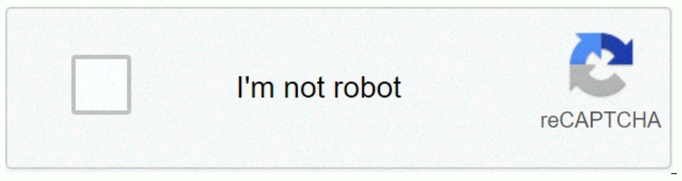

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Football field dimensions in feet

As you probably noticed, we live in a world defined by three spatial dimensions and a time dimension. In other words, it only takes three numbers to accurately determine your physical position at any given moment. On Earth, these coordinates break it down into longitude, latitude, and elevation dimensions that mark the length, width, and height (or depth). Slap a time stamp on those coordinates, and you're on time. The tape that is described yet, in a one-dimensional world, would be like a cade of a measured thread. You can slide the bead forward and you can slide the bead backwards, but you only need a number to figure out the exact location of the string: length. Where's your bead? 15 centimeters. Now let's switch to a two-dimensional world. It is essentially a flat map as the playing field for games like Battleship or Chess. You just need length and width to determine location. On the Battleship, all you have to do is say E5, and you know the location is the convergence of the horizontal E line and the vertical 5 lines. Now add another dimension. The height (depth) of our world into the equation. While the exact location of a submarine on the Battleship requires only two numbers, a real submarine would require a third depth coordinate. Sure, it may be charging along the surface, but it's also hiding 800 feet (244 meters) below the waves. Which is it going to be? Could it be a fourth spatial dimension? Well, that's a tricky question, because right now we're not detecting or measuring anything beyond the dimensions of length, width and height. As three numbers are needed to pin exactly one place in a three-dimensional world, a four-dimensional world would require four. At this moment, it is likely to be located at a certain longitude, latitude and elevation. Walk a little to the left and change your length, width, or both. Stand on a chair in the same place and change its height. Here it will be difficult: Can you move your current location without changing the longitude, latitude or height? I can't, because there's no fourth spatial dimension we can cross. But the fact that we can't pass through a fourth spatial dimension or perceive one of them doesn't necessarily preclude its existence. In 1919, mathematician Theodor Kaluza hypothesed that a fourth spatial dimension could combine general theory of relativity and electromagnetic theory [source: Groleau]. But where would it lead? Theoretical physicist Oskar Klein later revised the theory and suggested that the fourth dimension merely curled up, while the other three spatial dimensions expanded. In other words, the fourth dimension is just it's retracted and invisible, a bit like a fully retracted tape measure. Furthermore, it would mean that three-dimensional an additional fourth spatial dimension should be rolled away. String theorists, however, need a slightly more complicated vision to empower the superstring theories of the cosmos. In fact, it's pretty easy to assume that they suggest a little 10 or 11 dimensions, including time. Wait, don't let this get out of hand. One way to do this is to imagine that every point in our 3D world contains not a retracted tape measure, but a curled-up, six-dimensional geometric shape. One such example is a Calabi-Yau shape that looks a bit like a cross between a mollusk, an M.C. Escher drawing and a Star Trek holiday ornament [source: Bryant]. Think of it this way: The concrete wall looks solid and solid from a distance. However, if you get closer, you will see the dimple and holes that mark its surface. If you go any closer, you'll see it's made up of molecules and atoms. Or consider the cable: From a distance it appears to be a thick thread. Go next to it and you'll find it's woven from countless threads. There's always more complexity than the eye seems, and this hidden complexity can hide those tiny, recyked dimensions. Still, we can only stay safe in our three spatial dimensions and at one time. If there are other dimensions ahead, they're beyond our limited understanding... Yet. Explore the links on the next page to learn more about the universe. Pros vs Joes is a relatively common sporting equipment retired professional athletes square off against capable amateurs with a test of athletic skills. But what happens if the Joes have such a pairing that also happens to be visually impaired? Swedish agency Åkestam Holst has leveled that seemingly uneven playing field for pepsi's funded project, The Sound of Football. The Sound of Football paired a team of former football pros with another team made up of visually impaired players, and equipped them with both equipment that allowed them to hear rather than see what was happening on the playing field around them. The agency hopes the technology developed for the project will also help visually impaired people. Sound of Football is part of the Pepsi Refresh project, a 2010 campaign set up from TBWA/Chiat/Day Los Angeles that encourages and funds innovative ideas. The campaign was introduced in more than 25 countries this year. Through the Sound of Football project, Akestam Holst equipped each player with a blackout awning and an mounted iPhone that fed them audio darts to see where the other players, the ball, and the goals were. Created in cooperation with creative technology company Society 46 and 3-D camera technology Tracab, the project aims to make visually impaired footballers more intense sports experience tracking technology and sound, says Åkestam Holst creative director Martin Cedergren. We want to so that everyone can realize their dreams, even if you are young, disabled. For this ambitious idea to work, Society 46 used the same tracking technology used during the 2010 FIFA World Cup to place all players on the football field in real time. Sixteen cameras were placed on the track of Stockholm's Söderstadion and data were recorded on the location of those on the track. Precise positions and geometry were extracted and fed into an iPhone application that converted the data into binaural 3-D sound, giving players a sense of distance. Through headphones, each player hears what's happening around them: The bell rings as the player approaches the ball, the cymbas means they're close to the net, and a booming drone signals the incoming player. To accommodate sounds in a 3D environment, developers can fmod-create a programming library for interactive audio, used in games like Guitar Hero and World of Warcraft. And player shooting detection is powered by the iPhone gyroscope and internal compass, so the whole sound landscape changes. Come game time, this new balancing piece of stock is met with equal parts anxiety and anticipation. The sighted, doting a blackout shield and relying largely on the hearing of the game, were disturbing. It offered visually impaired people a new way to navigate in a fast-paced situation. The end result in this tech-enabled mismatch? 1-1. While The Sound of Football, which was supported by the Swedish Association of Visually Impaired Youth, had a fun experience for players, Cedergren sees great opportunities beyond sports. There are many applications for this technology, he says. We have already begun to discover whether we can use this technology to help people with visual impairments in large public places, such as train stations. We thought about skiing or sounding in public places. In the future, we want to create new assistants that allow visually impaired people to see with sound. What would you like us to update with Sound of technology? The question is not rhetorical. If building technology was the challenge, finding new apps is the next step, and public submissions are welcome on the Sound of Football site. Discovery will also air a documentary on the project in the coming weeks. Such a project is only possible if it really finds a way to work together between people and companies, cedergren says. This defines a new way to create communication in many ways. This will teach you how to make lego football field.The first step is to collect all the pieces of the project. Put together 12 base pieces. and add the support structure underneath. Participated in Fix It! Contest for football, which is used in the sport of the Americas an elonsive inflated rubber bladder that stretches to one point at each end. Even though it is often referred to as pig skin, the football is actually covered with pebble-eyed skin or cowhide. White laces are sewn on one side of the ball to the passer-by to make a better grip on it. Unlike the balls used in most sports, football is not spherical, so there is more unpredictability as it bounces. When thrown, ideally the ball leaves his hands spinning in a spiral motion, which keeps the flight of the ball more aerodynamic. There are different sizes of football, the smaller versions are available in the youth game. At NFL level, the ball measures 20 3/4 to 21 1/4 inches around the middle, 28 to 28 1/2 inches around the end, and 11 to 11 1/4 inches tip. The football can weigh between 14 and 15 ounces, and is inflated between 12 1/2 and 13 1/2 pounds per square inch. Football inflation levels are important. In the 2014-15 NFL playoffs, most of the balls used in the first half of a game between the New England Patriots and Indianapolis Colts were about £2 below the minimum required inflation level. The Colts' complaint prompted referees to test inflation levels and investigate. The Patriots, who hosted the autographed game, received some blame for the underinflation. The problem even sparked controversy called Deflategate, and quarterback Tom Brady finally got a four-game suspension because the NFL found that Brady also knew about the underinflation. When football was still in its infreent, the pig's bladder was often inflated and used as a ball. It may surprise us to learn that football was originally inflated with a

bladder of animals, including pigs, notes Big Game Sports, the football company. In later years, these animal vesices were placed in a leather cover, resulting in the term pigskin. After Charles Goodyear invented vulcanized rubber in 1844, manufacturers began using the new material for football, and players threw away their pigskin and replaced them with rubber versions. Today, although it is still called pigskin, ... all professional and collegiating footballs are actually made of cowhide. Recreational and youth football is often made of synthetic material or vulcanized rubber. (Big Game makes its own football cowhide by the way.) So, next time you're ready to sprinkle that perfect spiral, keep in mind that the pigskin you're holding isn't actually a pigskin, but the ball doesn't travel a long way before finally taking the shape, inflation level and material of football you're holding. Hand.

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