Subparts cinema drone:

Frame

Landing gear

Motors (these are dependent on the amount of weight the drone must be able to lift)

ESC’s (speed controllers)

Power supply -> battery protection

Communication system to control the drone

Communication system to control the camera

Flight controller

Mounting for stabilizer

Research topics

1. How much do cinema camera’s normally weigh
2. Going for quad, hexa, octo copter?
3. How heavy are cinema drones normally?
4. What is a good minimal payload capacity?
5. Is it possible to use already existing controllers?
6. What kind of copyright license should be used?

Answers to research topics

2. At the moment the quadcopter will not be chosen because if there is an engine failure it’s less likely to make a safe landing.
4. Looking at the commercial options that already exist a payload capacity of 10 Kg to 15Kg is looking like the best option.
6. Based upon what GNU/GPL says it self we will be using GPLv3

Design decisions

* The drone will not be water proof
* The final prototype will have retractable landing gear
* Every thing that’s developed is under the GPLv3 license

Research:

5. This is what GPL itself says about hardware   
   **Can I use the GPL to license hardware?**([#GPLHardware](https://www.gnu.org/licenses/gpl-faq.html#GPLHardware))

Any material that can be copyrighted can be licensed under the GPL. GPLv3 can also be used to license materials covered by other copyright-like laws, such as semiconductor masks. So, as an example, you can release a drawing of a physical object or circuit under the GPL.

In many situations, copyright does not cover making physical hardware from a drawing. In these situations, your license for the drawing simply can't exert any control over making or selling physical hardware, regardless of the license you use. When copyright does cover making hardware, for instance with IC masks, the GPL handles that case in a useful way.  
<https://www.gnu.org/licenses/gpl-faq.html#GPLHardware>