

3D STEADY VISCID DRAG COEFFICIENT

$$Cx_{steady3D} = \left(Cx_{steady2D}(\alpha) + \frac{Cz_V^2 E_{3D}}{\pi \lambda e} \right) \cos(\alpha_h)$$

$$\cos(\alpha_h) = \frac{1}{\sqrt{1+(\dot{h}^*)^2}} = \frac{(\dot{h}^*)^2}{2} + O\left((\dot{h}^*)^4\right)$$

$$\alpha = \theta + \alpha_h$$