Crackle! Zap! B/00

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f you walk across a rug and then touch someone or something, you can often create a nice spark. Nature has ways of creating really nice "sparks". Whereas gaps for carpet sparks are measured in millimeters, natures sparks (lightning) can be many kilometers in length. Charge differences between the earth and clouds or between different regions within a cloud can cause discharges over large distances. Since energy stored by weathers' electrical processes is so great compared with "carpet scruffing" energy, and we are so small compared with natures discharge gaps, lightning and its' "voice" (thunder) have been a source of wonderment over the ages. Here we explore various processes producing lightning and thunder, examining ways of creating charge differences capable of producing surges of electric current that can harm people and structures. Two examples shown here (a Kelvin water drop apparatus and a Wahlin ion separator) demonstrate how weak processes operating over time can cause static charges to build up. These demonstrations, mere shadows of atmospheric processes, show how nature could manipulate small effects over time to produce a large outcome — a lightning bolt and thunder clap.

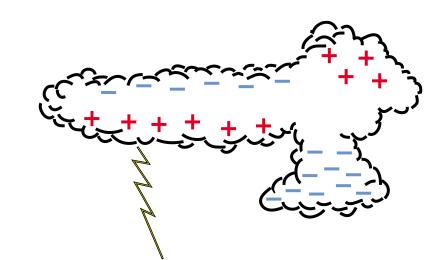


Close



What produces lightning

Positive cloud to



Sharp crack

ground

Particle charging by selective ion capture

Models for Cloud Electificaction

Particle charging by thermoelectric effects

Particle charging by induction

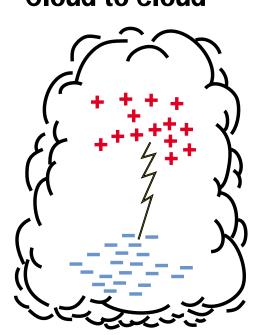
Convection charging



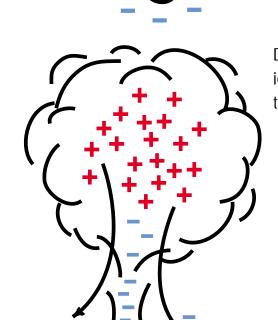
Bang and rumble with lowest sounds last

Negative cloud to ground

Cloud to cloud



Screening negative charges from free air surround cloud



Downdrafts carry negative ions to the surface increasing the potential difference

Initial updraft carrying

positive ions upward



Low rumble

