# AE 4331 – Rotorcraft Design I: Conceptual Design

# **CATALOG DESCRIPTION (25 words or fewer):**

Conceptual design of traditional, urban air mobility, unmanned rotorcraft vehicles.

**Hours:** 2(lecture) + 0(studio) + 3(lab) = 3 credit hours

# PREREQUISITES:

AE 3330

#### TEXTBOOKS:

J. Leishman, *Principals of Helicopter Dynamics* (2nd ed.), Cambridge University Press, 2006.

## **COURSE OBJECTIVES:**

Analyze rotary wing aircraft design methodology through lectures and applications.

#### LEARNING OUTCOMES:

Students will complete projects culminating in the conceptual design of a relevant aircraft to meet given specifications. Specifically, students will:

- 1. Devise an analysis plan and conduct subsystem sizing, trade studies, computational design, and performance evaluation
- 2. Integrate accepted design principles and methods with design needs and requirements, including ethical and societal obligations and trade studies, into the design process in application specific environments (e.g., rotorcraft; commercial vs. military)
- 3. Effectively communicate technical information in both written and oral formats
- 4. Strategize and implement a design project according to specifications using project and time management strategies
- 5. Demonstrate effective interpersonal communication, leadership, and constructive feedback skills in teamwork settings

## TOPICAL OUTLINE:

- 1. Introduction to Design; Course Logistics
- 2. Report Writing Guidelines
- 3. Aerospace System Life Cycle
- 4. Requirements Definition Part I
- 5. Requirements Definition Part II
- 6. Mission Development & ConOps
- 7. System Hierarchy and WBS
- 8. Project Management and Scheduling
- 9. Introduction to Systems Engineering
- 10. Systems Engineering Tools
- 11. TRL and Technology Development
- 12. Risk and Reliability
- 13. Socio-Economic and Ethical Considerations in Design
- 14. Design Optimization Basics
- 15. Intro to Rotary Wing Aircraft
- 16. Review of Design Methods (as applied to Rotorcraft)
- 17. Rotor Types (Design Considerations)

- 18. Intro to Rotorcraft Aeromechanics (2 classes)
- 19. Rotorcraft Performance (2 classes)
- 20. Intro to Aircraft Sizing
- 21. Trimmed Flight
- 22. Weight & Balance
- 23. Rotor Blade Design
- 24. Fuselage; Tail; Hub+Fuselage Design
- 25. Propulsion (incl. electric)
- 26. Rotorcraft Noise