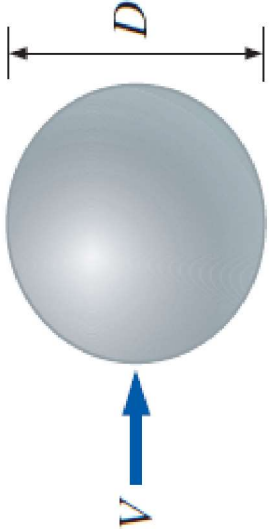

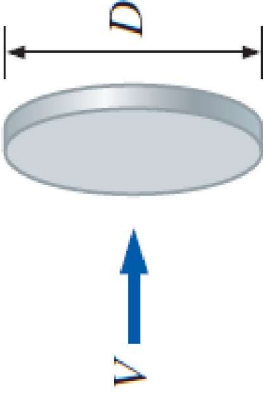
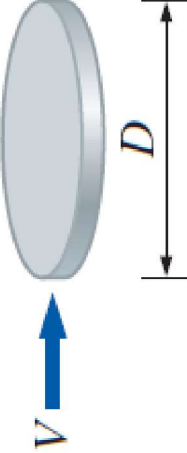


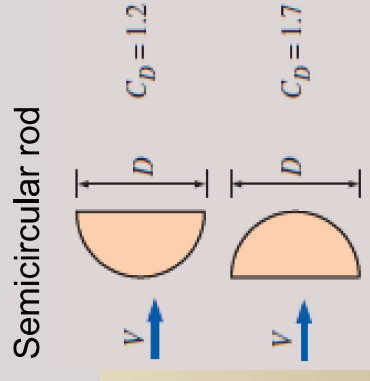
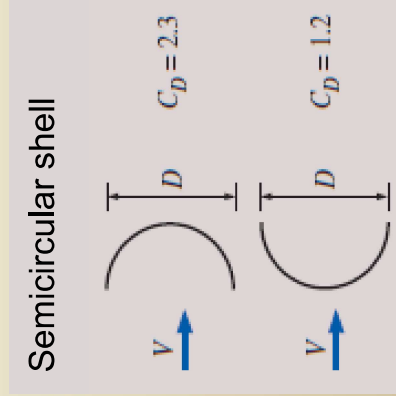
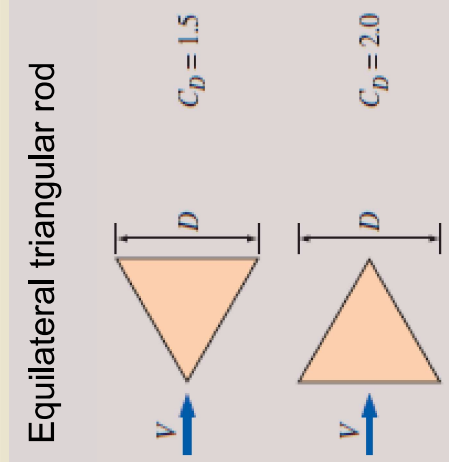
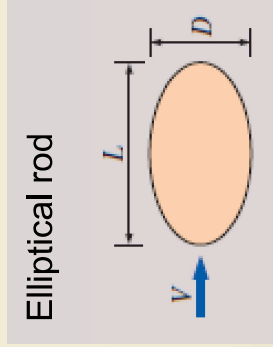
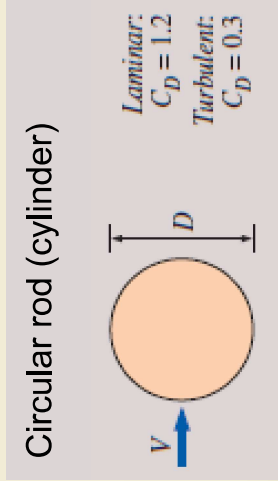
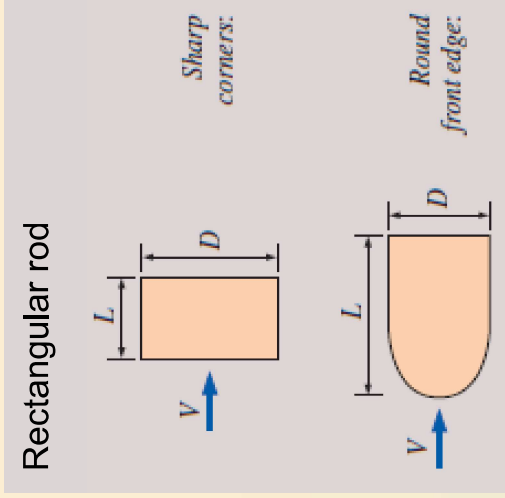
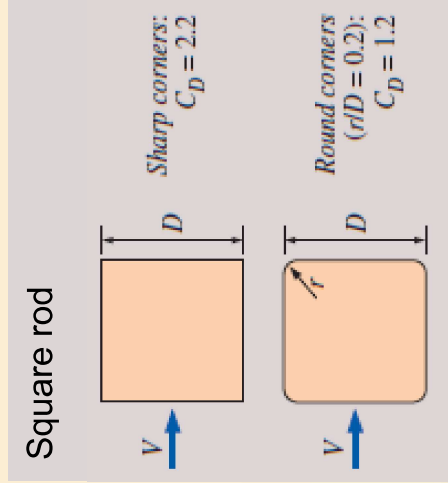
15-4 DRAG COEFFICIENTS OF COMMON GEOMETRIES-1

Sphere  $C_D = 24/\text{Re}$	Hemisphere  $C_D = 22.2/\text{Re}$
Circular disk (normal to flow)  $C_D = 20.4/\text{Re}$	Circular disk (parallel to flow)  $C_D = 13.6/\text{Re}$

Drag coefficients C_D for creeping flow at low Reynolds number ($\text{Re} \leq 1$ where $\text{Re} = VD/v$ and $A = \pi D^2/4$).

15-4 DRAG COEFFICIENTS OF COMMON GEOMETRIES-2

Drag coefficients C_D of various two-dimensional bodies for $Re > 10^4$ based on the frontal area $A = bD$, where b is the length in direction normal to the page (for use in the drag force relation $F_D = C_D A_p V^2 / 2$ where V is the upstream velocity)



L/D	C_D
0.0*	1.9
0.1	1.9
0.5	2.5
1.0	2.2
2.0	1.7
3.0	1.3

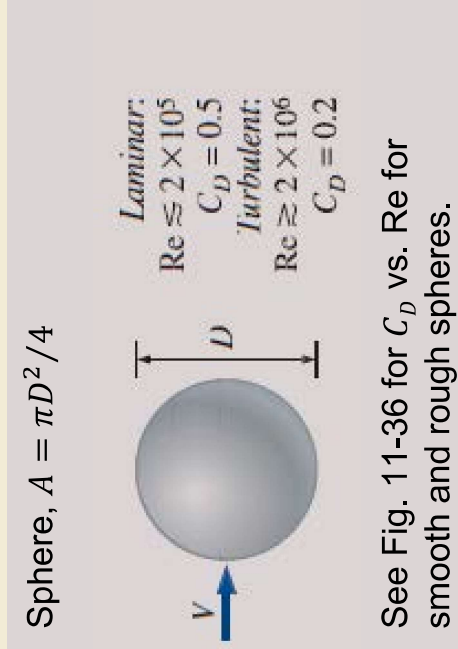
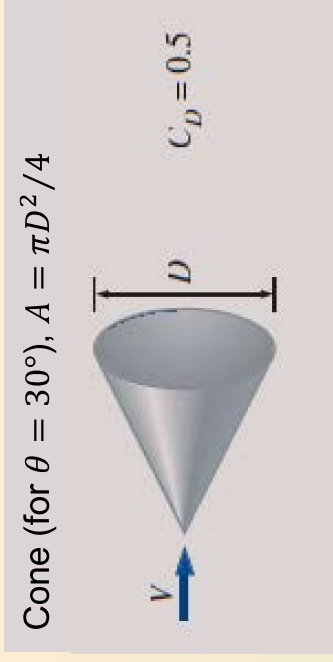
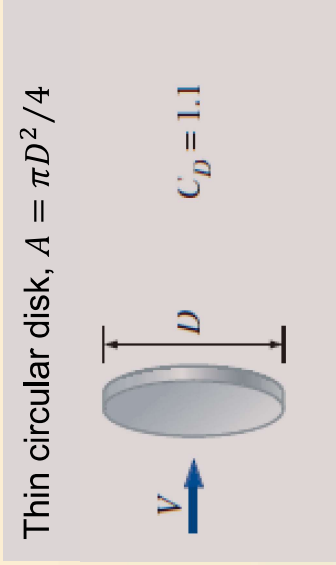
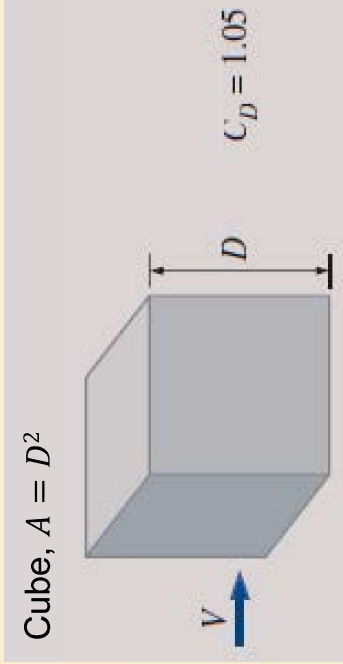
*Corresponds to thin plate

L/D	C_D
0.5	1.2
1.0	0.9
2.0	0.7
4.0	0.7

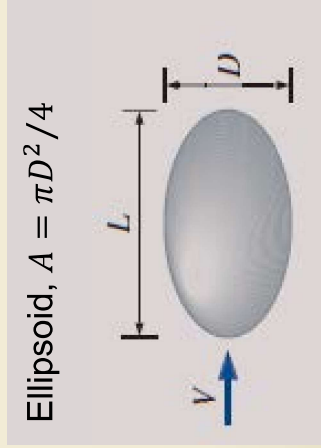
L/D	C_D Laminar	C_D Turbulent
2	0.60	0.20
4	0.35	0.15
8	0.25	0.10

15-4 DRAG COEFFICIENTS OF COMMON GEOMETRIES-3

Representative drag coefficients C_D for various three-dimensional bodies based on the frontal area for $Re > 10^4$ unless stated otherwise (for use in the drag force relation $F_D = C_D A_p V^2 / 2$ where V is the upstream velocity)





See Fig. 11-36 for C_D vs. Re for smooth and rough spheres.

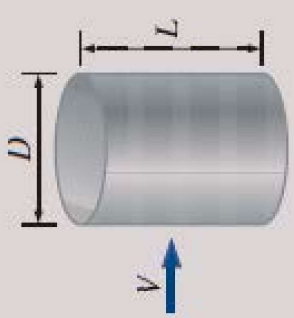


L/D	C_D Laminar $Re \lesssim 2 \times 10^5$	C_D Turbulent $Re \gtrsim 2 \times 10^6$
0.75	0.5	0.2
1	0.5	0.2
2	0.3	0.1
4	0.3	0.1
8	0.2	0.1

15-4 DRAG COEFFICIENTS OF COMMON GEOMETRIES-4


Hemisphere, $A = \pi D^2 / 4$

 $C_D = 0.4$


 $C_D = 1.2$


Finite cylinder, vertical, $A = LD$


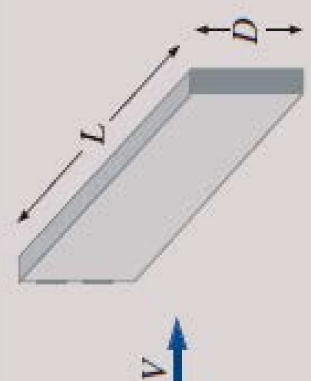
L/D	C_D
1	0.6
2	0.7
5	0.8
10	0.9
40	1.0
∞	1.2

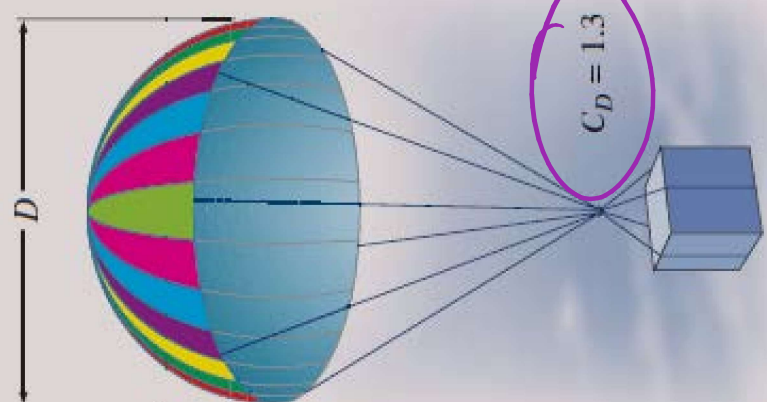
Values are for laminar flow
($Re \lesssim 2 \times 10^5$)

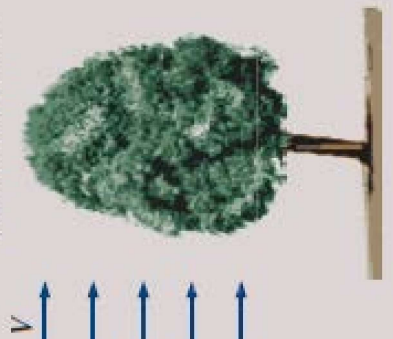
Finite cylinder, horizontal, $A = \pi D^2 / 4$


L/D	C_D
0.5	1.1
1	0.9
2	0.9
4	0.9
8	1.0

Streamlined body, $A = \pi D^2 / 4$

 $C_D = 0.04$






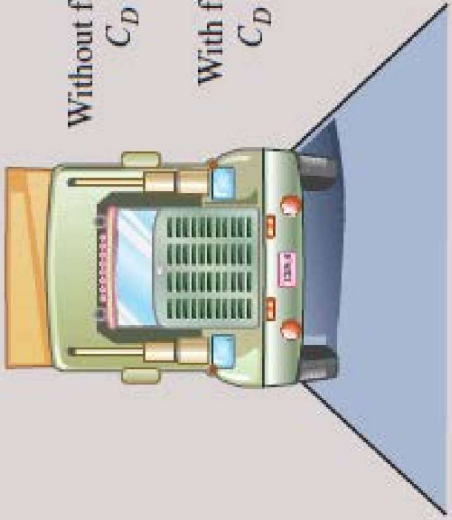


Rectangular plate, $A=LD$

 $C_D = 1.10 + 0.02 (L/D + D/L)$
for $1/30 < (L/D) < 30$

Parachute, $A = \pi D^2 / 4$

 $C_D = 1.3$

Tree, $A = \text{frontal area}$


$V, \text{ m/s}$	C_D
10	0.4-1.2
20	0.3-1.0
30	0.2-0.7

15-4 DRAG COEFFICIENTS OF COMMON GEOMETRIES-5

<p>Person (average)</p>  <p>Standing: $C_D A = 9 \text{ ft}^2 = 0.84 \text{ m}^2$ Sitting: $C_D A = 6 \text{ ft}^2 = 0.56 \text{ m}^2$</p>	<p>Bikes</p>  <p>Upright: $A = 5.5 \text{ ft}^2 = 0.51 \text{ m}^2$ $C_D = 1.1$</p>  <p>Racing: $A = 3.9 \text{ ft}^2 = 0.36 \text{ m}^2$ $C_D = 0.9$</p>	 <p>$C_D = 0.9$ $C_D = 0.5$</p> <p>Drafting: $A = 3.9 \text{ ft}^2 = 0.36 \text{ m}^2$ $C_D = 0.50$</p>  <p>With fairing: $A = 5.0 \text{ ft}^2 = 0.46 \text{ m}^2$ $C_D = 0.12$</p>
<p>Semitrailer, $A = \text{frontal area}$</p>  <p>Without fairing: $C_D = 0.96$ With fairing: $C_D = 0.76$</p>	<p>Automotive, $A = \text{frontal area}$</p>  <p>Minivan: $C_D = 0.4$</p>  <p>Passenger car or sports car: $C_D = 0.3$</p>	<p>High-rise buildings, $A = \text{frontal area}$</p> <p>$C_D \approx 1.0 \text{ to } 1.4$</p> 