

❖ Introduction

This project seeks to understand the basics of aeromodelling and the application of Autodesk Fusion 360 software and its various features including assembling, simulation, drawing, rendering, and applying realistic appearances to the objects. Designing some necessary parts of an aircraft such as wings, propeller, fuselage.

❖ Objectives

- Basics of Aeromodelling
- Various tools and features of Fusion 360
- Inserting actual airfoil data and designing wings and propellers in Fusion 360
- Designing fuselage and empennage of an aircraft



Fig. Airfoil

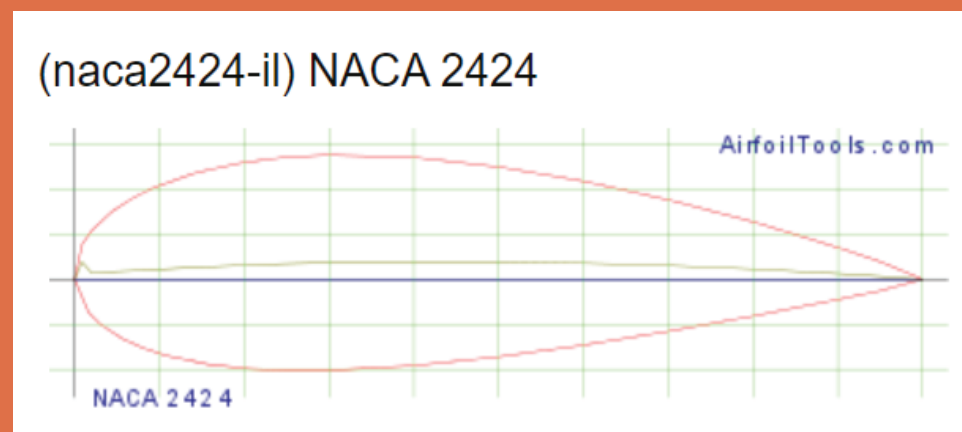
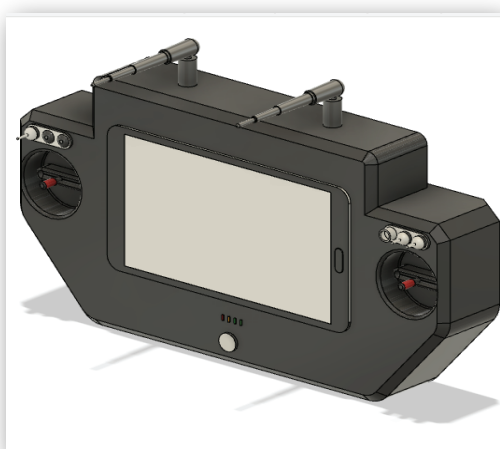
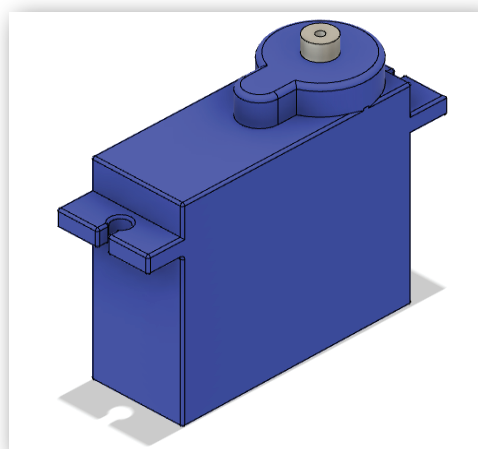
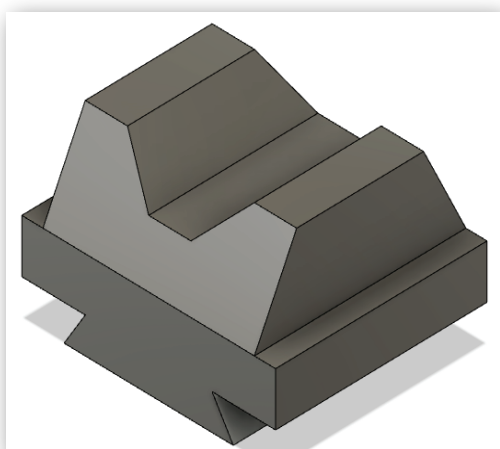


Fig. Fuselage



❖ Assignments



❖ Conclusion

By the end of this project on CAD designing using Fusion 360 software, we can create the fuselage, empennage, wings, and propeller of an aircraft, rendering, simulating, and studying them with actual precision on Fusion 360.