

2D Kinematics: Deriving the Range Equation

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{youtube}IWeTOHrICtw{/youtube}

This is a basic derivation of the range equation for projectile motion. This equation is useful in a symmetric projectile situation when one wants to find the range when given launch velocity and angle.

Source : [www.youtube.com](http://www.youtube.com/watch?v=IWeTOHrICtw) Smoleny1