





- A fluid is anything that can flow (gas or liquid)
- When there is relative velocity between fluid and an object there is a **drag force**:
 - That opposes the relative motion
 - And points along the direction of the flow, relative to the body
- Here we examine the drag force for
 - Air

- With a body that is not streamlined
- For motion fast enough that the air becomes turbulent (breaks into swirls)

Copyright ©2018 John Wiley & Sons, Inc

3

6-2 The Drag Force and Terminal Speed (3 of 8) • For this case, the drag force is: $D = \frac{1}{2}C\rho Av^{2}, \qquad \text{Equation (6-14)}$ • Where: • v is the relative velocity • ρ is the air density (mass/volume) • C is the experimentally determined drag coefficient • A is the effective cross-sectional area of the body (the area taken perpendicular to the relative velocity) • In reality, C is not constant for all values of v



6-2 The Drag Force and Terminal Speed (5 of 8) • The drag force from the air opposes a falling object $D - F_g = ma$, Equation (6-15) • Once the drag force equals the gravitational force, the object falls at a constant **terminal speed**: $v_t = \sqrt{\frac{2F_g}{C\rho A}}$. Equation (6-16) • Terminal speed can be increased by reducing *A*

- Terminal speed can be decreased by increasing A
- Skydivers use this to control descent

Copyright ©2018 John Wiley & Sons, Inc

б

6-2 The Drag Force and Terminal Speed (6 of 8)

Example Speed of a rain drop:

- A raindrop with radius R = 1.5 mm falls from a cloud that is at height h = 1200 m above the ground. The drag coefficient *C* for the drop is 0.60. Assume that the drop is spherical throughout its fall. The density of water ρ_w is 1000 kg/m³, and the density of air ρ_a is 1.2 kg/m³.
- Spherical drop feels gravitational force F = mg:
 - o Express in terms of density of water

$$F_g = V \rho_w g = \frac{4}{3} \pi R^3 \rho_w g.$$

Copyright ©2018 John Wiley & Sons, Inc



6-2 The Drag Force and Terminal Speed (8 of 8)

Example Speed of a rain drop:

• What would be the drop's speed just before impact if there were no drag force?

• Because we know the acceleration is g, the initial velocity v_0 is 0, and the displacement $x - x_0$ is -h, thus,

$$v = \sqrt{2gh} = \sqrt{2\left(9.8\frac{m}{s^2}\right)(1200 m)}$$
$$= 153\frac{m}{s} \approx 550\frac{km}{h}$$

Copyright ©2018 John Wiley & Sons, Inc







<section-header><text><equation-block><equation-block><text><equation-block><equation-block><text>



6-3 Uniform Circular Motion (4 of 19)

Examples You are a passenger:

• For a car, rounding a curve, the car accelerates toward the center of the curve due to a **centripetal force** provided by the inward friction on the tires. Your inertia makes you want to go straight ahead so you may feel friction from your seat and may also be pushed against the side of the car. These inward forces keep you in uniform circular motion in the car.







6-3 Uniform Circular Motion (7 of 19) **Checkpoint 2** As every amusement park fan knows, a Ferris wheel is a ride consisting of seats mounted on a tall ring that rotates around a horizontal axis. When you ride in a Ferris wheel at constant speed, what are the directions of your acceleration \vec{a} and the normal force \vec{F}_N you (from the always upright seat) as you pass through (a) the highest point and (b) the lowest point of the ride? (c) How does the magnitude of the acceleration at the highest point compare with that at the lowest point? (d) How do the magnitudes of the normal force compare at those two points? Copyright ©2018 John Wiley & Sons, Inc 18







<section-header><text><text><equation-block><text><equation-block><equation-block><text>

6-3 Uniform Circular Motion (12 of 19)

Example Car in a banked circular turn:







6-3 Uniform Circular Motion (15 of 19)

Astronauts in the International Space Station appears to be weightless, although the gravitational acceleration has the value of

$$g = \left[G\frac{M_E}{(R_E + 408)^2}\right] = 8.645\frac{m}{s^2}$$

They even do not free falling to the Earth.

How could this be?





Copyright ©2018 John Wiley & Sons, Inc





6-3 Uniform Circular Motion (18 of 19)

To make an object has a stationary orbit around the Earth and not fall down, the object needs to have a specific speed, too low it will fall back to the Earth, to high, it will escape the Earth gravitational













Copyright

Copyright © 2018 John Wiley & Sons, Inc.

All rights reserved. Reproduction or translation of this work beyond that permitted in Section 117 of the 1976 United States Act without the express written permission of the copyright owner is unlawful. Request for further information should be addressed to the Permissions Department, John Wiley & Sons, Inc. The purchaser may make back-up copies for his/her own use only and not for distribution or resale. The Publisher assumes no responsibility for errors, omissions, or damages, caused by the use of these programs or from the use of the information contained herein.

Copyright ©2018 John Wiley & Sons, Inc

35