* Brief introduction to computational fluid dynamics and other more advanced rocketry simulations
* Materials to bring to a launch
* Finalize low-power rocket construction
* Prepare for launch day

Launch Day Materials:

* Tape
* Igniters + extras
* X-Acto knife
* Motors
* Rocket
* Rivets/screws + screwdriver
* Paper towels
* Altimeter

[Help | New User Quick Start | Autodesk](https://help.autodesk.com/view/SCDSE/2023/ENU/?guid=GUID-94E433C2-1580-4575-A6FA-2E7F22A23EB6) (CFD)

Python simulation – essentially OpenRocket except you get to design it

**CFD**

* Guess what the colors mean