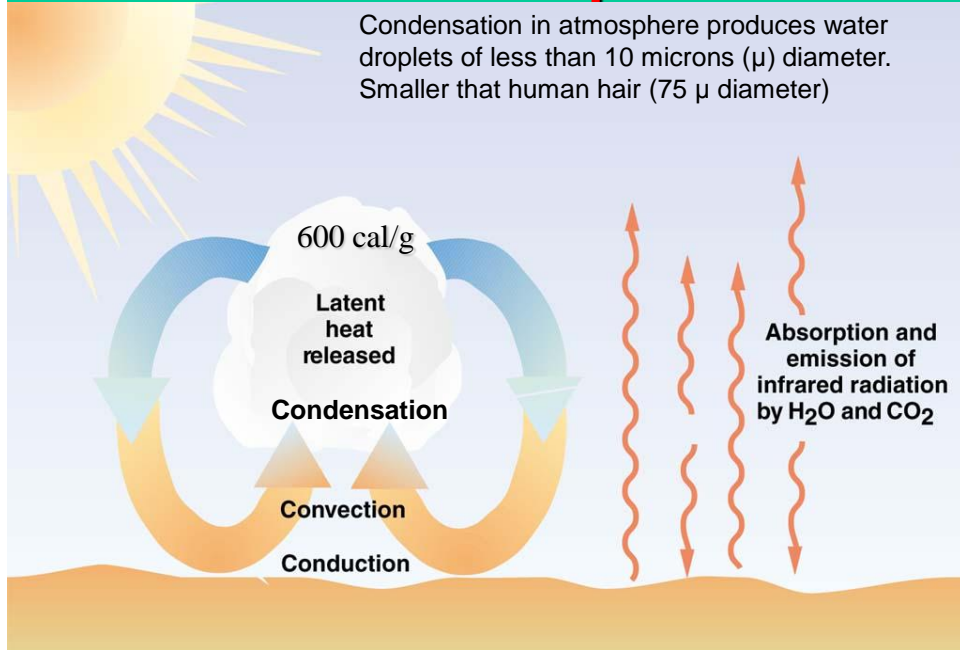
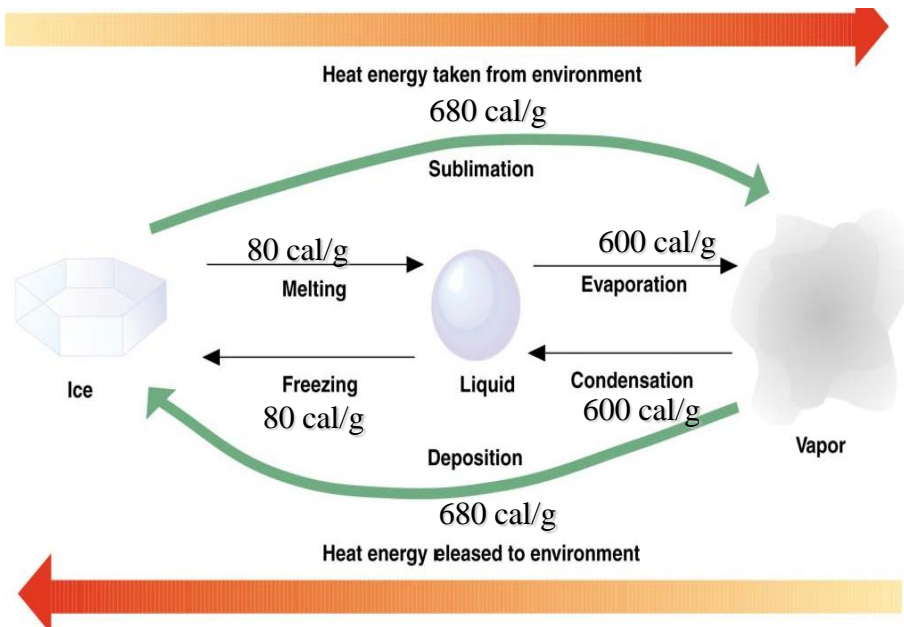


## Condensation: process



## Sublimation, Melting, Freezing

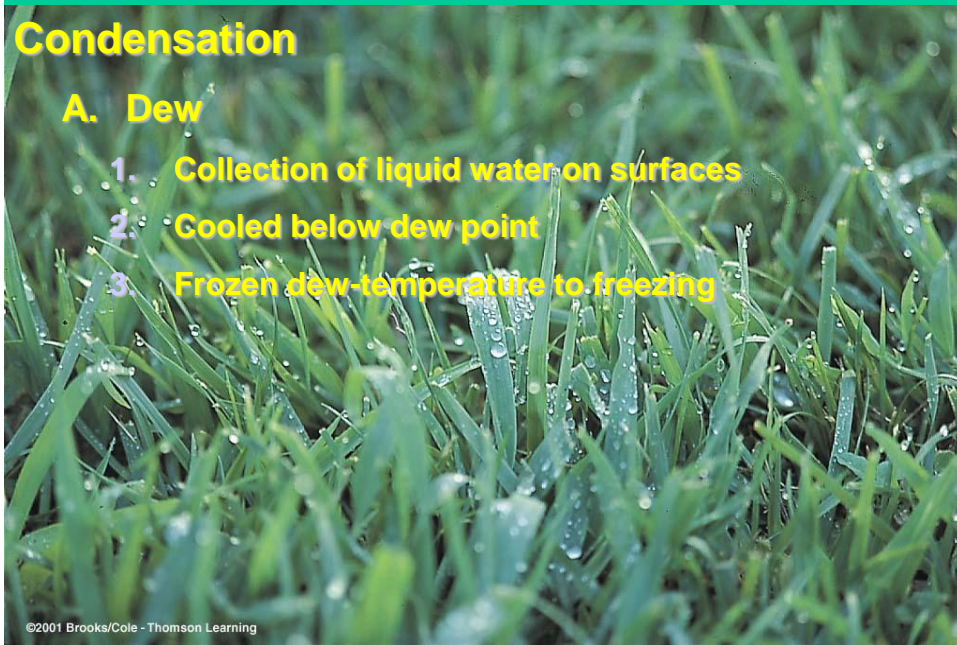


# Condensation: Dew

## Condensation

### A. Dew

1. Collection of liquid water on surfaces
2. Cooled below dew point
3. Frozen dew-temperature to freezing

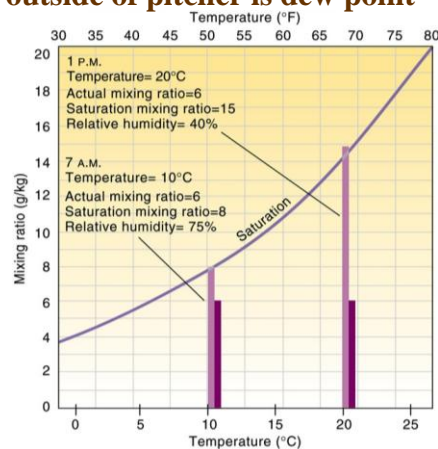
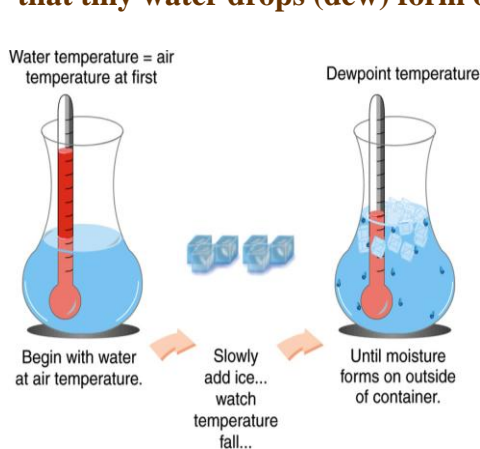


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## Dew Point Temperature

**Dew Point:** Temperature at which water vapor begins to condense into liquid (dew, fog, clouds) if the air were to be cooler

**Pitcher of water at air Temperature. Add ice cubes. Temperature that tiny water drops (dew) form on outside of pitcher is dew point**





## Condensation: Frost

### B. Frost

1. Liquid forms first
2. Tree-like branching pattern

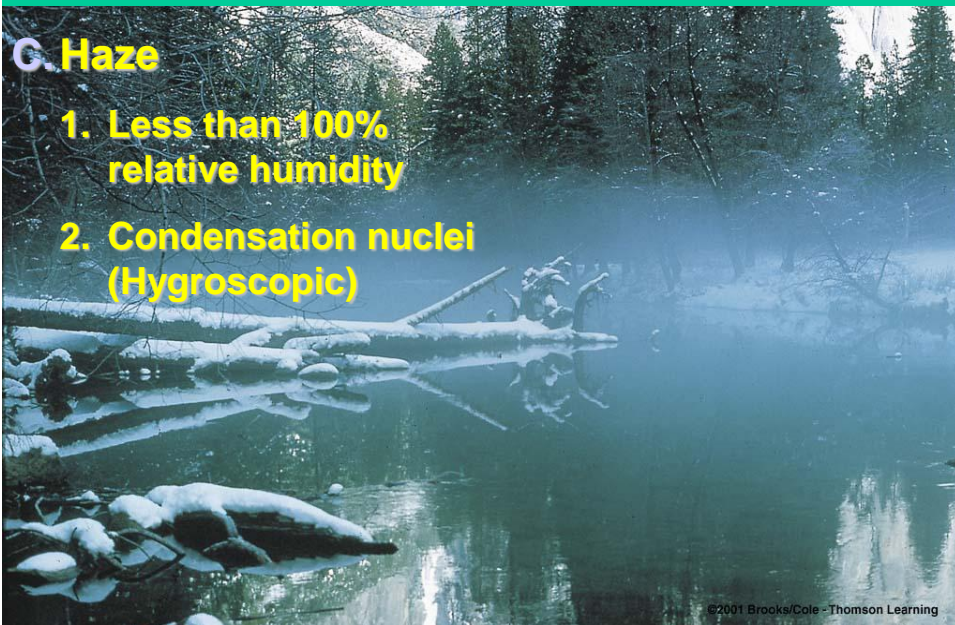


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## Condensation: Haze

### C. Haze

1. Less than 100% relative humidity
2. Condensation nuclei (Hygroscopic)



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# Condensation: Fog

## D. Fog

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### Conditions

- a. 100% relative humidity
- b. Less than 1 km visibility

### Causes

- a. Cooling
- b. Evaporation & mixing

### Types

- a. Radiation/ground/valley fog

- Cool, clear nights
- < 5 knot winds
- fall, winter

## Fog: Advection & Upslope

### b. Advection fog

- 1.) Warm, moist air over cold surface
- 2.) Coastal areas
- 3.) Two ocean currents flow next to one another
- 4.) spring, summer, fall, winter

### c. Upslope fog

- 1.) along slopes, hills, mountains, and elevated plains
- 2.) winter, spring

## Fog: Evaporative

### d. Evaporation/mixing fog

- 1.) mixing two unsaturated air masses
- 2.) Steam fog
  - a.) heated
  - b.) cooled by air above



## Rime

- Freezing fog
- Formed when wet fog having supercooled droplets immediately freeze on striking objects having temperature below freezing point
- White ice is formed on windward (direction from where the wind is blowing)



## Mist

- Less dense fog
- Water droplets restrict the visibility between 1100 yards (approx 1 km) to 2200 yards (approx 2 km)
- RH: 75% (at least)
- Mist disappears with rising sun

## Condensation: Hailstones

### E. Hailstones

1. Ice
2. Size from small peas to golf balls



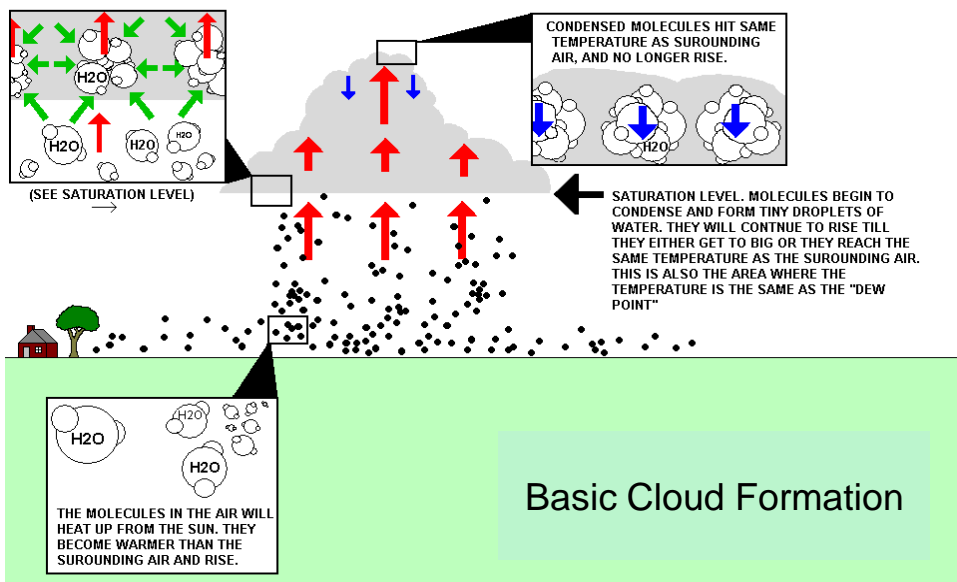
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# Condensation: Cloud

**F:** Clouds: Aggregate of ice or water droplets



## Cloud: Formation



# Cloud Producing Mechanisms

## Upward Motion as a Cooling Mechanism

Upward masses of air (parcel) rise because they are buoyant

Air parcels are buoyant because they are warmer and therefore less dense than the surrounding air

For condensation the temperature must drop

## Why Clouds Form in Rising Air

Adiabatic expansion

Cools the air parcel

Must eventually reach dewpoint

Condensation

Clouds form

# Dry Adiabatic Lapse Rate (DALR)

**Unsaturated Air Rises**

**DALR**

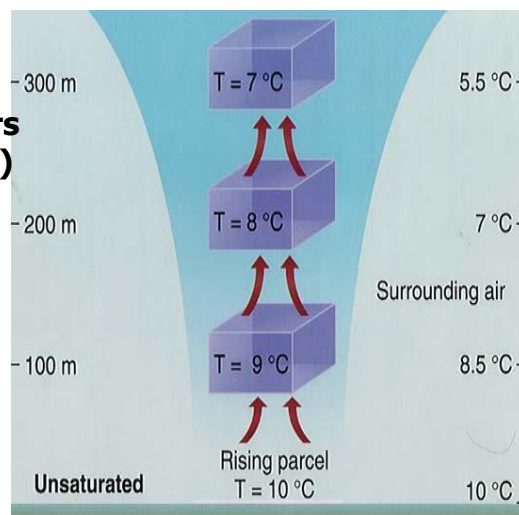
$\cong -1.0^{\circ}\text{C per 100 meters}$   
(Constant for Dry Air)  
[ $-0.98^{\circ}\text{C}$ ]

**If it starts at  $10^{\circ}\text{C}$**

**at 100m drops  $\cong 1^{\circ}\text{C}$   
to  $9^{\circ}\text{C}$**

**at 200m drops another  
 $\cong 1^{\circ}\text{C}$  to  $8^{\circ}\text{C}$**

**at 300m drops another  
 $\cong 1^{\circ}\text{C}$  to  $7^{\circ}\text{C}$**

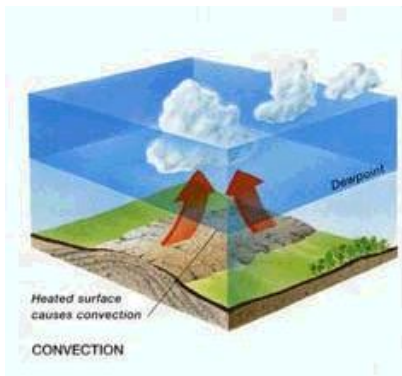




# Convictional

## Convictional Rainfall

1. Thermal
2. Cumulus cloud
3. Reformation of Cumuliform Clouds
4. Stability controls vertical growth

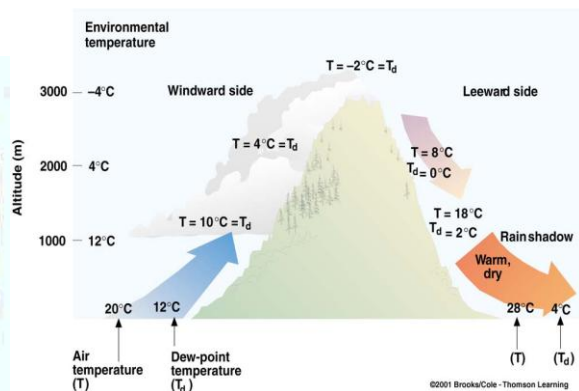
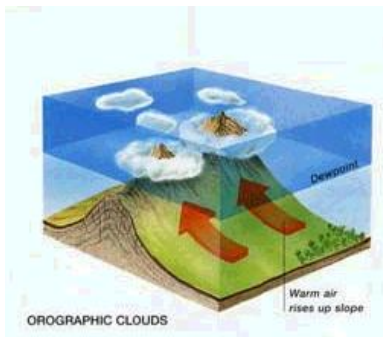


# Orographic

## Orographic Rainfall

Topographic uplift

- Warmer on leeward side
- Cooler on windward side



## Cyclonic

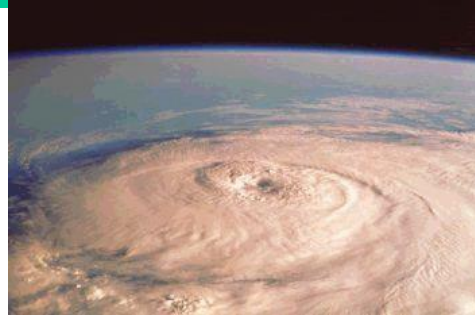
Region characterized by the low pressure area surrounded by high pressure area.

Precipitation characteristics vary according to the pressure gradient

Air ascent through horizontal convergence.

Provide widespread rainfall.

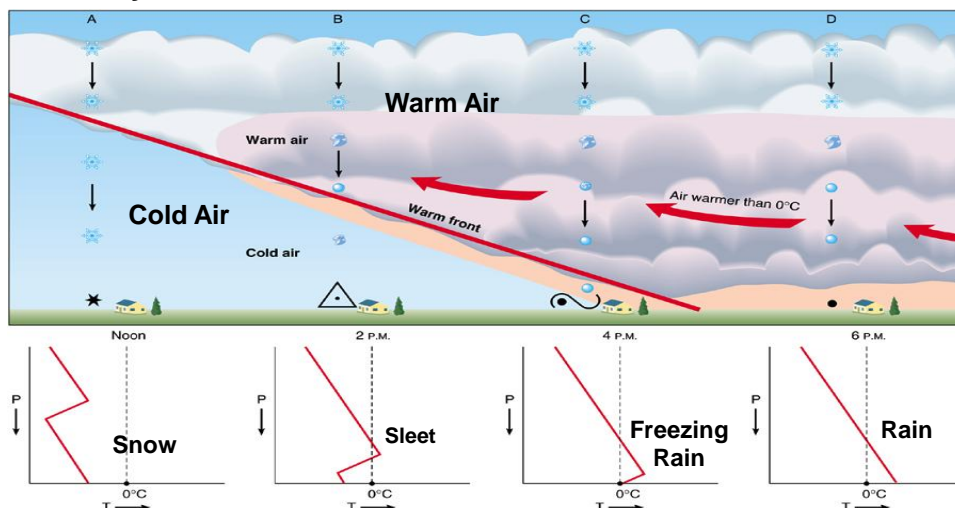
Spatial Rainfall intensity vary with Moving Cyclone.



## Frontal

**Change over from snow to sleet to freezing rain and rain is common in any of these sequences**

**One way is a warm front, where warm air is aloft**



## How is Precipitation Generated?

### Precipitation

Any form of water (raindrops, snowflakes, etc) that falls from the atmosphere and reaches the ground

Excludes:

dew, frost, water vapor

cloud droplets, which are too small to fall

### Condensation and Deposition

Cloud particles grow as a result of condensation or deposition of water vapor onto appropriate nuclei

High humidity

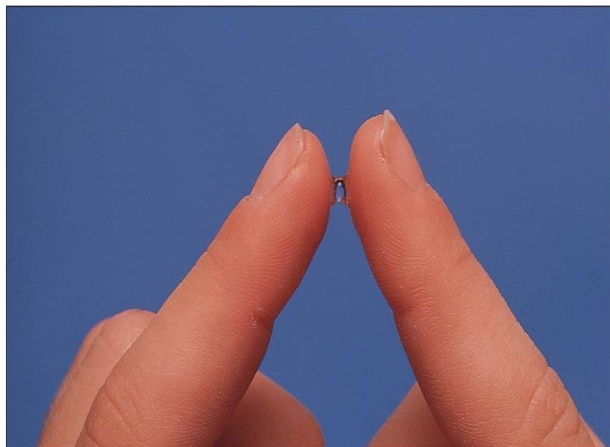
drop grows to reach precipitation size

## Collision and Coalescence

**Two droplets of water if placed in contact will join on contact**

**They will coalesce**

**Collision of droplets will give coalescence**



## Droplet Collisions Within a Cloud

**Larger drops fall faster**

**Can overtake and collide with smaller drops**

**If the same size, no overtaking or collision**

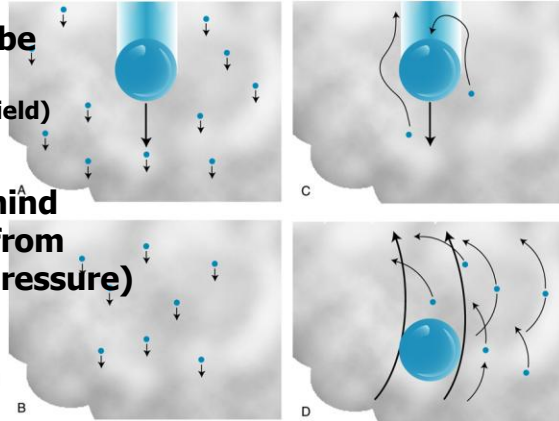
**Small droplets can also be swept aside**  
(like water on windshield)

**Wake capture**

**Droplet swept behind**  
**can collide from rear**  
**(due to low pressure)**

**Turbulence**

**Changes direction**



## Raindrop Breakup

**Maximum size for a raindrop is 5 millimeters**

**Breaks into smaller drops (larger than cloud droplets)**

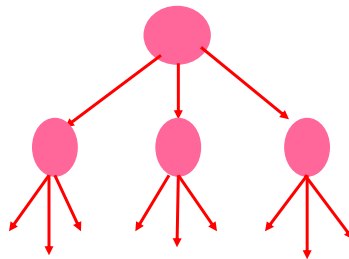
**Due to turbulence**

**Continues to grow**

**Collision and coalescence**

**Breaks up again at critical diameter**

**Single large drop can be parent to numerous others**





## How Important is the Collision-Coalescence Process?

Collision and coalescence,  
like condensation,  
are on going processes in clouds

Warm clouds

Clouds that cause precipitation (rain)

Warmer than 0°C, everywhere

Warm rain process

Almost solely responsible for precipitation in Tropics

## The Bergeron Process

Outside the small tropical area

collision- coalescence can not produce precipitation

Ice is needed

Saturation over Ice versus over Water

Equilibrium vapor pressure

is less over ice than water

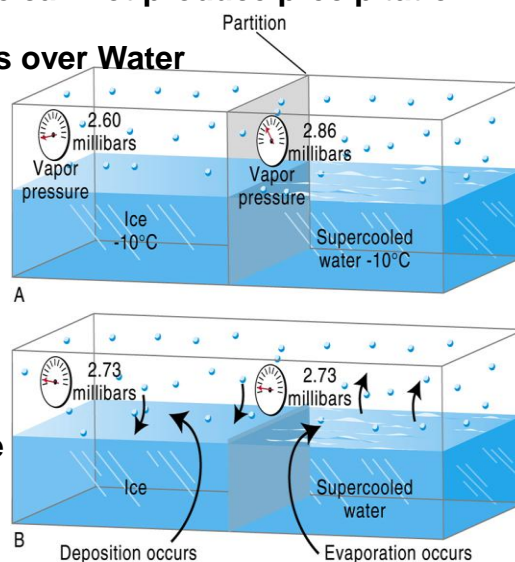
Introduce saturated air over

the ice causes

supersaturation and

deposition of water onto the

ice



# Saturation Mixing Ratio Curves

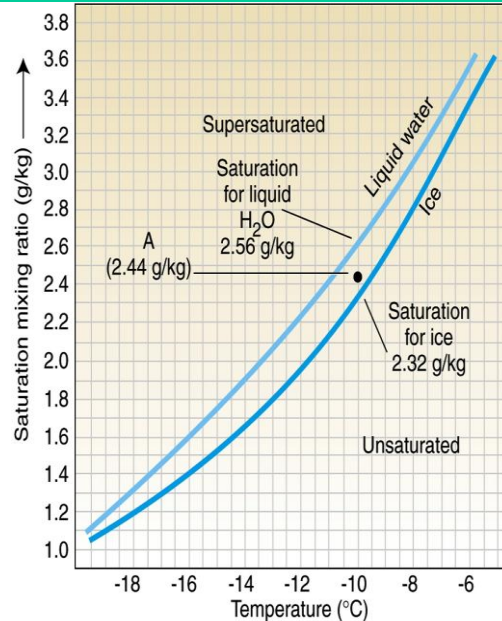
Consider a parcel of air at -10°C Mixing ratio is 2.44 g/kg

$$RH = [w / w_s] \times 100 \%$$

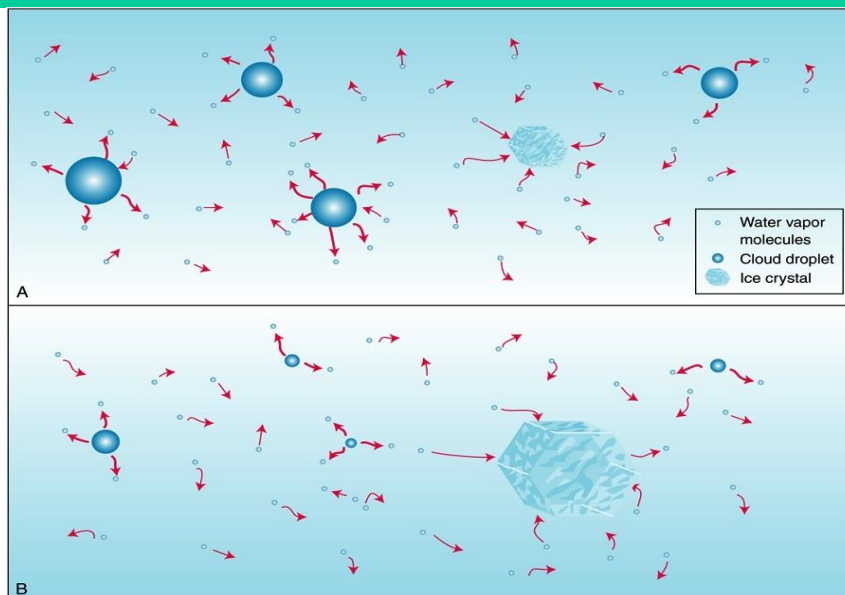
Over water, RH =  
 $[2.44\text{g/kg}] / [2.56\text{g/kg}] \times 100\% = 95\%$

Over ice, RH =  
 $[2.44\text{g/kg}] / [2.32\text{g/kg}] \times 100\% = 105\%$

Ice crystals will grow, liquid droplets will evaporate



# Precipitation Formation/Bergeron Process



## **Precipitation Formation in Supercooled Clouds**

**In a supercooled cloud**

**Air is supersaturated with respect to ice, and at the same time, unsaturated with respect to water**

**Bergeron process**

**Water droplets evaporate at the same time that ice crystals grow**

**Also known as the three-phase process**

- 1. Cloud droplets become smaller as water vapor molecules evaporate**
- 2. Random motions bring them in contact with ice crystals**
- 3. Many are deposited onto ice crystals**

**Net flux from water droplets to ice crystals**

## **Bergeron Process Makes Precipitation**

**Ice crystals are rarer than water droplets**

**1 million to one**

**But if the water is transferred to a single ice crystal, It will be more than heavy enough to precipitate**

**Larger crystals fall more rapidly and**

**collision-coalescence process plays a supporting role**

**Precipitation's final form depends on the condition encountered as it falls**

## How Important is the Bergeron Process?

Responsible for

1. All snow
2. All frontal precipitation
3. All thunderstorm precipitation,  
except in tropics

Bergeron Process can not operate in warm clouds, which can also produce precipitation

## Why Doesn't Every Cloud Generate Precipitation?

Number of factors prevent precipitation

1. Not enough moisture or the height of the cloud (cold)
2. Warm clouds need large drops for  
collision-coalescence
3. Supercooled clouds

Need proper mix of supercooled droplets and ice crystals  
Bergeron process needs ice crystals but too many and then too few water molecules

Virga – falling precipitation  
evaporates before  
reaching ground





# Precipitation Types

## Snow

Crystals form into Bergeron process,  
many forms with basic shape  
6-sided

Some reach the ground

## Snowflakes

Crystals collide and stick together,  
a few to a hundred to reach  
ground

Below cloud base must be moist, and  
crystals large enough not to  
evaporate or sublimate

Environment to ground must be  
below freezing

Code	Graphic symbol	Typical forms	Term
1			Plates
2			Stellar crystals
3			Columns
4			Needles
5			Spatial dendrites
6			Capped columns
7			Irregular particles
8			Graupel (soft hail)
9			Ice pellets sleet (in U.S.)
0			Hail

# Temperature Profiles

## Snow

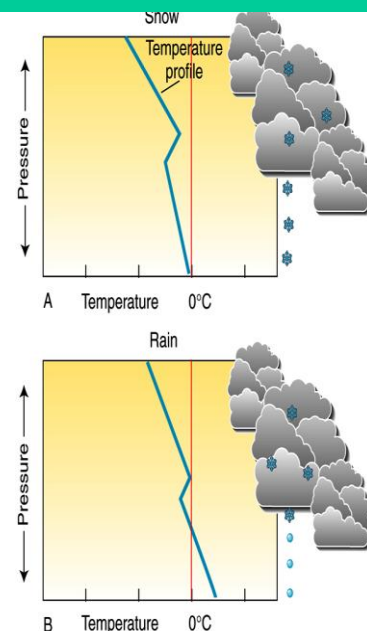
Temperature profile is below  
freezing to ground

## Rain

Temperature profile is above  
freezing at ground  
Snow crystals have time to melt  
size >0.5mm

## Drizzle

Distinguishing character is  
diameter of drops – less than  
0.5 mm  
Form in thin clouds, total  
precipitation is small  
Thick stratus or fog



# Snow Pellets

## Snow Pellets or Graupel

Formed by snow crystals falling through  
cloud region of supercooled water droplets  
Droplets collide with crystals and freeze  
Soft and crunchy – “popcorn snow”

# Ice Pellets or Sleet

## Ice Pellets or Sleet

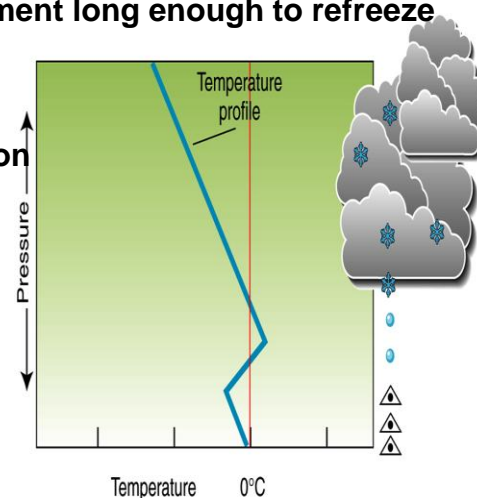
Formed by snow crystals falling into warmer air,  
then refreezing  
Must be in freezing environment long enough to refreeze

Refreezes as ice pellet, not as  
crystal

Crystal forms from deposition  
of water vapor onto *single*  
freezing nucleus: 6-sided

Rain drop is not a single  
nucleus get freezing at many  
points, simultaneously

Small Hail – continued  
coating of ice

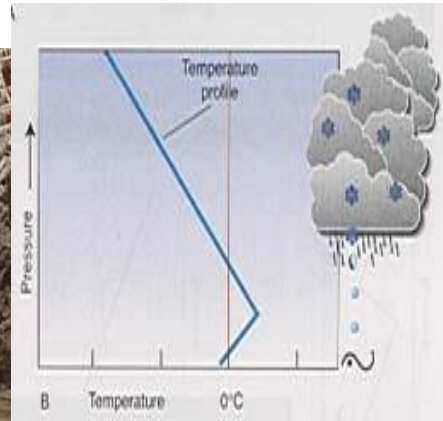


# Freezing Rain

## Freezing Rain

Rain that freezes when it strikes the ground, trees and structures

Snow crystals must melt to form rain which falls into subfreezing temperatures at the Earth's surface



# Hail

## Hail

Precipitation in spherical or irregular chunks of ice greater than 5 mm in diameter

Lethal missiles

Can injury and kill

Cause hundreds of millions of dollars of damage



Diameter: 140mm (5.5in)

Weight 0.75kg(1.7lbs)

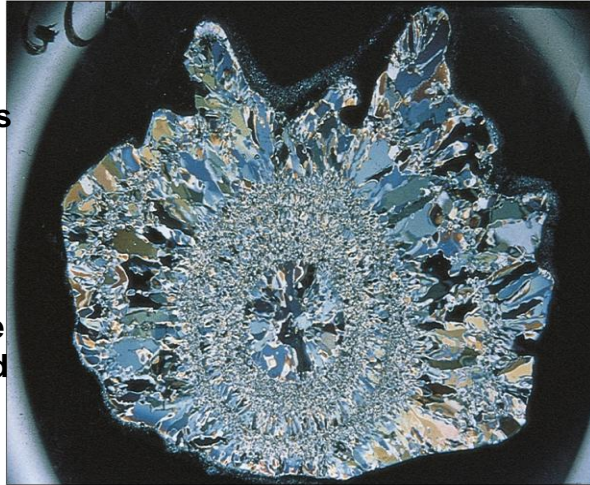
Speed: 45m/s (100mph)

## Layered - Hail

Cross-sectional view shows that hail is composed of many layers

When the water  
freezes quickly  
on hailstone it is  
opaque  
Colder in cloud

Freezes slowly it is  
clear  
Not as cold with more  
moisture in cloud



## Hail Formation

1. Original particle forms in area of weak updrafts to about 1 mm
2. Begins to fall
3. Swept back up by strong updrafts (greater than terminal velocity)
4. Particles collides with supercooled particles that freeze to it
5. Lifting and falling occur many times (layers)
6. Larger may fall or get into downdraft (entrainment)

