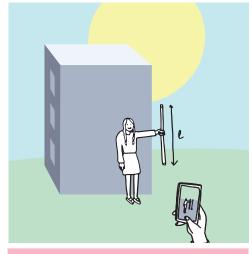


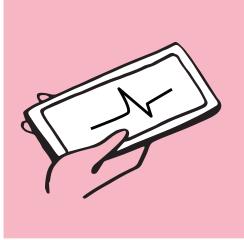


### Theme: **MATHEMATICS**

All the methods using mathematics principles and smartphones to determine the height of a building.







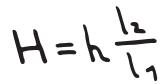
Discover The Smartphone Physics Challenge at VULGARISATION.FR



### Nº21. Thales and the Shadows

### **Formula**

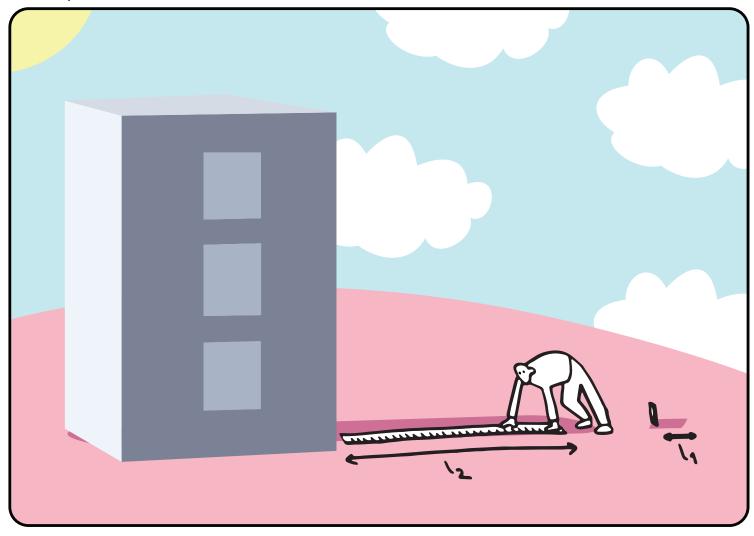
### **Material**



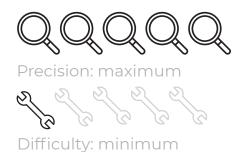




Measure the shadow of a smartphone and the shadow of the building. Use Thales' method to determine the height of the building from the height of the smartphone.



h = height of the smartphone  $l_2$  = shadow of the building,  $l_1$  = shadow of the smartphone.



## Nº22. Shadow and Position of the Sun

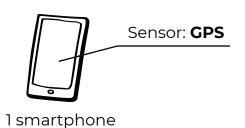
### **Formula**

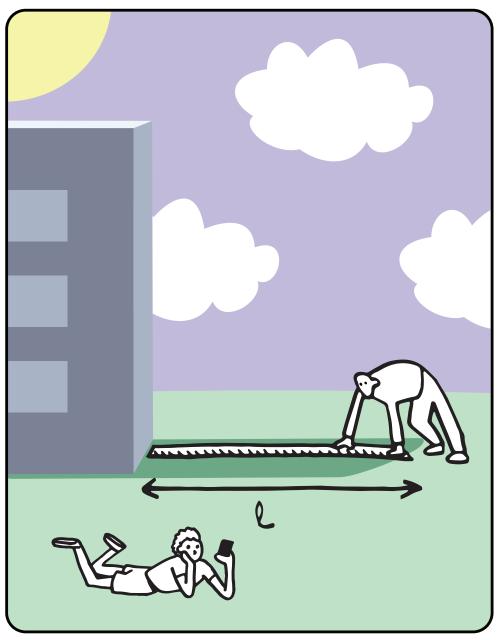
### **Material**

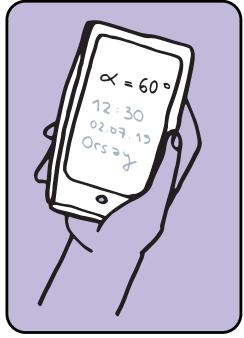
H= ltan (x)



1 tape measure

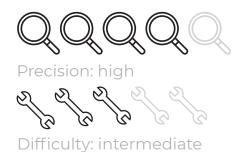






Measure the shadow of the building. Measure your latitude, longitude, and time with your smartphone. Find on the internet the elevation of the sun at that moment and place.

I = building shadow,  $\alpha$  = sun elevation



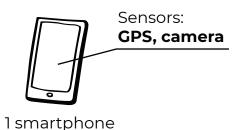
### Nº23. Shadow at the Equinox

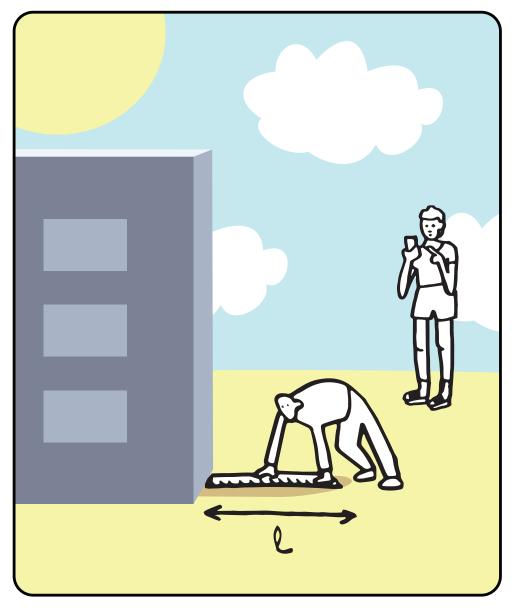
### **Formula**

### **Material**

H= ltan (x)









Make a timelapse of the building shadow to determine the position of the shortest shade at noon. Measure the length of this shadow, as well as the latitude. At the equinox, the elevation of the sun corresponds to 90 ° - latitude.

I = building shadow,  $\alpha$  = sun elevation

This method can be used at soltices by adding or subtracting the latitude of the tropics.

Precision: maximum

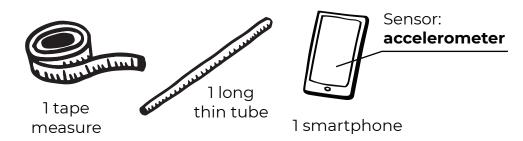
Difficulty: low

## Nº24. Trigonometry Version 1

### **Formula**

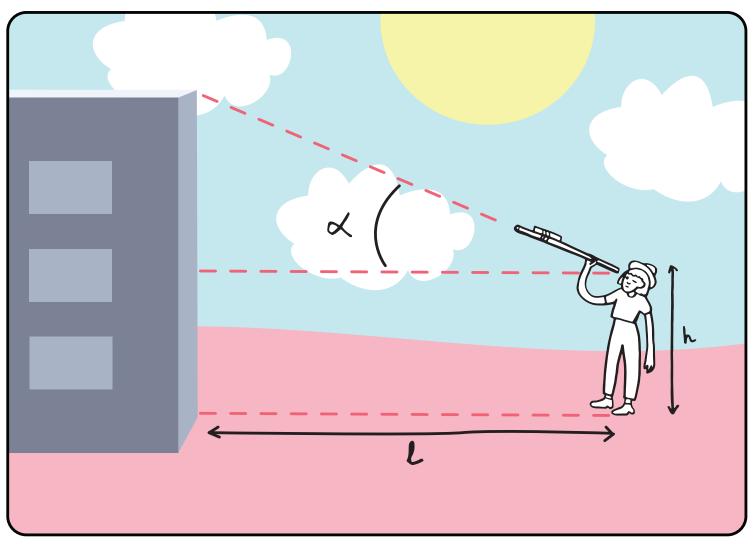
### **Material**

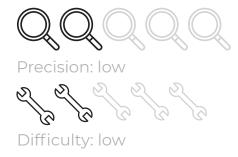
H= h+ ltan x



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, I = distance to the building,  $\alpha$  = angle of the top of the building

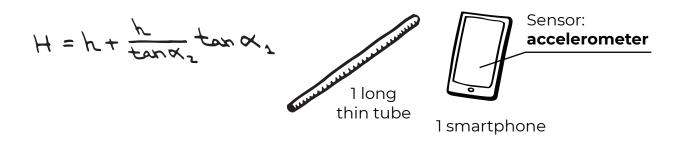




# Nº25. Trigonometry Version 2

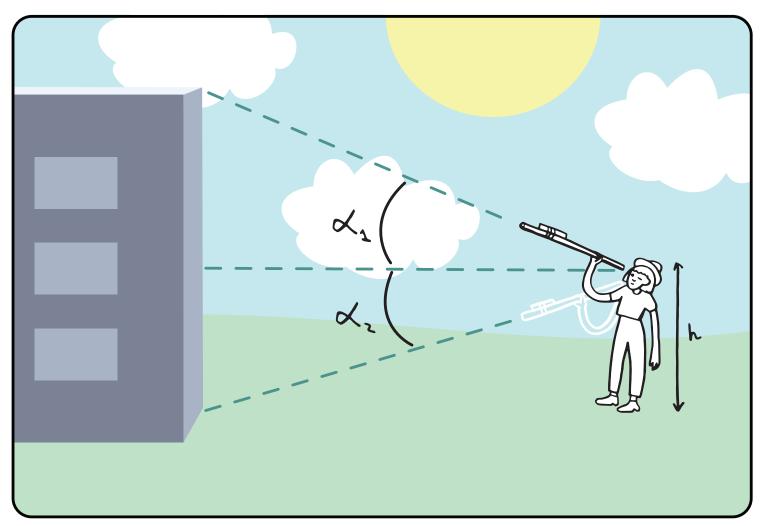
### **Formula**

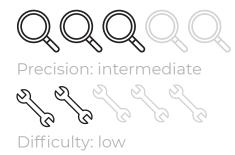
### **Material**



Attach the smartphone to the tube, and go at some distance from the building. With the accelerometer, measure the inclination from the horizontal when you aim at the top of the building, then when you aim at the bottom.

h = height of the eye of the investigator,  $\alpha_1$ = angle of the top of building,  $\alpha_2$ = angle of the bottom

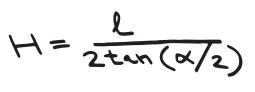


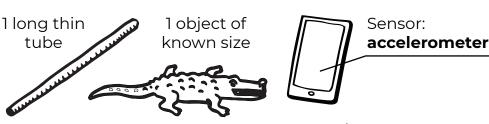


# Nº26. Trigonometry Version 3

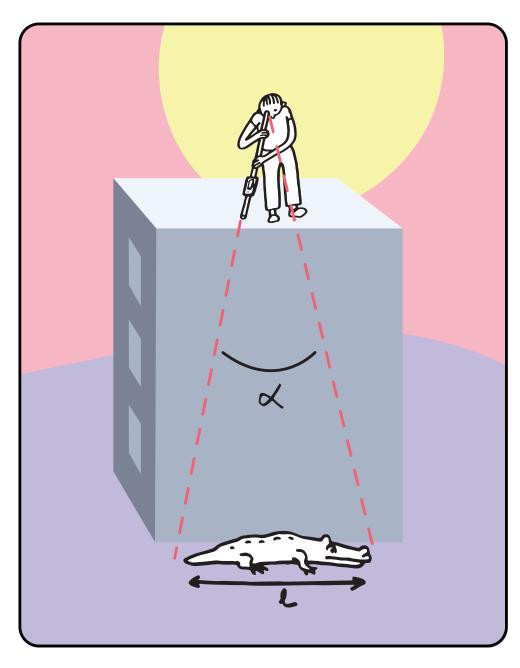
### **Formula**

### **Material**



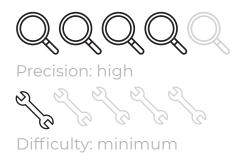


1 smartphone



Attach the smartphone to the tube, place the object of known size at the foot of the building, and go at the top, to the vertical of the object. Use the accelerometer to determine the angular size of the object.

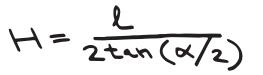
l = size of the object,  $\alpha$  = angular size of the object



# Nº27. Angle of View of a Picture

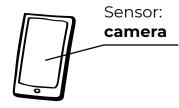
### **Formula**

### **Material**





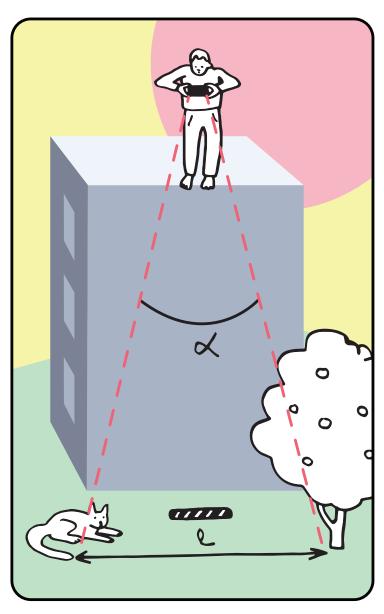




1 bar of known size

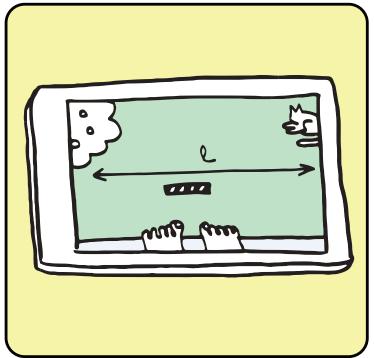
1 protractor

1 smartphone

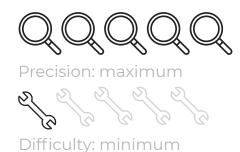


From the top of the building, take a picture of the ground, and determine the length of the ground photographed, the bar serving as a scale. Using the protractor, determine the angle of view of your smartphone.

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



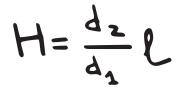
The angle of view can also be determined by taking a picture of the bar at a known distance.



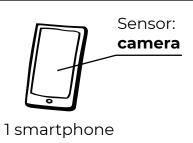
### Nº28. Picture with Scale

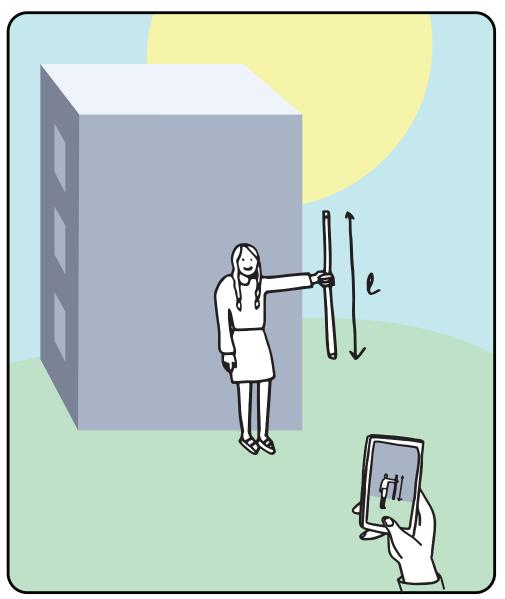
### **Formula**

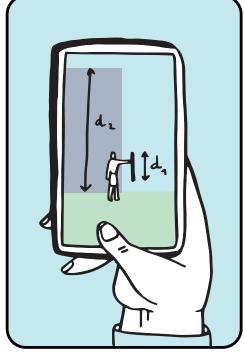
### **Material**





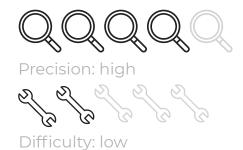






Take a picture of the facade of the building, with the bar serving as a scale. Measure the sizes of the building and the bar on the picture.

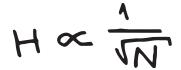
 $d_2$  = size of the building on the photo,  $d_1$  = size of the bar on the photo, I = actual size of the bar



### Nº54. Number of Pixels

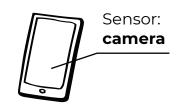
### **Formula**

### **Material**

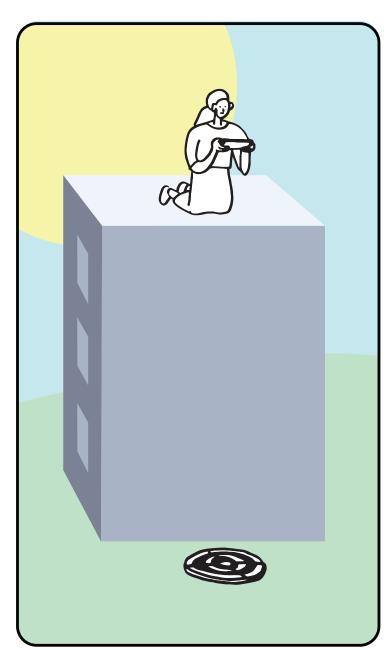


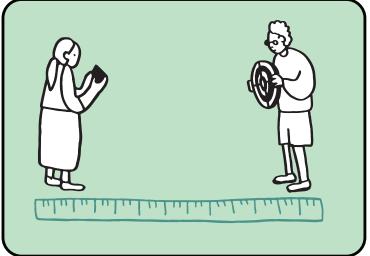


1 target



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).

Physics: Frédéric Bouquet, Giovanni

Organtini, Julien Bobroff

Videos, photos, gifs: Amel Kolli

Graphic design and illustrations: Anna Khazina

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