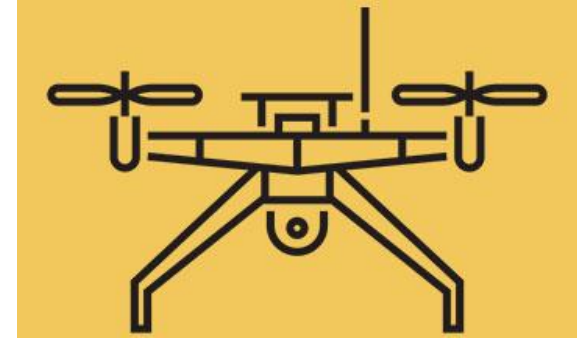


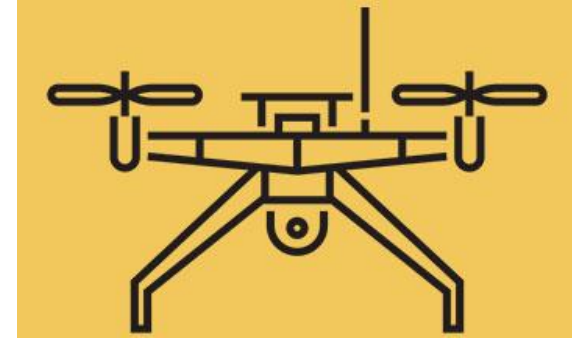
Project organization

- 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



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



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Projects

Choose one of these 4 projects...

Fault-tolerant control
of hexacopter



Flatness-based control
of quadcopters



Bi-copter modelling
and control



Quaternion-based control
of quadcopters

