

- 3D Printers
 - DO NOT USE MAKERBOT
 - * nozzle breaks often, replacing parts is a hassle
 - RepRap
 - * Great community, open source, good for tinkering
 - Makers Toolworks Mendel Max
 - SeeMe CNC Orion Delta
 - LulzBot
 - * Best bang for your buck, one of the best printers on the market
 - Ultimaker
- Printing Materials
 - PLA
 - * Depends on manufacturer; poor quality control can lead to variable filament diameter, which affects extrusion rate
 - * Stiff, lightweight, easy to print
 - * Will snap, especially in between layers
 - Polycarbonate
 - * Will not break, layers essentially disappear into each other, but difficult to print
 - Nylon
 - * Very bendy, super strong
 - Layer adhesion does pose a challenge, as it makes printed materials weak. Orienting a part so that forces acting on it in the air will not cause failure in between layers is important
- Battery
 - Use highest voltage possible - pick motor that works with it
 - Choose after complete payload design
 - Just need regulators and speed controllers
 - * Castle Speed Controllers - Castle Link can be used to reprogram anywhere anytime
 - * BECS
- Motor
 - Overbuild, overprop
 - Big speed controller
 - Motors to consider: NEU, Hacker, Axi, Hyperion
 - Go with an outrunner, don't make it a pusher
 - RC groups will have motor recommendations
- Props
 - Fixed props
 - Wood is good, but composites last longer

- carbon fill carbon resin
- Props to consider: Graupner, Aeronaut, Zinger

- Design Ideas

- 3D print ribs and cover wings with fabric
 - * Notes from Aerocats
 - Balsa, basswood, used for frame and spars
 - Wings are covered in MonoKote or UltraCote which is essentially a heat shrink heavy duty Saran wrap
 - MonoKote - adhesive on one side, manufactured by Top Flite
 - UltraCote - same as MonoKote, manufactured by Horizon
 - These wraps seem easy to apply and very affordable, according to Mark Fellows they are both incredibly strong, as the Aerocats planes carry 30lb payloads
- Foam wings with carbon fiber spars
 - * Print airfoil guide for hot wire
 - * Make wings modular, able to use different wings
- Camera payload
 - * Global shutter - All pixels at once
 - * Rolling shutter - one line at a time, not good with camera movement
 - * Determine when to take pictures, minimize vibrations
- Hand launch
 - * Statically stable aircraft