UCI Samueli School of Engineering



Executive Summary

- Anteater Formula Racing is the University of California, Irvine's Formula SAE team, where students design, build, and compete with high performance, open-wheel cars in national competitions.
- This project enhances AFR's vehicle aerodynamics by developing a Drag Reduction System (DRS) for the rear wing.
- The DRS uses actuation mechanisms to enable adjustable wing configurations that optimizes speed and handling, improving AFR's race performance.

Project Objective

- The system must reduce aerodynamic drag on straights while ensuring stability and downforce in corners.
- The system must actuate seamlessly though driver-control or activated through speed sensors.

Design Solution

- The DRS utilizes a pneumatic piston and linkage connection for adjustable rear wing mechanism.
- The actuation system is designed for fast and reliable deployment while being rigid and compliant with FSAE rules.

Overall Success

- Implementation is expected to result in improved acceleration, higher top speeds, and reduced lap times.
- The system prioritizes safety, reliability, and ease of use.

Key Features in Design Process

- Problem Definition Stage
 - Sponsor Needs & Requirements Ο
 - **Existing Solutions** Ο
 - Functional Hierarchy

• Preliminary Design Review

- Key Component/Actuation Method Selection Ο
- CAD Model Complete

• Proof of Concept

- Component Analysis
- Prototype Complete ($\frac{1}{3}$ Scale Model) Ο
- Simulations Complete

Acknowledgements

Special thanks to Professor Tryphon Georgiou, Nicholas Choi, and the AFR team.

- Aug
- Start of Design Process •
- Engineer onboarding
- All Sub-system design Competition

Registration

Sept

- **Chassis Designed**
- ETC Notice of Intent

Oct

Nov Dec Jan Chassis Manufacture Jig Manufacture **Problem Definition** • SES Submission **Design Review** • Drafting ideas

Anteater Formula Racing Drag Reduction System

Advisor: Professor Tryphon Georgiou Team Members: Nathalie Najjar, Ashley Huh, Tina Pham

Design



Carbon Fiber FSAE Rear Wing DRS Not Activated

Carbon Fiber FSAE Rear Wing DRS Activated

Prototype Build and Testing



Wiring Diagram

• The actuation components will be connected and coded in Arduino IDE

• The solenoid will be connected to a piston and air tank controlled by an air pressure regulator (not shown in diagram)



3D Printed Test Airfoils

- The prototype will be a 33% 3D printed scaled down version of Anteater Formula Racing's 2024-25 Rear Wing
- DRS activation/deactivation will be represented by two buttons and a potentiometer
- Activation: DRS button, and speedometer represented by a potentiometer
- Deactivation: Driver braking the vehicle, represented by the second button
 - Design DRS

Feb

- Create BOM
 - Manufacture



ANTEATER FORMULA RACINC

Simulation





High Downforce / High Grip Configuration

Low Drag / High Speed Configuration

- Computational Fluid Dynamics (CFD) simulations conducted in ANSYS (Fluent)
- Utilized CFD results to iterate and optimize downforce to drag ratio while ensuring DRS design does not negatively impact the aerodynamic performance of the vehicle
- Proposed design reduces drag from 47.61N to 7.3N on straights, due to the zero angle attack configuration of the top airfoil

Conclusion

- Prior to the course, the base rear wing structure was developed by the AFR team.
- The DRS was successfully modeled using CAD, optimized through CFD simulations, and validated through the physical prototype.
- The system provides a 15.33% drag reduction while still giving rapid and reliable actuation.
- The developed prototype will undergo testing for aerodynamic efficiency, durability, and actuation reliability. (Wind tunnel)
- Future improvements could include a multi-position piston for more wing adjustments at different speeds and real-world testing on car to validate CFD results.
- The system impacts safety through its automatic deployment.

Apr

• Test DRS Design • Proof of Concept

Mar

- Rear Wing Complete
- Implement DRS
- Track Test
- Finalizing Track Setups

May

Competition