



DESIGN WORKSHOP

STORM DESIGN WORKSHOP

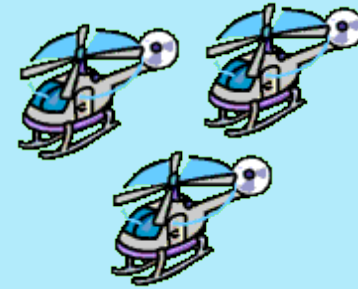
- **Be quiet**
- **Pay attention**
- **Take notes**
- **Ask questions**

THEN:

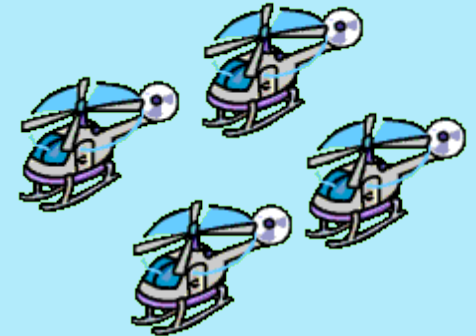
- **Make a plan**
- **Follow the plan (with flexibility)**

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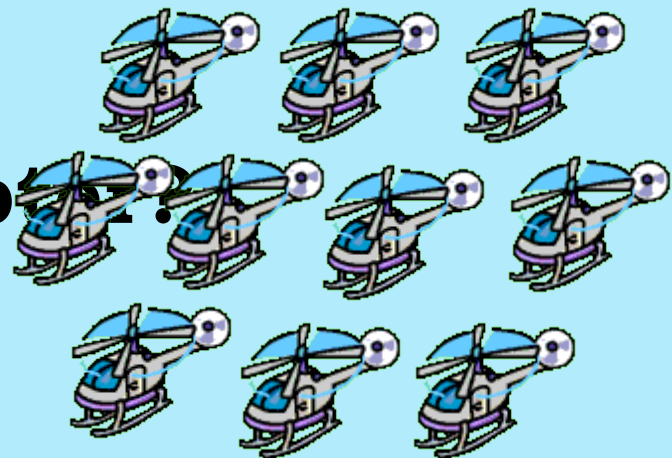
- Do I make a 3-copter?



- Do I make a 4-copter?



- Do I make a More-cop



STORM DESIGN WORKSHOP

- **You must pay close attention to:**

BALANCE

STORM DESIGN WORKSHOP

- **You must pay close attention to:**
 - Center of Gravity**
 - Center of Mass**
 - Center of Rotation**

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Center of Gravity

- **BALANCE during takeoff**
- **BALANCE during landing**
- **Does landing gear add or subtract from this?**

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Center of Mass

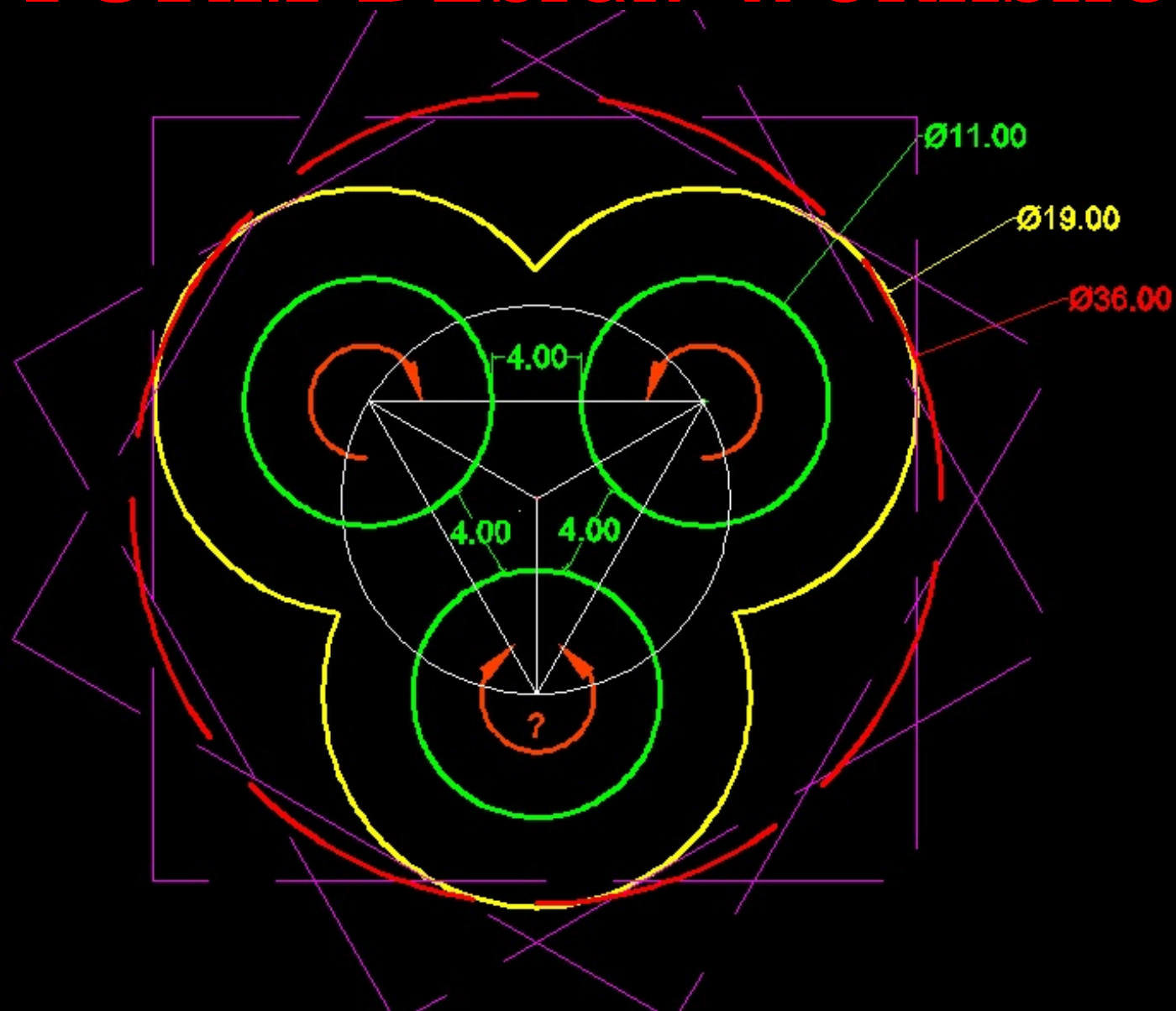
- **BALANCE in flight**
- **Do all engines (or engine pairs) have the same lift effect?**

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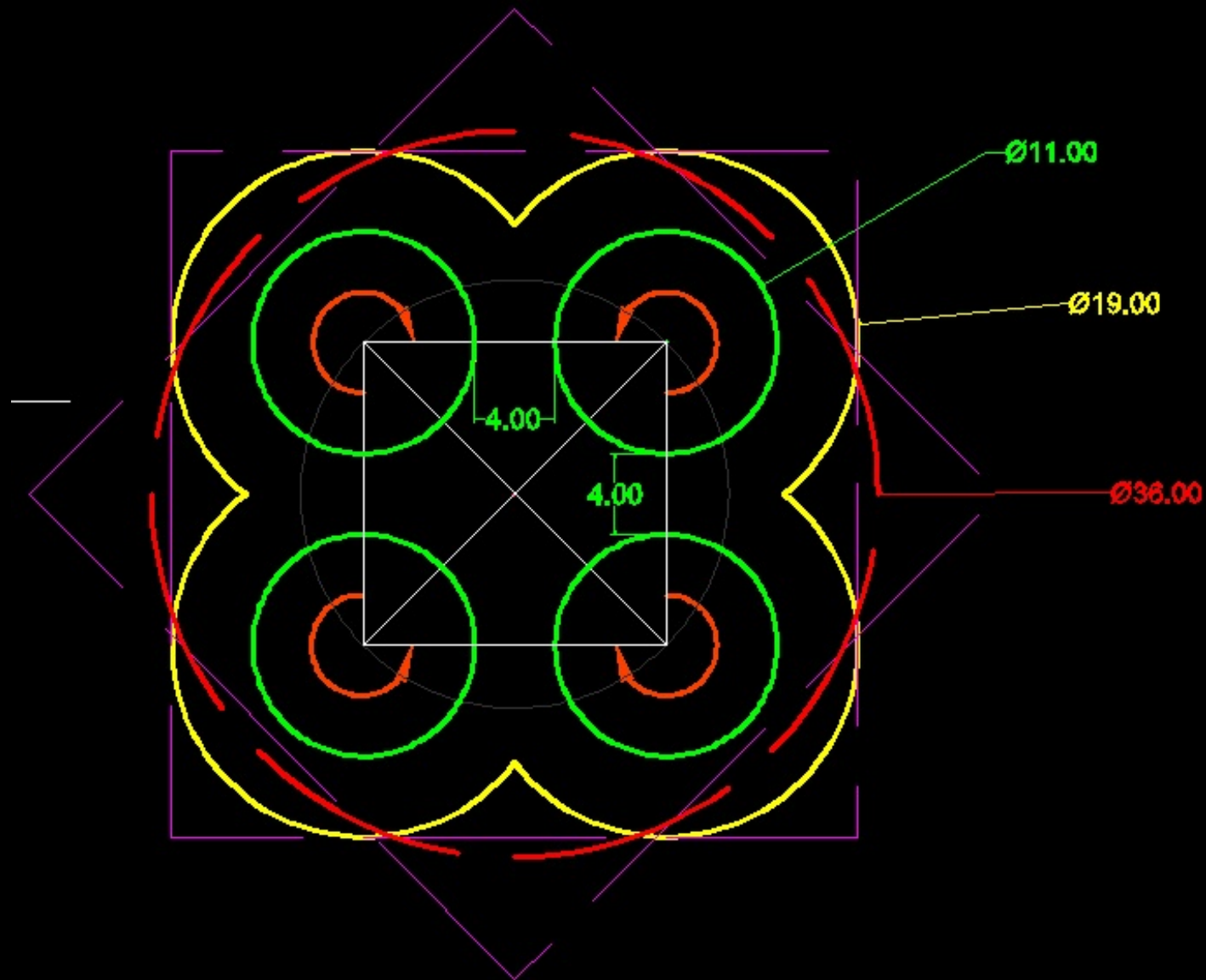
Center of Rotation

- **BALANCE during entire flight**
(360° of freedom)
- **Do the engine torques balance, or must you continually compensate?**

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- **You must pay close attention to:**

WEIGHT

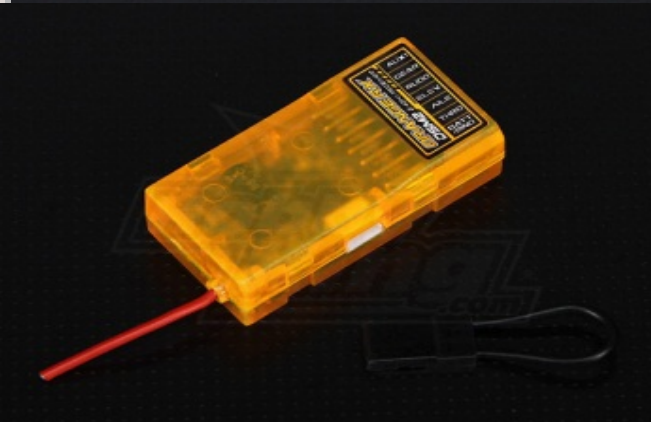
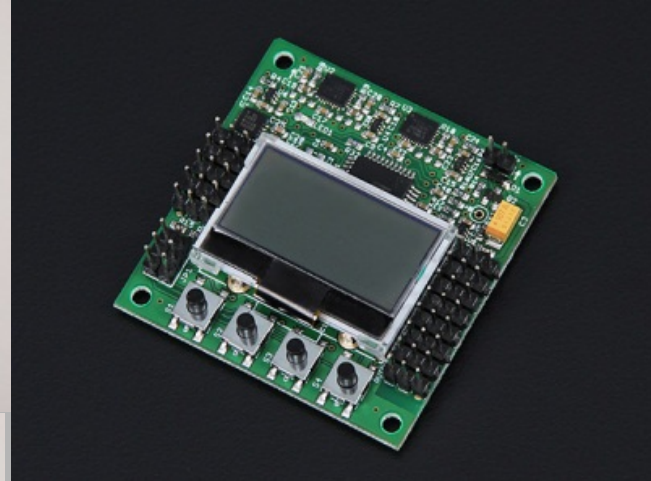
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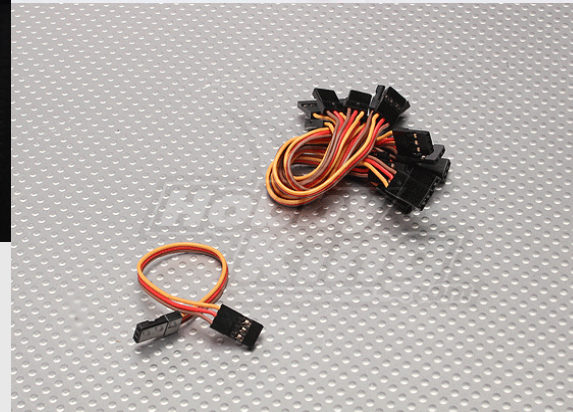
- **This is your engine ...**
 - **hexTronik DT750 Brushless Outrunner**
750kv
 - **Maximum**
of 4
 - **Max. Lift**
1000g each



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- This means the GROSS weight of your vehicle MUST be no more than 1000g times the number of engines
- GROSS = everything ...
 - Frame
 - Wires
 - Battery
 - Camera
 - Processor
 - Controllers
 - Condensation
 - Tape
 - Solder
 - Paint
 - Decals
 - Screws
 - Nuts
 - Received
 - Zip ties
 - Engines
 - Wires
 - Finger Prints
 - Glue
 - Everything!**







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- **You should be able to Hoover at
less than 60% power
(i.e. Gross weight < 60% max lift)**
- **WHY?**

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- **You must pay close attention to:**

Aerodynamics

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- **Airflow to and off engines MUST be as unobstructed as possible.**
- **Copter design and layout must be as symmetrical as possible.**
- **DO NOT reduce engine efficiency or introduce uncontrolled variables through poor design practices.**

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- **You must pay close attention to:**

DETAILS

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- **Brainstorming is about ideas**
- **Sketching is about ideas**
- **Daydreaming is about ideas**
- **Design is about ...**

DETAILS

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- **Is the frame balanced?**
- **Are the components laid out symmetrically?**
- **Are the wires the same length?**
- **Are the solder joints even?**
- **Are the engine torques balanced?**
- **Are the thrust vectors balanced?**
- **Are there enough critical parts?**

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- **Where is the Center of Gravity?**
- **Where is the Center of Mass?**
- **What percent of maximum engine power is required to hoover?**
- **Is the design symmetrical?**
- **How many axes of symmetry are there in this design?**
- **Why do you feel overwhelmed?**



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QUESTIONS?



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