

Today

Finish Team 2 images

Finish Resolution

Lens cleaning techniques

Start specific FV techniques. Dyes

Minute paper: Group dynamics. Have you been able to meet? If not, why not? What can be done?

Estimate motion blur *in pixels* to guide choice of shutter speed.

Example:

Field of view = 10 cm

Fluid moving at 0.5 m/s

10 Mpx sensor

Minute paper: what shutter speed will 'freeze' this flow?

Can tolerate maybe 5 px blur?

10 Mpx $\sim 3750 \times 2750$

$0.1 \text{ m} / 3750 = 2.6 \text{ e-}5 = 0.000026 \text{ m/px} = 26 \mu\text{m/px}$

5 px = $1.3 \text{ e-}4 \text{ m} = 0.00013 = 0.13 \text{ mm}$ estimated acceptable object displacement x


time $t = x/\text{velocity}$

$1.3\text{e-}4 \text{ m} / (0.5 \text{ m/s}) = 2.6\text{e-}4 \text{ seconds}$

$2.6\text{e-}4 \text{ sec} = .00026 \text{ sec} = 260 \mu\text{sec} = 1/3750$ Very short. Can your camera do this?

$5/3750 = 0.0013 = 0.13\%$ of image width

distance in object plane



Do this analysis for each image. Motion blur is surprisingly common and annoying.

If unacceptable, increase time resolution= shorter exposure time

Increase shutter speed

Max is 1/10,000? 0.1 msec, 100 μsec ? At best.

High speed camera 30,000 fps $\sim 3 \times 10^{-5} \text{ sec} = 30 \mu\text{sec}$

Freeze the flow with short light source (won't work for light emitting fluids, i.e. flames)

Strobe, camera flash $\sim 10^{-5}$ or $-6 \text{ sec} = 1\text{-}10 \mu\text{sec}$

Pulsed laser $3 \times 10^{-9} \text{ sec} = 3 \text{ nsec}$ or less

Good resource for high speed photography: <http://www.hiviz.com/index.html>

Lens cleaning

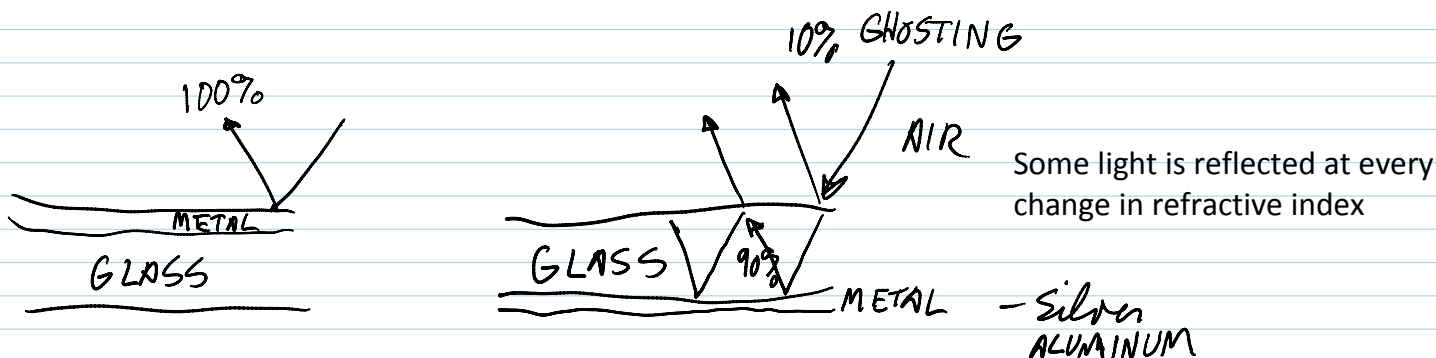
1. Use gentle air blast to remove loose particles. 'Canned air' is OK if you don't overdo it: don't let liquid propellant come out. Blower brush is OK, but beware dirty brushes.
2. Start with gentlest solvent; condensed breath. Examine lens surface for smudges. If it looks clean and smooth, just let condensate evaporate. If smudges seen, gently rub with balled up FRESH SHEET of Kodak lens tissue. Other brands seem harsh. Rub just until dry, don't rub without moisture present. Check with another breath. Repeat if needed.
3. If you have a stubborn residue, escalate the solvents. Use isopropyl (rubbing) alcohol next. 70% is OK. Then move to methanol if needed. Acetone as a last resort.

This is OK for lenses, even AR (anti-reflection) coated optics.

NOT OK for First Surface Mirrors. Surface is too fragile.

Common for DSLR mirrors, overhead projectors

First surface mirror				Second surface mirror
				Common household mirrors



SPECIFIC FV techniques

Boundary techniques. Boundary between 'seeded' and unseeded fluid.

Choice depends on physics desired

1 DYES Today. Mostly in water.

2 Aerosols Particles. Mostly in air for boundary effect.

In this class, often visualization technique determines physics examined, but usually physics are determined by system under study, and FV technique applied should not disturb the flow/physics

I Dye Considerations:

1) Want dye to NOT disturb flow

I Dye Considerations:

- 1) Want dye to NOT disturb flow
- 2) Want dye to show up - HIGH VISIBILITY
- 3) Special techniques

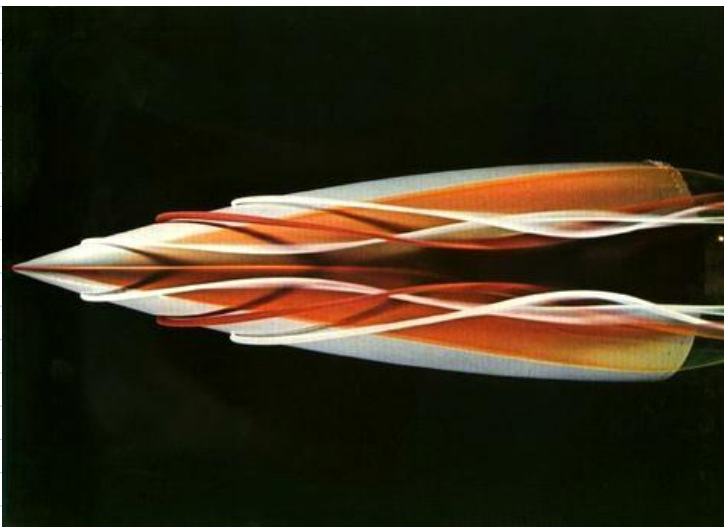
1) Not Disturb flow "How?"

Minute paper -Groups

Answers:

- Match flow speed when injecting
- Use small ports, minimize volume injected,
- Consider location of injection; reveals different physics

<http://media.efluids.com/galleries/laminar?medium=113>



by Henri Werlé, at
ONERA = NASA of France
Master of colored dye
streams

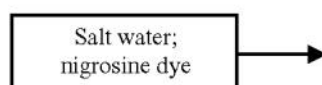
Avoid injection altogether: Coat object with alcohol-dye mixture, let dry, then tow in tank. Shows vorticity layer, wake, boundary layer

Or coat short strings on a rake. OK for low speed, short run times

- Match fluid properties between dye and medium
 - Density
 - Temperature
 - Viscosity
 - Surface tension (match intermolecular forces)
 - Minimize chemical reactions (unless needed)
 - Diffusion coefficient

N.J. Mueschke et al., "Measurements of molecular mixing in a high-Schmidt-number Rayleigh-Taylor mixing layer," *Journal of Fluid Mechanics* 632, J. Fluid Mech. (UK) (2009): 17-48.

(a)



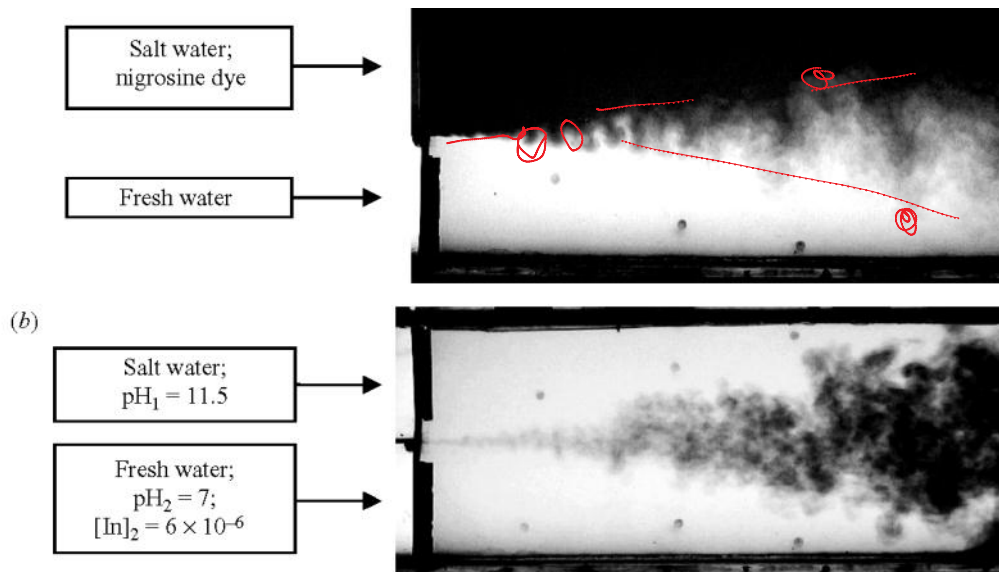


FIGURE 4. Photographs (contrast enhanced for visualization) of the buoyancy-generated mixing layer in a typical water channel experiment. (a) Nigrosine dye was added to the top stream. (b) Phenolphthalein was added to the bottom stream, which changes to its pink form as the two streams molecularly mix (here, “pink” is shown as dark regions within the mixing layer).
 → Ph indicator, shows where mixing got to molecular level.

Tough to match all these properties- Dye properties are different from ambient fluid.

To match density, try a premix.

For food dye in water, premix dye (dense, sinks in water) and isopropyl alcohol (floats) to get neutral buoyancy in water

The concentration gradient between dyed and undyed fluid may cause dye to diffuse too rapidly, misleading when studying mixing. Turbulence also causes fast diffusion, making visualization of the overall flow structure difficult. Try some milk or latex paint to slow diffusion. Famous example:

Cloud tank was invented by Douglas Trumbull to make realistic clouds in 'Close encounters of the third kind' (1980's sci fi). Used many times since: <http://www.youtube.com/watch?v=2Ps0iXwS60E>

More info in [Special Effects article](http://www.americanheritage.com/articles/magazine/it/2007/1/2007_1_10.shtml) http://www.americanheritage.com/articles/magazine/it/2007/1/2007_1_10.shtml