

What is Design/Build/Fly?

AIAA Design/Build/Fly is an annual international remote-controlled aircraft competition that allows teams to apply their analytical skills and showcase their cooperative efforts in building real-world aircrafts. Students must design, manufacture, and demonstrate the flight capabilities of an aircraft that can perform in a series of different flight scenarios.



Goals and Objectives

- Design an aircraft based on the given rules and constraints • Develop and apply innovative, practical, and affordable
- fabrication techniques
- Document and compile design, manufacturing, and testing process into industry-standard written report

Competition Mission Objectives

Ground Mission Load passengers, luggage, and Fly 3 laps with no payload banner into the plane as fast as within 5 minutes. possible.

Mission 1

Mission 2

Fly 3 laps as fast as possible while carrying passengers and their luggage within 5 minutes. minutes as possible.

Mission 3

Complete as many laps with the banner deployed within 10

Flight Course



Motor Mount

- 3D printed mold for easy part release post-curing
- Lightweight, carbon fiber based motor mount
- Able to withstand vibrations and forces from propulsion

AIAA Design/Build/Fly

Faculty Adviser: Professor Robert H. Liebeck Advisers: Colin Sledge, Nathan Yeung, Marlon Sevilla, Paul Parcell

- **Requirements and Constraints**
- Must have a maximum wingspan of 5 feet
- Takeoff within a 20 ft for 2 of the missions
- Total battery capacity of 200 watt-hours
- Banner must have a maximum aspect ratio of 5









Project Costs & Expenditures



Electronics Fabrication Materials Transportation Tooling Accomadations Testing

Grand Total: \$7100





Team Members			
James Bechler	Melonti Emmanouilidi	Dan Midani	Suleyman Varlibas
Andrew Reuter	Maxfield Floyd	William Mrdjenovich	
Elvis Banuelos	Ethan Kropp	Jason Ngo	
Kendrick Barefield	Robert Laviguer	Anthony Saikali	
Kelsey Cruz	Zion Lee	Grant Tsuji	

For further inquiry, contact:

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