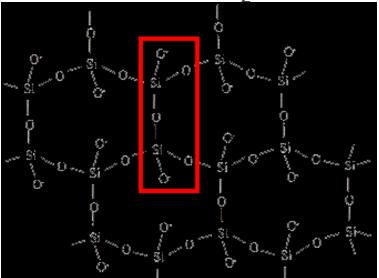
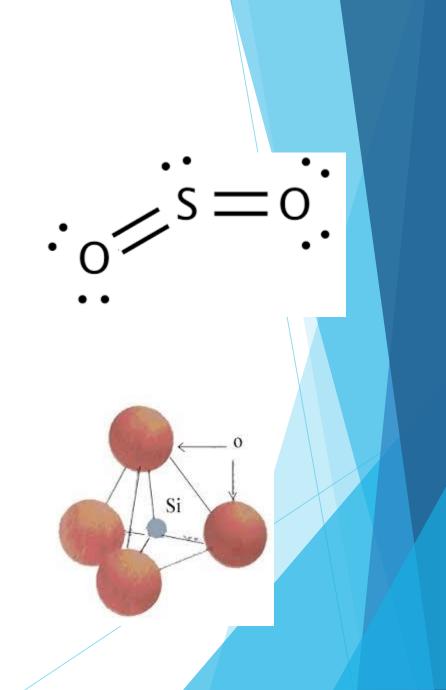
## Glass

Types and Analysis

#### **Basic Components**

- SiO<sub>2</sub> (sand), glass however is really SiO<sub>4</sub>.
- Intermolecular forces cause the silicon atoms (pos) to be attracted to the an oxygen atom (neg) on 2 other SiO<sub>2</sub> molecules





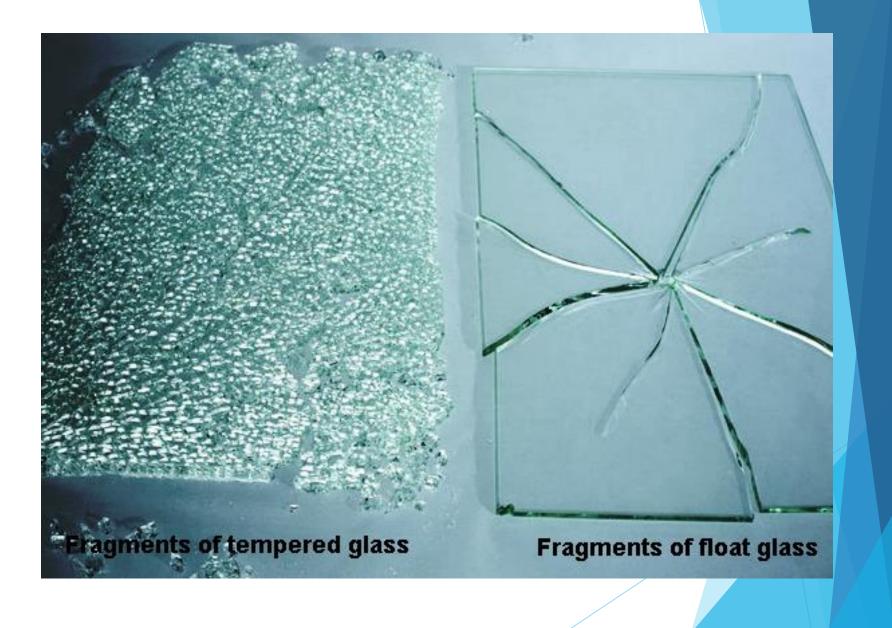
#### Some Common Glass Types

Soda-lime, also called Float glass.

- Windows, picture frames, flat glass objects
- Has Na<sub>2</sub>CO<sub>3</sub> and CaO (Sodium Carbonate and Calcium Oxide)

#### Tempered

- Safety glass, auto glass, shower doors, and plate glass windows in stores
- Same chemical make up as Soda Lime, but top layer is cooled first causing internal stress.



### Types Cont'd

- Borosilicate glass
  - Lab glassware, kitchen items (Pyrex)
  - Silicon Dioxide with Boron
- Tinted glass
  - Has colorants that reduce glare/ heat penetration for decorative use
  - Silicon Dioxide with additives/ colorants
- Leaded glass (Crystal)
  - Wine Glasses, fine dining, figurines, decorative windows
  - Silicon Dioxide with lead oxide



#### **Glass as Forensic Evidence**

Glass is important for forensics

- It is found at a lot of crime scenes
- It can be accidentally carried away easily
- It is stable, it does not decay
- Contributes to pool of evidence (Class evidence)
- Important to collect proper known samples so incidental glass can be eliminated

#### **Class Characteristics of Glass**

- Physical appearance (Size, shape, thickness)
- Color
- Density
- RI Refractive Index

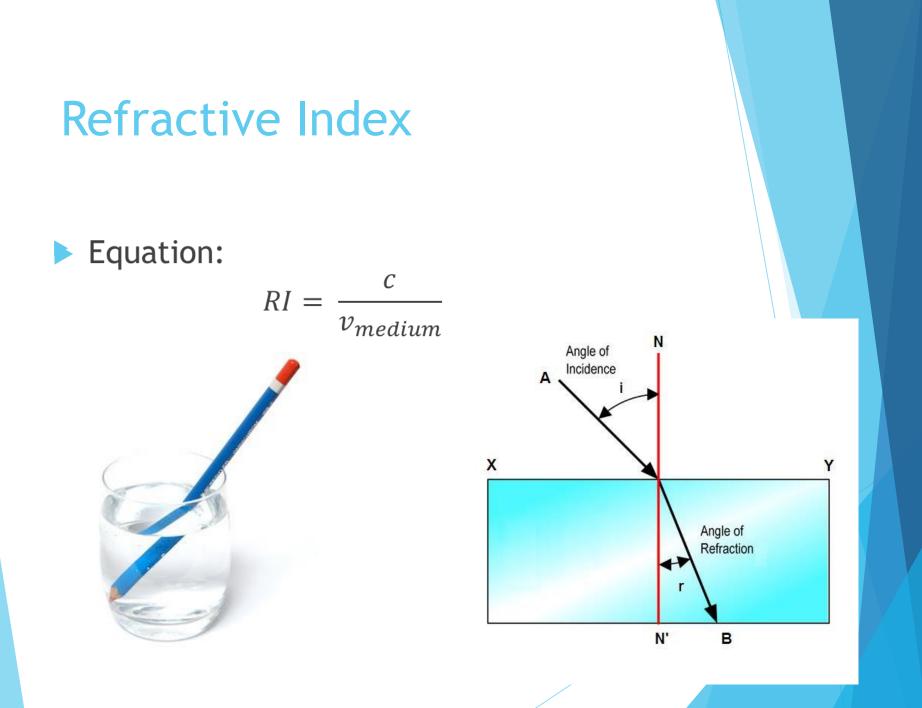
#### Density

Density is a measure of Mass/Volume

We will do a lab in which you will find the density of different kinds of glasses. You will be responsible for knowing and understanding how that works.

#### **Refractive Index**

- Refractive Index (RI) is the ratio of the velocity of light in a vacuum to its velocity in a medium
- If RI is the same, the two substances disappear in one another
- If light does not have to change the speed it travels, in passing from one substance to another, then you can not tell where one stops & the other begins.



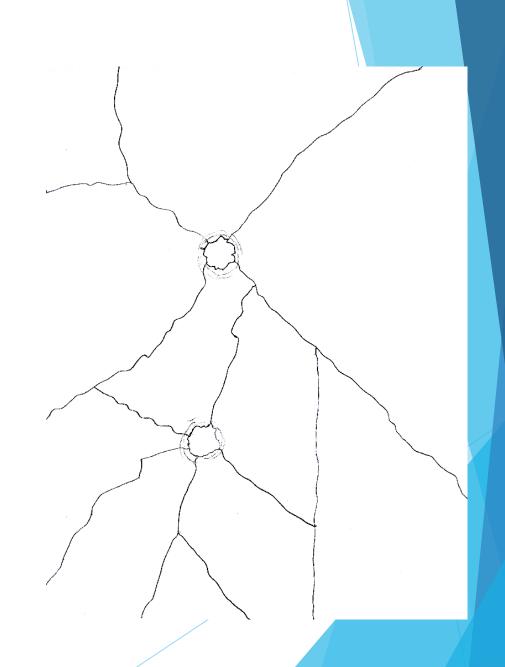
# Individual Characteristics of Glass

#### Fracturing!!

- Random stress patterns and breaks are unique
- Looking at fracture patterns can tell us:
  - Sequence of the fractures (order of events)
  - Direction of the force that caused break (entry and exit)

#### **First Shot**

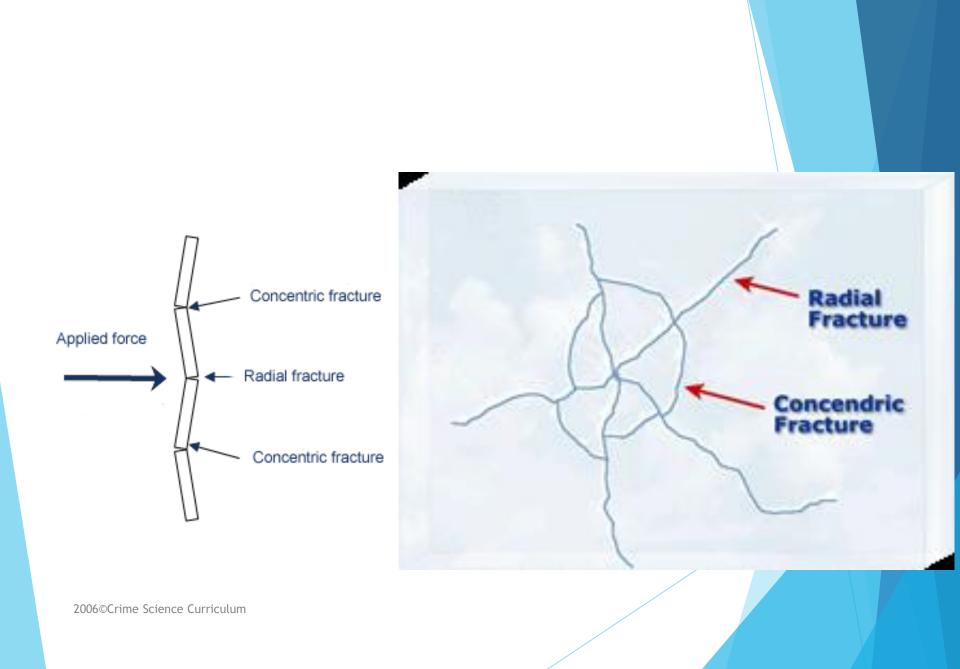
- When 1<sup>st</sup> fracture, occurs there is an unlimited area to fracture
- Any further fractures are limited by the boundaries of the 1<sup>st</sup> fracture. Some of these lines stop at the lines from the first fracture



#### **Radial and Concentric Fractures**

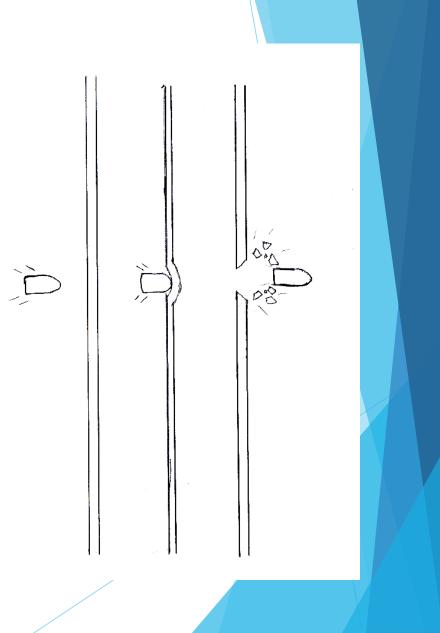
Radial fracture lines occur first extending outward from the break point, produced when the opposite side of impact fails first

Concentric fracture lines from a circle around the break point and are produced by the side of impact failing first



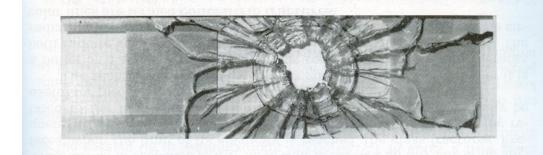
#### Enter/exit

- When pressure is applied to the surface of the glass (a bullet), the glass stretches at first.
- When the limits of its ability to stretch is reached, pieces of the glass are forced out of the opposite side of the glass.



#### **Entrance**?

- Side with smooth, narrower opening is entrance
- Side with rougher, wider opening is exit



#### Individual Characteristic

- If a piece of glass fits into a puzzle of glass, then that piece of glass had to come from the glass that it fits into.
- Extremely small chance that a random piece could fit in the puzzle.