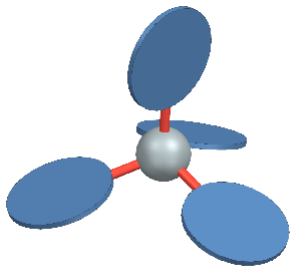
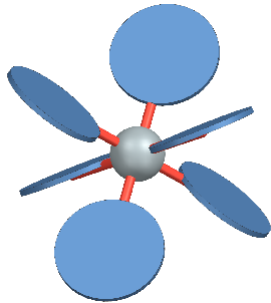


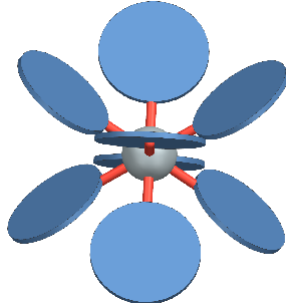
(A) Tetrahedron with rotating arms



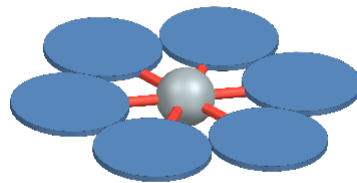
(B) Octahedron with rotating arms



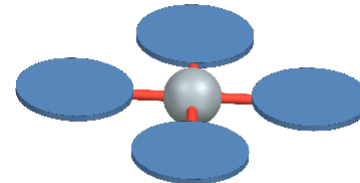
(C) Cube with rotating arms



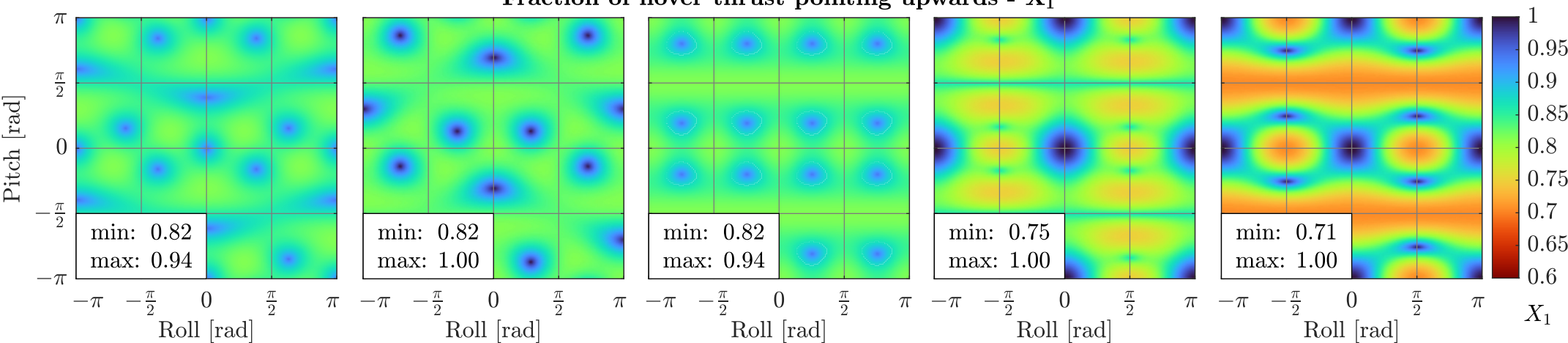
(D) Hexagon with rotating arms [15, 16]



(E) Square with rotating arms [26]



Fraction of hover thrust pointing upwards -  $X_1$



Fraction of total thrust available for hovering -  $X_2$

