

## **MATH** challenge

Your smartphone and a little bit of geometry is all you need to measure the height of a building.





**Discover The Smartphone Physics Challenge at VULGARISATION.FR** 

«Physics Reimagined» team (Paris-Saclay University)



# Nº21. Thales and the Shadows

Formula









1 smartphone

Measure the shadow of a smartphone and the shadow of the building. Use Thales' method to determine the height of the building from the height of the smartphone.



h = height of the smartphone  $I_2$  = shadow of the building,  $I_1$  = shadow of the smartphone



Precision: maximum

Difficulty: low

Formula

### Nº24. Trigonometry Version 1

M

Material







1 smartphone

Attach the smartphone to the tube, and go at a known distance from the building. With the accelerometer, measure the inclination from the horizontal when you aim at the top of the building. h = height of eye of the investigator, l = distance to the building,  $\alpha$  = angle of the top of the building





## Nº27. Angle of View of a Picture

#### Formula

Difficulty: minimum





1 bar of

known size

**Material** 





1 smartphone

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From the top of the building, take a picture of the ground, and determine the length of the ground photographed, the bar serving as a scale. Using the protractor, determine the angle of view of your smartphone.

I = length of ground visible in the picture,  $\alpha$  = smartphone angle of view



The angle of view can also be determined by taking a picture of the bar at a known distance.



Precision: maximum ග හ හ හ හ

## Nº28. Picture with Scale

Difficulty: minimum

#### Formula

#### Material





1 bar of known size



1 smartphone



Minimize perspective distortion while taking the picture!



Take a picture of the facade of the building, with the bar serving as a scale. Measure the sizes of the building and the bar on the picture.

 $d_2$  = size of the building on the photo,  $d_1$  = size of the bar on the photo, I = actual size of the bar



## Nº54. Number of Pixels

Formula

Difficulty: low

#### Material





1 target





1 smartphone



Install the target at the bottom of the building, and take a picture from the top of the building. The number of pixels representing the target in the picture varies in 1/R<sup>2</sup>, and must be calibrated before.

N = number of pixels This project was imagined by Frédéric Bouquet (Paris-Saclay University) and Giovanni Organtini (Sapienza Università di Roma, Italy).

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