

* Bluff Body: form drag \gg friction drag

C_D constant over a range of Reynolds #'s
for a fixed Regime (laminar or turbulent)

- Measure force on model, calculate C_D ($C_D = F / \frac{1}{2} \rho U_m^2 A_m$)
- Use this C_D for full-scale $F_{fullscale} = C_D \cdot [\frac{1}{2} \rho U_{fs}^2 A_{fs}]$

if the fullscale body operates in a turbulent regime
so MUST the model you test

* Streamlined Body: 

$$C_{D_{total}} = C_f (Re^\#) + C_{D_0}$$

\swarrow
 only slightly dependent overall on Reynolds #
 as long as in a regime

- frictional drag is Reynolds # dependent (smaller) \leftrightarrow (larger)
- similar to flat plate C_f w/ same wetted Area
- profile/form drag due to separation \uparrow

\leftarrow this is an assumption we make (is it)

EXPERIMENT: ($Re_{model} < Re_{prototype}$)

• Measure force on model @ $Re_{model} = \frac{U_m L_m}{\nu_m}$

• Determine $C_{D_{model}} = \frac{F_m}{\frac{1}{2} \rho_m U_m^2 A_m}$

• Form drag is $C_{D_{om}} = C_{D_m} - C_f(Re_m)$

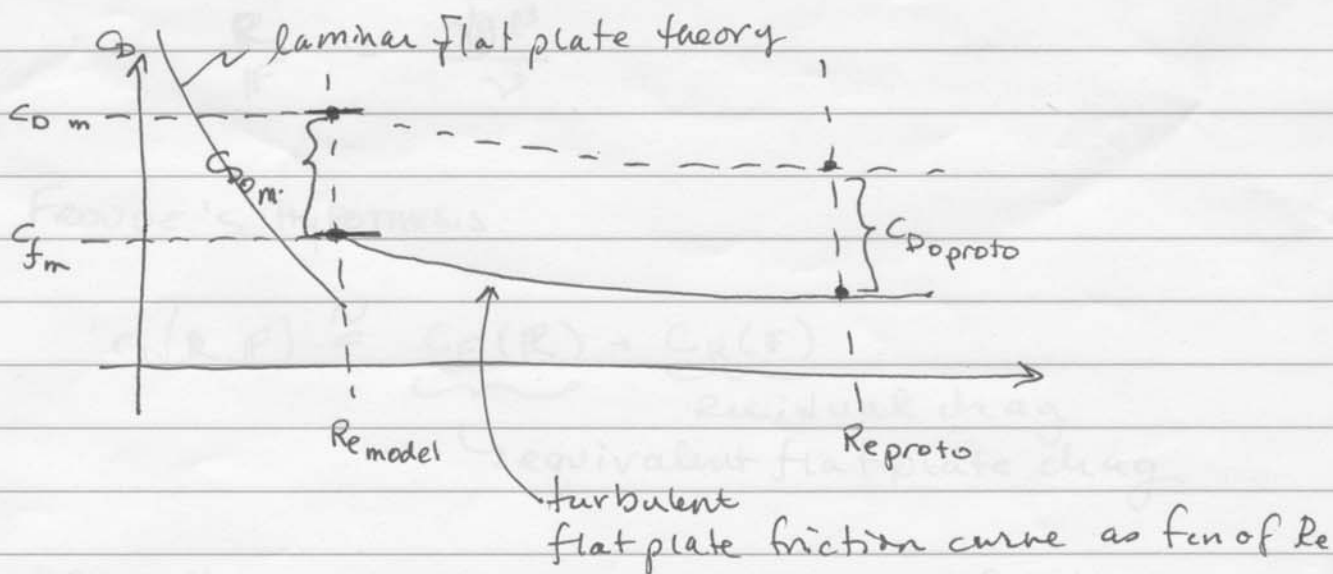
$$C_{D_{om}} = C_{D_{o\ prototype\ full\ scale\ ship!}}$$

• Can now predict total C_D on prototype:

$$C_{D_{proto}} = C_{D_{oproto}} + C_f(Re_{proto})$$

$$= C_{D_{omodel}}$$

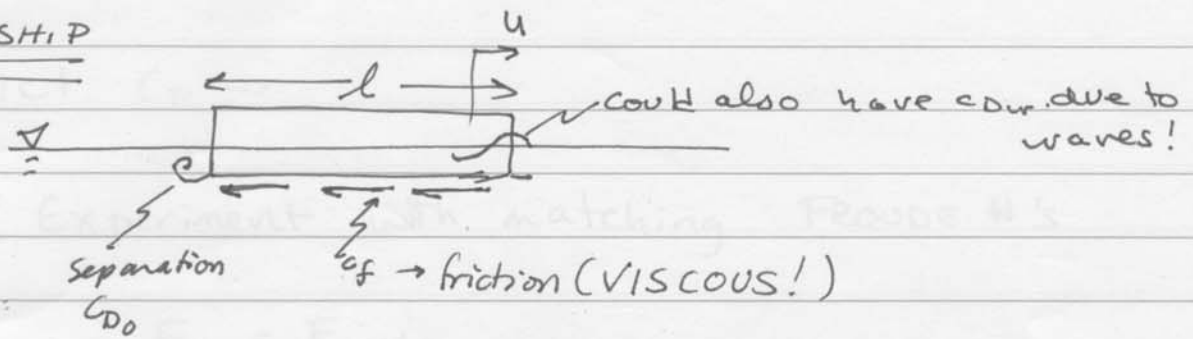
$$\therefore C_{D_{proto}} = C_{D_m} - C_f(Re_m) + C_f(Re_{proto})$$



ASIDE:

if roughness on model is high need to account for this

FOR A SHIP



$C_D = C_D(Re, Fr)$ function of both Reynolds # and Froude #'s

$$Re = \frac{Ul}{\nu}$$

$$Fr = \frac{U}{\sqrt{gl}}$$

$$Re \sim l \quad \& \quad Fr \sim \frac{1}{\sqrt{l}}$$

both cannot be scaled together!

$$\frac{R}{F} = \frac{\sqrt{gl^3}}{\nu}$$

Froude's Hypothesis

$$C_D(R, F) \approx C_F(R) + \underbrace{C_R(F)}_{\substack{\text{Residual drag} \\ \rightarrow \text{equivalent flat plate drag}}}$$

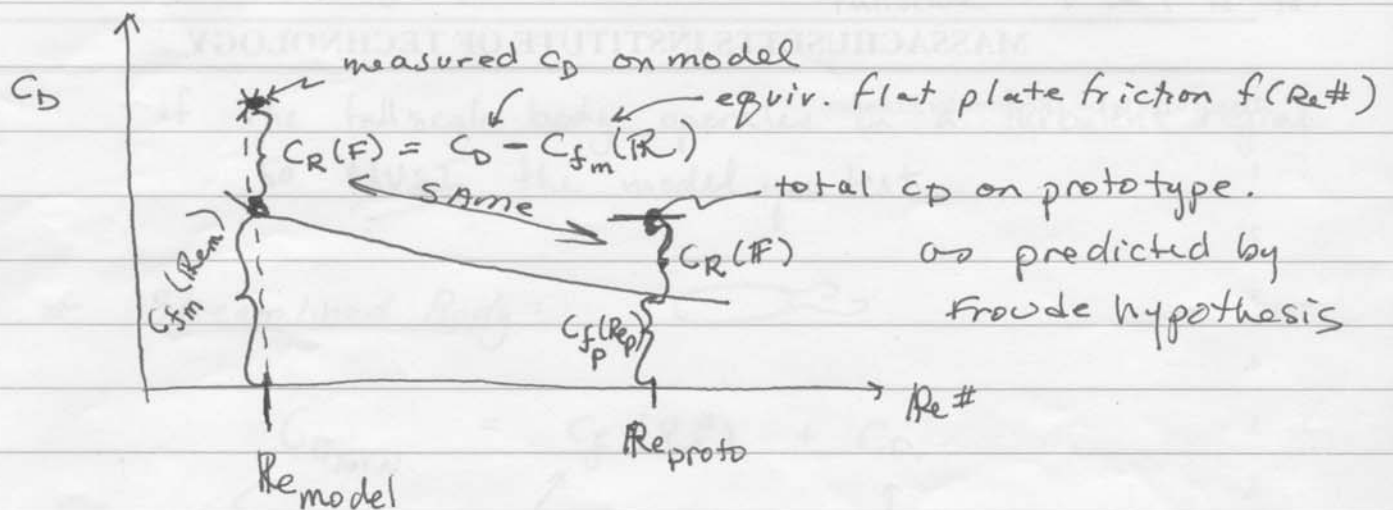
$C_R(F)$ is ASSUMED not to be a function of Reynolds #. accounts for form drag & separation drag.

Predict $C_R \rightarrow$

Run Experiment with matching FROUDE #'s

$$F_m = F_{proto}$$

Then correct for Reynolds # effects.



Use $C_f = \frac{0.075}{(\log_{10} Re - 2)^2}$

ITTC ship
curve for
friction!