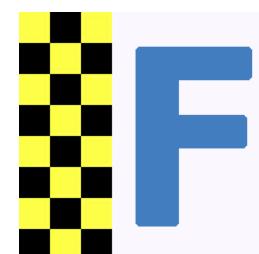
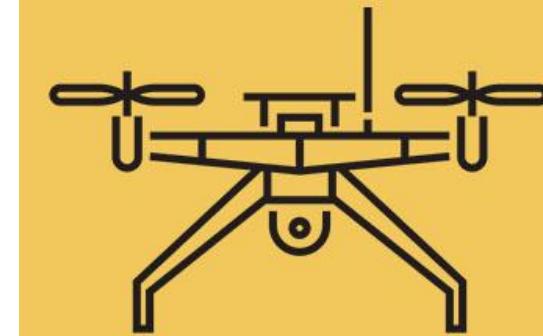


Jerome Jouffroy, Professor
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Project organization

- Organize by groups of 2 (2 students max)
- Pick one of the proposed projects (all topics should be allocated) or propose your own (validated by the teacher)
- Your project should be implemented in Matlab/Simulink with 3D visualization (eg. 3D Animation, FlightGear, etc.)
- Your project should be controllable in real-time by a gamepad or joystick

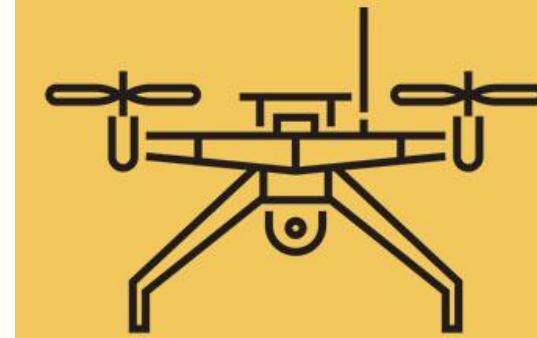


UNREAL
ENGINE



Deliverables

- **Good report: paper format (6 pages, double column) with references, written in Latex (IEEE format), reproducible!**
- **Report contents: intro, mathematical modelling, FCS description (with precise equations for the different algorithms), simulation results**
- **Short video recording of your working animation**
- **Matlab/Simulink files organized in a zipped folder**

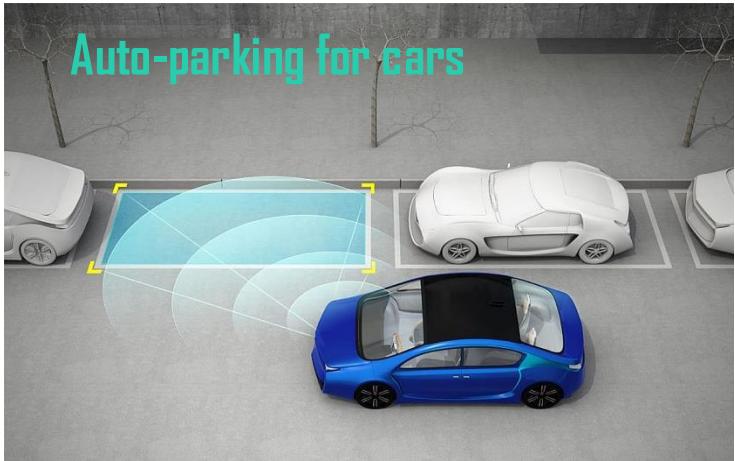


LATEX



Projects

Choose one of these 4 projects...



Auto-parking for cars

UAV + USV synchronization



Underwater glider

SD

Helicopter

