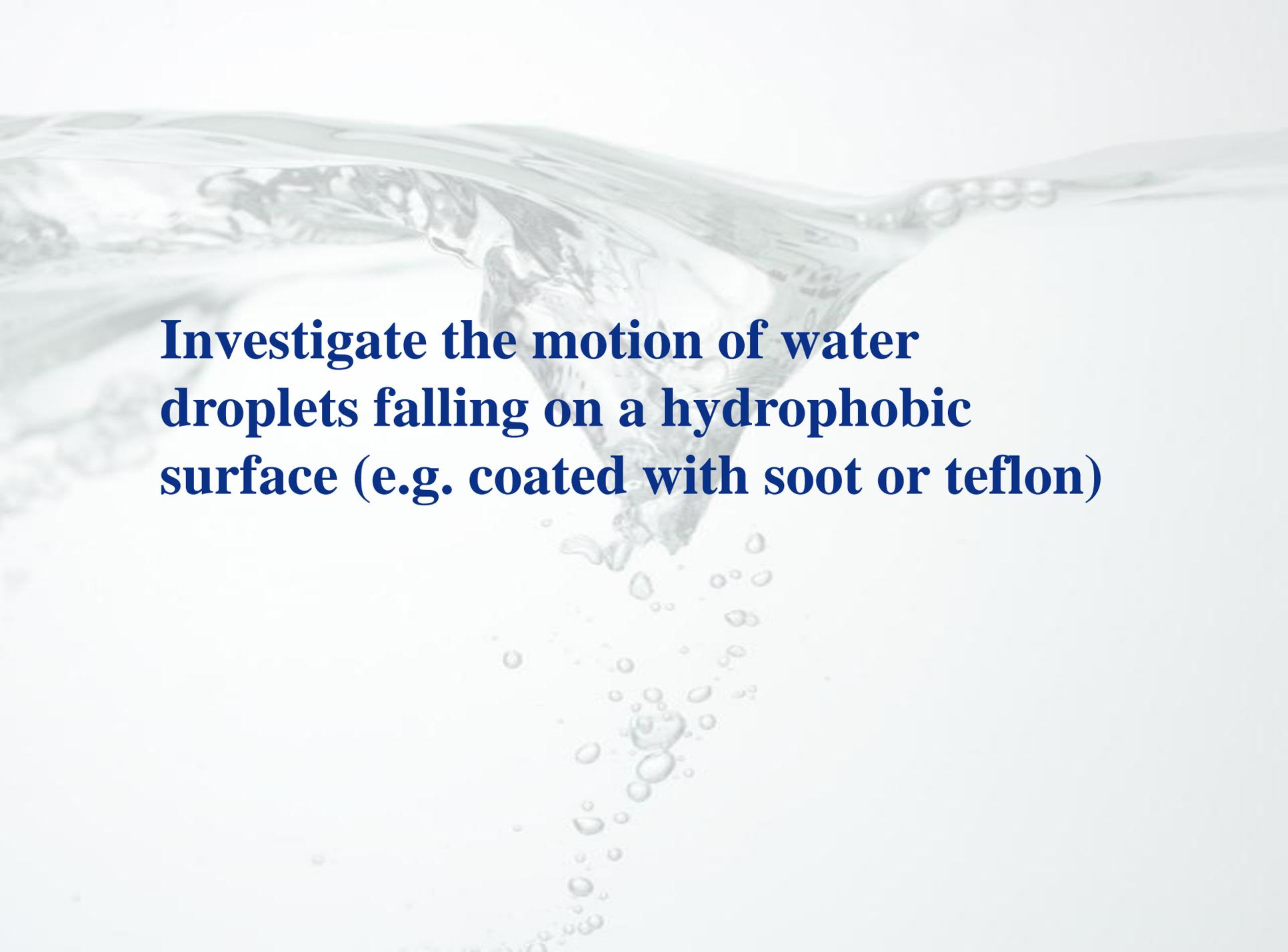


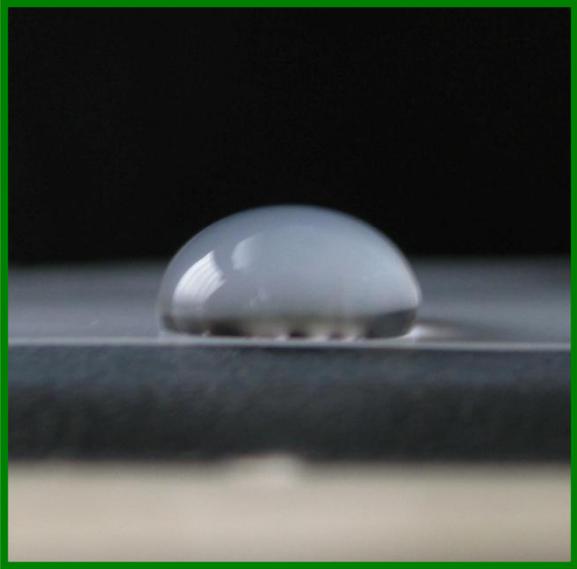
A high-speed photograph of a water droplet hitting a surface, creating a crown-like splash and a trail of bubbles. The water is clear and the background is a light, neutral color. The text "Bouncing drop" is overlaid in the center of the image.

Bouncing drop

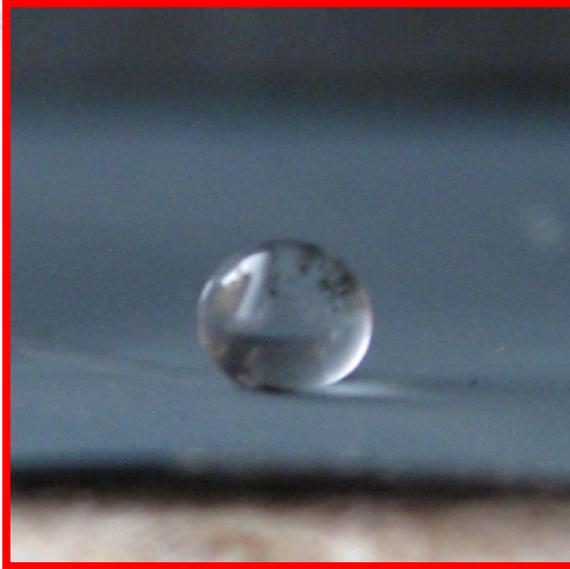
A high-speed photograph of a water splash, showing a large, clear droplet falling from the top and breaking apart into smaller droplets and bubbles below. The background is a soft, out-of-focus white. The text is overlaid in the center of the image.

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

Hydrophobic Surfaces



Teflon

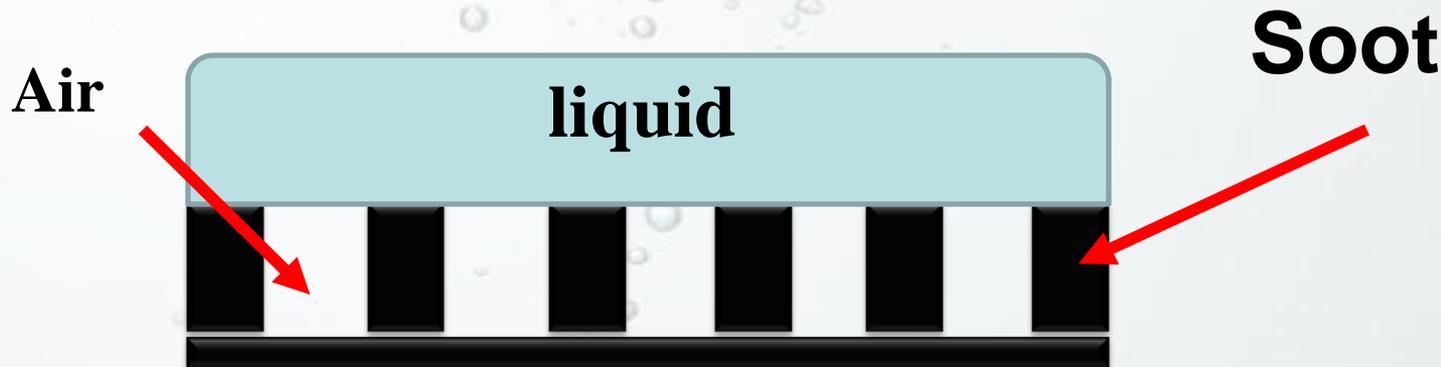


**Surface coated
with soot**

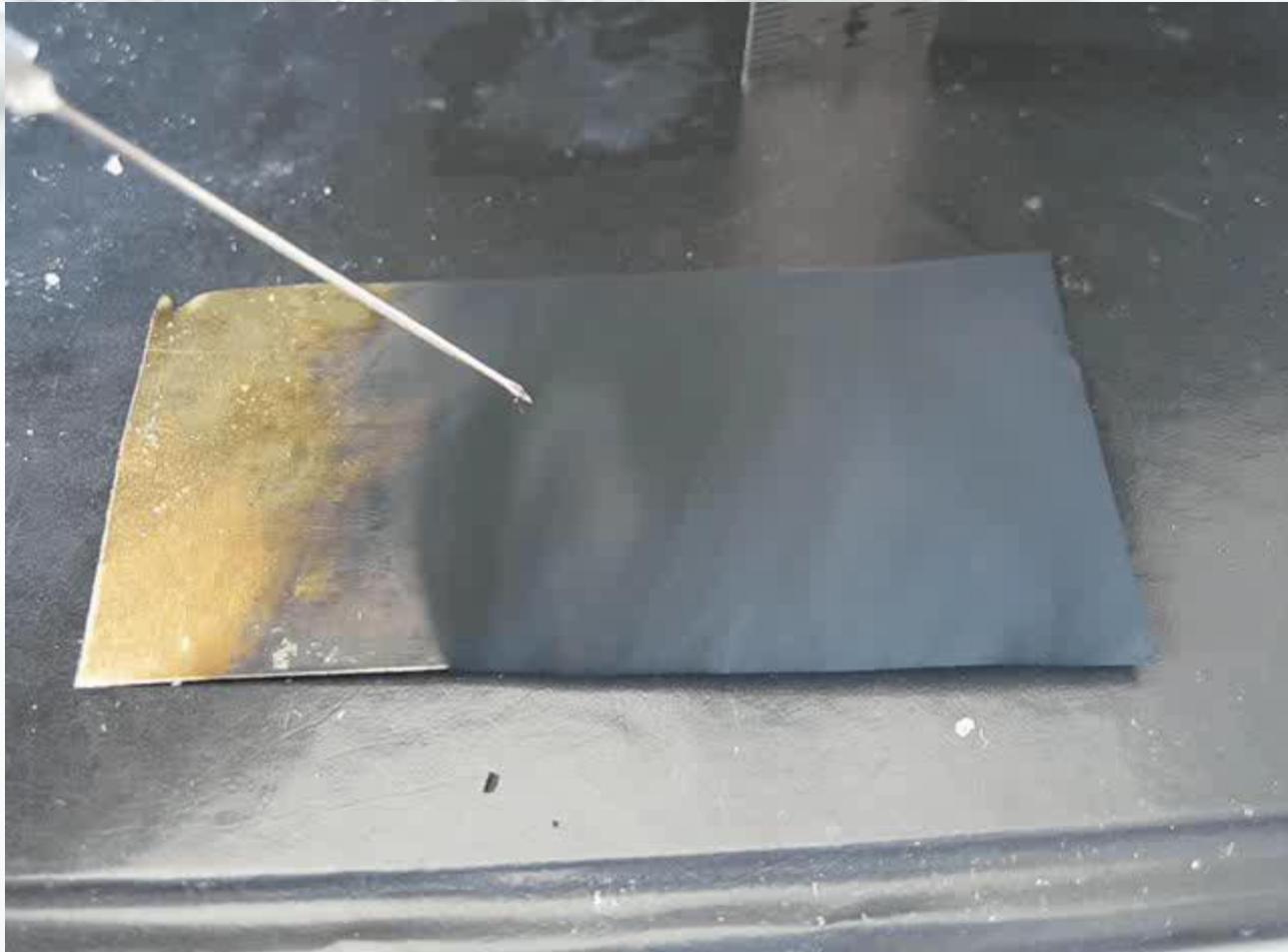


**Natural
materials**

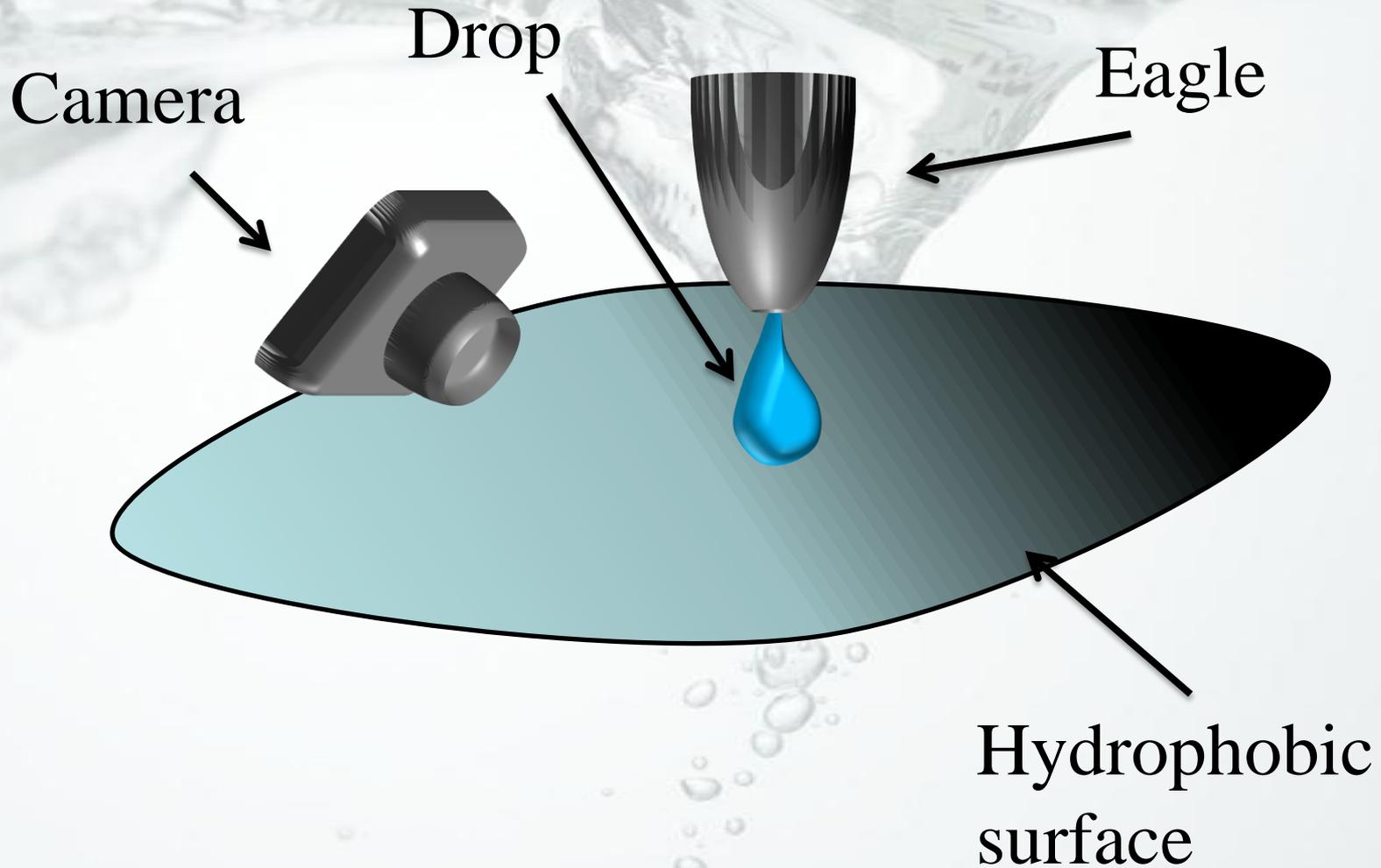
Structure of a superhydrophobic surfaces



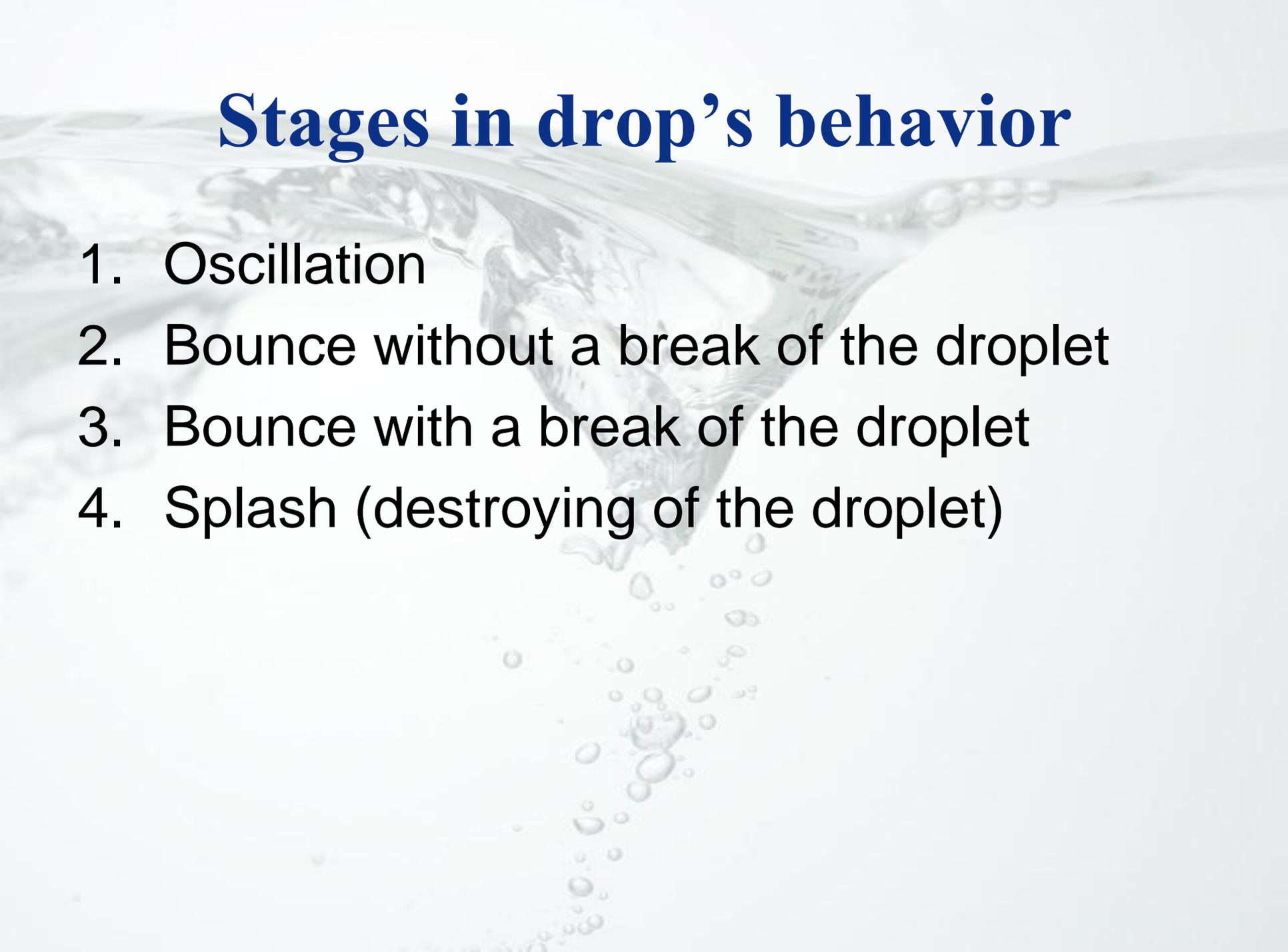
Destroying of the surface structure



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)

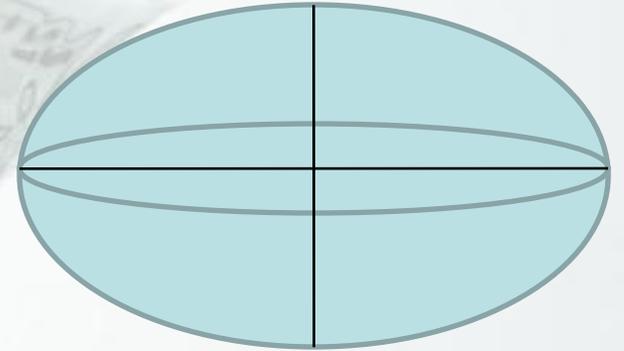
Oscillation

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



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

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

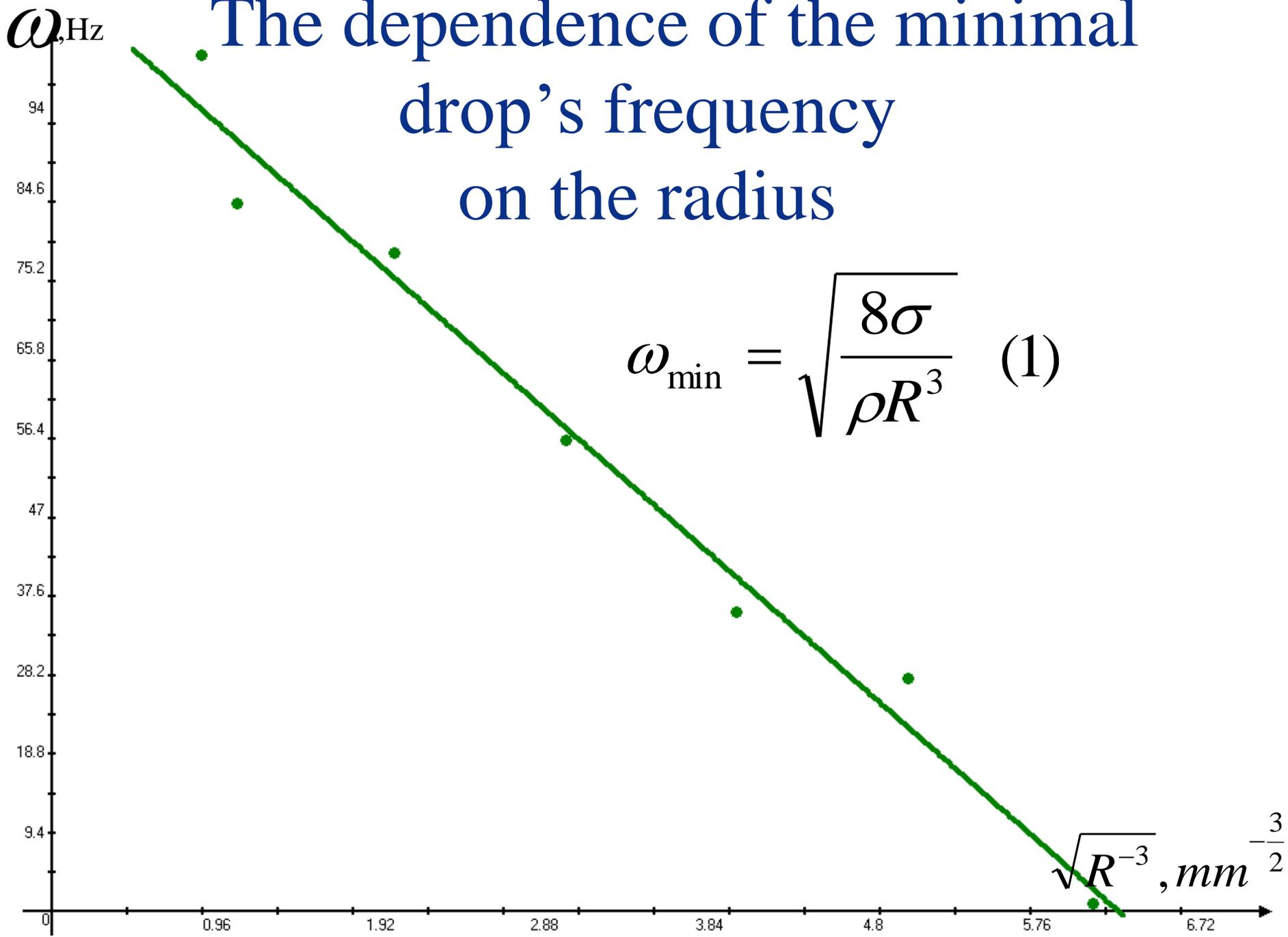
ω_{\min} is minimal drop's frequency

σ is surface tension of the liquid

ρ is liquid density

R is drop radius

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

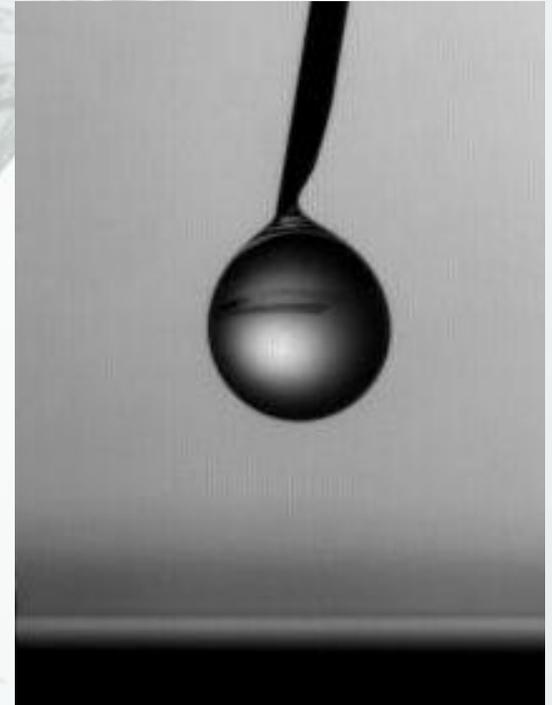


The Conditions for oscillation

$$H \leq 3R$$

H is the initial height of the drop

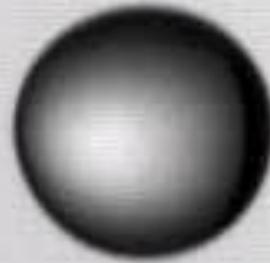
R is drop radius



Bouncing

$R=1\text{mm}$

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



Coefficient of restitution

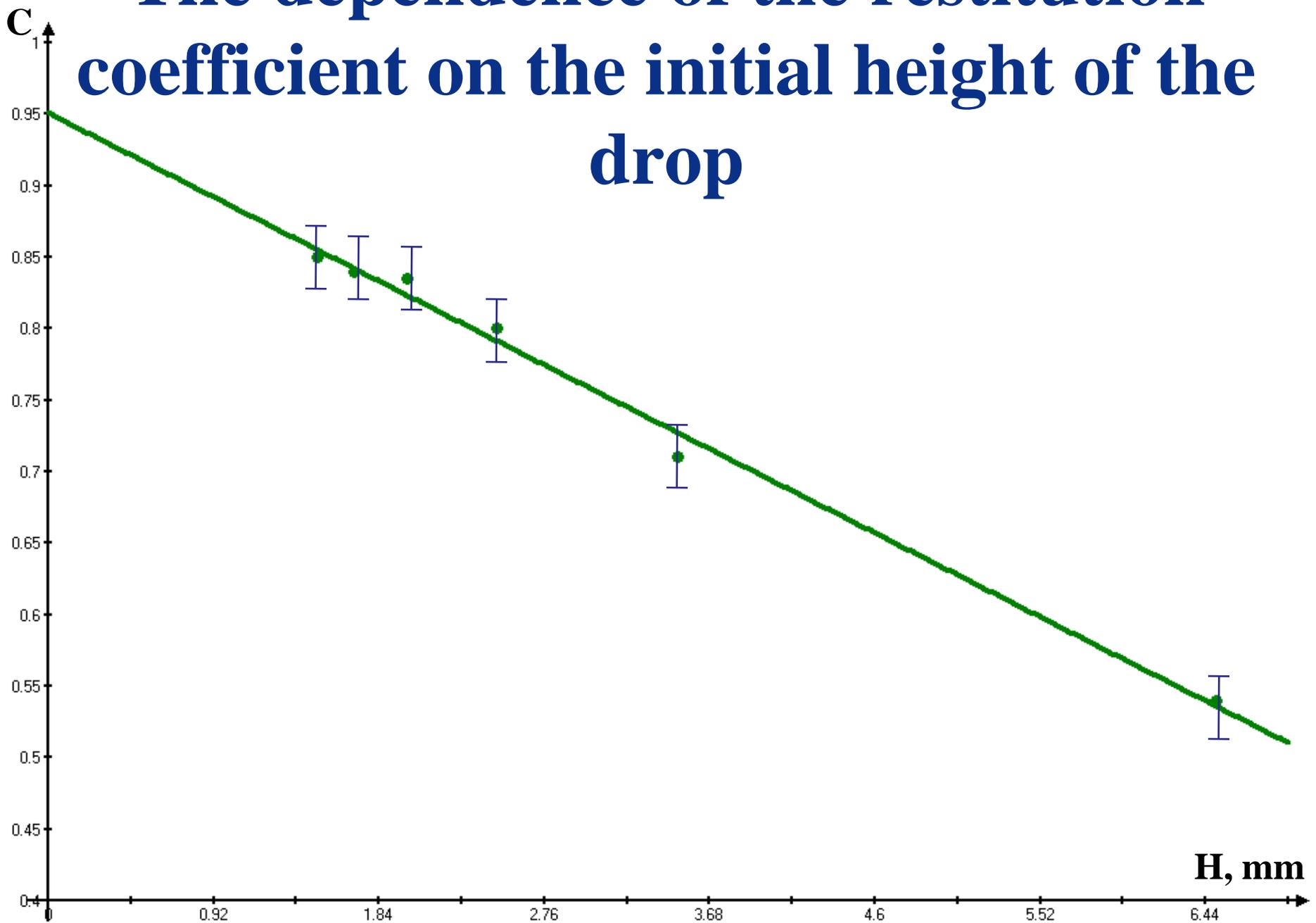
$$c = \frac{h}{H} \quad (2)$$

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

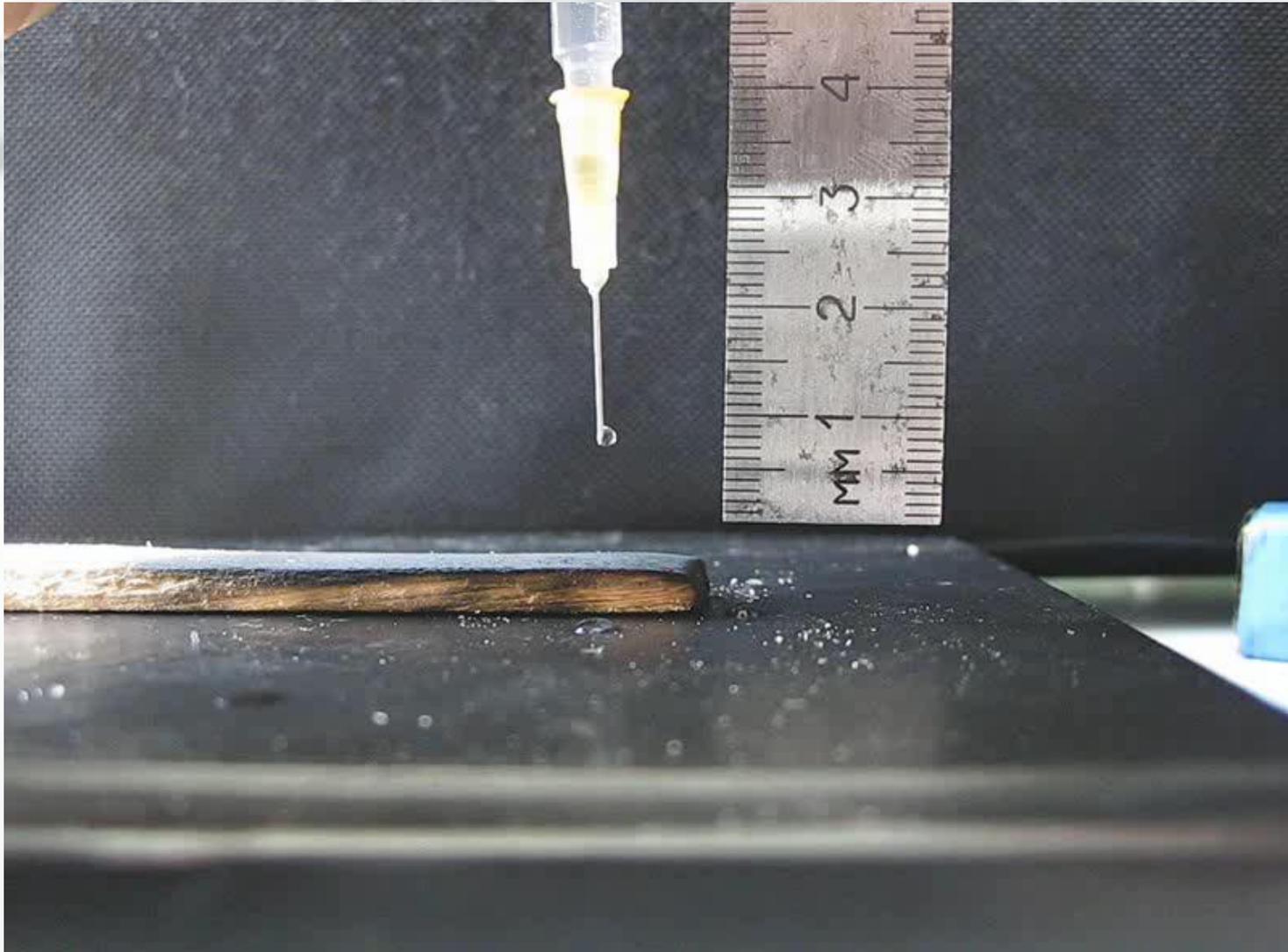


The drop can sound

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



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

σ is surface tension

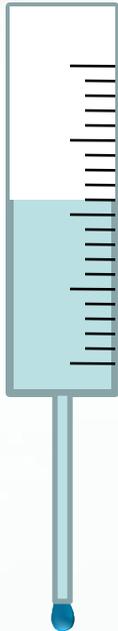
H is the initial height of the drop



Setup for measuring surface tension

Number of
drop

N=1000



Design
formula:

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

σ is surface tension

ρ is density of liquid

V is volume of liquid

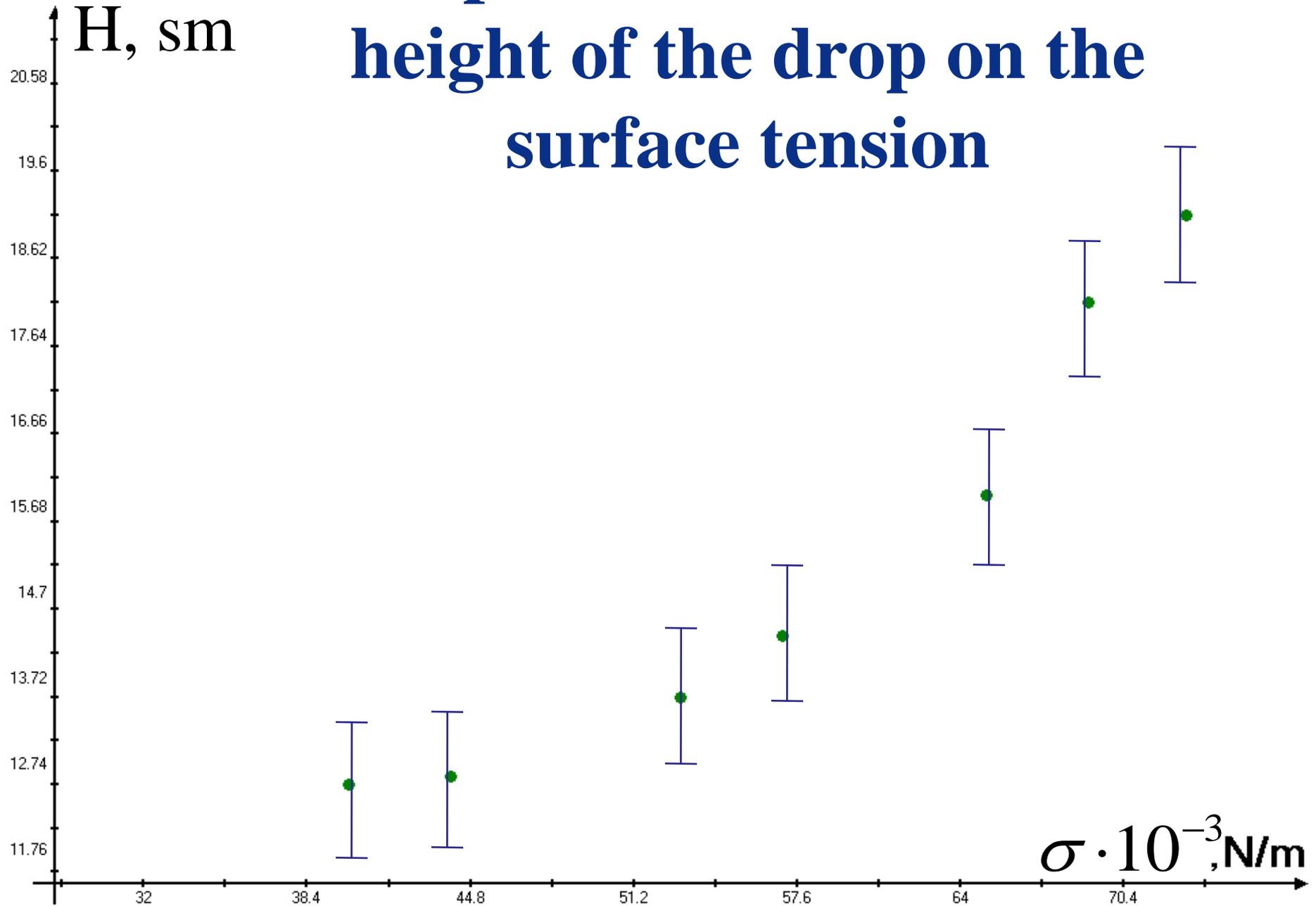
D is diameter of needle

N is drop's number

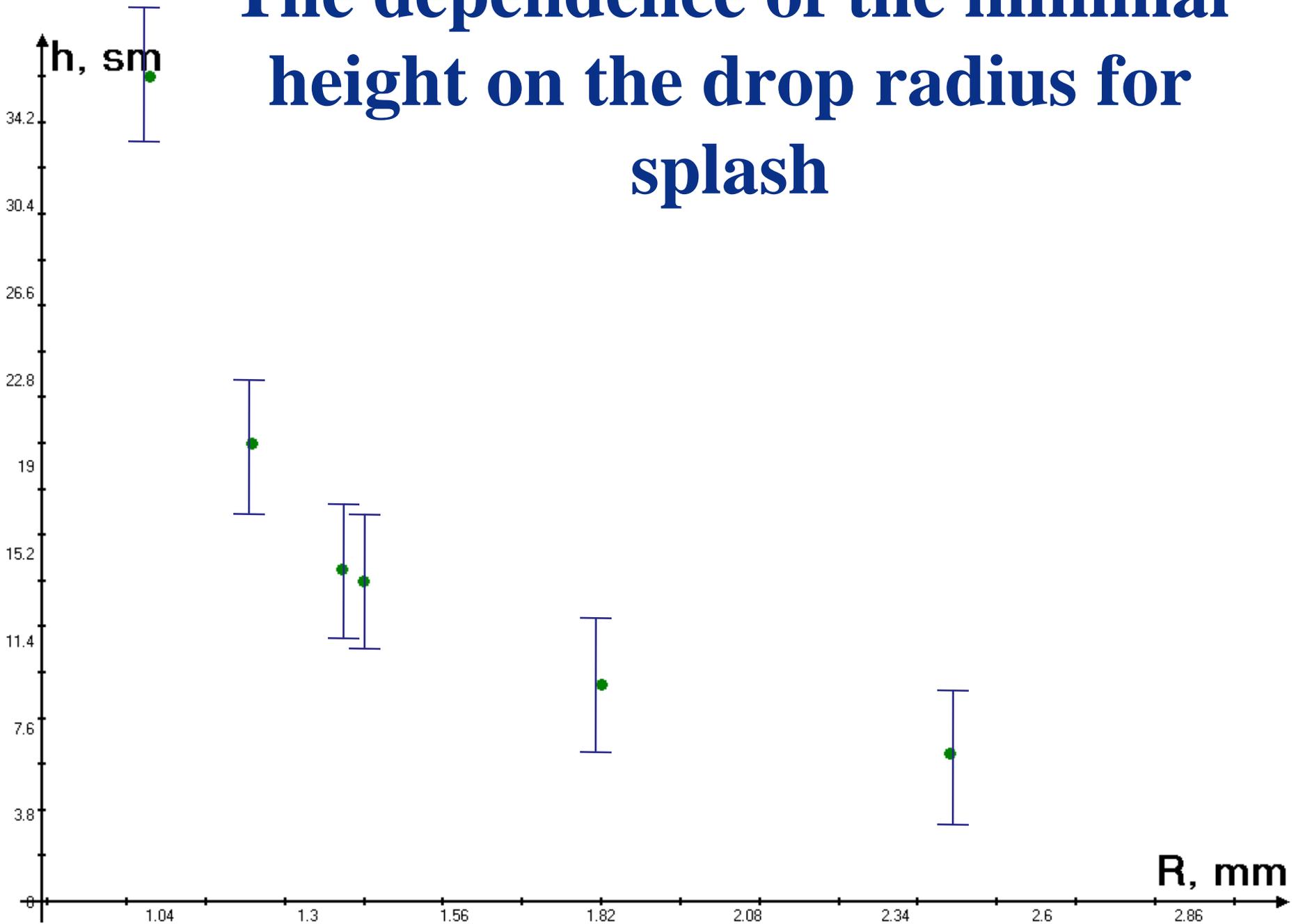
g is gravity

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

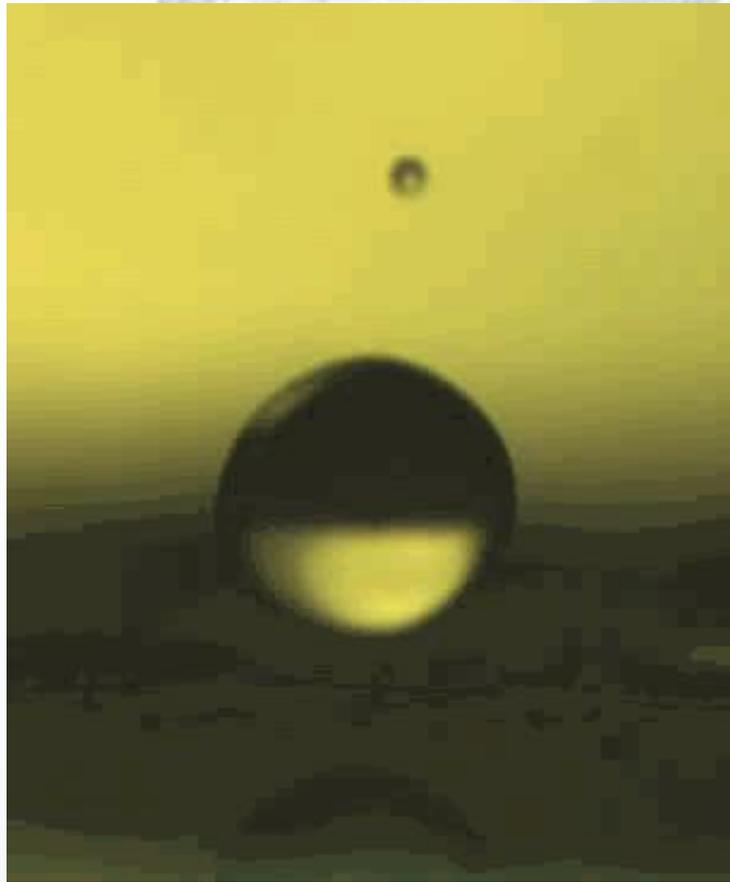
- I have also said about such parameter as viscosity and its influence on the bouncing, but I haven't made the experimental research.
- I have found such an event like a drop's sound of a very hi frequency and have quantety

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

