

## Projectile Motion

- A. A special case of 2-D motion in which the **only acceleration** is due to **gravity**.

The acceleration vector is a constant. It points straight down with a magnitude of  $9.8 \text{ m/s}^2$ .

- B. Projectile motion can be broken down into **two 1-dimensional motion problems** connected by a

\_\_\_\_\_.

The vertical motion is a Free Fall problem!!

The horizontal motion is a constant speed problem!!

### **C. Important Information**

1. Only the vertical component of a projectile's velocity is \_\_\_\_\_ at the object's maximum height.
2. You should always break the initial velocity into components! You have no equations for vectors in polar form!
3. The trajectory of a projectile is a parabola and the velocity vector is always tangent to the path.
4. The horizontal component of the velocity is constant.

**Example:**

A golfer hits a golf ball with a speed of 75 m/s and an angle of 30 degrees with respect to the horizontal. Will the golf ball clear a 20 m high tree located 50 m from the ball?

