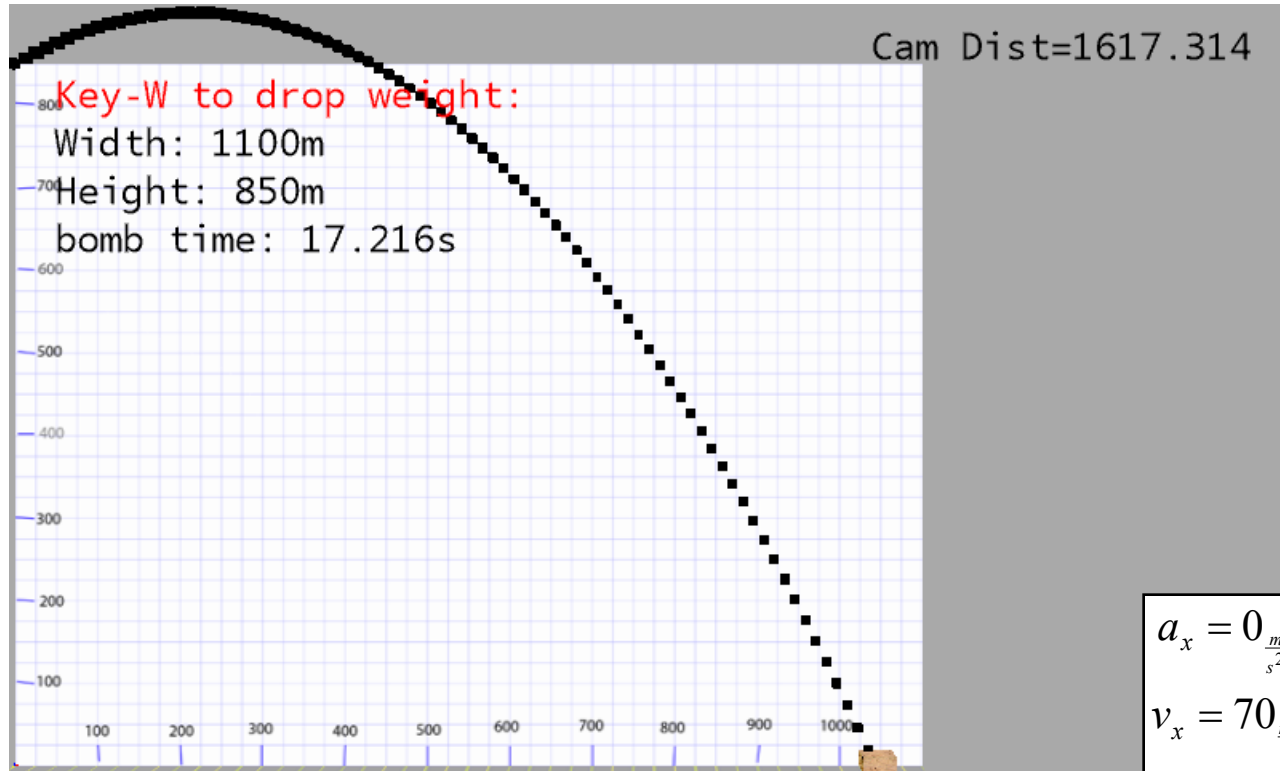
The thrown distance depends on the horizontal displacement (along the x-component)

It travels horizontally for the time it is in the air

$$\begin{aligned}a_x &= 0 \frac{m}{s^2} & t &= 3.57 + 13.65 = 17.22_s \\v_x &= 70 \frac{m}{s} \cos(30) = 60.62 \frac{m}{s} \\s_x &= v_x t + \frac{1}{2} a_x t^2 \\s_x &= 60.62 \frac{m}{s} * 17.22_s + \frac{1}{2} 0 t^2 \\s_x &= 1043.88_m\end{aligned}$$

Show Demo

# How far was the javelin thrown?



$$a_x = 0 \frac{m}{s^2} \quad t = 3.57 + 13.65 = 17.22_s$$
$$v_x = 70 \frac{m}{s} \cos(30) = 60.62 \frac{m}{s}$$
$$s_x = v_x t + \frac{1}{2} a_x t^2$$
$$s_x = 60.62 \frac{m}{s} * 17.22_s + \frac{1}{2} 0 t^2$$
$$s_x = 1043.88_m$$