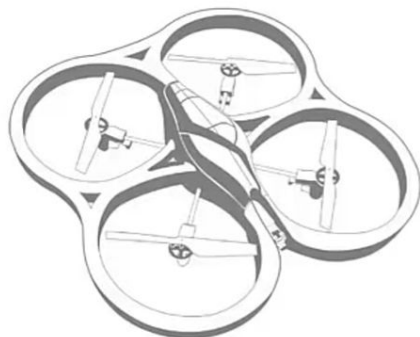
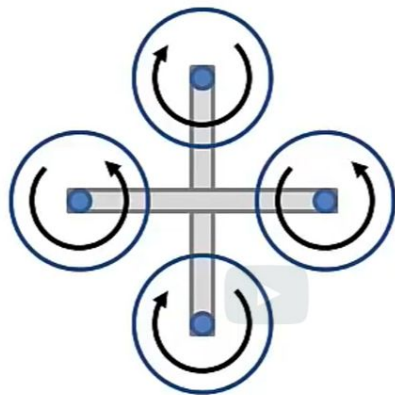


Quadrotor: Flying Principle



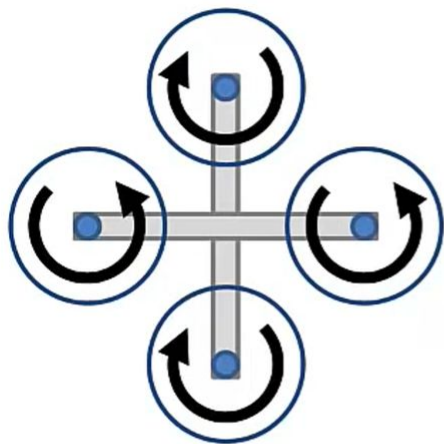
<http://blog.parrot.com/2010/02/10/macworld-2010-fly-the-parrot-ardrone/>



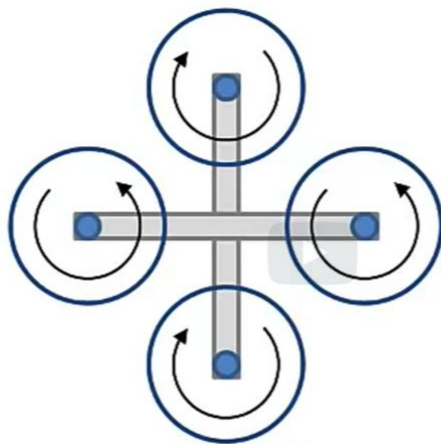
Keep position:

- Thrust compensates for earth gravity
- Torques of all four rotors sum to zero

Quadrotor: Basic Motions

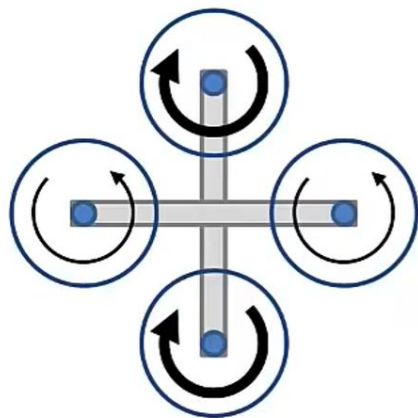


Ascend

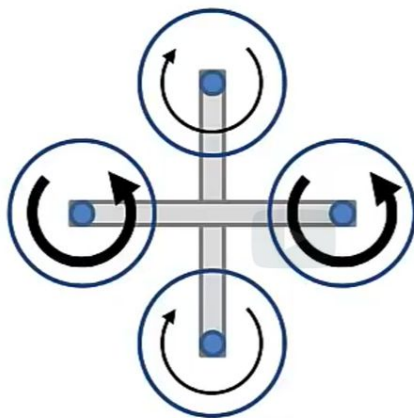


Descend

Quadrotor: Basic Motions

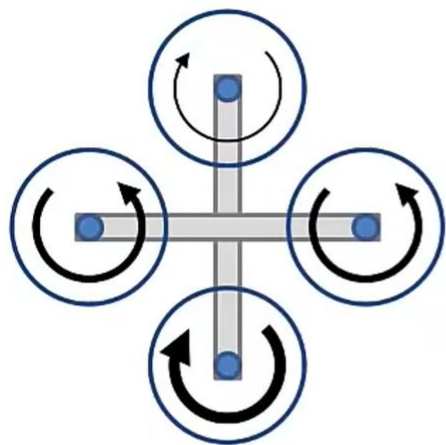


Turn Left

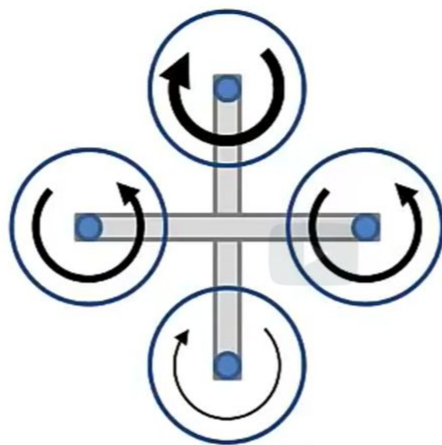


Turn Right

Quadrotor: Basic Motions

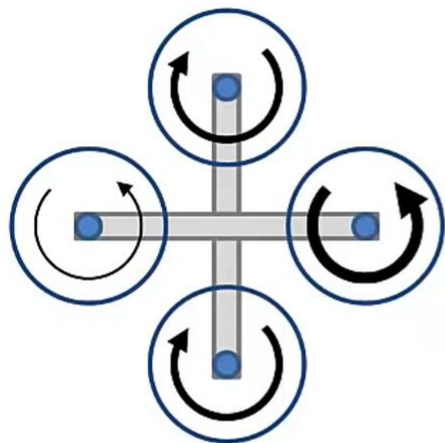


Move forward

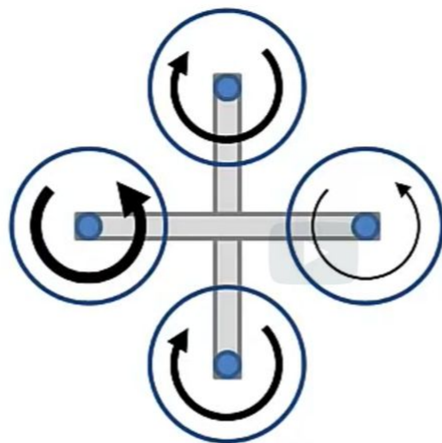


Move backwards

Quadrotor: Basic Motions



Move left



Move right