# How to model objects with Tracker and GeoGebra 

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## HOW TO DOWNLOAD TRACKER

Tracker (Video Analysis and Modeling Tools for Physics Education) is available in the following link

# © Tracker <br> Video Analysis and Modeling Tool 

https://physlets.org/tracker/

## PROBLEM

"Determine the maximum height that a ball reaches when we throw it into the air"

## MODELLING THE TRAJECTORY

- Recording a video of the physical phenomenon.
- Obtaining mathematical information from the video using the Tracker program.
- Finding the curve equation that describes the movement.

Thus, Tracker allows obtaining measurements and equations just with a video

## USING TRACKER

## RECORDING A VIDEO WITH METRIC REFERENCES TO IMPORT IT INTO THE TRACKER

In this case, we will employ the following video that you can find in Google Drive (tallertracker2023@gmail.com; tracker2023\$)



Aspects to be considered

- Record the video with good contrast and background
- Record from the parallel plane and perpendicular focus
- Have a reference object that we can measure


## USING TRACKER

TRACKER INTERFACE AND VIDEO LOADING, ADJUSTING THE DESIRED START AND END WITH THE SLIDERS


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TRACKER INTERFACE AND VIDEO LOADING, ADJUSTING THE DESIRED START AND END WITH THE SLIDERS


Adjusting the beginning and the end


## USING TRACKER

CALIBRATION ROD, TO GIVE METRIC SCALE TO THE VIDEO


## USING TRACKER

## COORDINATE AXES, TO LEAVE THE ORIGIN AND THE X AND Y AXES ORIENTED



## USING TRACKER

## IDENTIFY THE POINT MASS OF THE MOVING OBJECT

| Video | Trayectorias | Sistema de Coordenadas |
| :--- | :--- | :--- |
|  | Nuevo | Masa Puntual |
| Cuadrícula $\nabla$ posición | Centro de Masa |  |
|  |  |  |
|  |  | Vector |
|  |  |  |

We use the key combination: Ctrl + Shift [佗] + Left mouse button

- Circle: search pattern
- Square: search area




## FIND THE TRAJECTORY OF POINTS



- Find the path of points [Buscar] to generate the points
- It is usually automatic, but if at any time the object is not detected, search for the trajectory with the following:


## USING TRACKER

## IDENTIFIED DATA



You can identify the points detected in the video frames:

- You can select which data to see
- You can choose which graphs to display



## USING TRACKER

## EXPORT DATA

Export the data to Excel or GeoGebra by selecting the data in the spreadsheet and, with the Right Button of the mouse, giving Copy with Total Precision:


OBTAIN THE CURVE OF THE TRAJECTORY


Mathematical modelling to obtain the curve equation that best fits the trajectory of the object:

- With the right button, we click on the data or a graph and choose "Analyze", selecting the "Type of Adjustment".


## Visualizaciä ${ }^{3}$ n $\quad$ Ayuda




## USING TRACKER



The parabolic movement, also known as an oblique throw, consists of throwing a body with a speed that forms an angle a with the horizontal. The equation $y(t)$ is:

$$
y=y_{0}+v_{0} \cdot \sin (\alpha) \cdot t-\frac{1}{2} \cdot g \cdot t^{2}
$$

As $g=9.8 \mathrm{~m} / \mathrm{s}^{2}$, the coefficient A of the parabola is expected to be -4.9.

In our case, $A=-4,81$


## USING TRACKER

## SOLVING OUR INITIAL PROBLEM (OBTAINING THE MAXIMUM HEIGHT)

It can be seen how at the vertex of the parabola, where the maximum height is reached, the $\mathrm{v}_{\mathrm{y}}$ component of the velocity is zero (in our case, almost zero -0.02706)




## Thank you

