

# AEROMODELLING CLUB

## R.C. HOVERCRAFT

# REAL HOVERCRAFT

©Kapil Chandni/www.bharat-rakshak.com



# R.C. HOVERCRAFTS



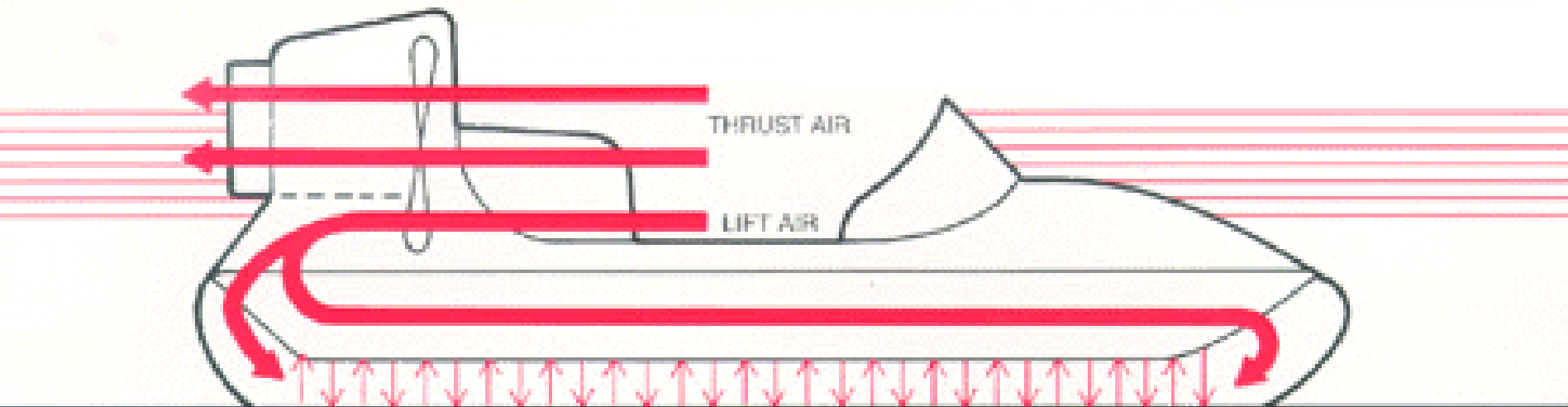
# TODAY'S LECTURE

*Topics to be covered in the following sequence:*

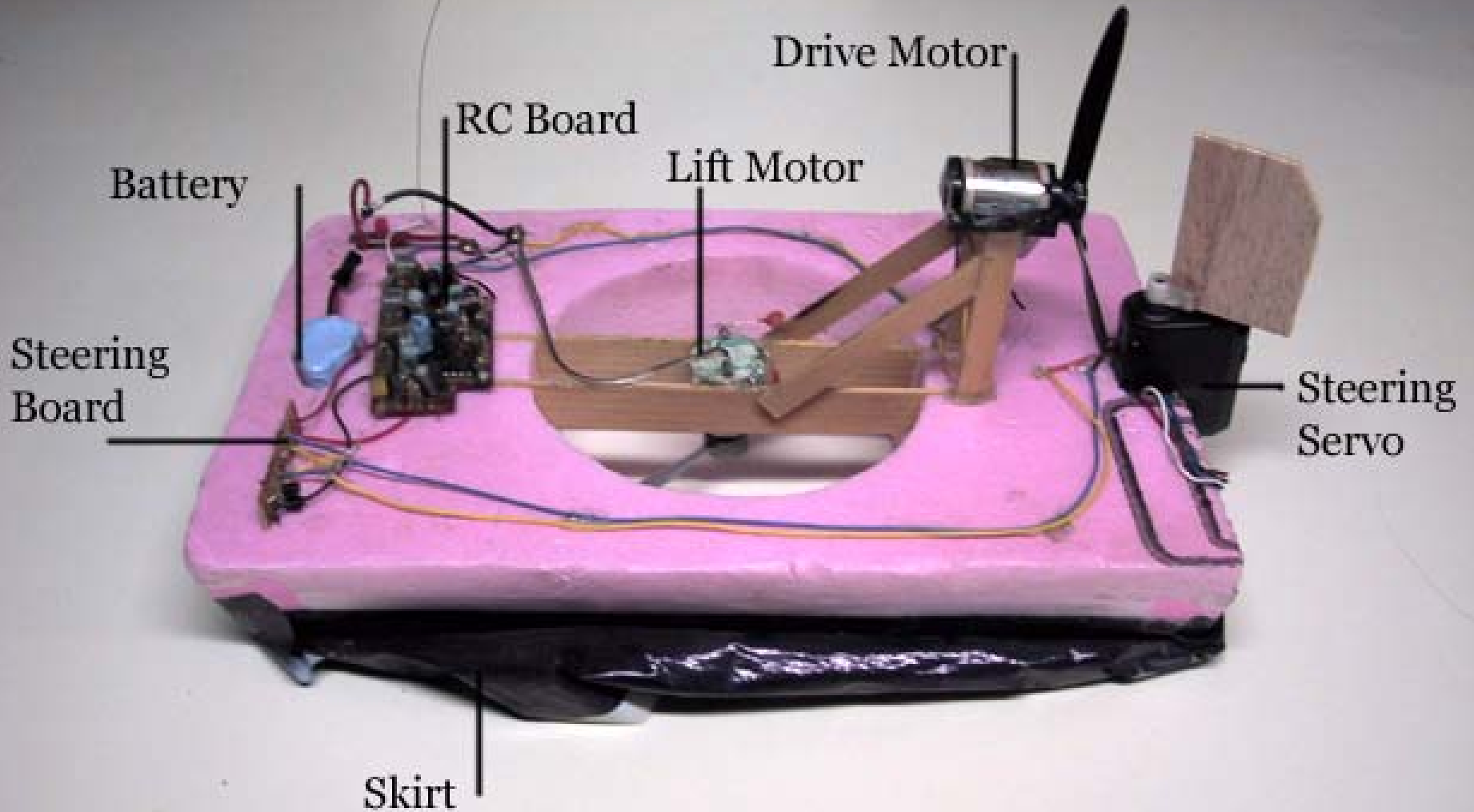
- Definitions & Terminologies
- Forces on the craft
- Types of RC hovercrafts
- Hovercraft Controls
- Skirt Design and Lift Generation
- Propulsion design
- How to make your hovercrafts(motor mount, servo mount)
- Duct designing
- Few other designing tips
- Our team

# WHAT IS A HOVERCRAFT?

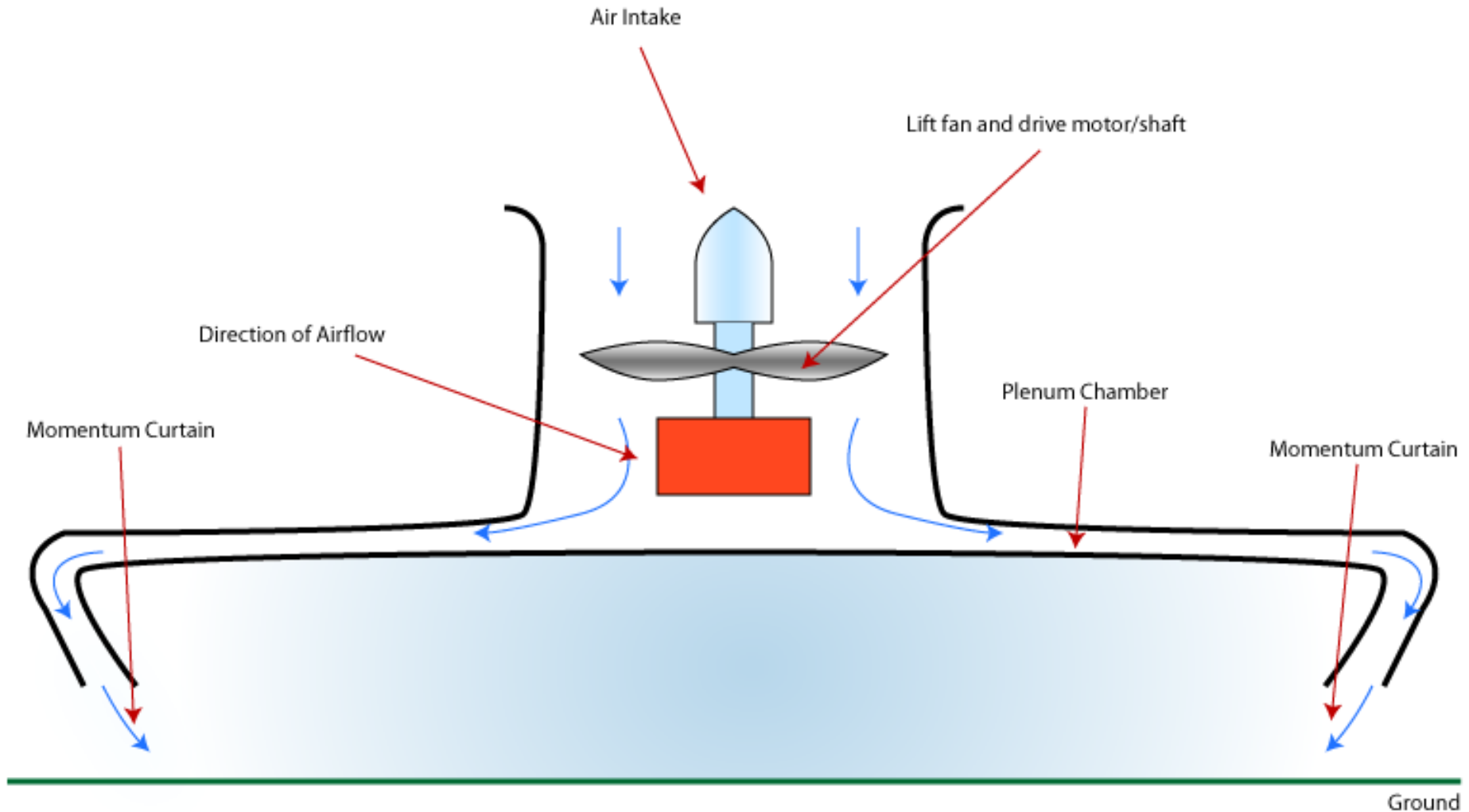
- A vehicle capable of travelling over surfaces on a cushion of slow moving, high-pressure air.
- The air is ejected against the surface below and contained within a **skirt**.
- A propeller *in the vertical plane* used to provide the thrust, to move forward.



# BASIC TERMINOLOGIES



# FORCES ON A HOVERCRAFT



Basic Principles of the Hovercraft:  
The Momentum Curtain effect

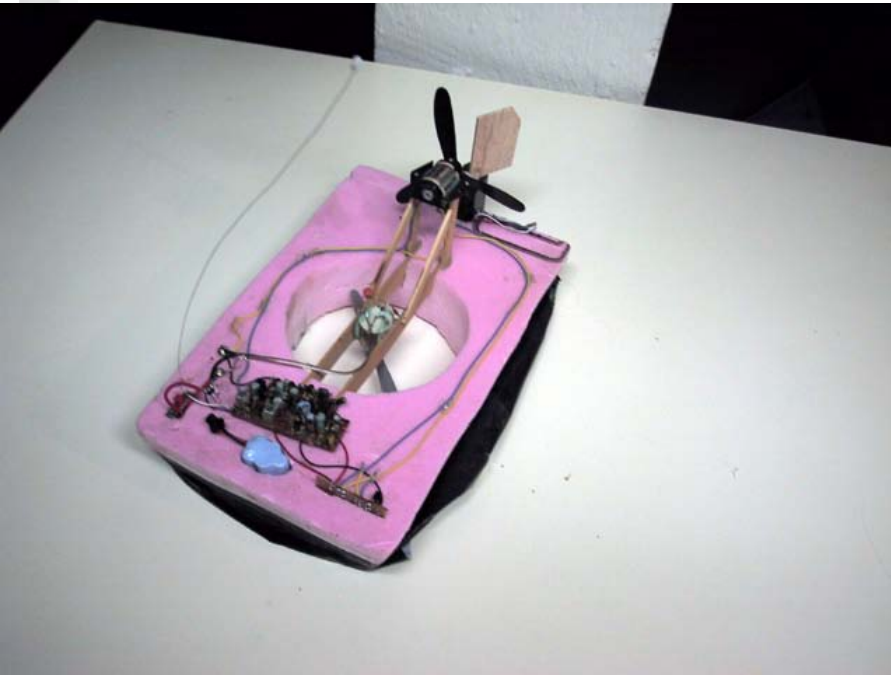
**LIFT**

# HOVERCRAFT THRUST

- Propeller motor system in the vertical plane produces thrust.
- *Thrust mechanism can also be integrated with the lift mechanism of the craft.*



# TYPES OF R.C. HOVERCRAFT



# *TWO PROPELLER TYPE*

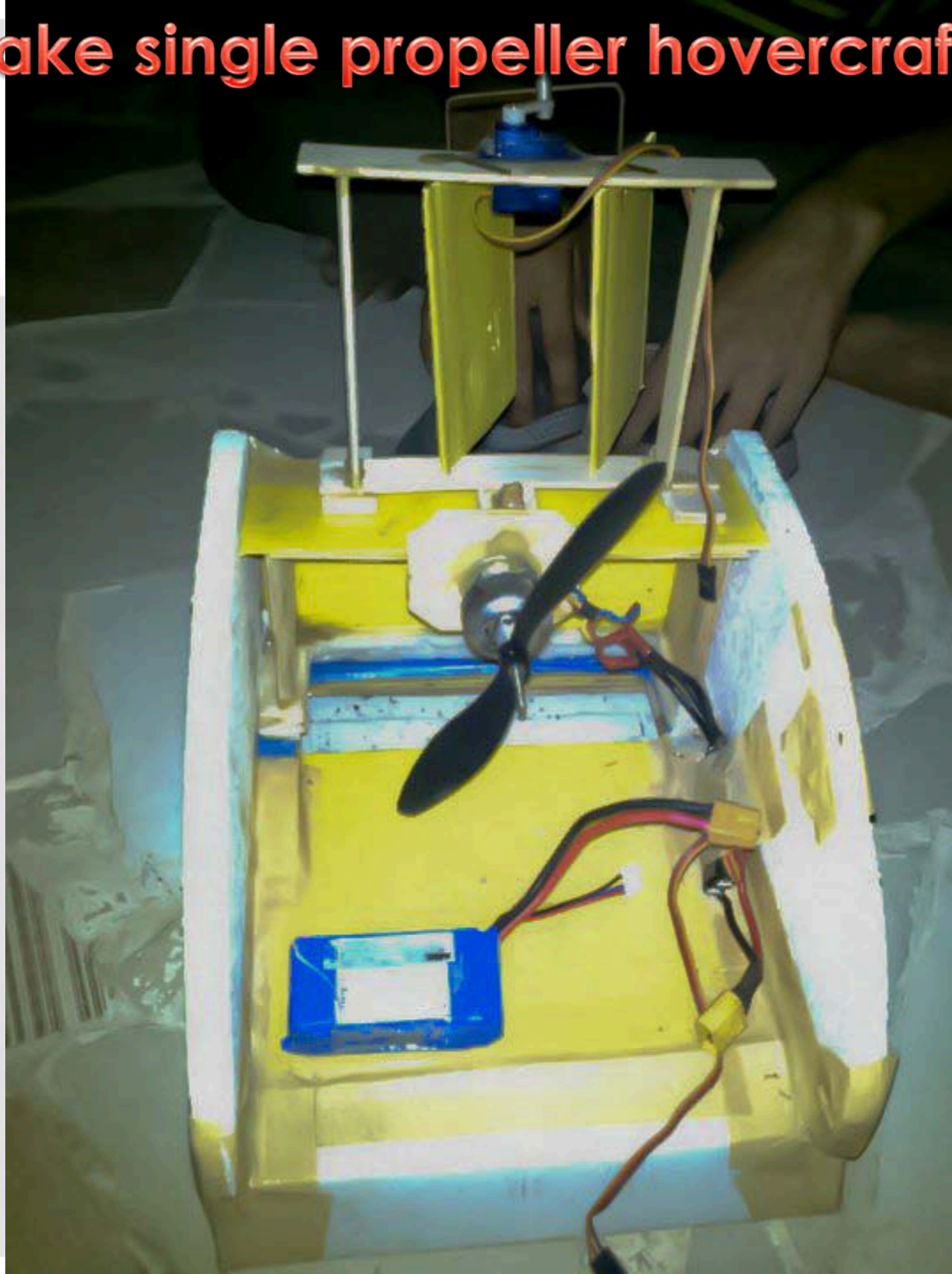
- 2 different motor-propeller systems for Lift and Thrust mechanisms.
- Has the ability to hover at a place!
- Amount of lift independent of the amount of thrust.
- Horizontal plane – lift mechanism.
- Vertical plane – Propulsion mechanism, integrated with controls.
- *Generally used for large scale purposes.*



# *SINGLE PROPELLER TYPE*

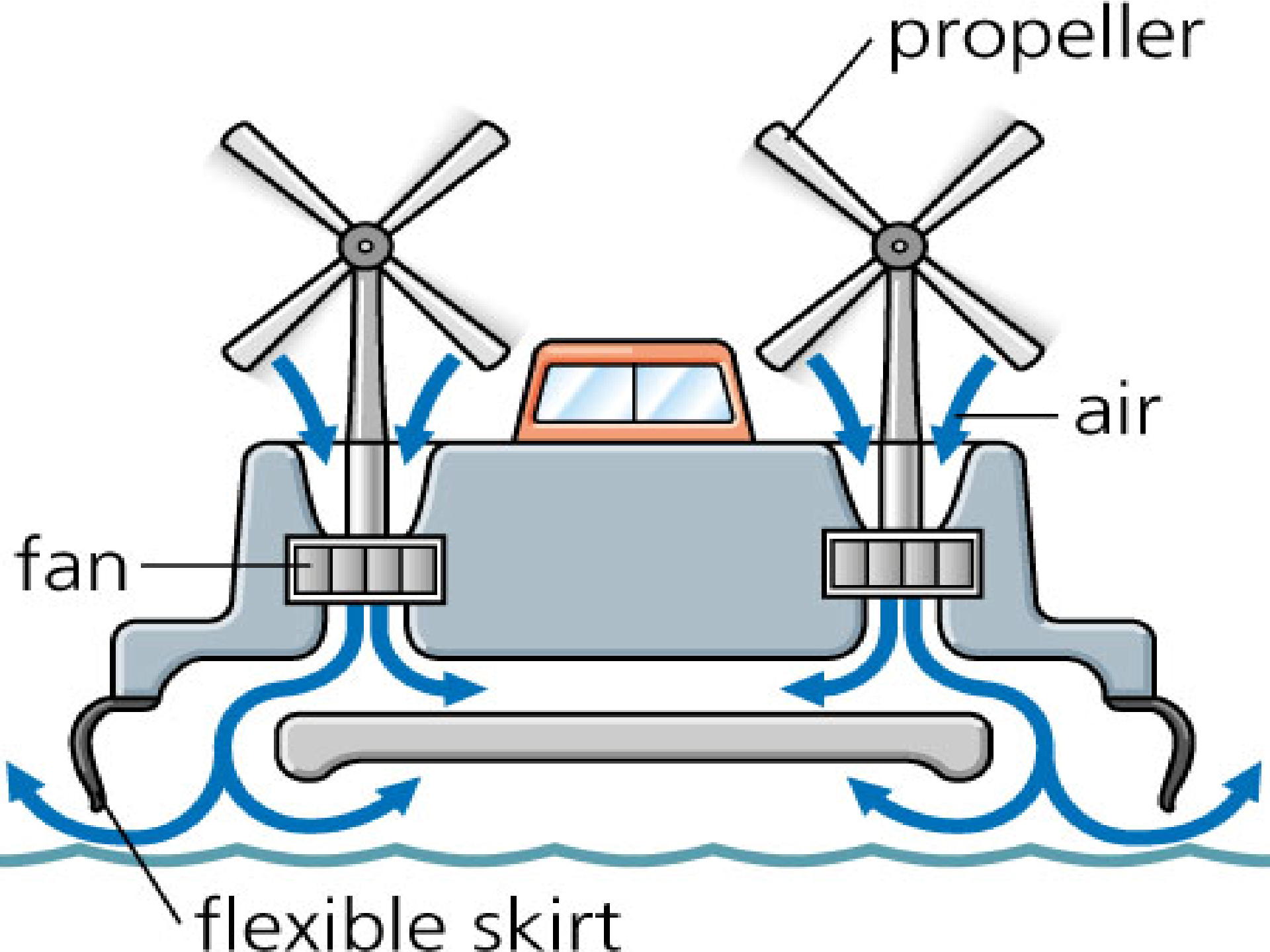
- Lift and propulsion mechanisms integrated.
- A vertical/slightly inclined motor propeller system.
- Duct provided to push some amount of air through below the mainframe into the skirt.
- Efficiency depends on better duct designing.
- Lift dependent on thrust.
- Maximizing air flow for *lift*, not compromising on thrust.
  
- *Can it hover at a place???*

**You will make single propeller hovercrafts tomorrow**



# HOVERCRAFT CONTROLS

- Speed i.e. throttle depends on the rear vertical motor.
- In case of single propeller crafts, it affects the lift too.
- **Rudder** attached, behind the thrust motor to maneuver.
- **Thrust Vectoring** can also be used.
- **Twin thrust motor** with/without rudders are also used.
- Any other mechanism you might think!!!



# HOVERCRAFT SKIRT

- Skirt is a cloth/cloth type

Skirt sections

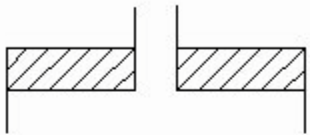


Figure 1a - Strip of fabric skirt

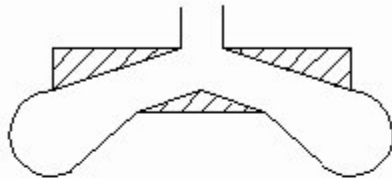


Figure 1d - Coated porous bag skirt

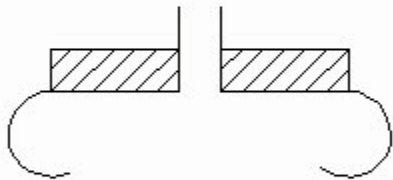


Figure 1b - "C" type skirt

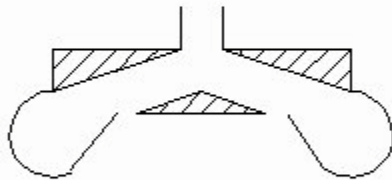


Figure 1e - Vented bog skirt

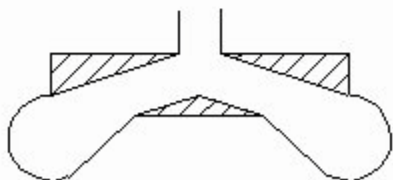


Figure 1c - Porous bog skirt

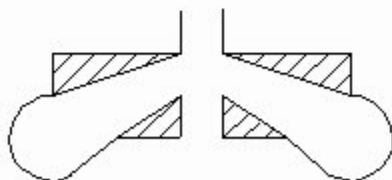
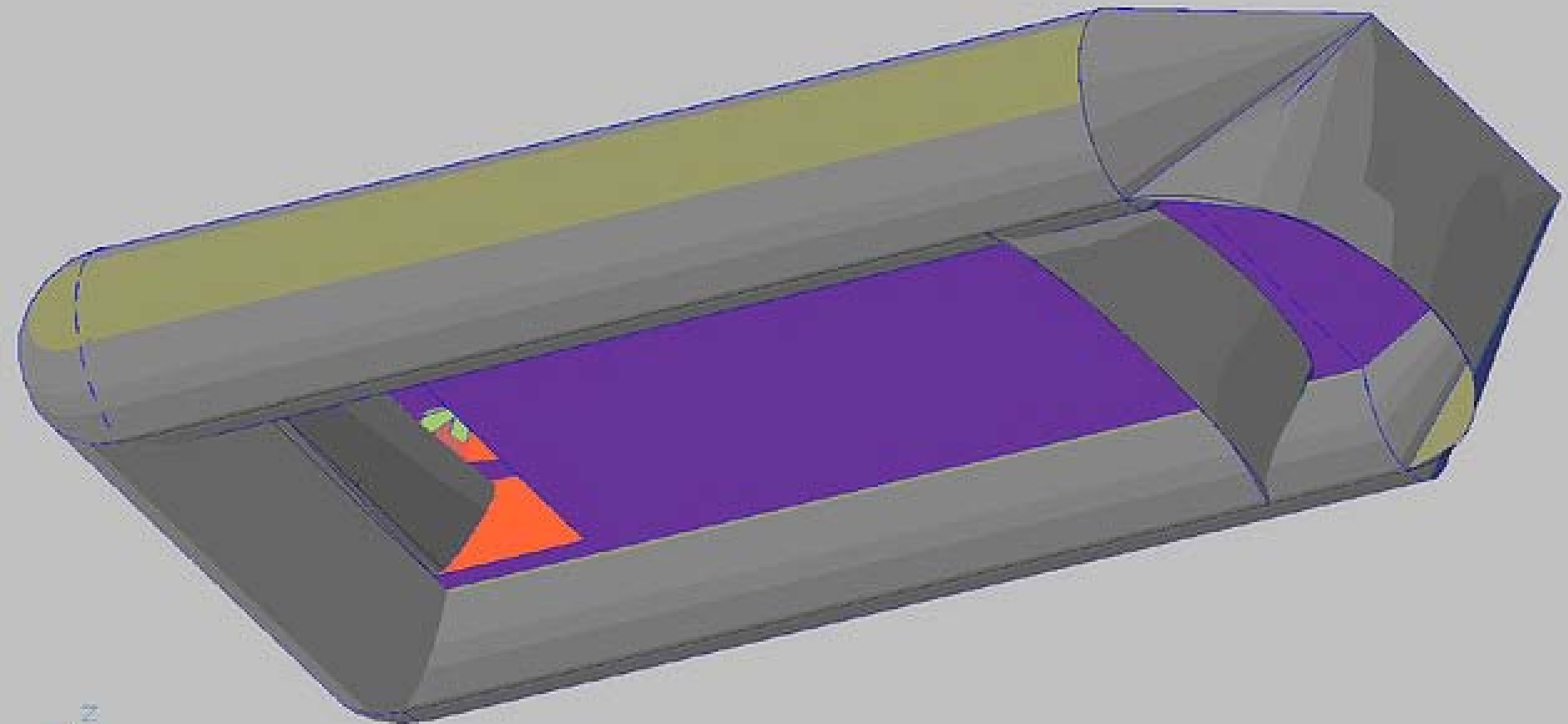


Figure 1f - Enclosed bog skirt

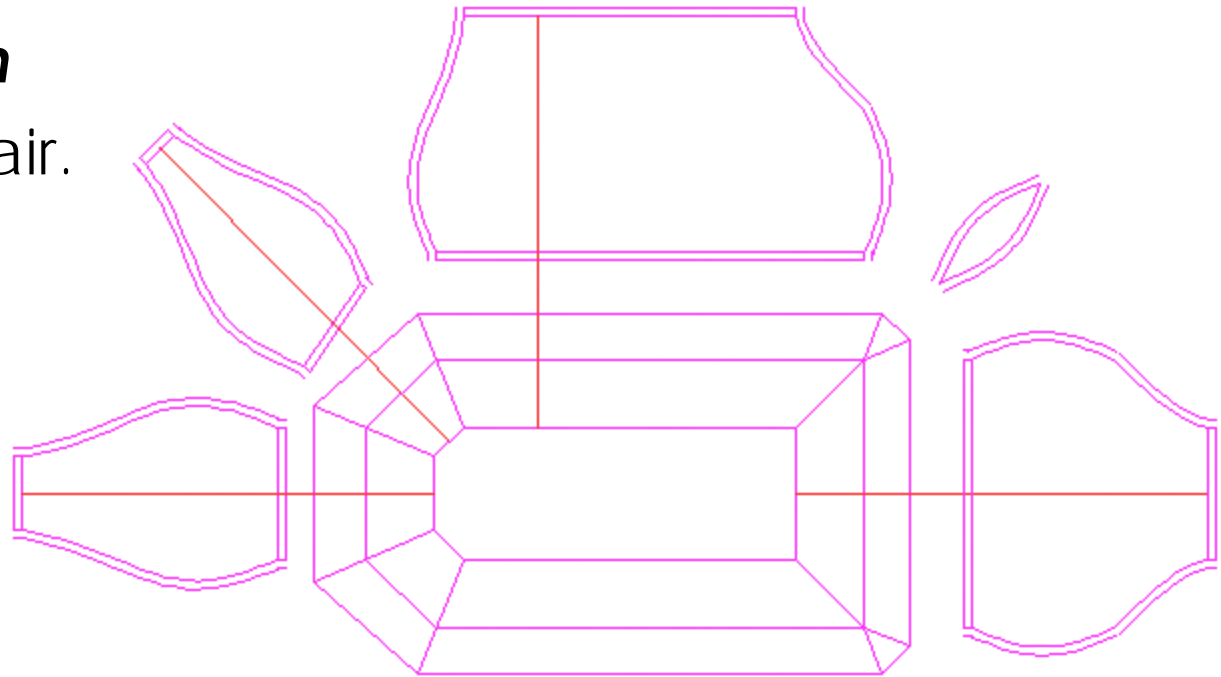


# BOTTOM VIEW OF A CRAFT

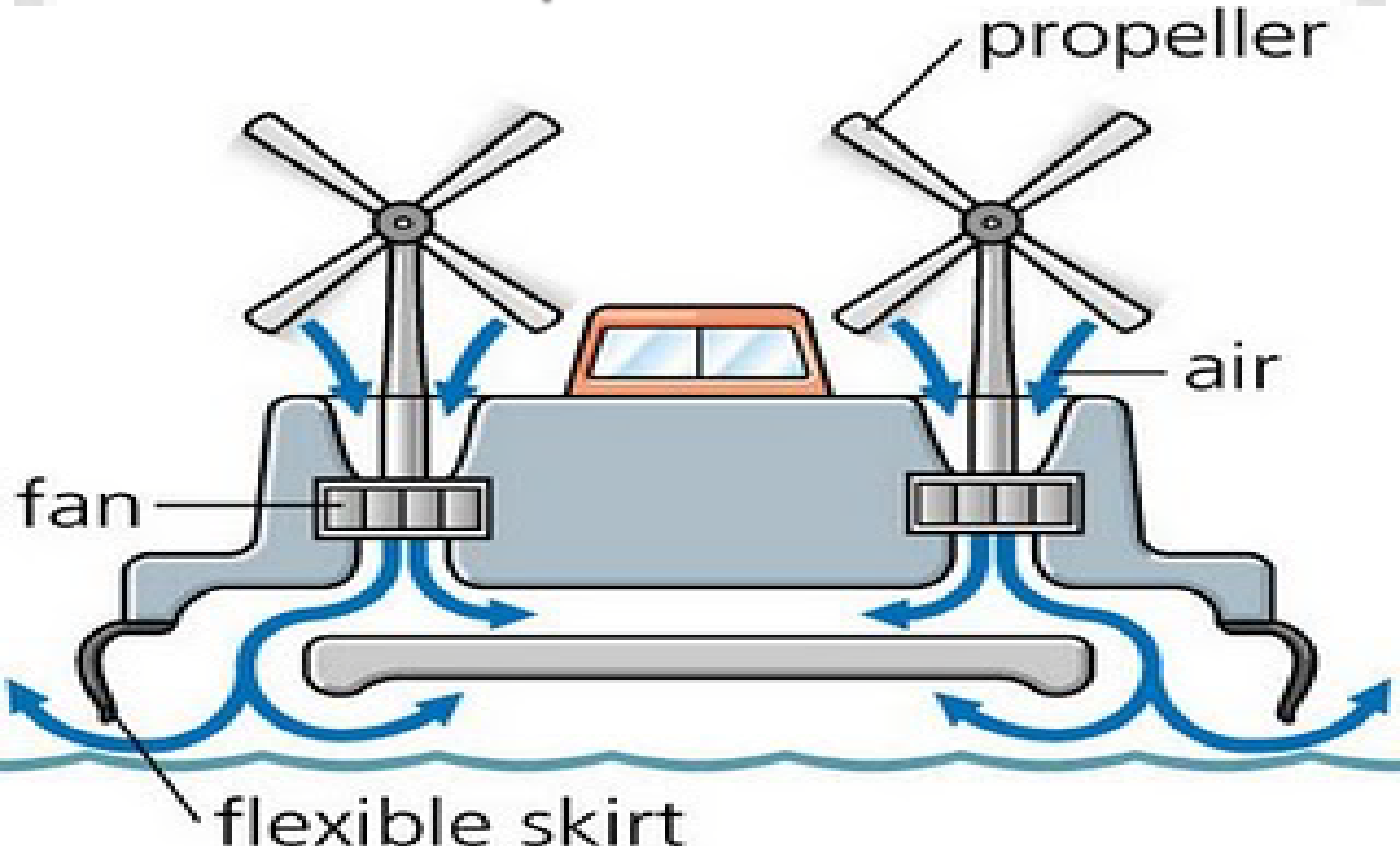


# HOVERCRAFT SKIRT

- Skirt surface drawings.
- Notice the curved side parts to give it a wrinkleless blown up shape.
- Used to **contain** high pressurized air.



Cushion of high pressure air provides the necessary lift to keep the craft afloat.



# PROPULSION AND INTEGRATED CONTROLS

- Vertical motor-prop system.
- **Ducting** required for *increased performance!!??*
- High thrust motor-prop system should be chosen.
- Main aim = *maximize the flow of air intake to the propulsion system.*



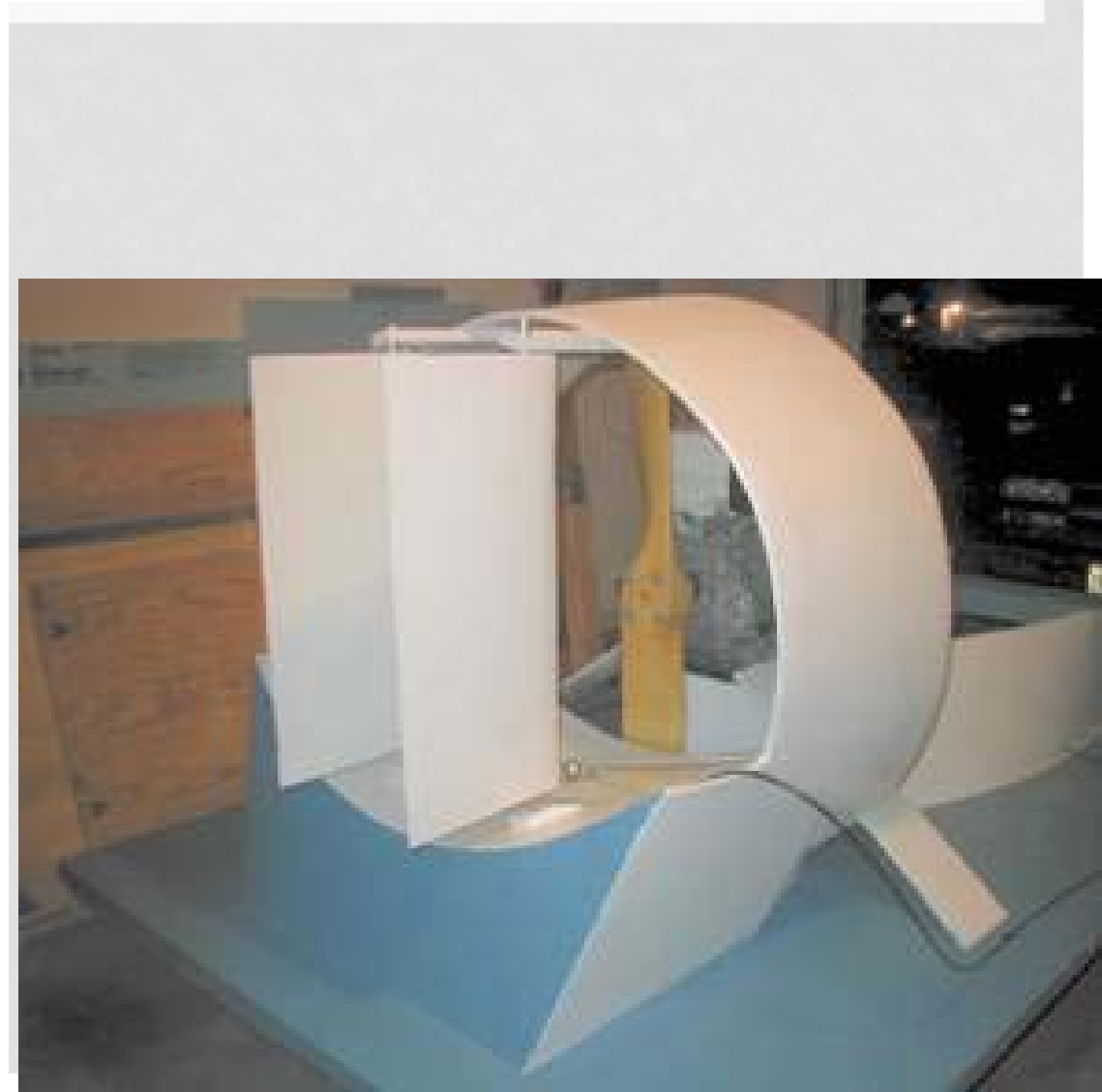
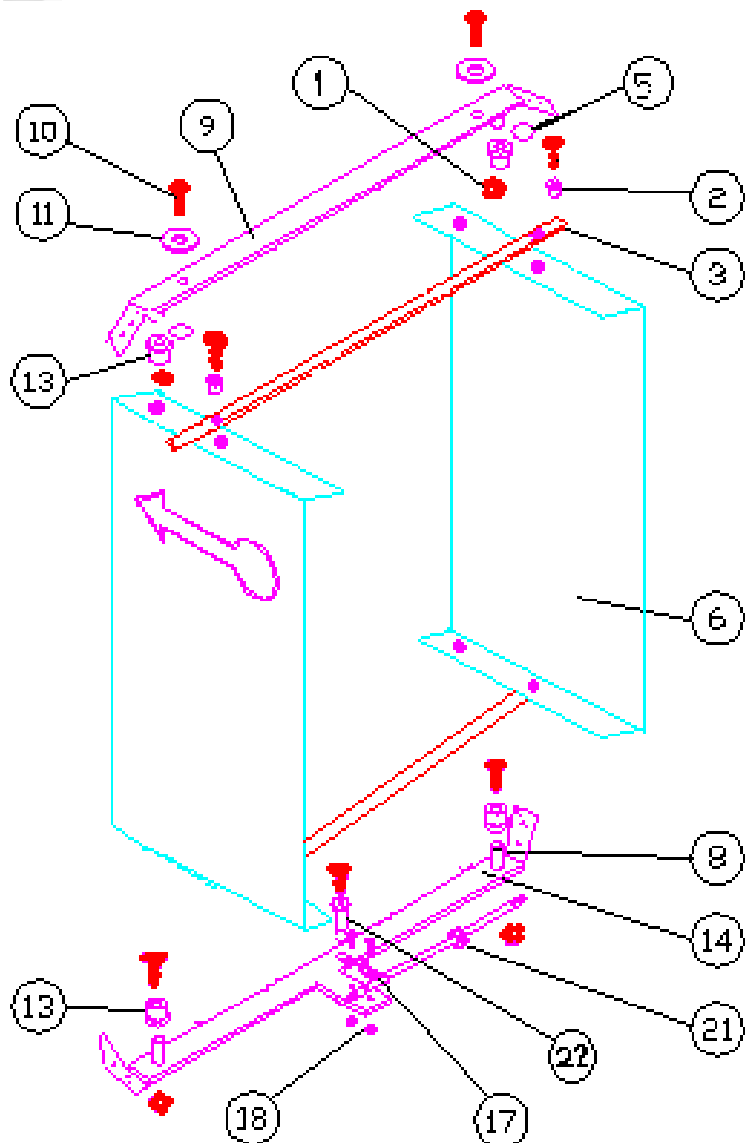
# PROPULSION AND INTEGRATED CONTROLS

- Maneuverability achieved through the use of **rudders**. (*What is a rudder by the way???*)
- Single and multi-rudder systems implemented depending on the use.
- A challenge in the multi-rudder system-*synchronization*.
- **Thrust Vectoring** also an option.
- **T.V.** integrates propulsion with controls leads to lower radii of drift.



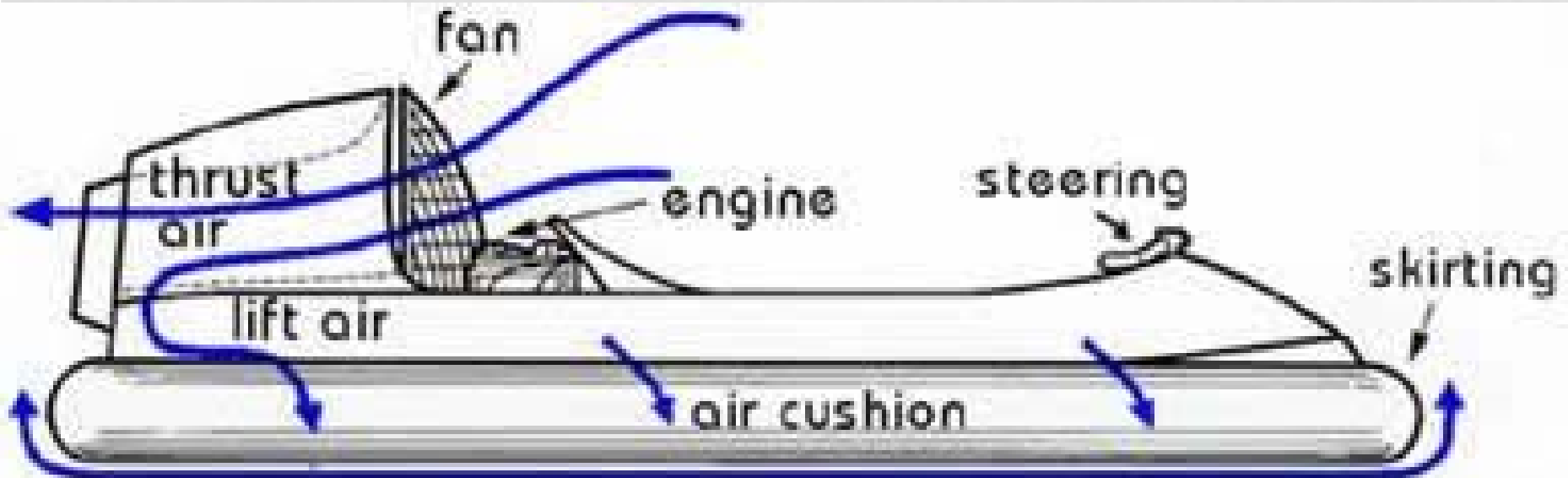
Thrust Vectoring

# RUDDER ASSEMBLY



# HOW TO MAKE R.C. HOVERCRAFTS IN THE WORKSHOPS?

- ✓ Overall dimensioning
- ✓ Designing (making a plan)
- ✓ Part dimensioning
- ✓ Duct designing
- ✓ Get it verified from your *guide*



# ELECTRONICS REQUIRED

- 1 Motor
  - 1 Propeller
  - 1 Servo
  - 1 Battery
  - 1 ESC
  - Transmitter - Receiver
- All these will be mounted on the craft only at the end of the workshop, during testing and removed back after the test.*

# MATERIALS YOU WILL BE USING

- Coroplast – main structure, rudders, duct
- Styrofoam – skirt boundaries, duct
- Wood – motor mount, rudder structure, strengthening

*Caution: Strengthening only where required.*

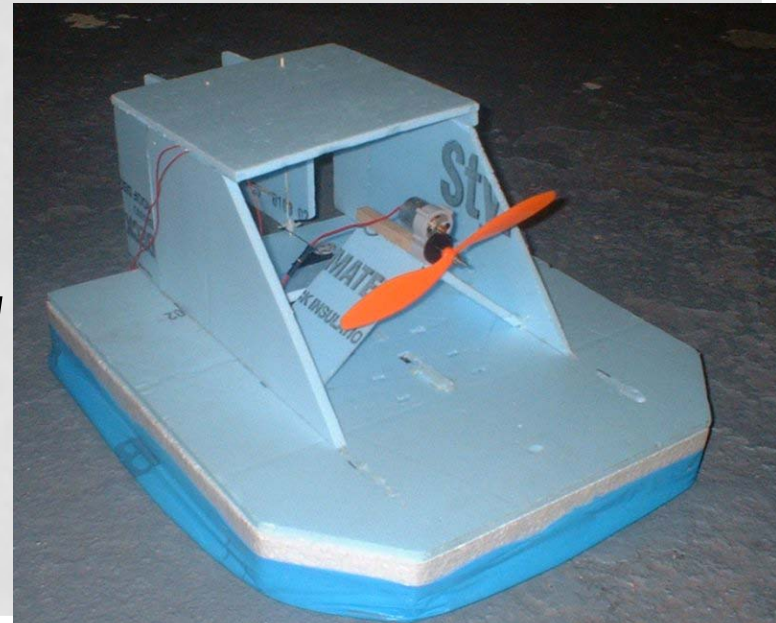
- Adhesives – Bond Tite, Bond Quick, Tape



# DUCT DESIGNING

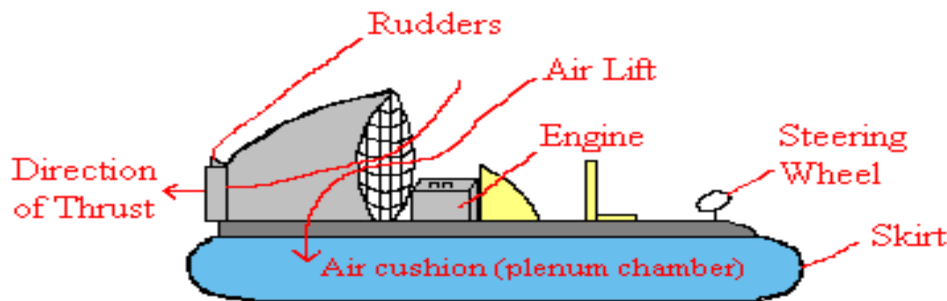
- Proper intake area
- Back should not be perpendicular to the craft board. ( *Why so???* )
- Below the duct will be the passage for air to go below.
- Rudders will be mounted on the duct

*Total airflow should be well divided between lift and thrust!!!*



# SKIRT DESIGN AND DUCT INTEGRATION

- Styrofoam sheet boundaries will be attached to the main-board boundaries below the craft.
- A coroplast plate-type structure can be provided just below the duct to ensure air goes elsewhere in the skirt also.



# MOTOR AND SERVO MOUNT

- Motor to be mounted **ON** the duct front face.
- Servo can be on/at the side of the duct.

*Remember that servos and motors are temporary.  
Keep that in mind while designing their mounts.*



# FEW OTHER TIPS

- Remember: its *Aeromodelling... so weight matters.*
- Motor mount should be strong.
- Compact is better.
- Try side walls, if time permits, to maximize air intake.
- Ducted Fans can be used for better performance.
- *Any thing that increases air intake.*

# CONTACTS

- MRIDUL MISHRA – mridulm@ F104/5 **9453094730**
- PIYUSH NEGI – piyushae@ D241/2 **9559753812**
- TIGMANSHU GOYAL – tgoyal@ E201/9 **9559753800**
- Visit - <http://students.iitk.ac.in/aeromodelling>

*Slots will be mailed to you.  
Check your webmail tomorrow morning positively*

Thank you!  
James!

