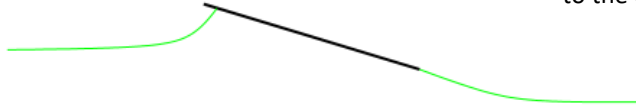


## Flat Plate

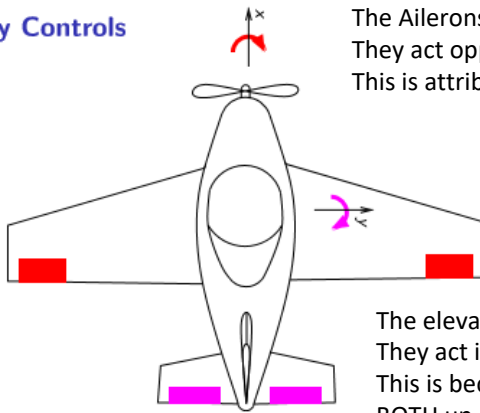


## Control Surface Manipulation

Instead of changing the orientation of the whole airfoil we can have a control surface whose orientation can be changed to obtain the desired force



## Primary Controls



The Ailerons are responsible for the movement of the plane about the x axis.  
They act oppositely : LEFT up, RIGHT down or LEFT down, RIGHT up  
This is attributed to the fact that they lie on opposite sides of the axis and the CG

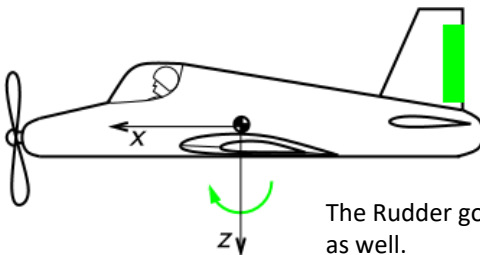
Ailerons - Roll about  $x$   
Elevators - Pitch about  $y$

The elevators are responsible for the movement of the plane about the y axis.  
They act in the same manner : BOTH up or BOTH down.  
This is because they're on the same side of the axis and CG  
BOTH up causes the nose of the aircraft to point up and so on.



## Primary Controls

The Rudder is responsible for the movement of the Plane about the z axis



Rudder - Yaw about  $z$

The Rudder going inside the plane of the screen causes the nose to turn inwards as well.  
Unlike Ailerons and the Elevators, There is only 1 rudder.

