

The **ASTOUNDING** athletic power of QUADCOPTERS

Raffaello D'Andrea



1. What is a Quadcopter? What can it do?
2. What components are on board a Quad?
3. What is the problem with quads?
4. What is an algorithm?
5. What is control theory?
6. Why does the glass stay on the Quad?
7. Does a Quad learn through practice like an actual athlete?
8. Explain steps the Quad uses to hit a ball?
9. What is a 'Gesture Sensor'?
10. Explain how the Quads interacted with a human being using the Gesture Sensor.
11. What is the difference between virtual and physical interaction?
12. How do you change the laws of physics as far as the Quad is concerned?
13. What uses do you think the technology used in Quads can be used for?
14. Draw a quadcopter and label as many parts as possible.

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<http://www.youtube.com/watch?v=w2itwFJCgFQ>

1. What is a Quadcopter? What can it do?
(Roll pitch yaw and accelerate?)
2. What components are on board a Quad?
4x propellers, a battery a computer various sensors and various radios
3. What is the problem with quads?
(They are inherently unstable)
4. What is an algorithm?
5. What is control theory?
(Control theory is an interdisciplinary branch of engineering and mathematics that deals with the behavior of dynamical systems with inputs.)
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