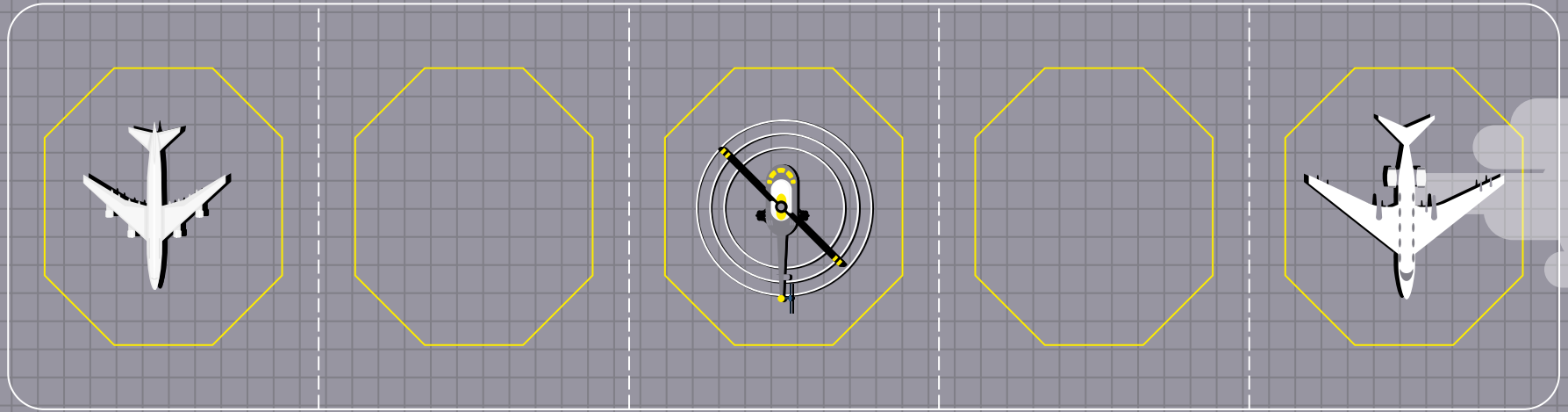


Flight Simulator API

Projet Infra





Matthias Flament



Léo Séry



Fabian Ingremeau

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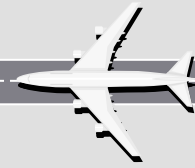
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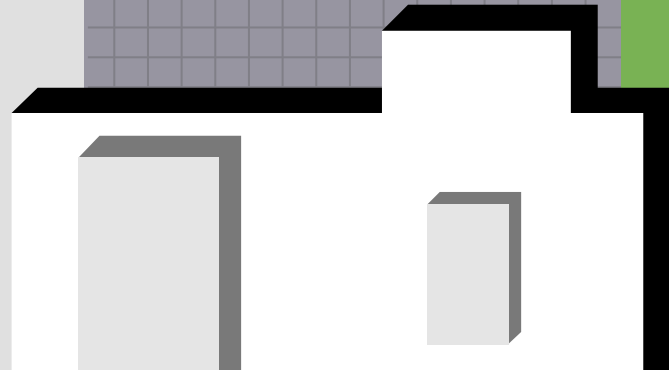
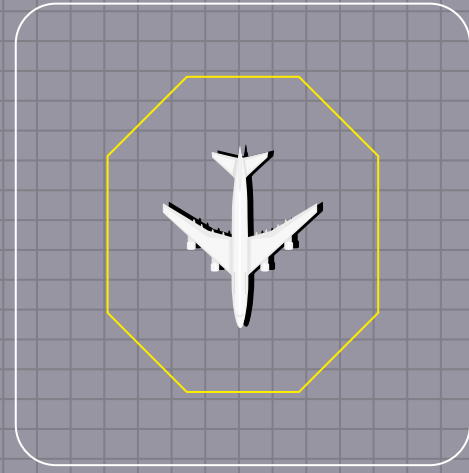
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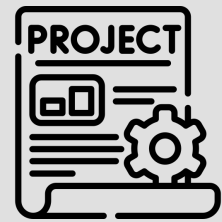


01

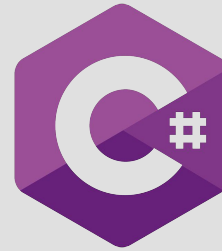
Introduction



Flight Simulator - Introduction



Unity®



Algorithme avancé



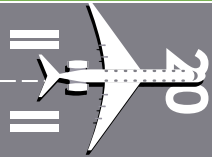
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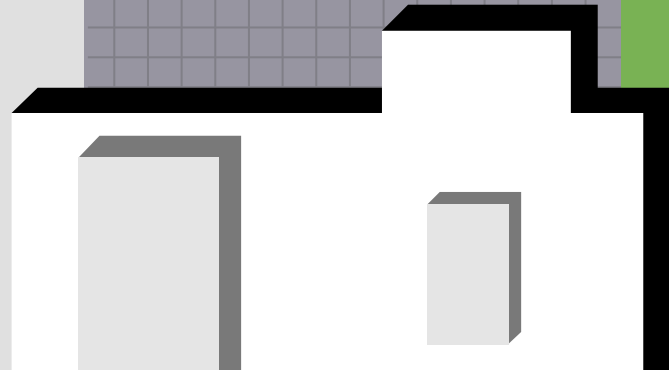
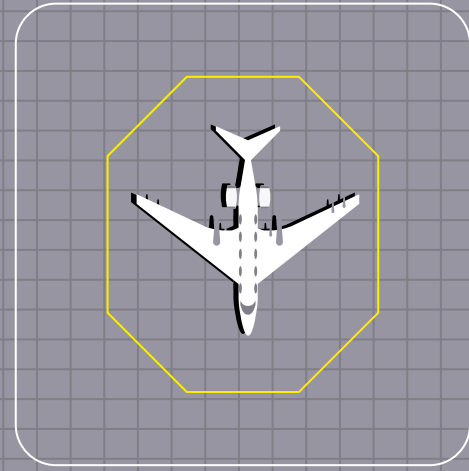


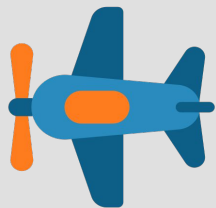
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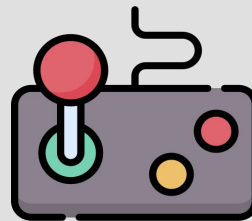
02

Présentation





Simulateur de vol



Système de contrôle



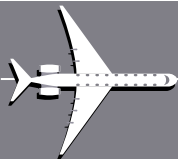
Gestion d'utilisateurs



Affrontement entre joueurs



20



DYNAMICS MODELING OF
AGILE FIXED-WING
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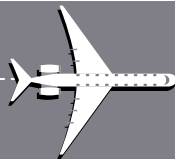
Waqas Khan

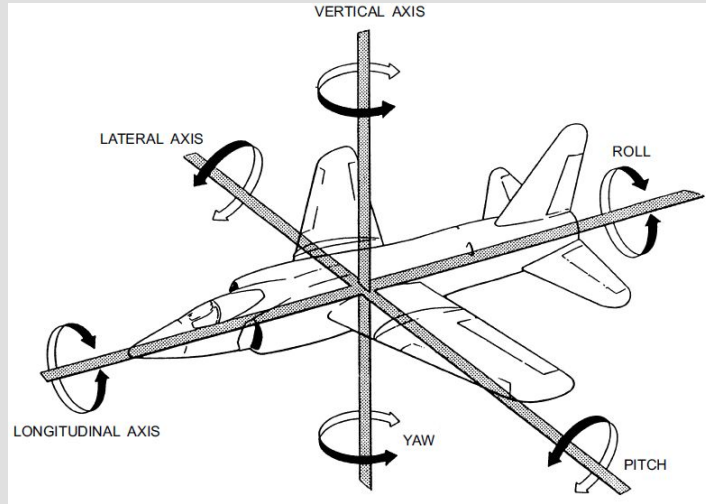
Department of Mechanical Engineering
McGill University
Montreal, Quebec, Canada
April 2016

A thesis submitted to McGill University
in partial fulfillment of the requirements of the degree of
Doctor of Philosophy

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<https://escholarship.mcgill.ca/downloads/dj52w7317.pdf>

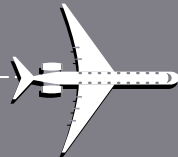


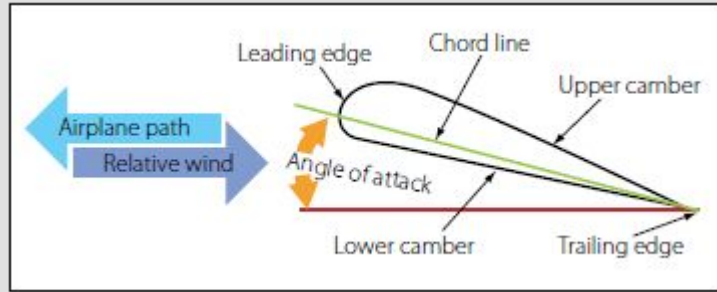


Pitch axis



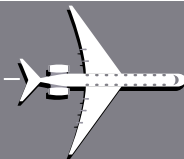
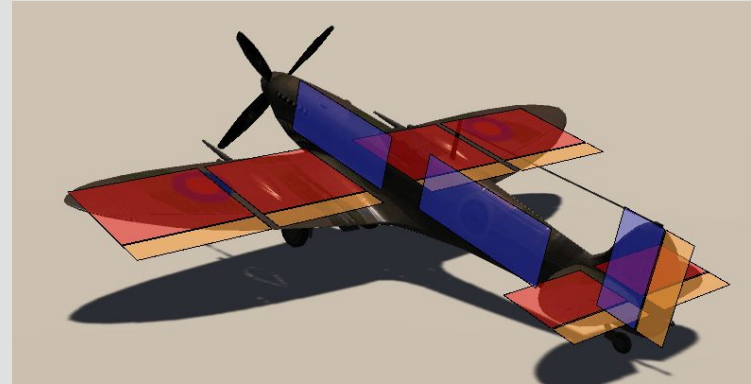
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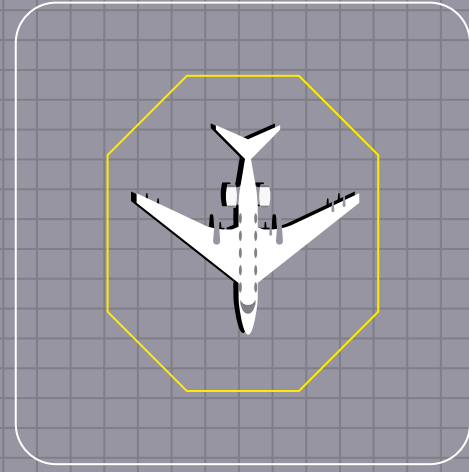
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Démonstration de l'usage des volets



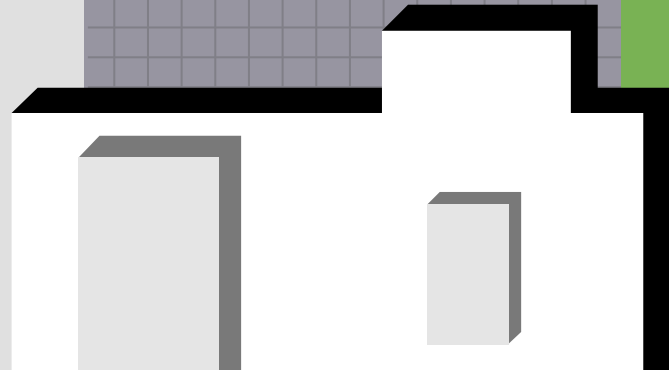
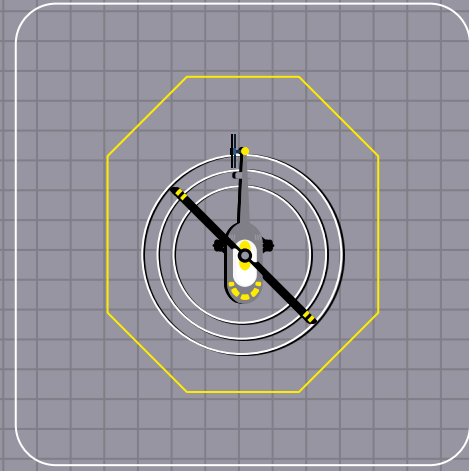
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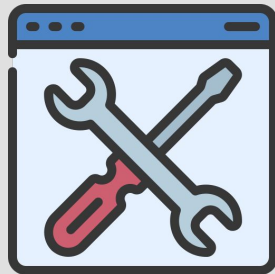
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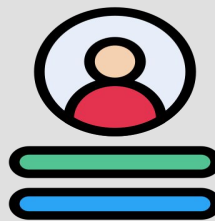
04

Améliorations

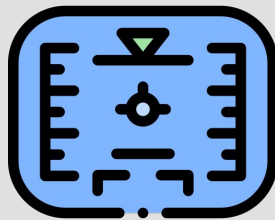




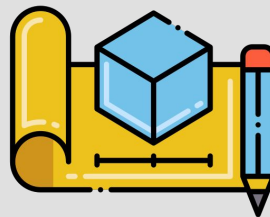
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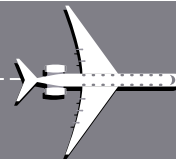
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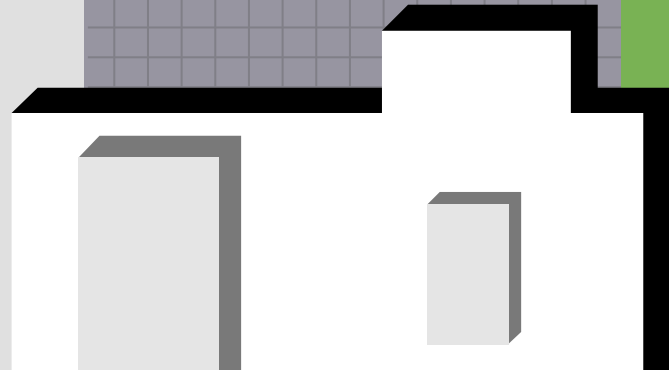
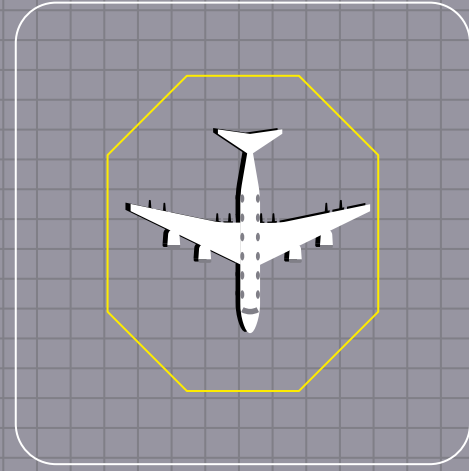


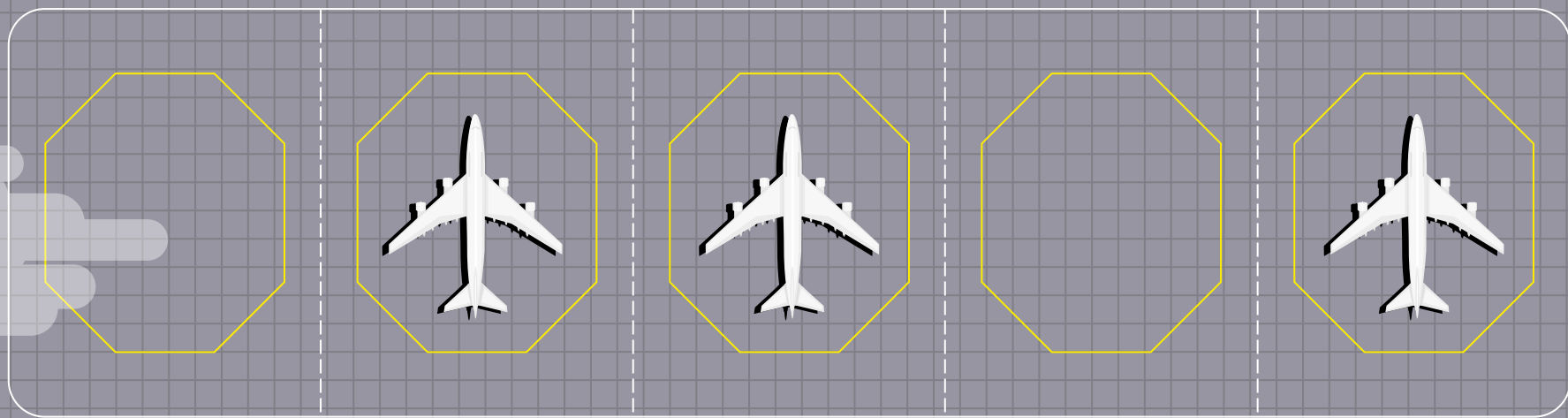
Ajouts de fonctionnalités



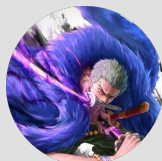
05

Conclusion





Merci pour votre écoute
Avez-vous des questions ?



Tartoo



Fabian Ingreneau



Léo Séry