
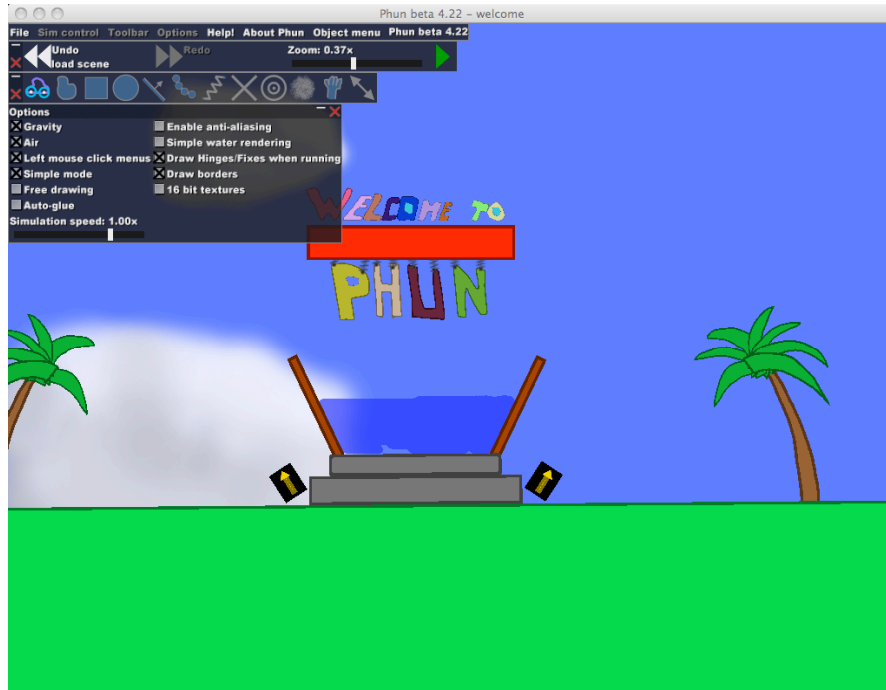


“Phun” Projectile Motion Simulation

Purpose: Build an animation of a ball being launched from the left and being caught on the right by some kind of receptacle (i.e. a person’s hand or a box). Also, use the “pen tool” in the

program, , to put a pen in the middle of the ball that will trace its path when launched.



Building and documenting your “phunlet”:

1. Go to phunland.com and download the program.
2. Explore some of the scenes and phunlets by going to “file” and “load scene” or “object menu” and “import phunlet”.
3. Hovering over a tool on the tool bar will give you a brief description of what it does. You will also find more tutorials on the website. Right clicking on a object you have drawn gives you more options for setting its properties. Basically you just have to explore!
4. You must build your phunlet from scratch. Do not use any existing scenes or phunlets!
5. To document your work, take screen shots of your final project, before launching, in the middle of the path and after the ball is caught. Print these out and pass them in.
6. Under “file” choose save scene. Email this file to me at pperry@lewistonpublicschools.org. You will be presenting your project the last class before Christmas vacation. Be ready to describe to us how you made your phunlet (objects you used and their properties).