

# Heat Transfer: Radiation

## Radiation of real Objects

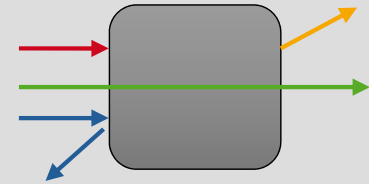
Prof. Dr.-Ing. Reinhold Kneer

Prof. Dr.-Ing. Dr. rer. pol. Wilko Rohlf

# Learning goals

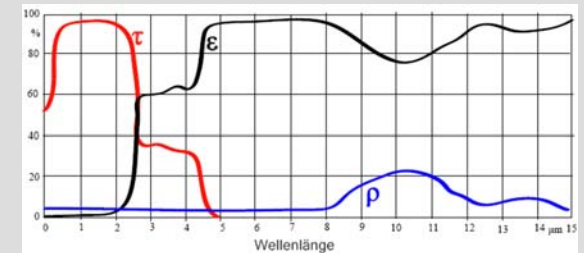
## Interaction between Radiation and Body:

- Definition and interpretation of Emissivity, Absorptivity, Transmissivity and Reflectivity



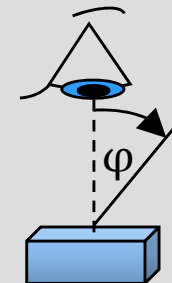
## Spectral Intensity Distribution of real bodies:

- Behaviour of real bodies compared to ideal bodies



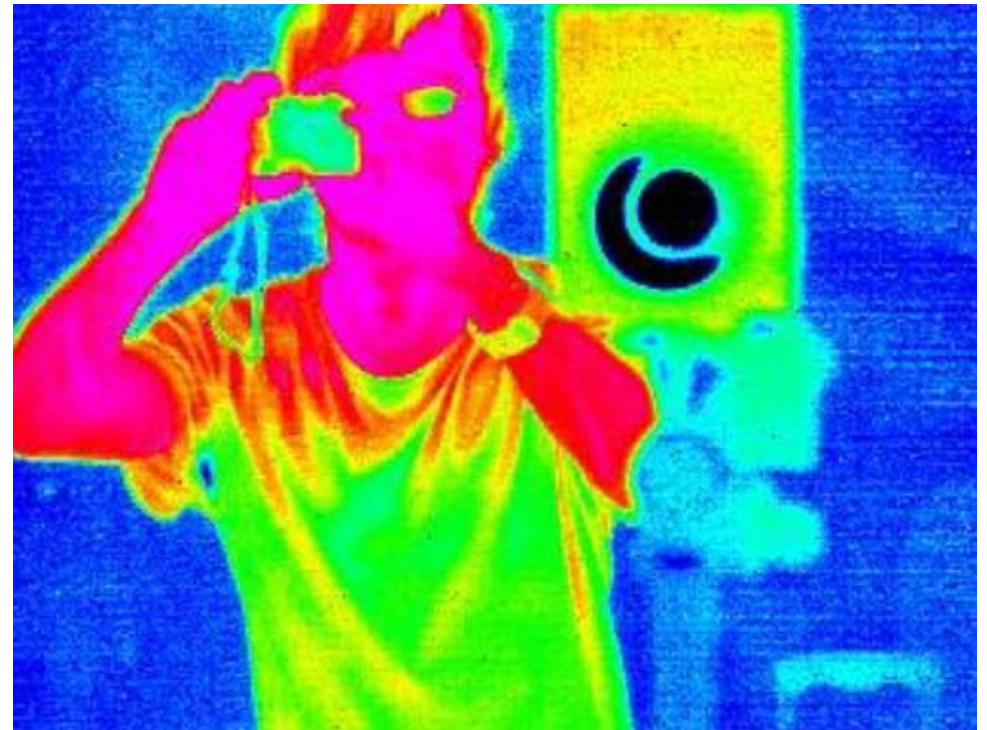
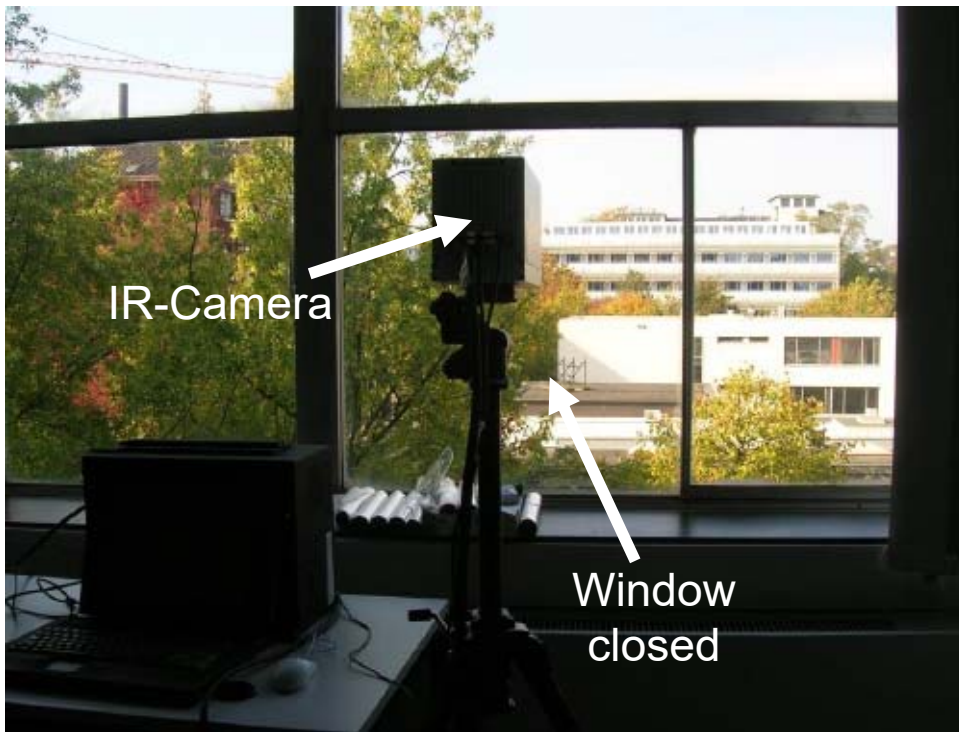
## Angle dependent radiation properties:

- Angular dependence of the radiation properties of real bodies

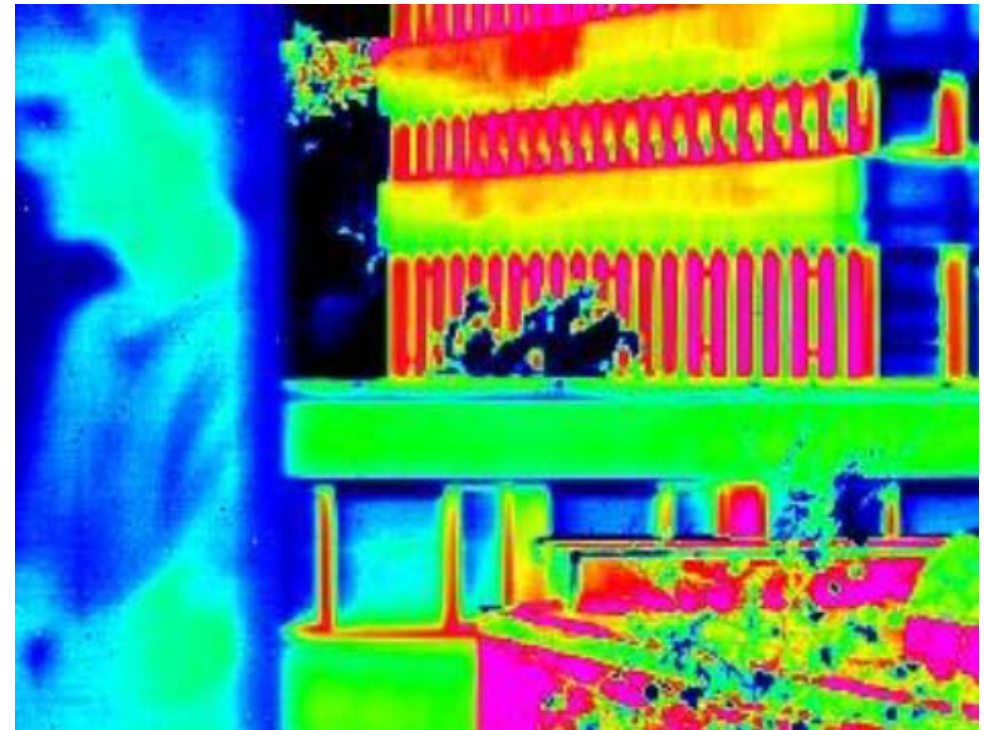


## Wavelength dependence of radiation properties

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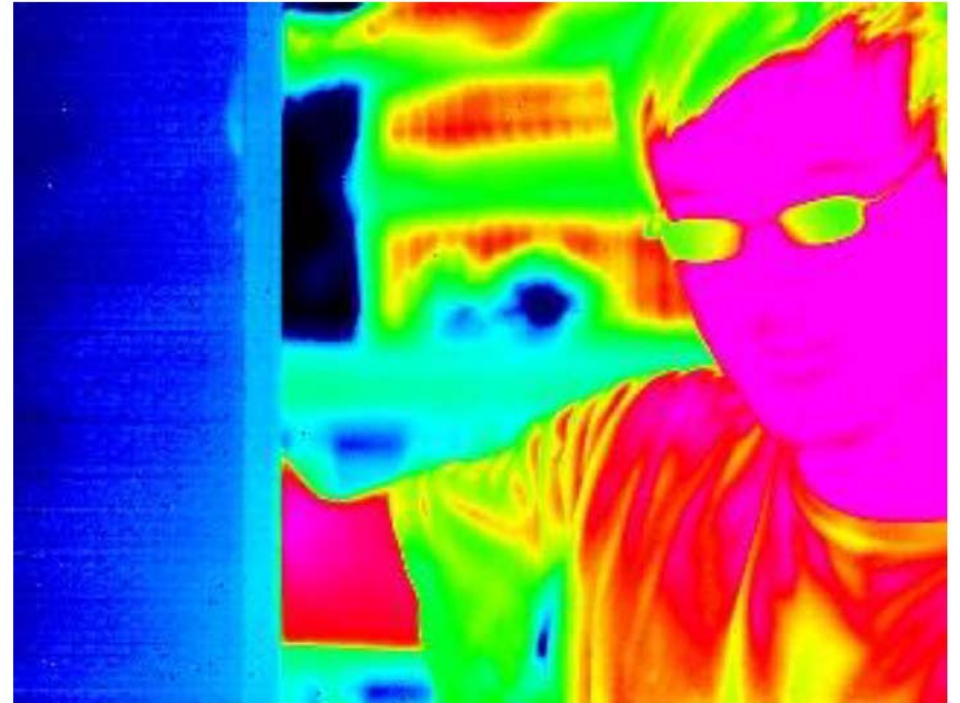
# Wavelength dependence of radiation properties





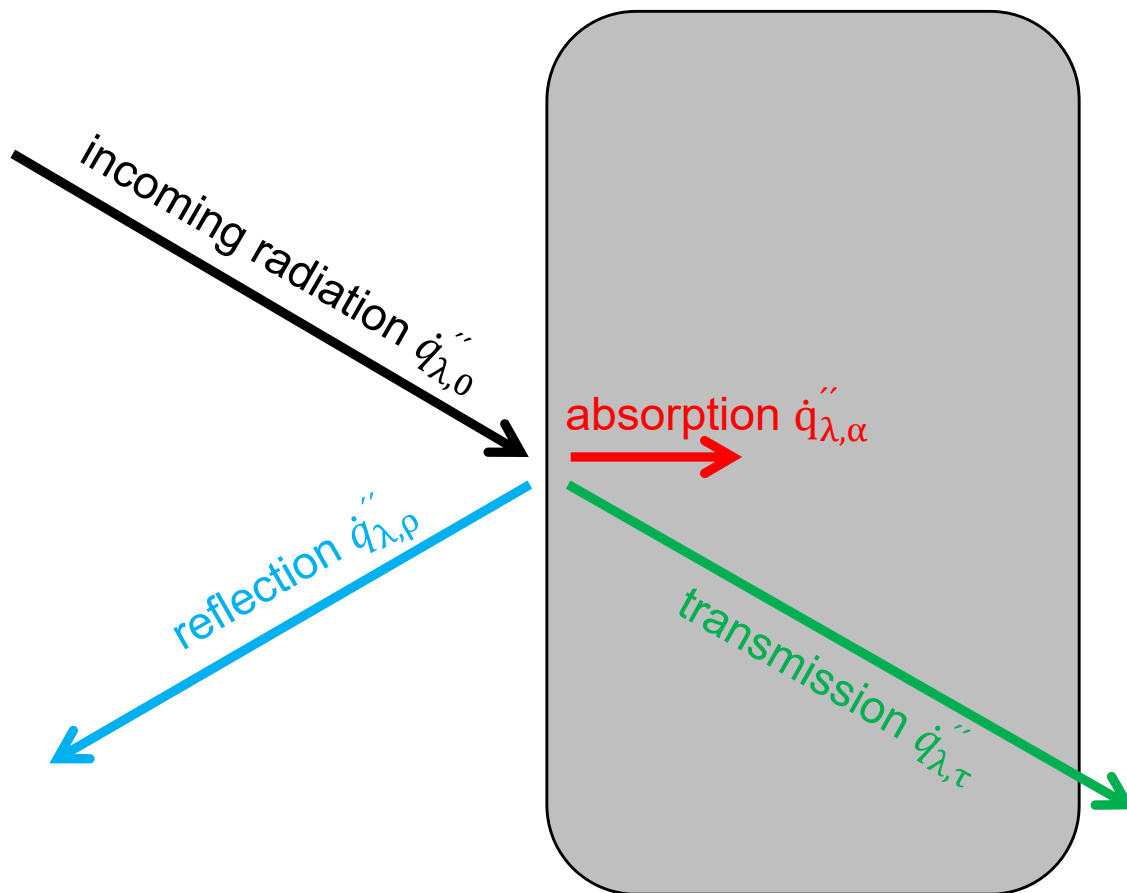
# Wavelength dependence of radiation properties

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# Radiation distribution in real bodies

## Real Body



## Distribution of the radiation:

$$\dot{q}''_{\lambda,0} = \dot{q}''_{\lambda,\rho} + \dot{q}''_{\lambda,\alpha} + \dot{q}''_{\lambda,\tau}$$

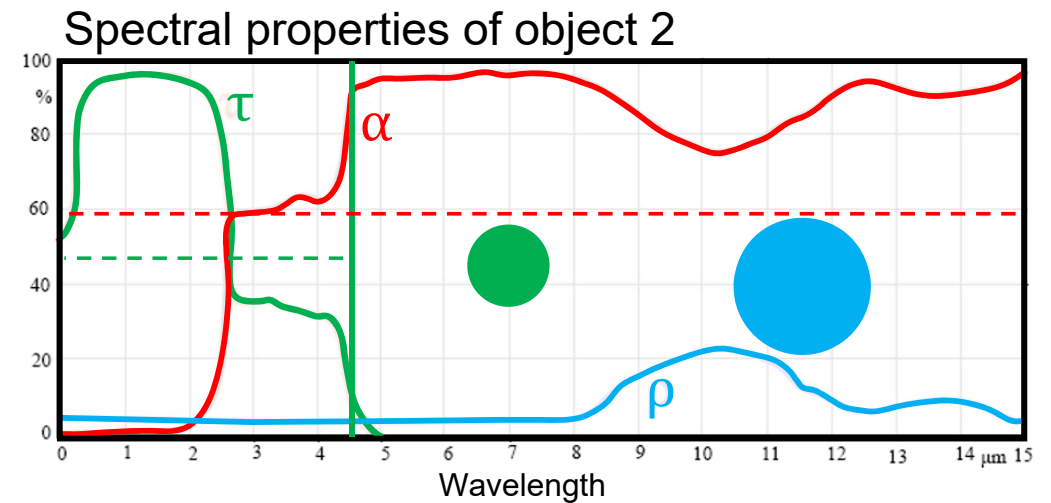
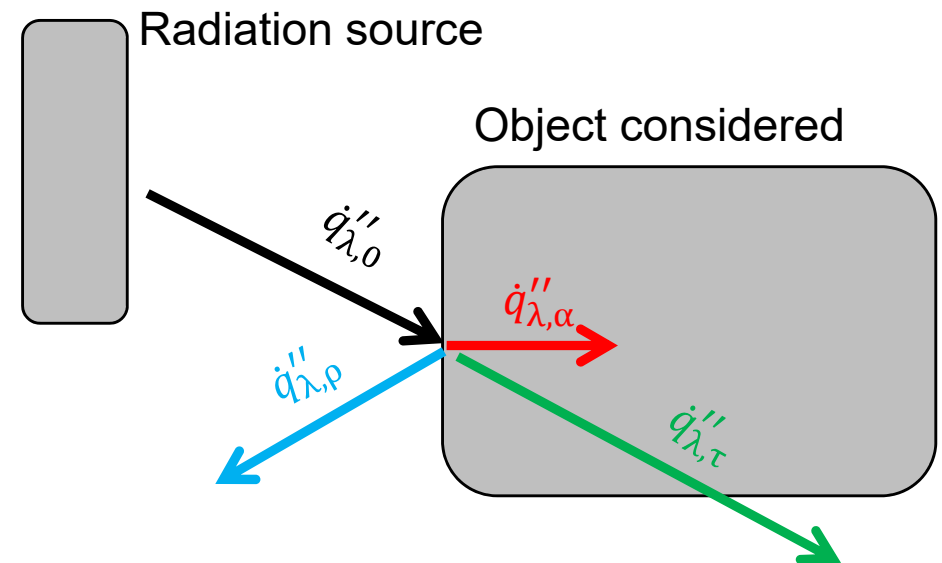
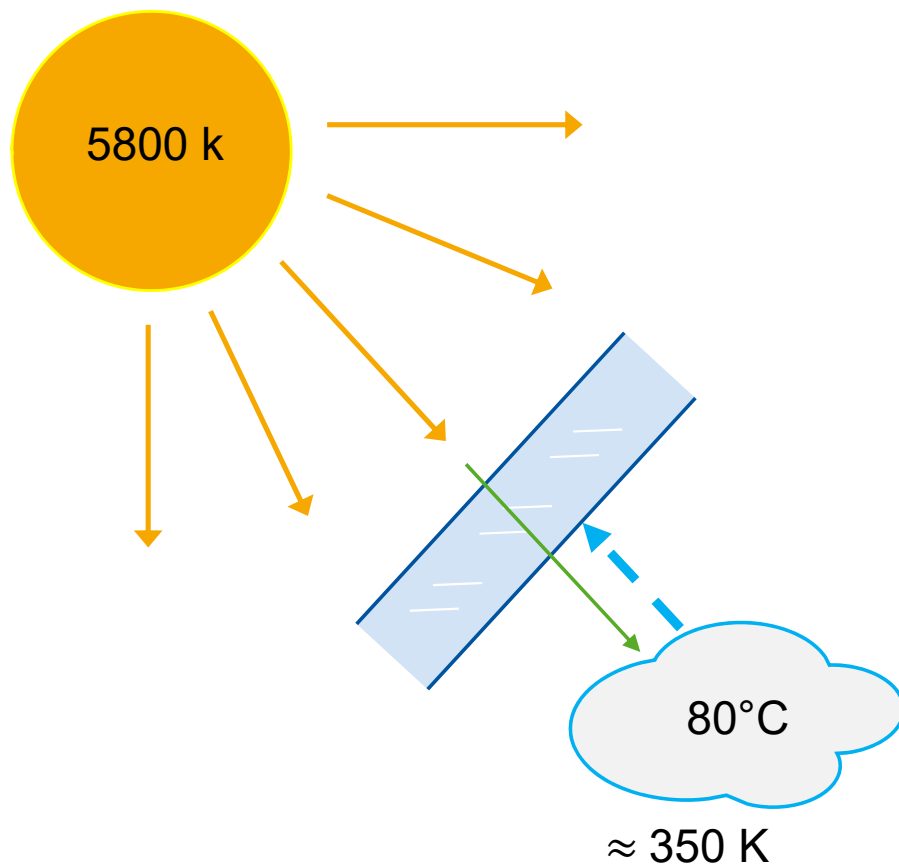
$$1 = \frac{\dot{q}''_{\lambda,\rho}}{\dot{q}''_{\lambda,0}} + \frac{\dot{q}''_{\lambda,\alpha}}{\dot{q}''_{\lambda,0}} + \frac{\dot{q}''_{\lambda,\tau}}{\dot{q}''_{\lambda,0}}$$

$$1 = \rho(\lambda) + \alpha(\lambda) + \tau(\lambda)$$

## Body properties:

- ▶ Reflectivity  $\rho(\lambda)$
- ▶ Absorptivity  $\alpha(\lambda)$
- ▶ Transmissivity  $\tau(\lambda)$

## Wavelength dependent properties (e.g. glass window)



# Wavelength dependent properties (e.g. glass window)

## Distribution of the radiation:

$$\bar{\rho} = \rho = \frac{\dot{q}''_{\rho}}{\dot{q}''_0} = \frac{\int_0^{\infty} \rho(\lambda) \dot{q}''_{\lambda,0} d\lambda}{\int_0^{\infty} \dot{q}''_{\lambda,0} d\lambda}$$

$$\alpha = \frac{\dot{q}''_{\alpha}}{\dot{q}''_0} = \frac{\int_0^{\infty} \alpha(\lambda) \dot{q}''_{\lambda,0} d\lambda}{\int_0^{\infty} \dot{q}''_{\lambda,0} d\lambda}$$

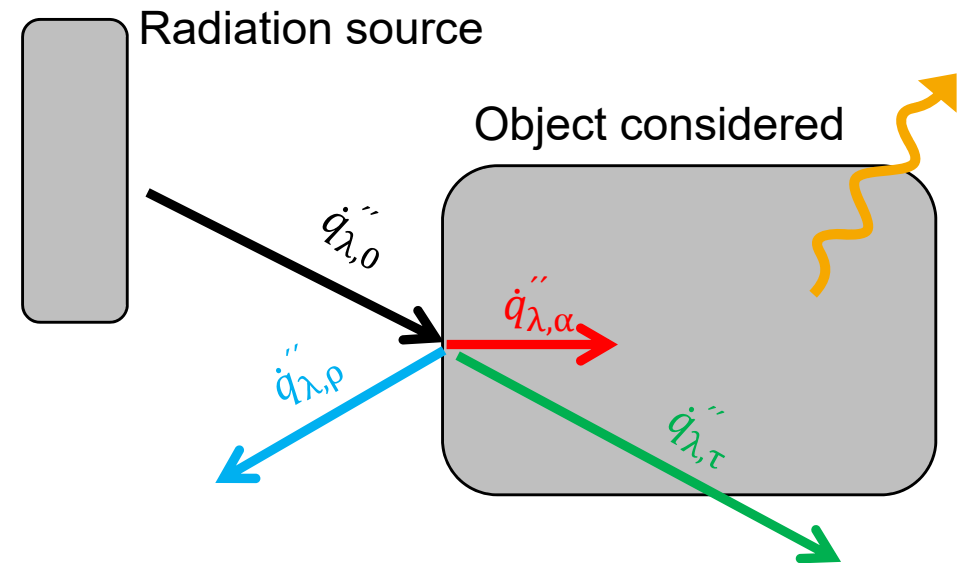
$$\tau = \frac{\dot{q}''_{\tau}}{\dot{q}''_0} = \frac{\int_0^{\infty} \tau(\lambda) \dot{q}''_{\lambda,0} d\lambda}{\int_0^{\infty} \dot{q}''_{\lambda,0} d\lambda}$$

$$1 = \rho + \alpha + \tau$$

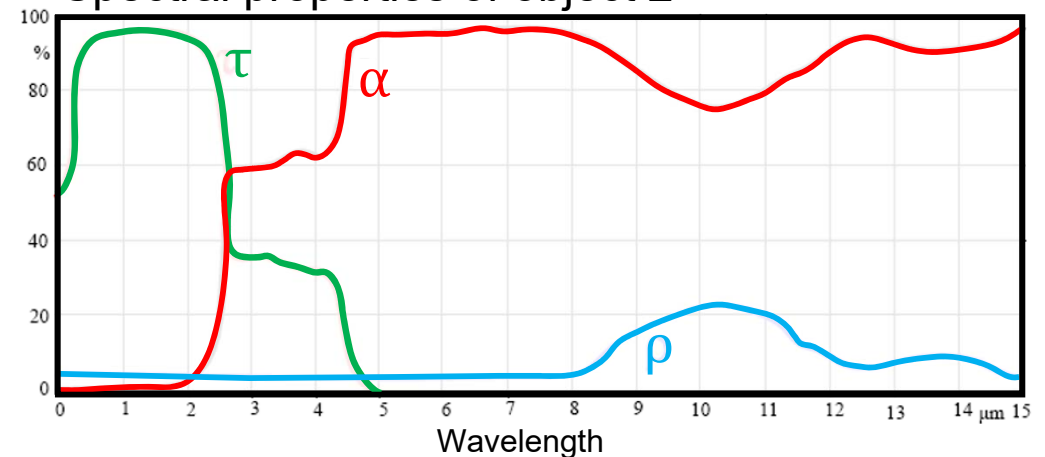
In the interaction of radiation from a source with an object:

- Properties of source and object influence the result.

f (body)

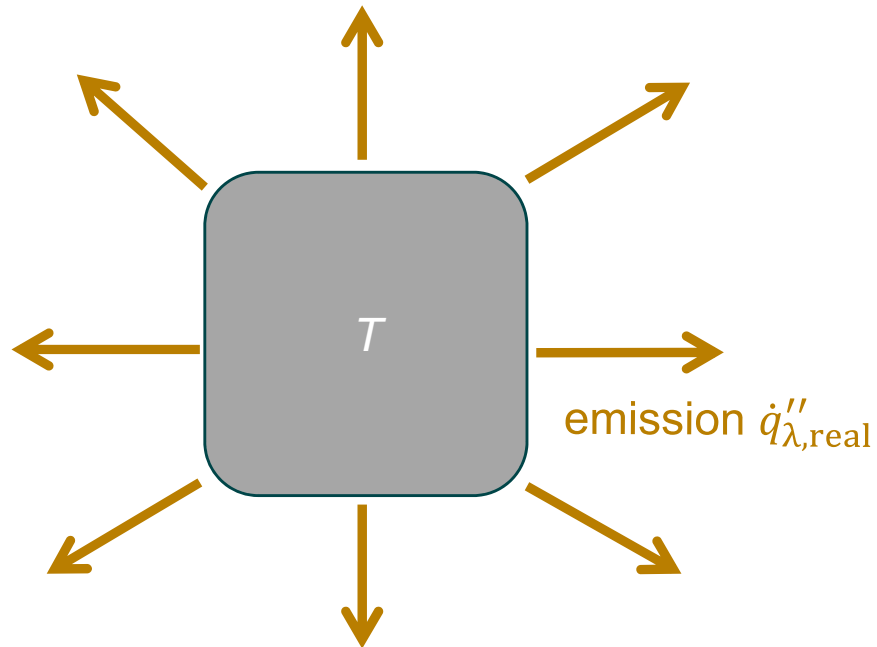


Spectral properties of object 2





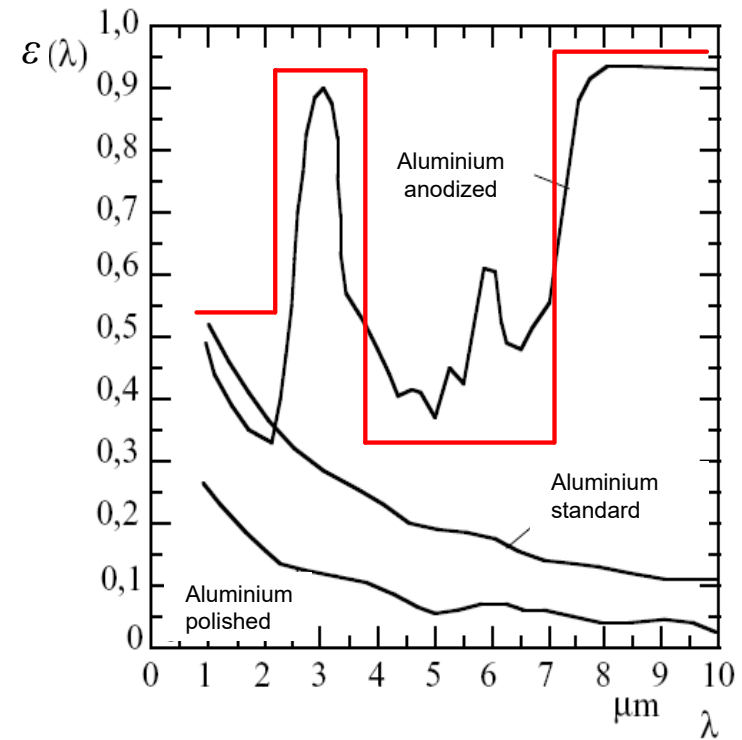
# Spectral Emission of Real Objects/Bodies



## Heat radiation:

Every body with  $T > 0 \text{ K}$  emits heat radiation

- The **emissivity**  $\varepsilon$  of a body indicates how much radiation it emits in comparison with a **black body**.



## Heat radiation:

$$\varepsilon(\lambda) = \frac{\dot{q}''_{\lambda,real}(T)}{\dot{q}''_{\lambda,schwarz}(T)} ; 0 \leq \varepsilon \leq 1$$

# Spectral Emission of Real Bodies



Physik: Einführung in die Wärmelehre, Matthias Kohl

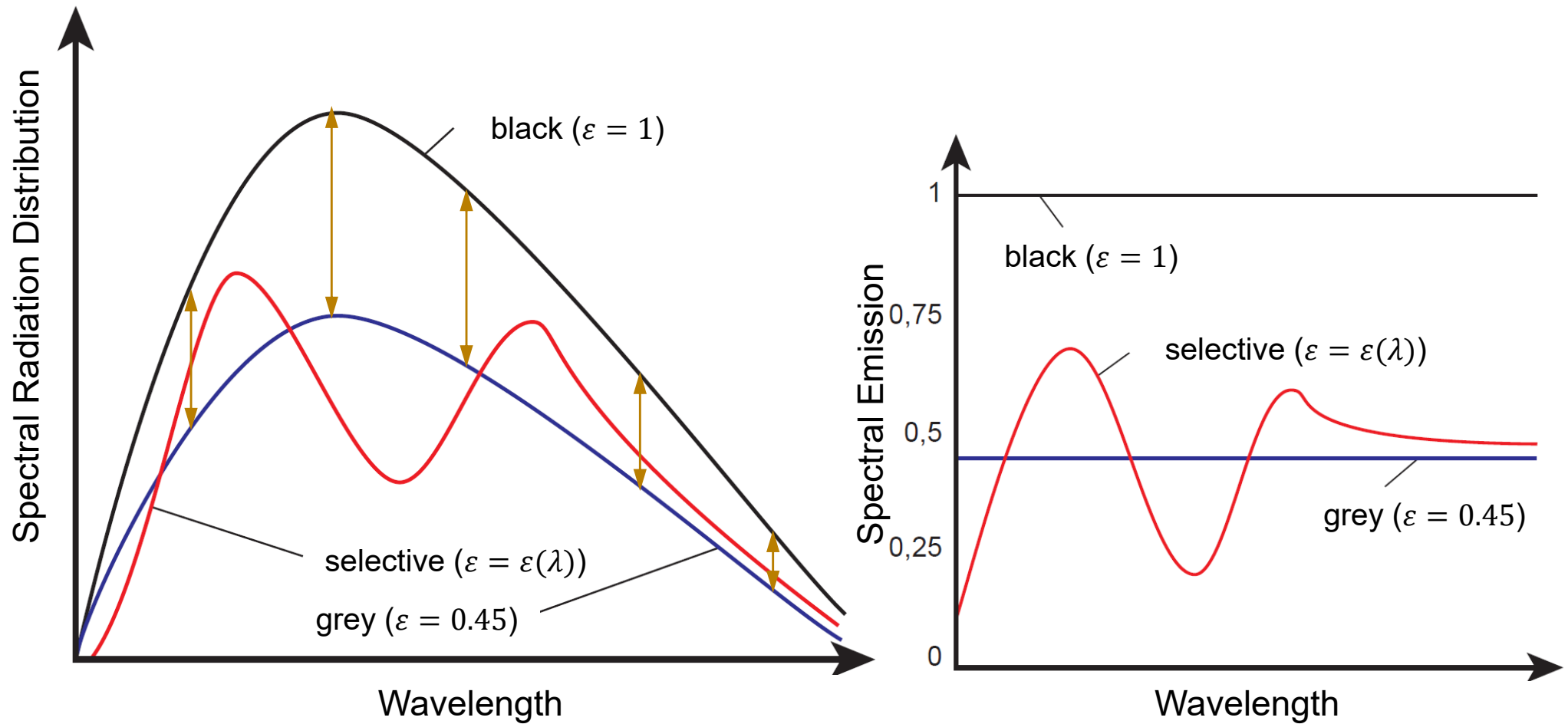
# Spectral Emission of Real Bodies

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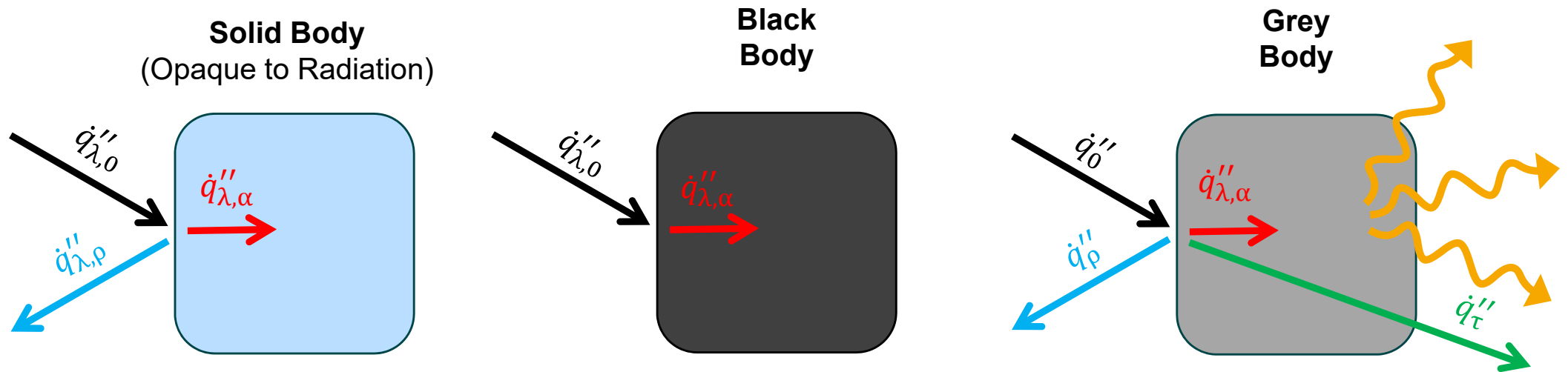
## What does the video show:

- ▶ Radiation emission =  $f(\text{surface properties and temperature})$
- ▶ IR Camera detects radiation intensity, no temperatures
- ▶ Correlation of picture content and temperature → software
- ▶ Thermographic images with different objects → temperature correlation usually not correct

## Black, Grey and real Bodies



## Special Cases



### Properties:

- No Transmission
  - $\tau(\lambda) = 0$

### Properties:

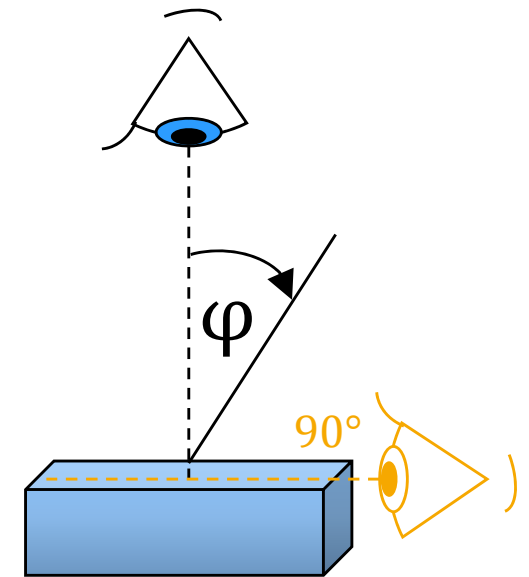
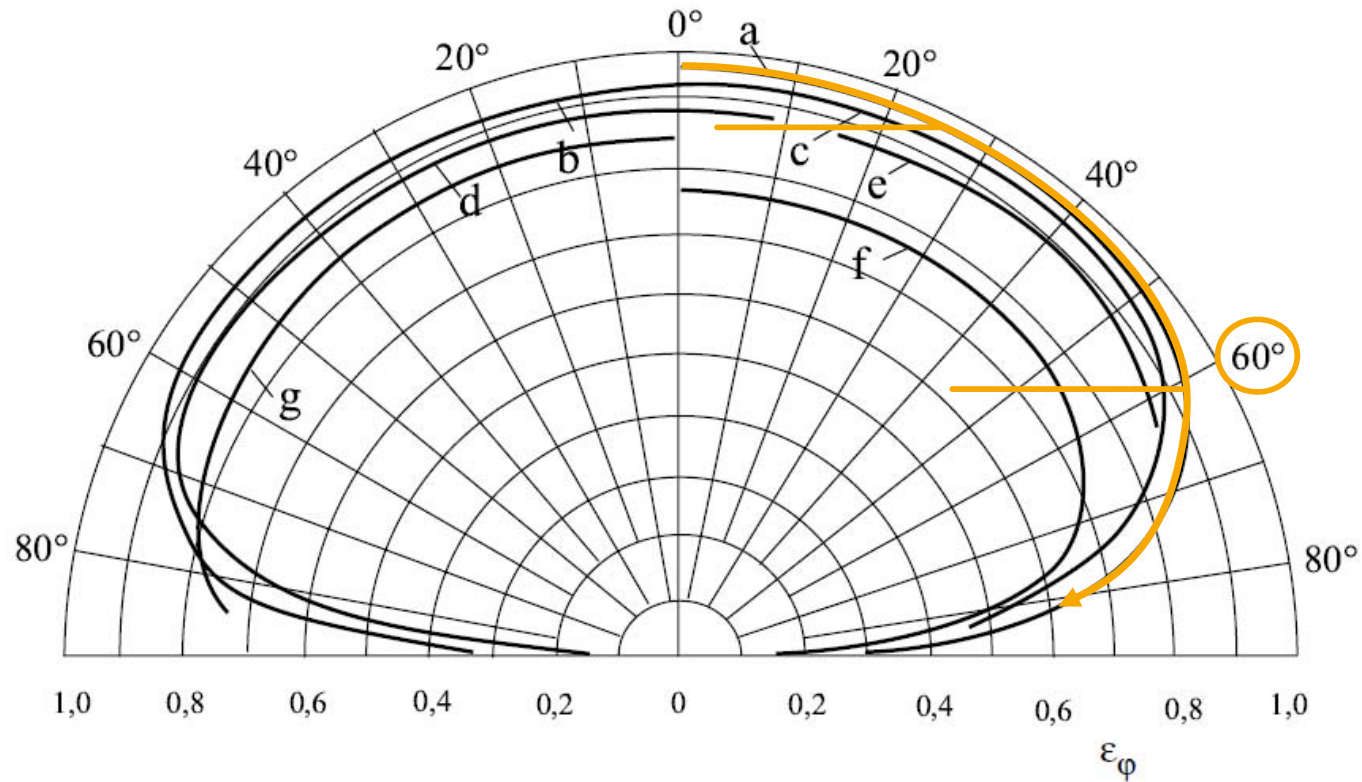
- Absorption of all incoming Radiation
  - $\rho(\lambda) = \rho = 0$
  - $\alpha(\lambda) = \alpha = 1$
  - $\tau(\lambda) = \tau = 0$

### What does the video show:

- Wavelength-independent Properties
  - $\rho(\lambda) = \rho$
  - $\alpha(\lambda) = \alpha$
  - $\tau(\lambda) = \tau$



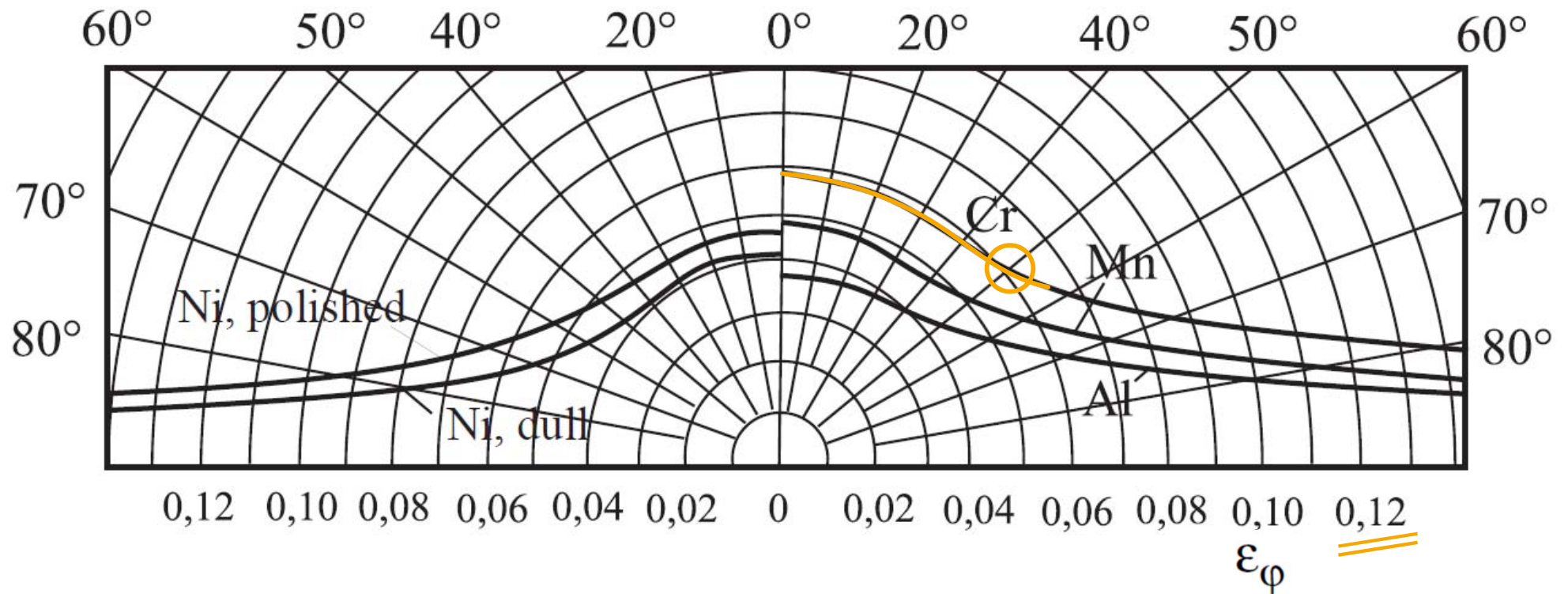
# Angle dependent radiation properties: non-conductive materials



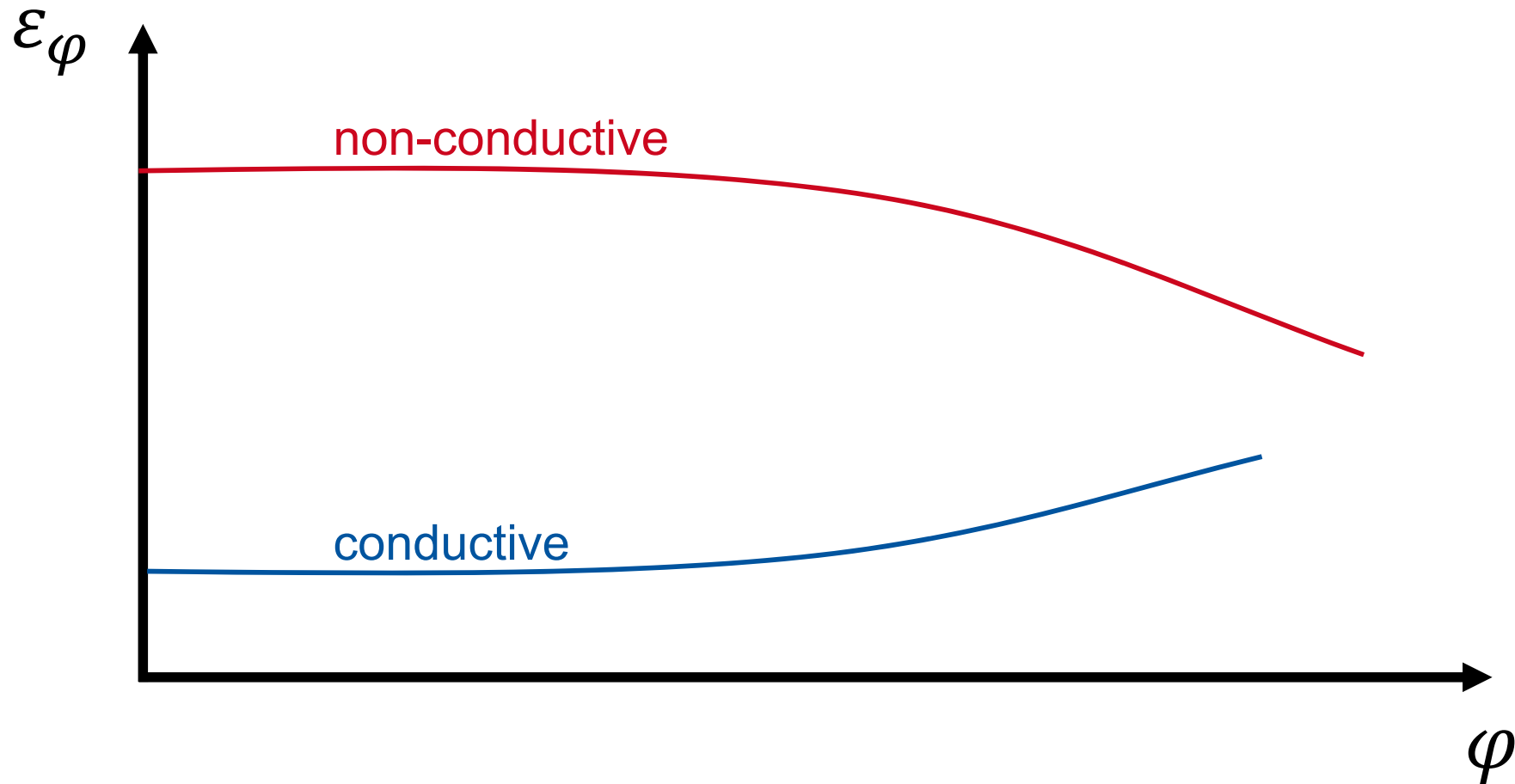
## Non-conductive at room temperature:

- (a) wet ice, (b) wood, (c) glass, (d) paper, (e) chalk, (f) copper oxide, (g) aluminium oxide

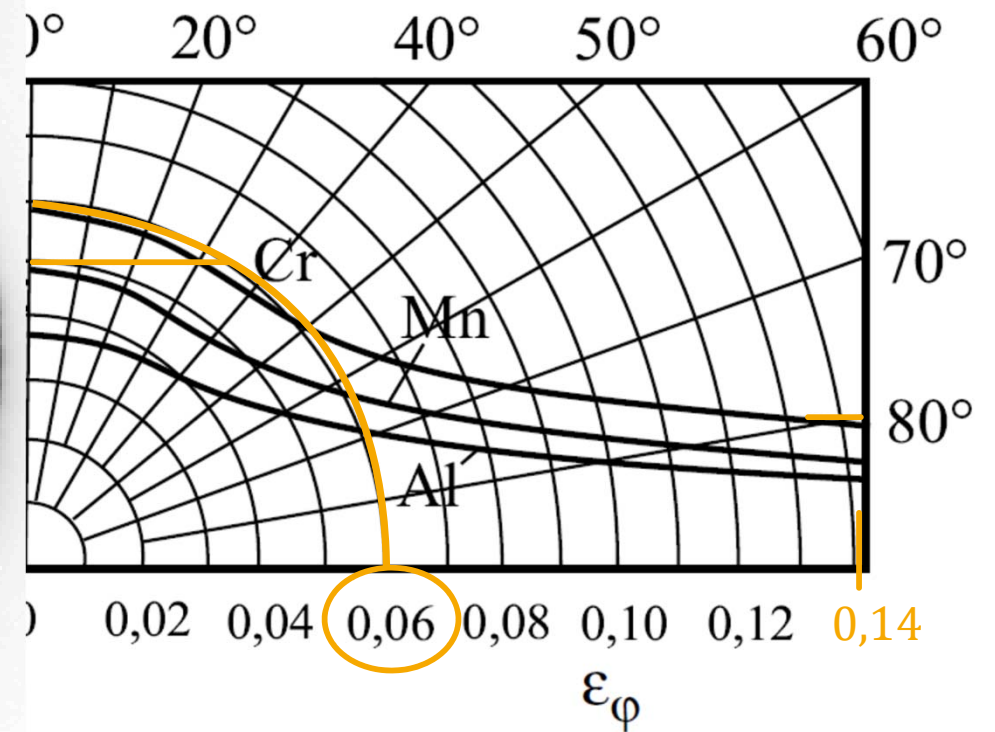
## Angle dependent radiation properties: non-conductive materials



## Angle dependency



## Angle dependent Radiation Properties: Example



**In which proportions is divided the radiation that hits a body (real bodies)?**

**What is the difference between black, grey and real bodies (related to wavelength)?**



# Safety Advice



## Advice:

- ▶ Our clothing shows „black body behavior“ in the dark
- ▶ Unfortunately, our **eyes adapt** and suggest us, that we can actually still see well → this is a **mistake**



Wear something reflective  
that will greatly increase your  
visibility!

## Deutscher Verkehrssicherheitsrat (DVR):

### Image Caption:

DVR gives tips for more safety in autumn and winter / Good visibility is essential in the dark season. The German Road Safety Council - Deutsche Verkehrssicherheitsrat (DVR) - points this out. Further text about ots and [www.presseportal.de/nr/17147](http://www.presseportal.de/nr/17147) / The use of this picture is free of charge for editorial purposes. Please publish it with reference: "obs/Deutscher Verkehrssicherheitsrat e.V."

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