

Module number	Topic	
1	Basic UAV components	<ul style="list-style-type: none"> <li>• Frames</li> <li>• Motors</li> <li>• Rotors</li> <li>• Battery</li> <li>• Degrees of Freedom</li> </ul>
2	UAV sensors	<ul style="list-style-type: none"> <li>• Camera</li> <li>• RGB/Depth</li> <li>• LiDAR (includes basic types of LiDAR)</li> <li>• Ultrasonic</li> <li>• INS</li> <li>• IMS</li> <li>• Barometers</li> </ul>
		<ul style="list-style-type: none"> <li>• Autopilot systems</li> </ul>
2.5	Simulation using CoppeliaSim	<ul style="list-style-type: none"> <li>• Watch tutorial videos, learn to follow along.</li> <li>• Simulation of all the above sensors in CoppeliaSim</li> </ul>
3	Basics of Geospatial Science	<ul style="list-style-type: none"> <li>• Geoid</li> <li>• Ellipsoid</li> <li>• Difference between h, H and N</li> <li>• Numerical problem on the above</li> <li>• Geoid height vs Ellipsoid height</li> </ul>
4	GNSS communication	<ul style="list-style-type: none"> <li>• Fundamentals of GNSS- GPS <ul style="list-style-type: none"> <li>◦ Code phase ranging</li> <li>◦ Carrier phase ranging</li> </ul> </li> <li>• RTK</li> <li>• PPK</li> <li>• RTK vs PPK</li> </ul>
xx	Applications of sensor and sensor fusion	<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Basics of UAV swarm design	<ul style="list-style-type: none"> <li>• Flocking algorithms</li> </ul>
xxx		<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Remote sensing and photogrammetry using drones	<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Legacy and policy frameworks	<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Bio-inspired robotics	<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Fixed wing aerodynamics	<ul style="list-style-type: none"> <li>•</li> </ul>
xxx	Path and trajectory planning	<ul style="list-style-type: none"> <li>•</li> </ul>