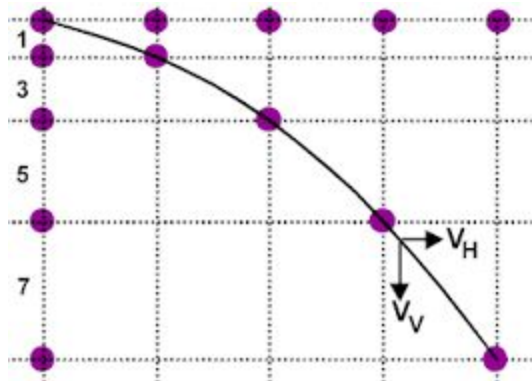


Jaren Mackay & Jake Lindner  
2D Motion



In this scenario you will use  $d = \frac{1}{2}at^2$  as your formula for how long it falls.  
You can use the time from the previous formula multiplied by the velocity and it will give you the distance the object traveled.