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Ballistics

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Kendall Jr. High School

Our projects

- Match Speed
 - To allow someone to figure out how far a bullet would travel
 - From a certain height
 - On a calm day
 - At a certain speed
- Deadly Scorpion Stings
 - To allow someone to figure out how quickly a poison is removed from a person
 - Who has a certain weight
 - With a certain amount of venom injected

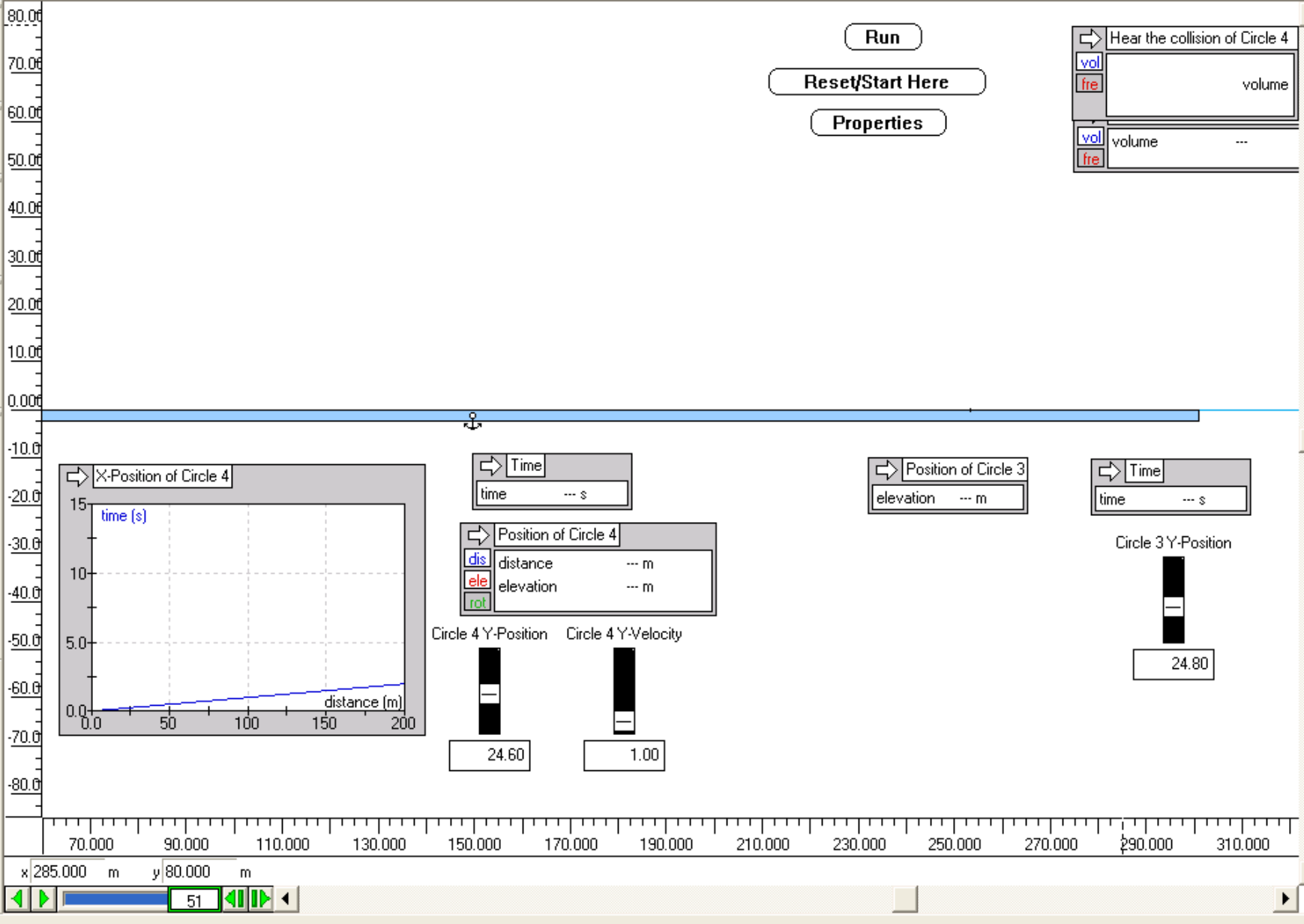
Match Speed

- We used real life demonstrations to double check our model.

Match Speed

- Our model demonstrates real life physics

Join Split



Run

Reset/Start Here

Properties

Hear the collision of Circle 4

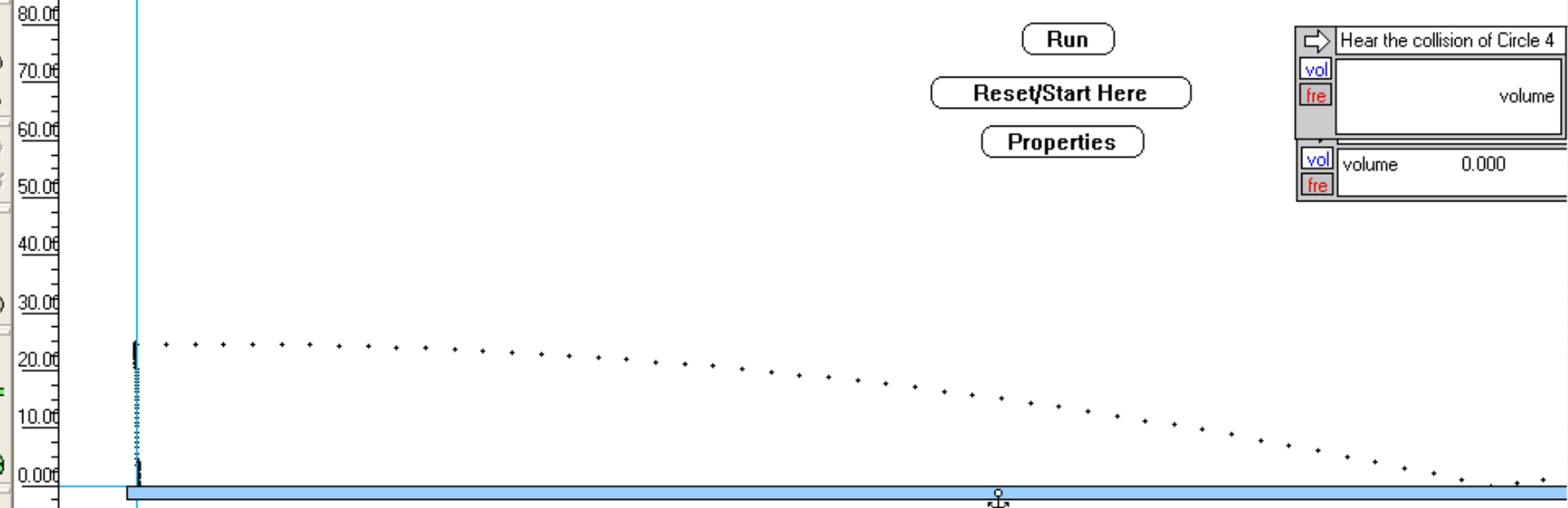
vol: volume

fre: ...

vol: volume

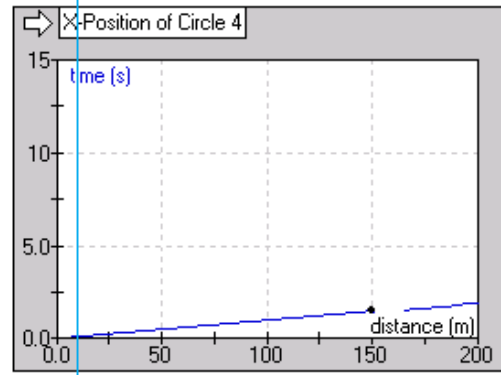
fre: ...

Join Split



Run
Reset/Start Here
Properties

→	Hear the collision of Circle 4	
vol		
fre	volume	
vol	volume	0.000
fre		

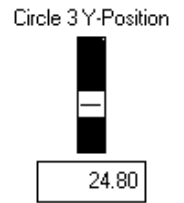
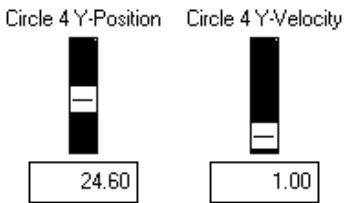


→	Time
time	2.750 s

→	Position of Circle 4
dis	distance 271.232 m
ele	elevation 3.499 m
rot	

→	Position of Circle 3
elevation	4.120 m

→	Time
time	2.750 s

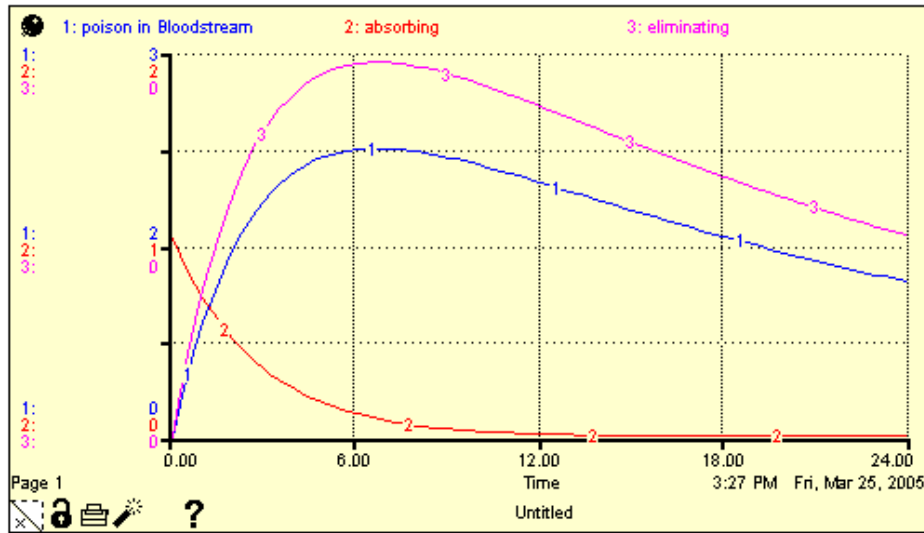
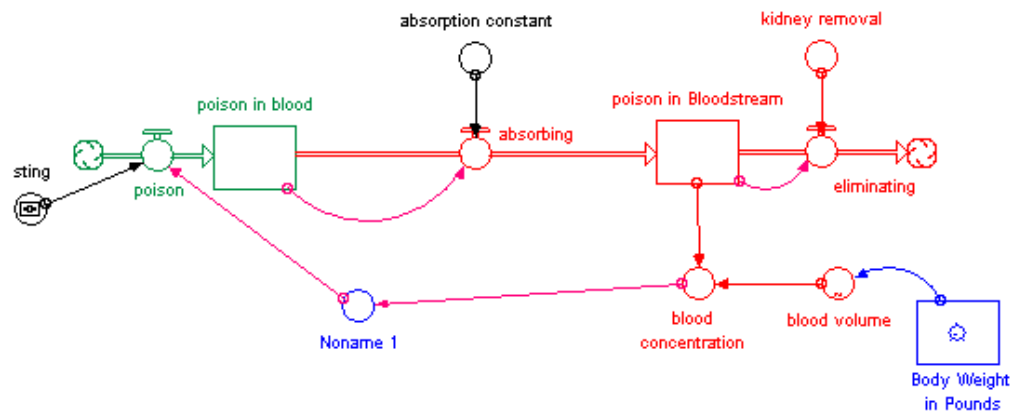


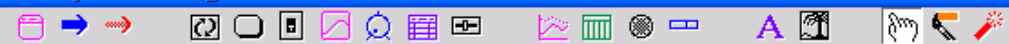
Match speed

- Problems with our model
 - Need to change screen size so that the graphic can be seen better
 - Need to add in factors such as wind direction and speed
 - Need to add in factors such as different bullet calibers so that different speeds would be more accurate

Scorpion Stings

- Our model demonstrates how poison is removed from the human body and how factors can change due to different body weights.





in Pounds

108.500
125.500
100.000 151.000

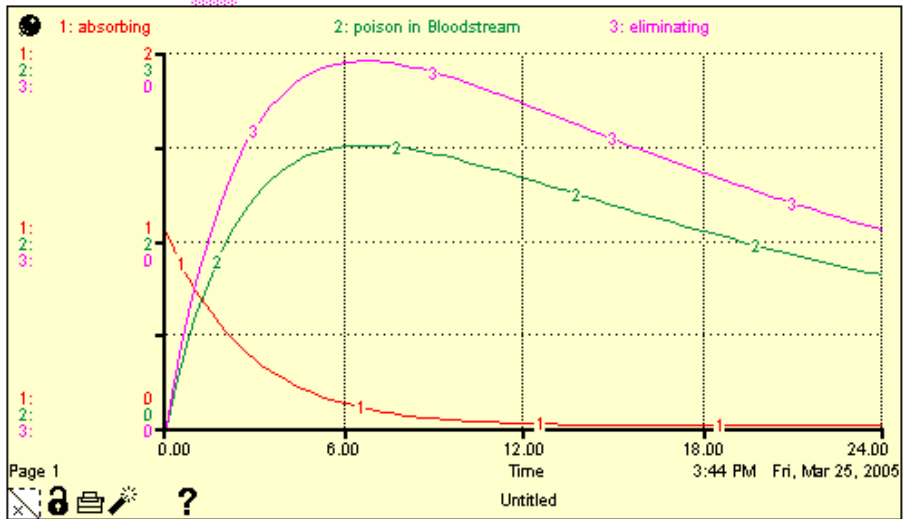
U ?

Run

sting

1.0000 4.0000

U ? 1.7500



Deadly Scorpion Stings

- Problems with our model
 - Need to fine tune the control sliders so that actual amounts of venom are represented
 - Need to do more research on the rates that things are taking place
 - Kidney removal
 - The rate that the poison enters the bloodstream