

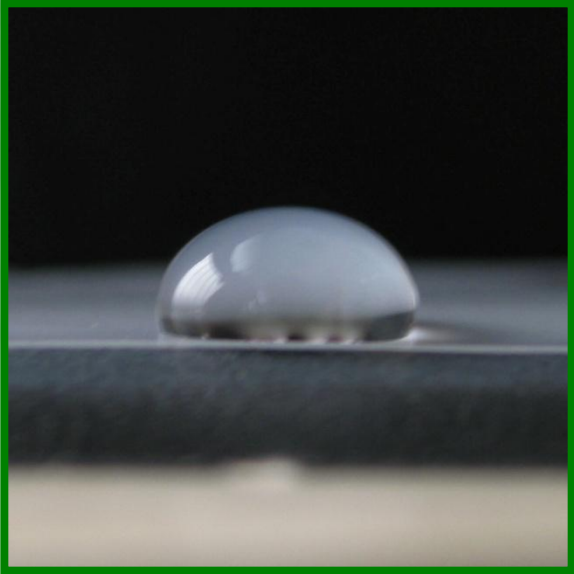
A high-speed photograph of a water droplet hitting a surface, creating a crown-like splash and a trail of bubbles. The water is clear and the background is a light, neutral color. The text "Bouncing drop" is overlaid in the center of the image.

# **Bouncing drop**

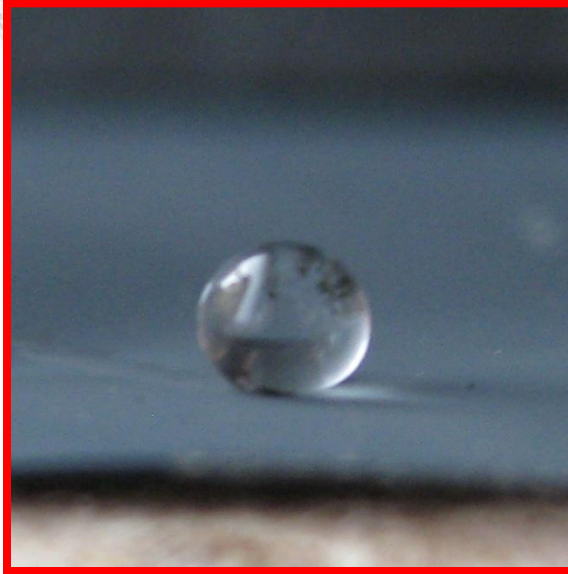
A high-speed photograph of a water splash, showing a large, clear droplet falling from the top and breaking into smaller droplets and bubbles below. The background is a soft, out-of-focus white. The text is overlaid in the center of the image.

**Investigate the motion of water droplets falling on a hydrophobic surface (e.g. coated with soot or teflon)**

# Hydrophobic Surfaces



**Teflon**

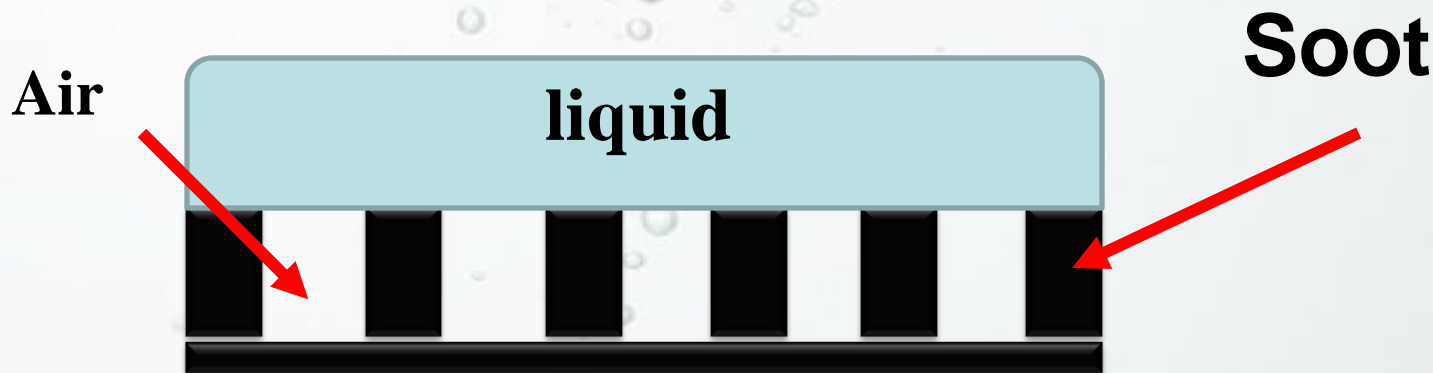


**Surface coated  
with soot**



**Natural  
materials**

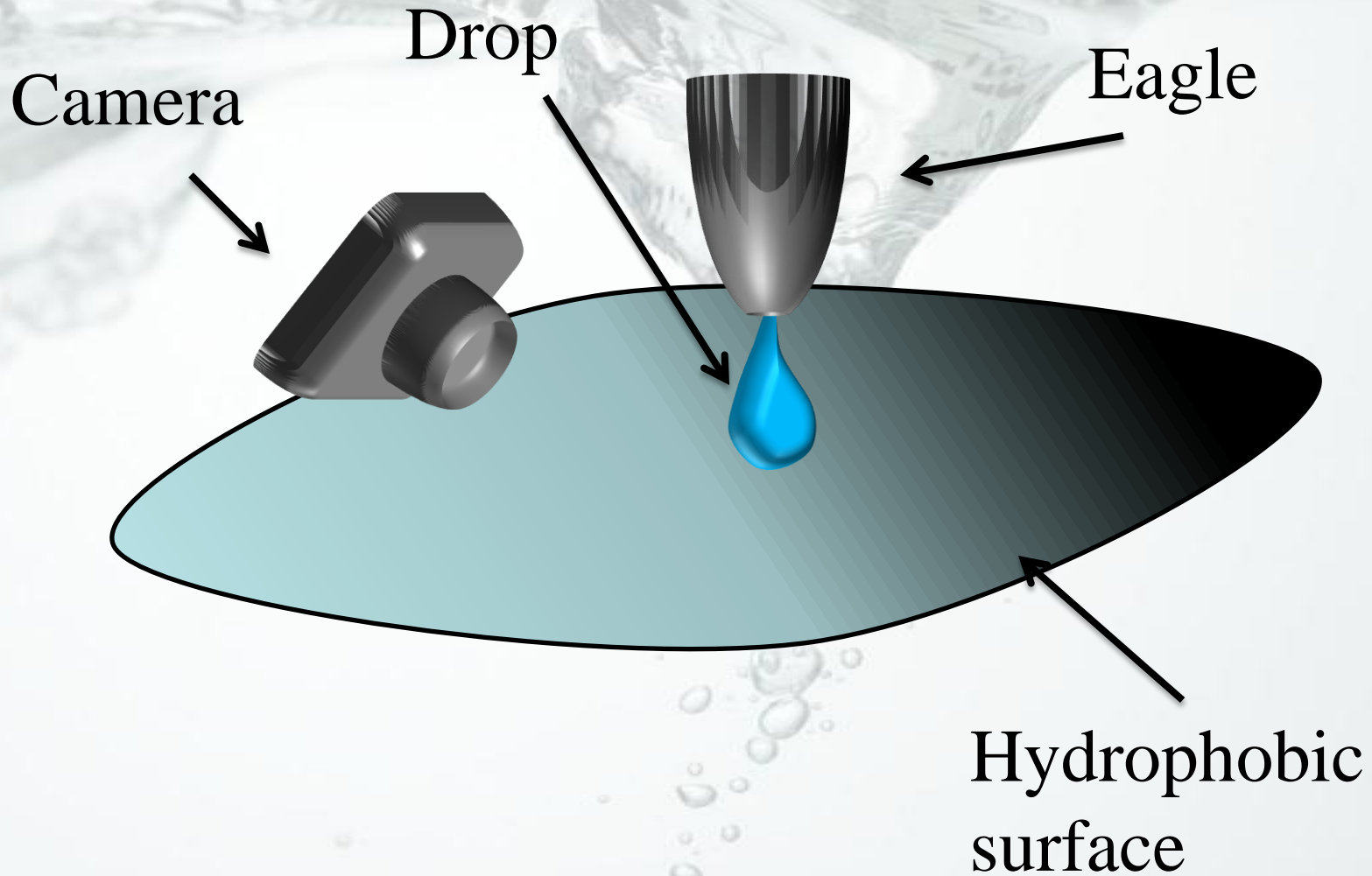
# Structure of a superhydrophobic surfaces



# Destroying of the surface structure



# Experimental setup



# Stages in drop's behavior



1. Oscillation
2. Bounce without a break of the droplet
3. Bounce with a break of the droplet
4. Splash (destroying of the droplet)

# Oscillation

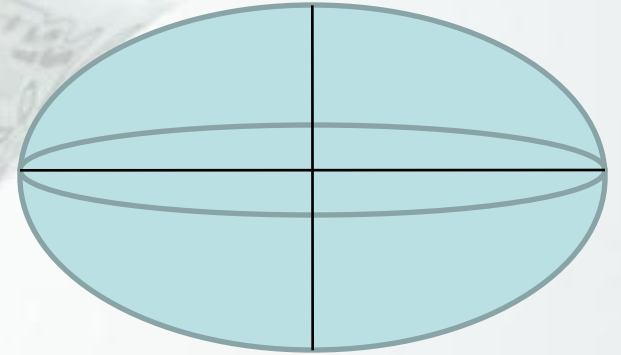
$R=1\text{mm}$   
 $H=0-3\text{mm}$





# Characteristic oscillation

We have approximated the shape of the drop as an ellipsoid



$$E_{kinetic} + E_{surface} = const$$

$$\frac{\partial(E_{kinetic} + E_{surface})}{\partial t} = 0$$

# Characteristic oscillation

$$\omega_{\min} = \sqrt{\frac{8\sigma}{\rho R^3}} \quad (1)$$

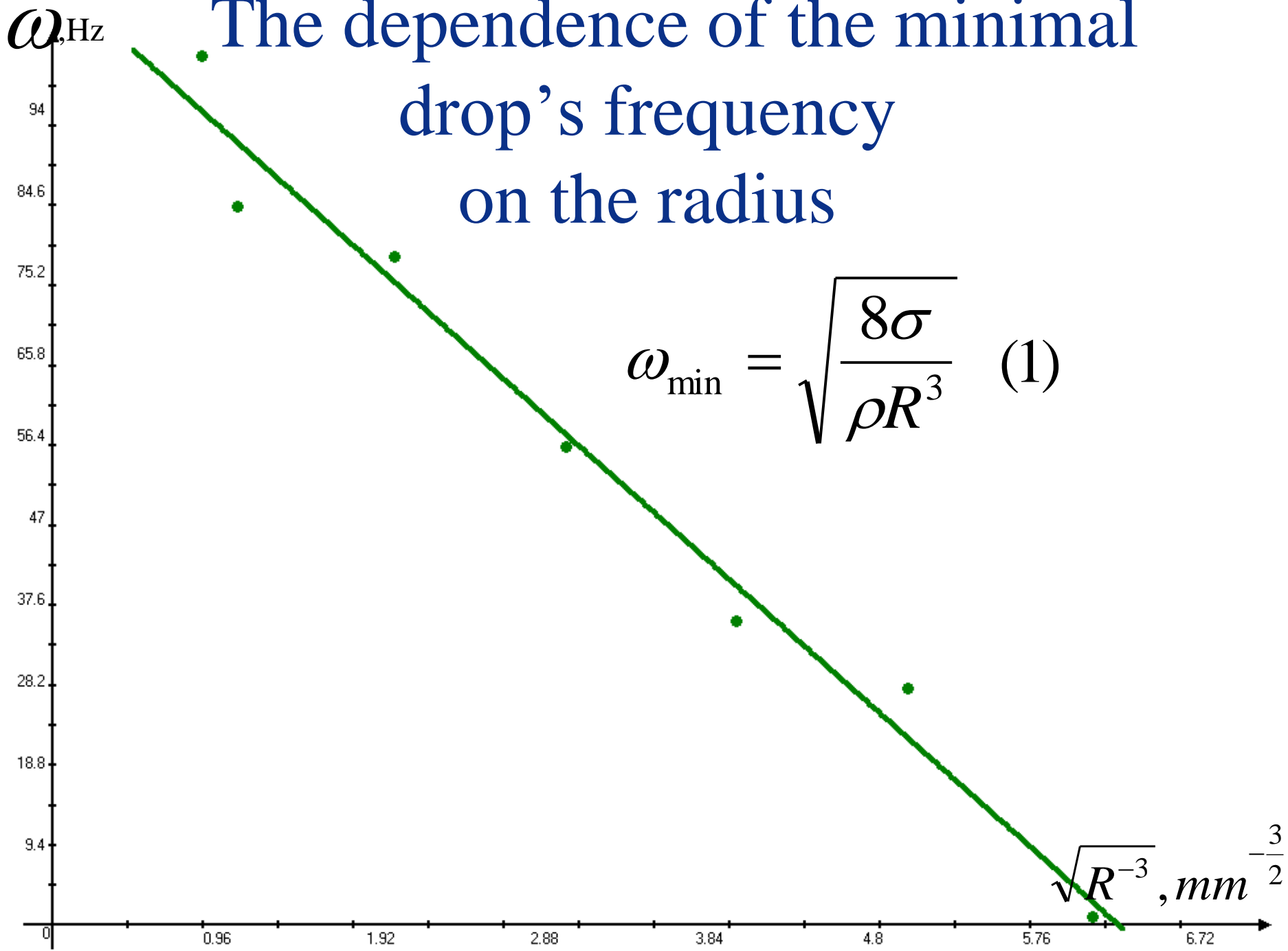
$\omega_{\min}$  is minimal drop's frequency

$\sigma$  is surface tension of the liquid

$\rho$  is liquid density

$R$  is drop radius

# The dependence of the minimal drop's frequency on the radius



# The Conditions for oscillation

$$H \leq 3R$$

**H** is the initial height of the drop

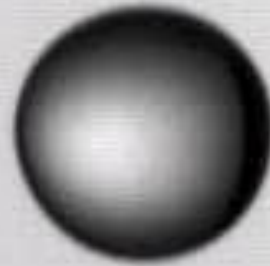
**R** is drop radius



# Bouncing

$R=1\text{mm}$

$H=3-14\text{mm}$



# Coefficient of restitution

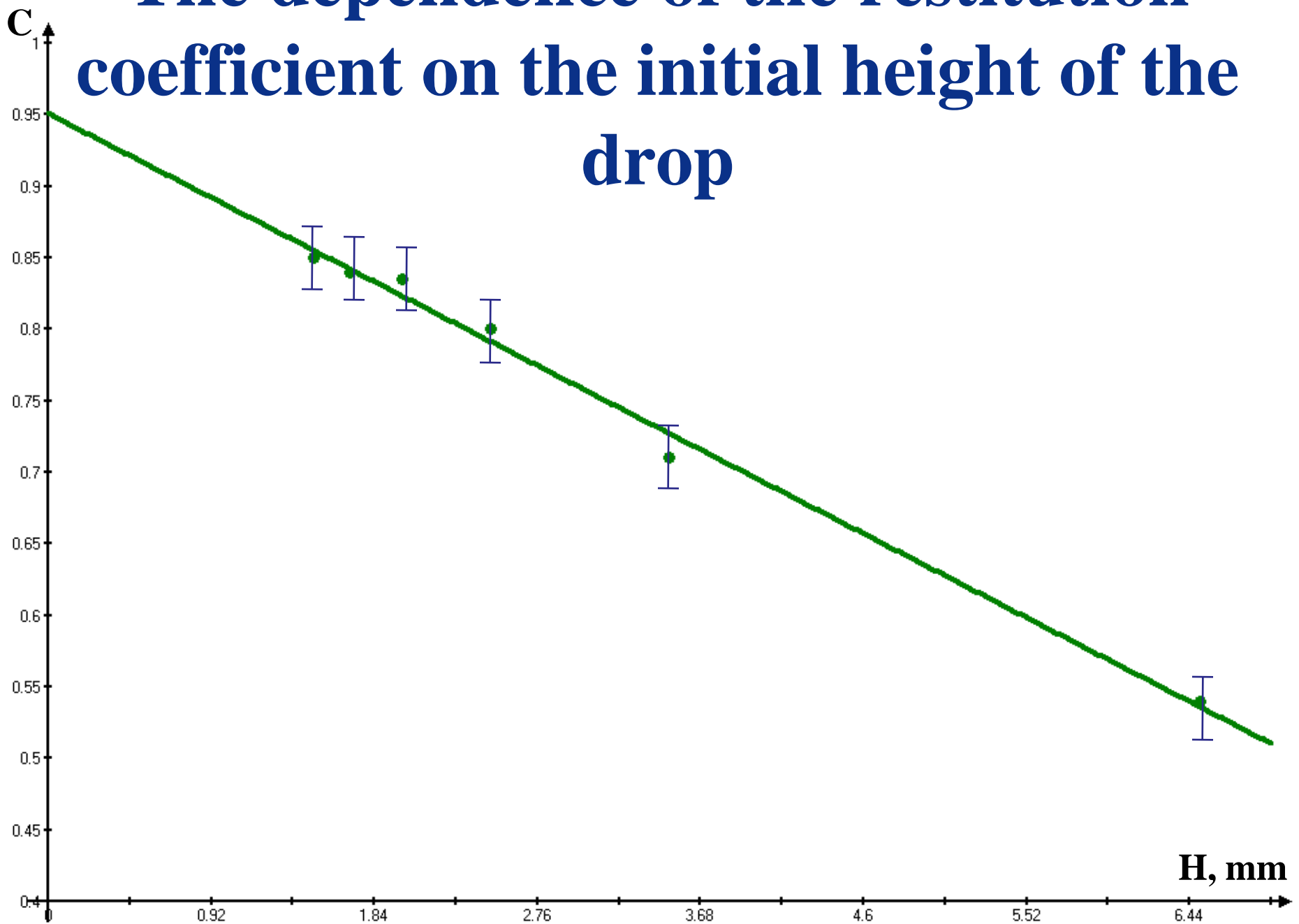
$$c = \frac{h}{H} \quad (2)$$

$C$  is the coefficient of restitution

$h$  is the height of the bounce

$H$  is the initial height of the drop

# The dependence of the restitution coefficient on the initial height of the drop



# Bounce with a break of the droplet

$R=1\text{mm}$

$H=14\text{-}350\text{mm}$





# Why does the drop break?

- ✓ The surface energy becomes more after contact with surface because of the shape changing
- ✓ Liquid “wants” to make it’s energy less
- ✓ The surface energy of droplets is less then of a cylinder
- ✓ So the cylinder divides into small droplets

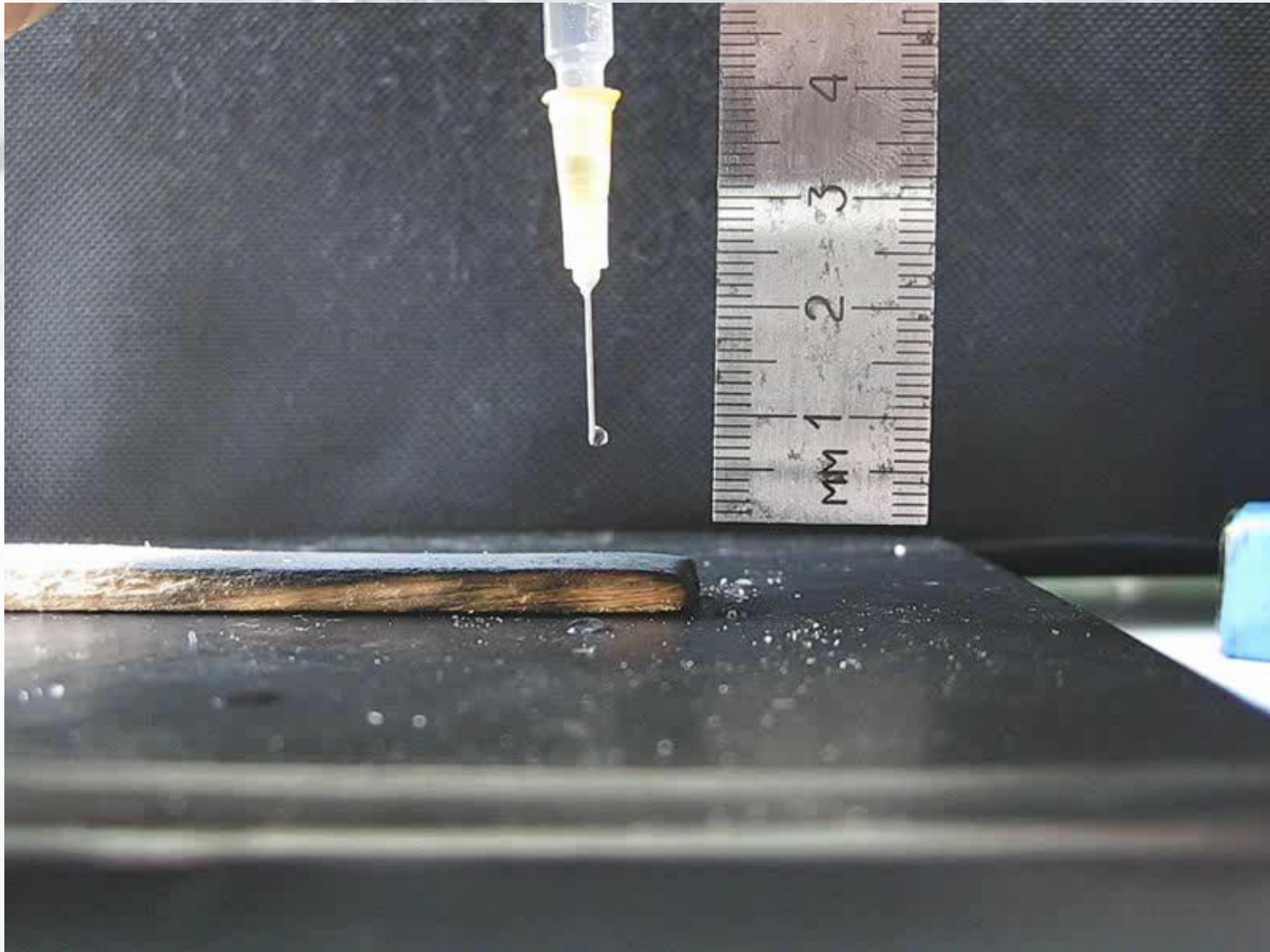


# The drop can sound

$R=1\text{mm}$   
 $H=15\text{mm}$



# Movie with wood



# Movie with hot surface



# Splash

$R=1\text{mm}$

$H=350\text{mm} - \infty$



# Splash

$$n = \frac{8mgH}{9\pi\sigma^2} \quad (3)$$

**n** is number of small droplets

**m** is the mass of the drop

**$\sigma$**  is surface tension

**H** is the initial height of the drop



# Setup for measuring surface tension

Number of  
drop

N=1000



Design  
formula:

$$\sigma = \frac{\rho V g}{N \pi D}$$

$\sigma$  is surface tension

$\rho$  is density of liquid

$V$  is volume of liquid

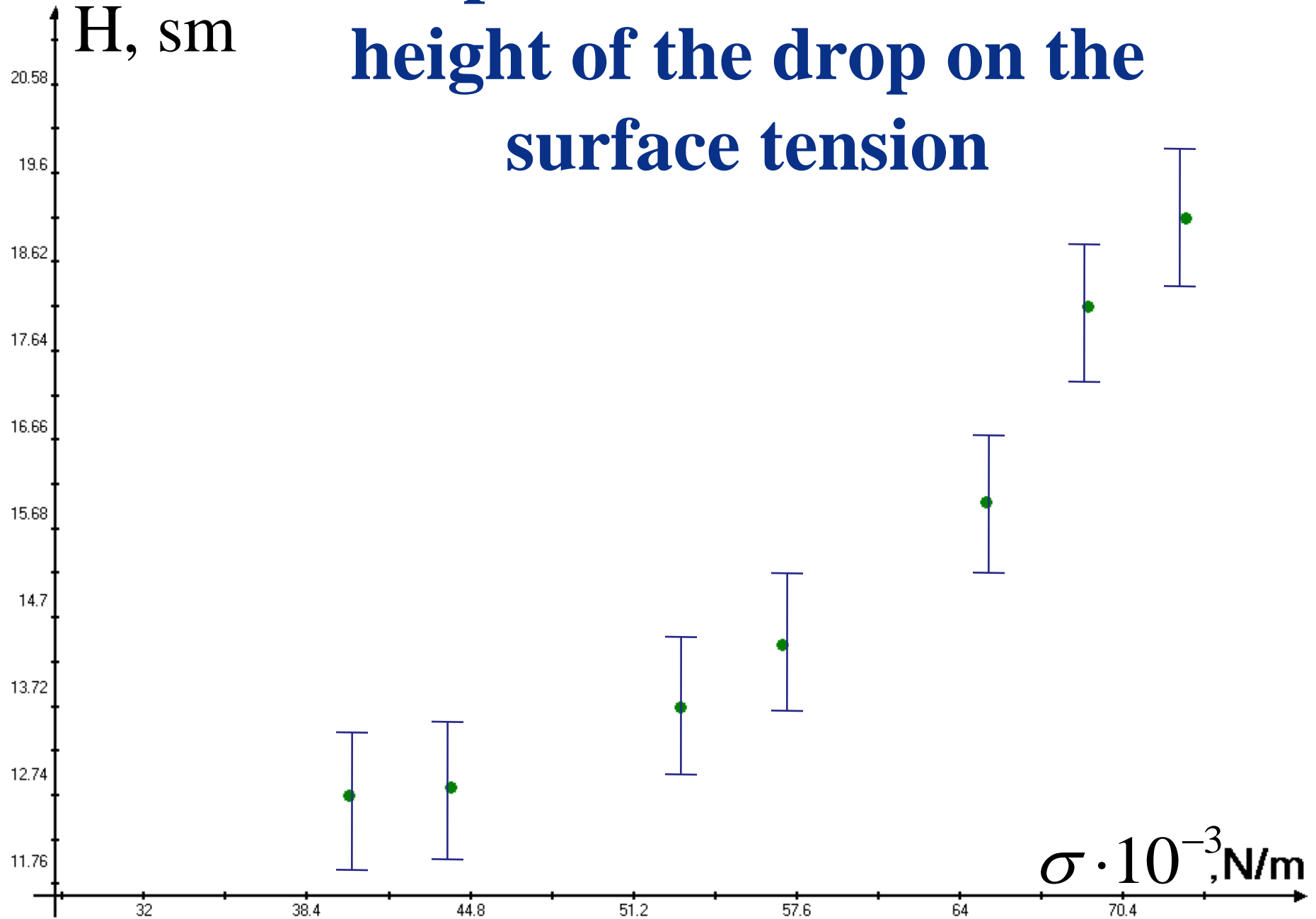
$D$  is diameter of needle

$N$  is drop's number

$g$  is gravity

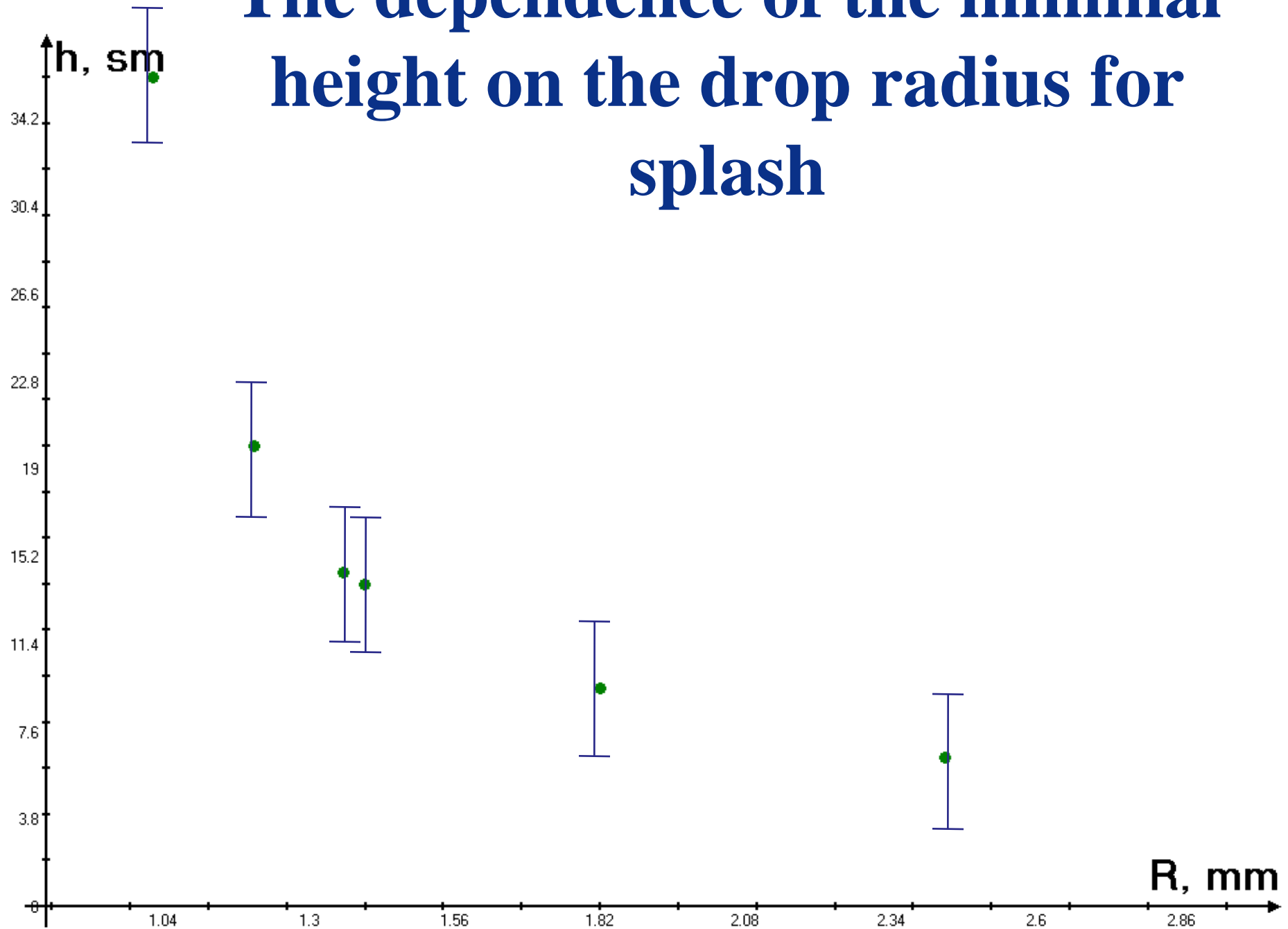
acceleration

# The dependence of the minimal height of the drop on the surface tension





# The dependence of the minimal height on the drop radius for splash



# Summary

- I have investigated all the stages we can observe in drops motion on a hydrophobic surface
- I have made a theoretical and quantitative experimental research
- I have investigated experimentally such parameters as the initial height of drop, drop radius, liquid surface tension, and type

# Summary

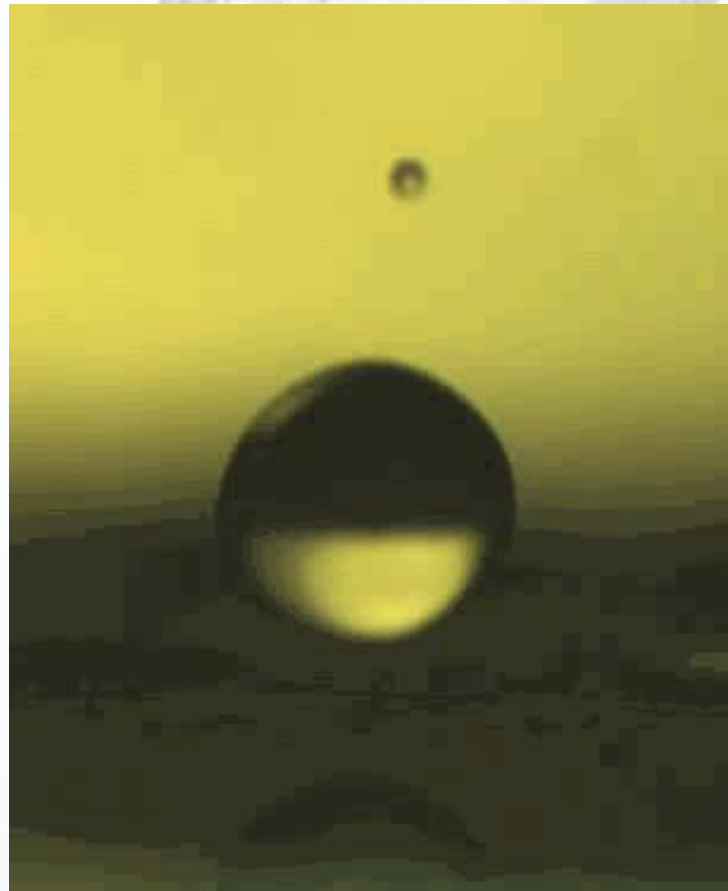
- I have also said about such parameter as viscosity and its influence on the bouncing, but I haven't made the experimental research.
- I have found such an event like a drop's sound of a very hi frequency and have quantety

# Thanks

- To Jakub Krolkowski, Polish scientist and my friend
- To Mathilde Reyssat from ESPCI (Paris, France)



**Thank you for your attention!**





# Experiments with a slanting surface

