

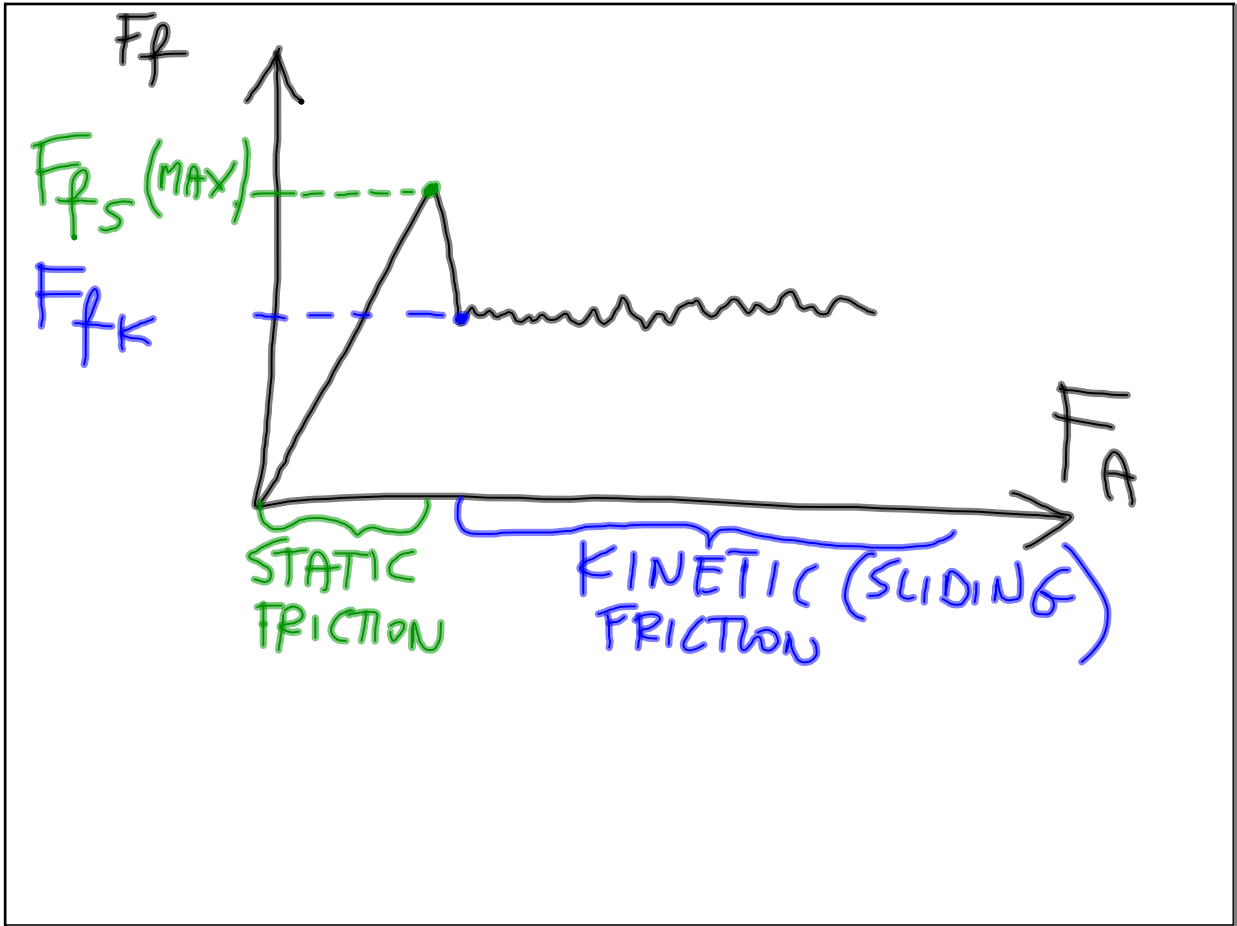
Nov 20-9:21 AM

macro

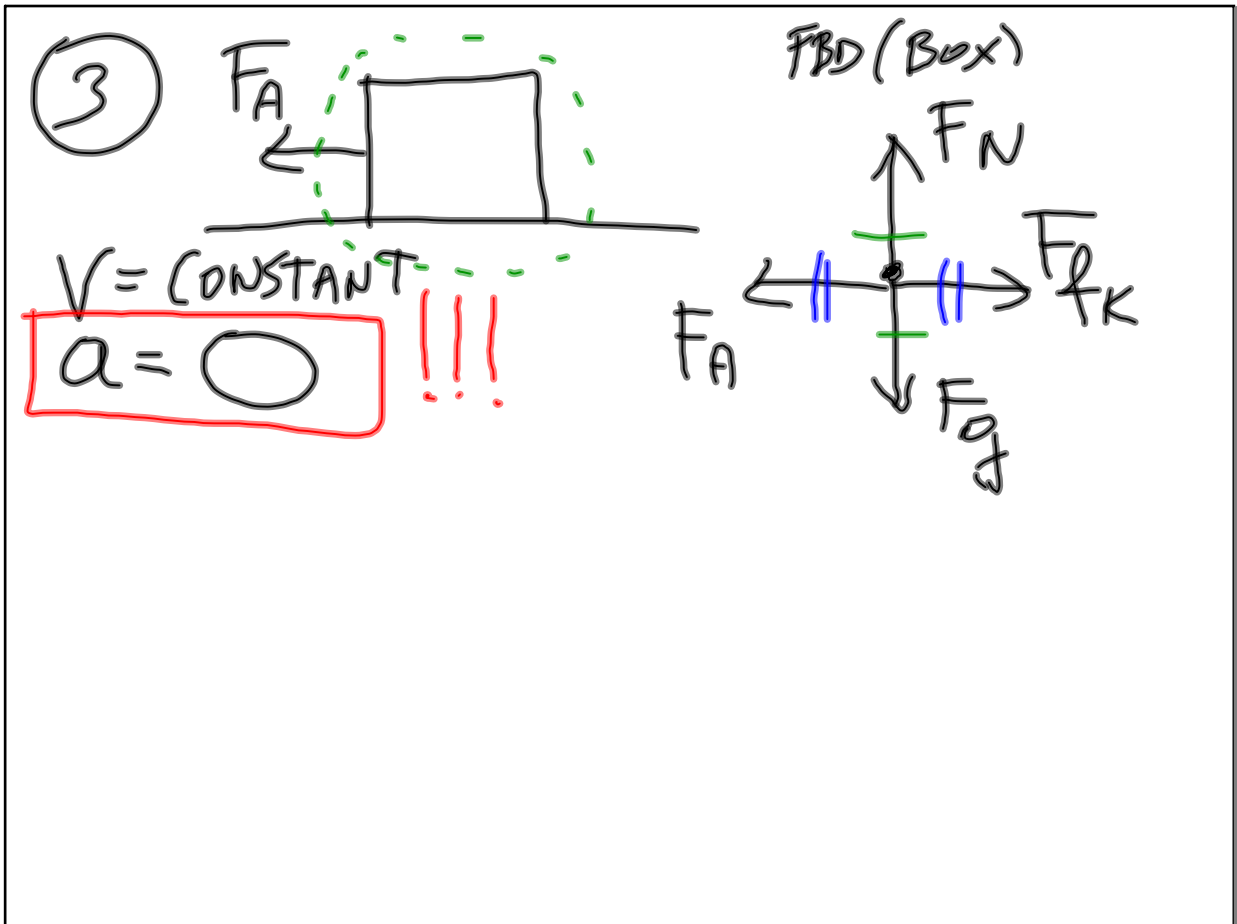
micro

Surfaces appearing smooth in a macro world (seeing without magnification) are really peaks and valleys in the micro world (under microscope - at the atomic level).  
 Peaks sit in the valleys and they resist lateral (horizontal) motion (acceleration).  
 When enough horizontal force is applied (break free point) they shear off and object accelerates.  
 When object moves with constant velocity ( $a = 0$ ) some peaks fall into valleys, but the force to keep it moving is much less.

Nov 20-9:34 AM



Nov 20-9:40 AM



Nov 20-9:42 AM