



Using Autodesk Fusion 360 and Generative Design to Make Lighter Rockets in Less Time

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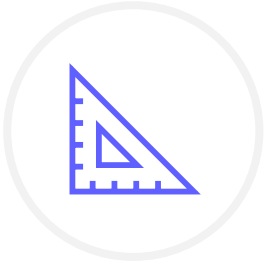
Former Airframe and Recovery Team Lead







Our Teams



**Airframe and
Recovery**



Propulsion

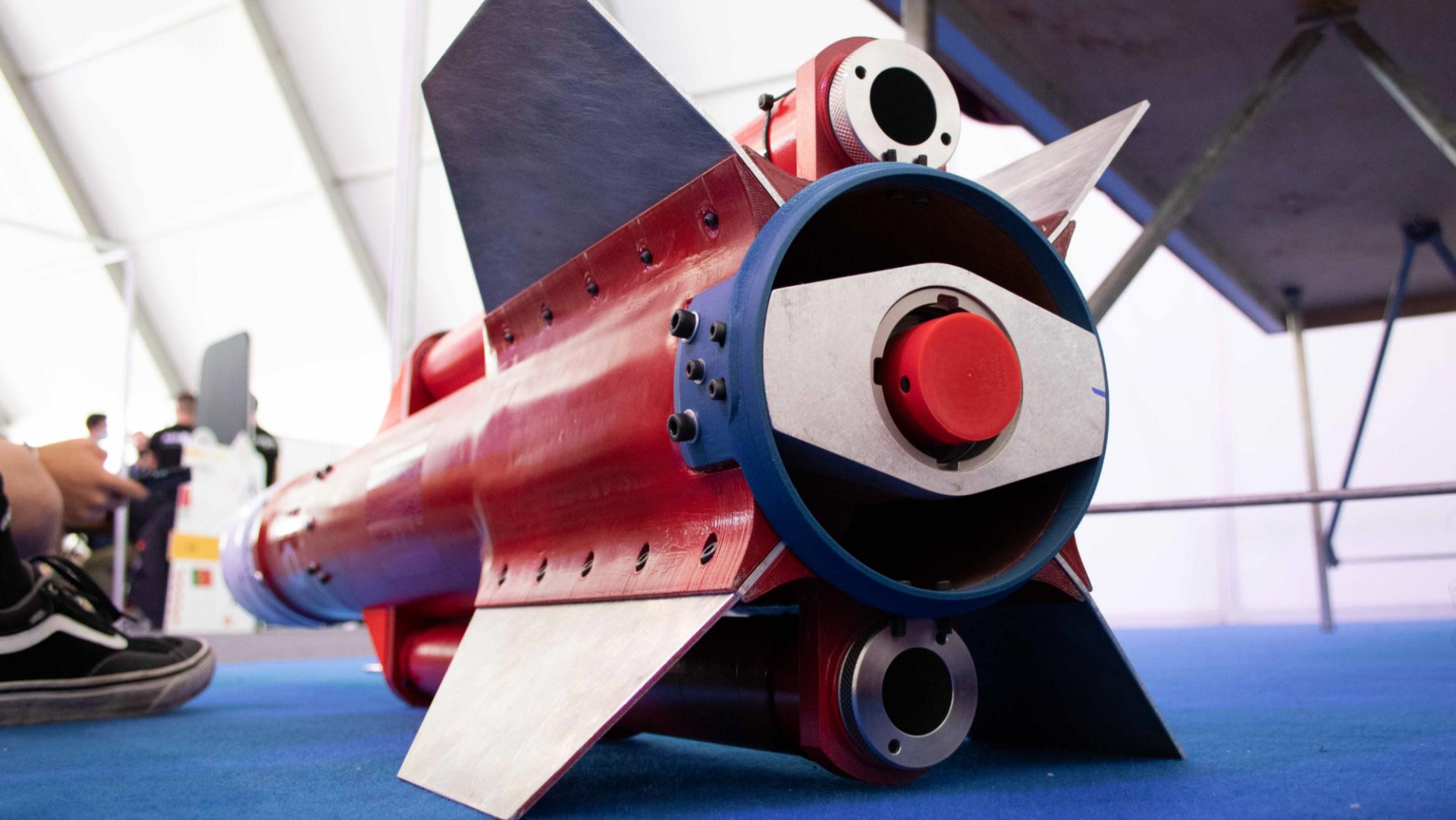


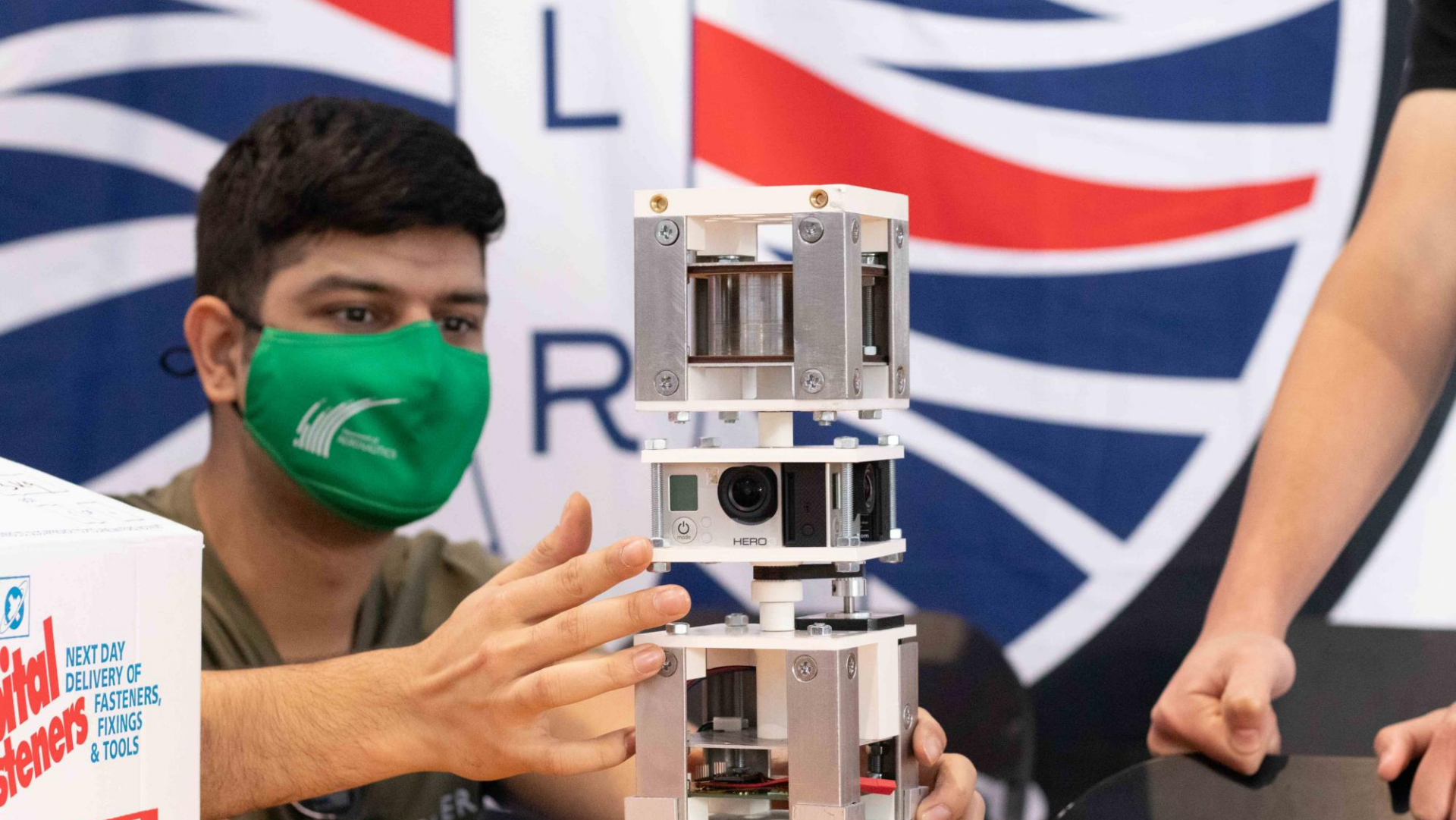
**Electronics and
Payload**



**Systems and
Integration**





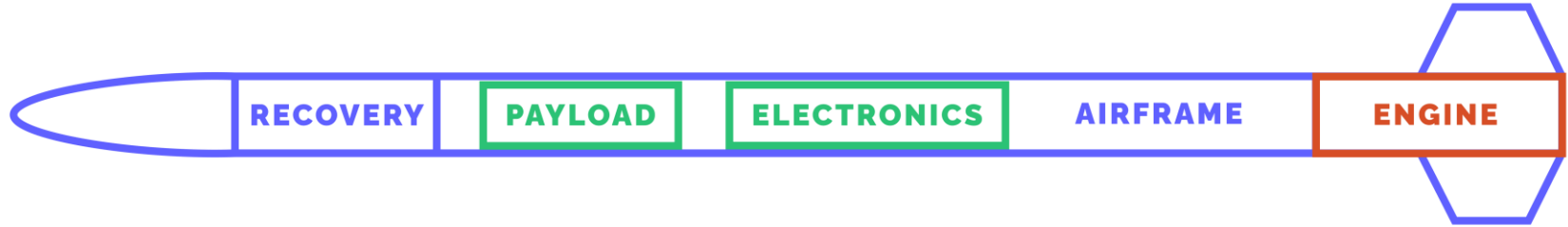


Vital Fasteners
NEXT DAY
DELIVERY OF
FASTENERS,
FIXINGS
& TOOLS





Breakdown of a Rocket





Competition Requirements



6.6 lbs Payload



3 km Altitude



Recover Safely

The Design of Constant Impulse

Levels of Abstraction



Component

- Basic building block
- E:G Booster Stopper



System

- Integrated components
- E:G Airframe



Rocket

- Integrated systems
- E:G Constant Impulse

Requirements

Booster Stopper

- Transfer loads from each booster to the rocket
- Withstand the loads from the K class booster with a Safety Factor of 2
 - Total Impulse: 2372 N-s
 - Max. thrust: 1828.9 N
 - Burn time: 1.7 s
- Mount to the curved cylindrical surface of the airframe
- Minimize mass

Design Process



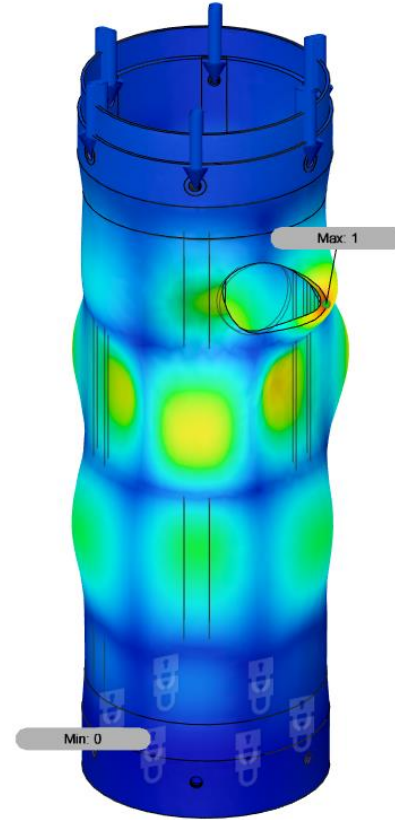
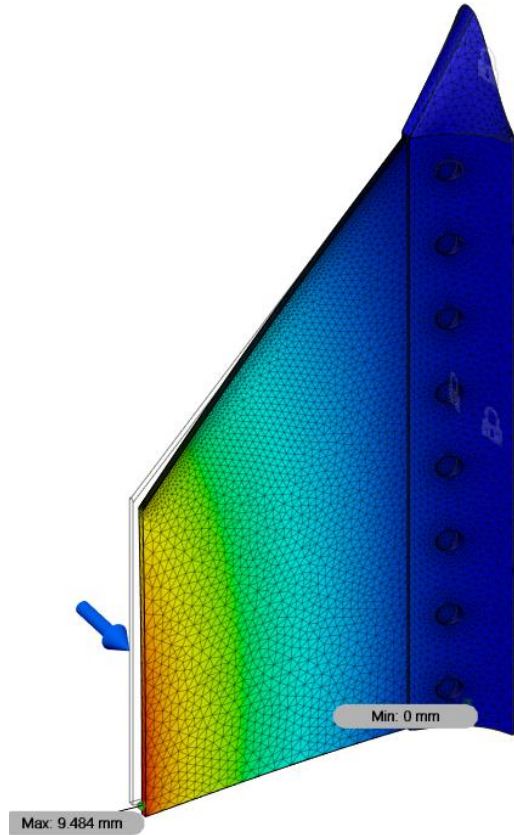
Requirements

Concept

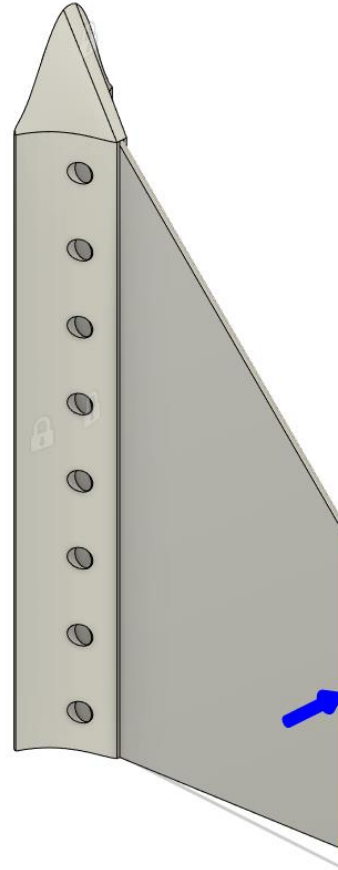
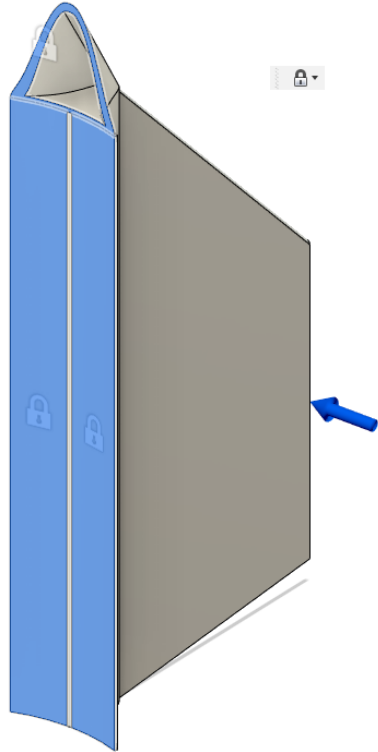
CAD

Simulation

Simulations



Loads & Constraints



Rocket Load Cases



Thrust



Shock



Bending

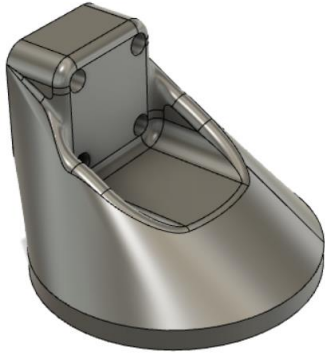
Safety Factor

Actual Maximum Load / Target Maximum Load



Modified Part Design Process

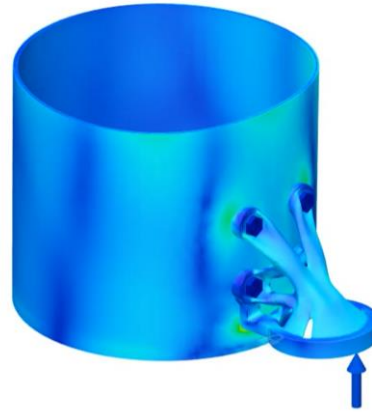
Manual Design



Generative Design



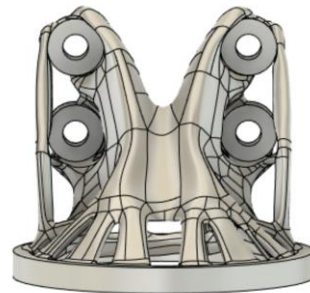
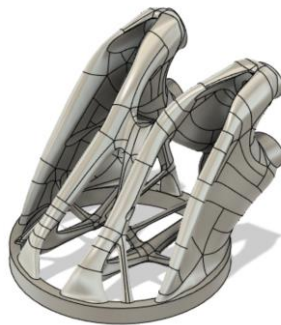
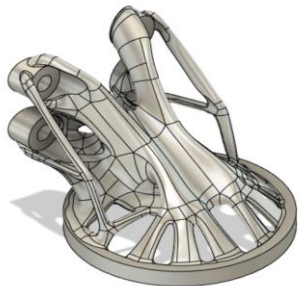
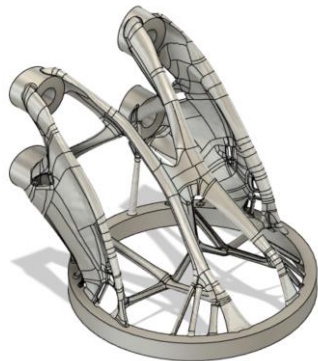
Simulate



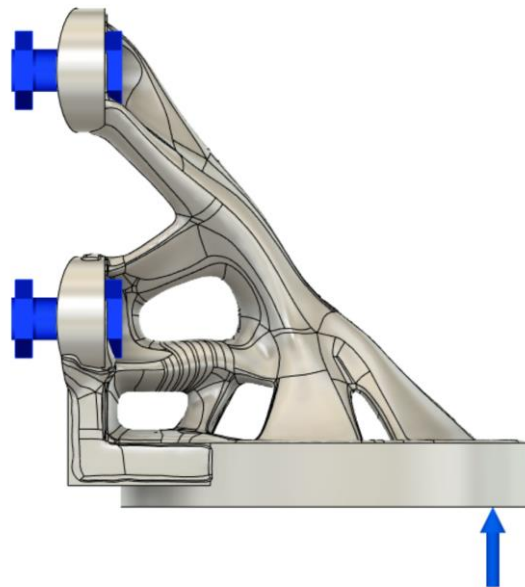
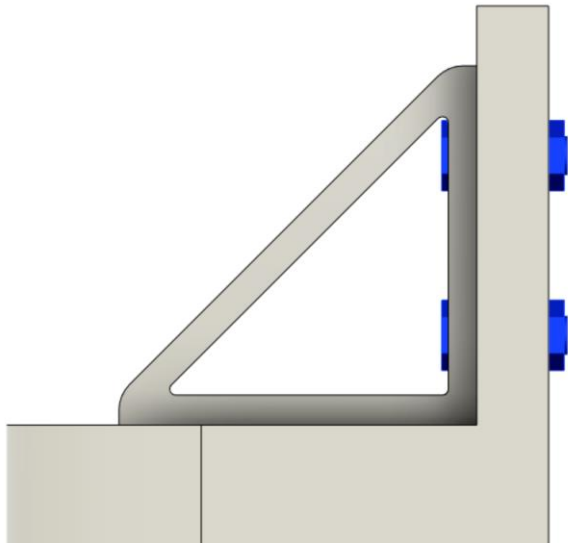
Assemble



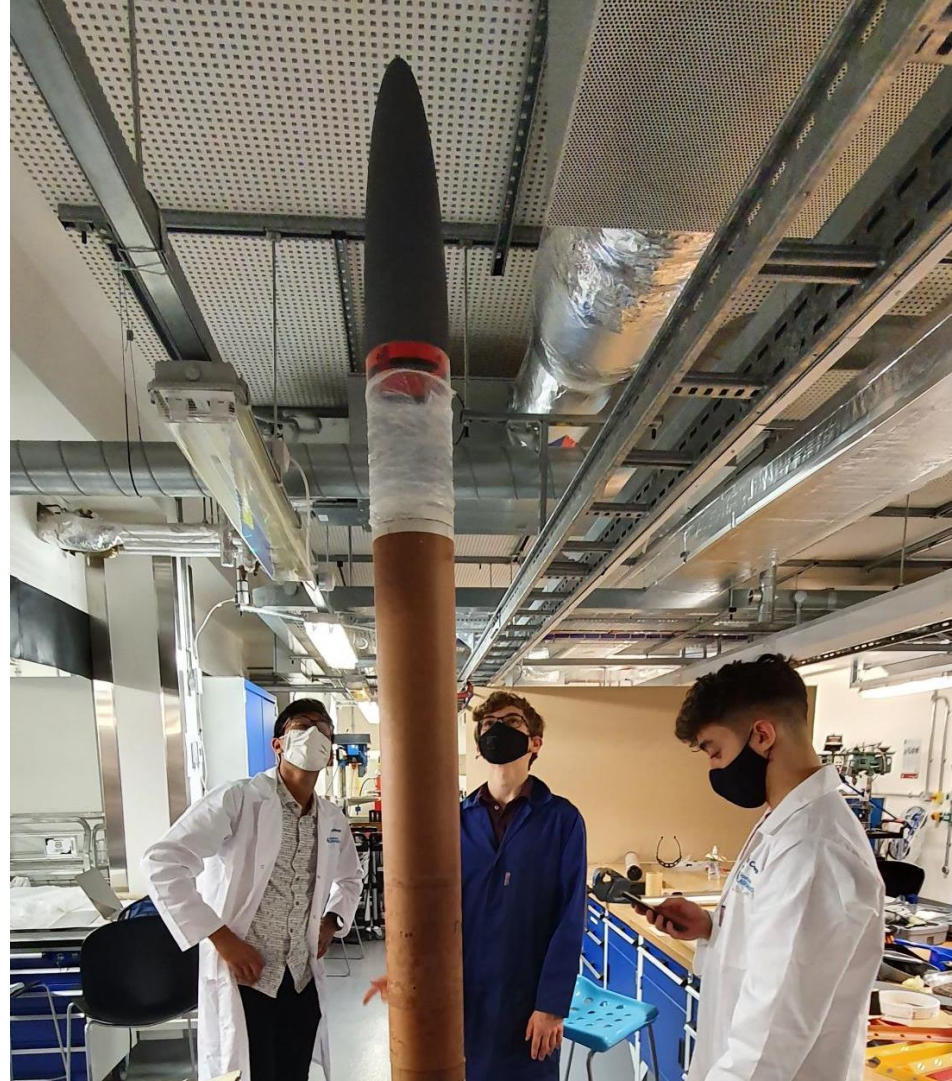
Generative Outcomes



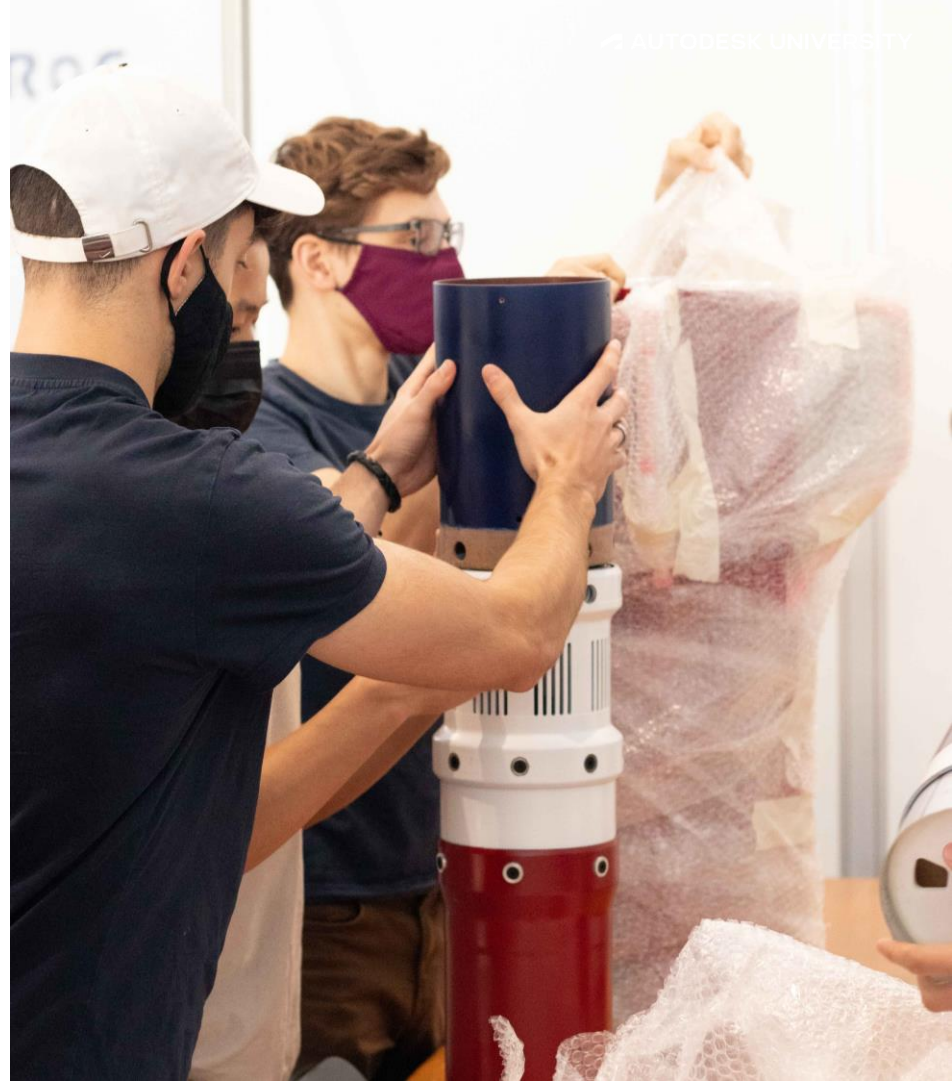
Comparison





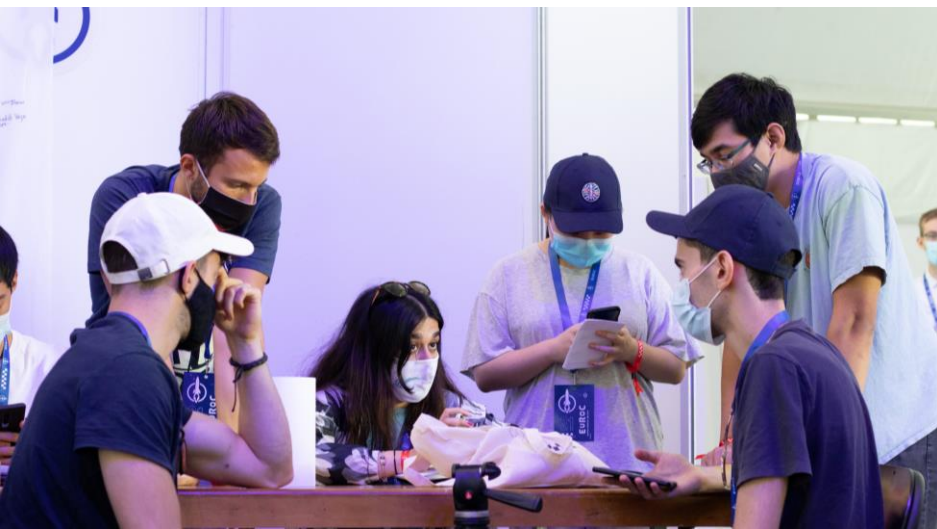
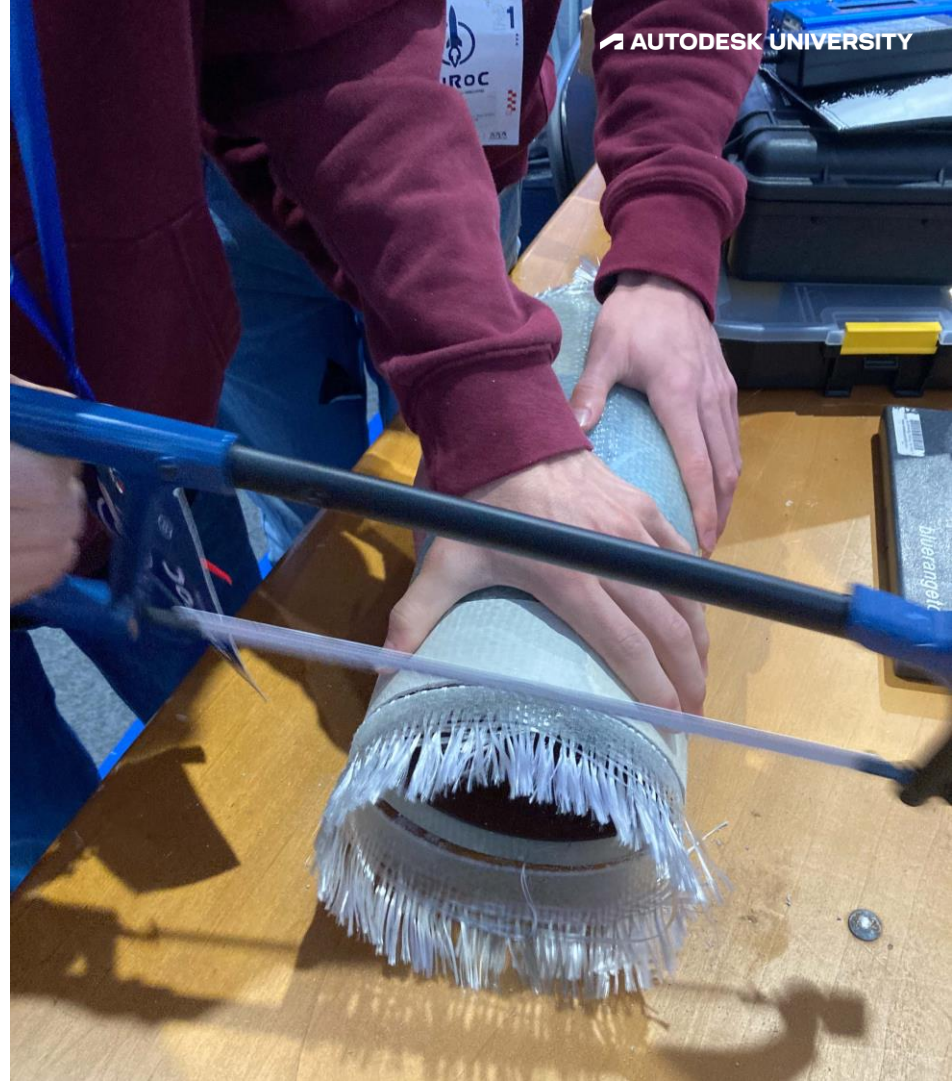


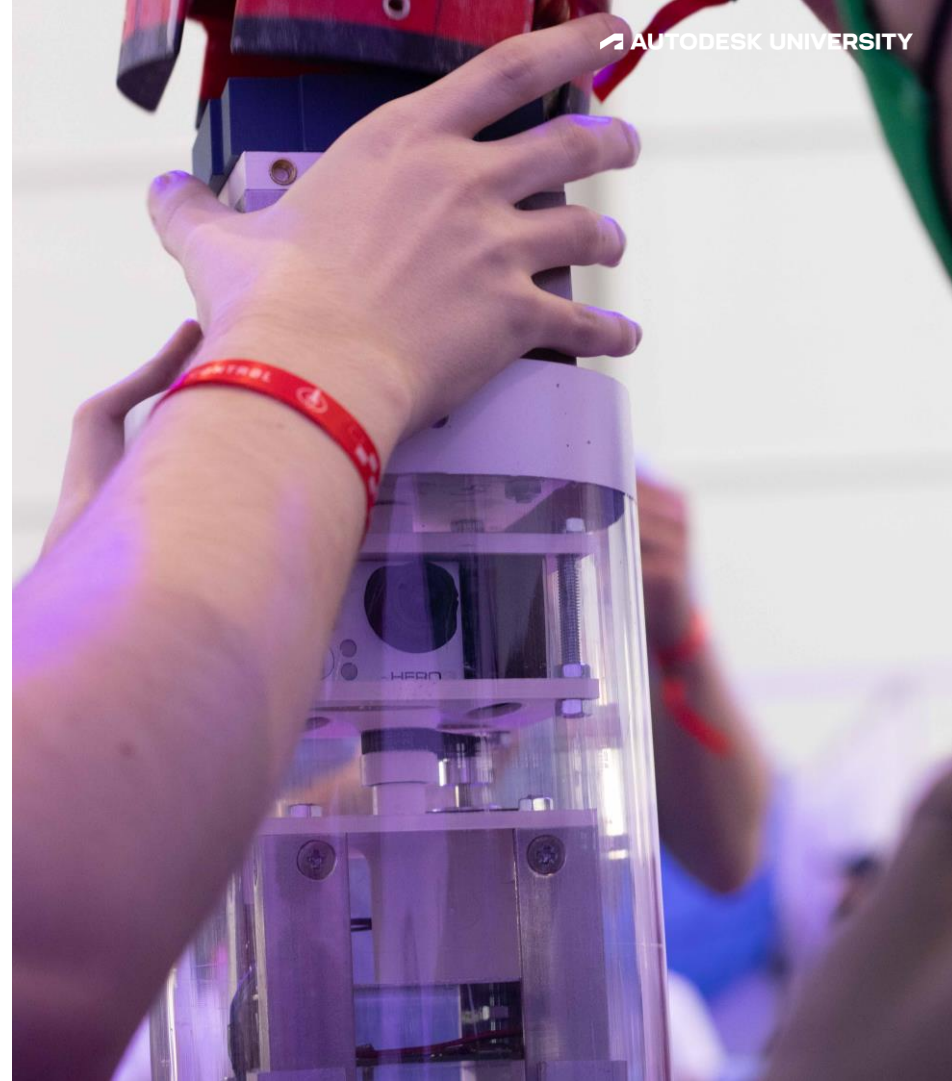
EuRoC 2021



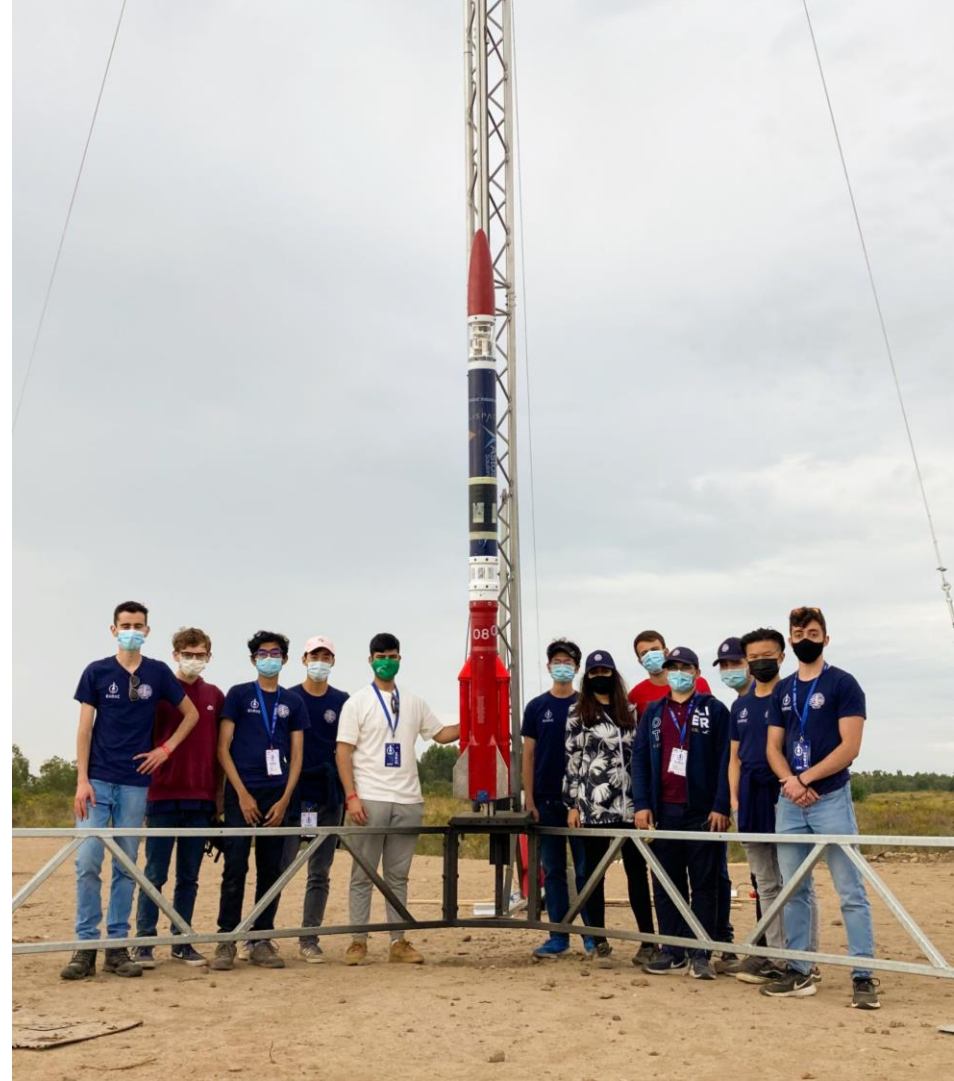














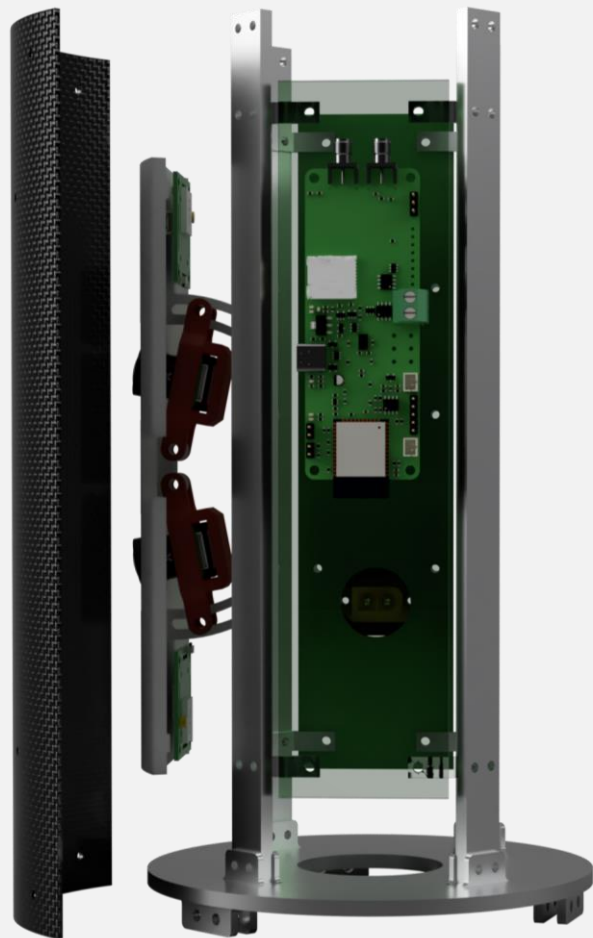
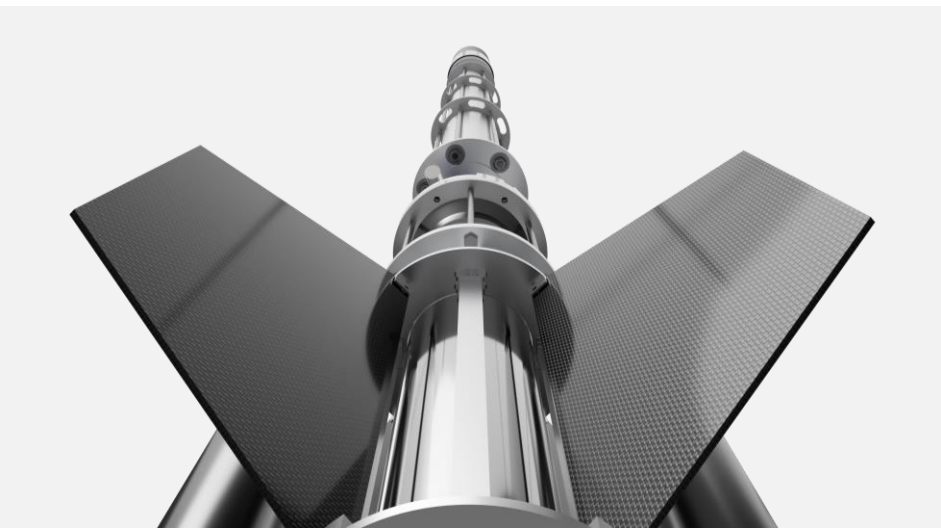
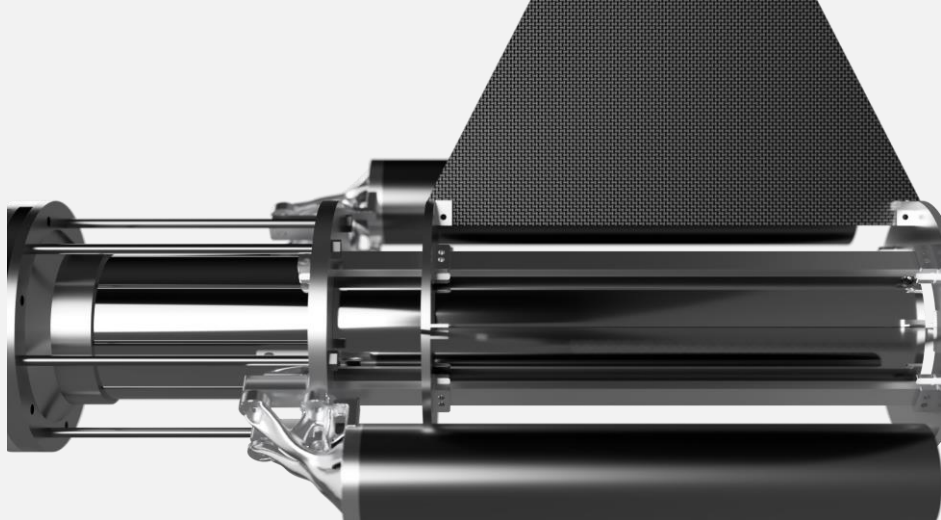




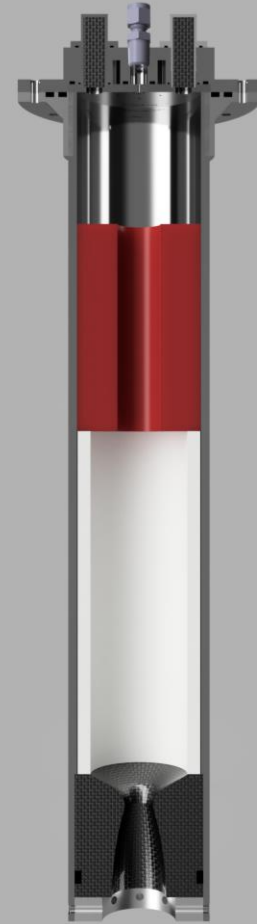
Present Day



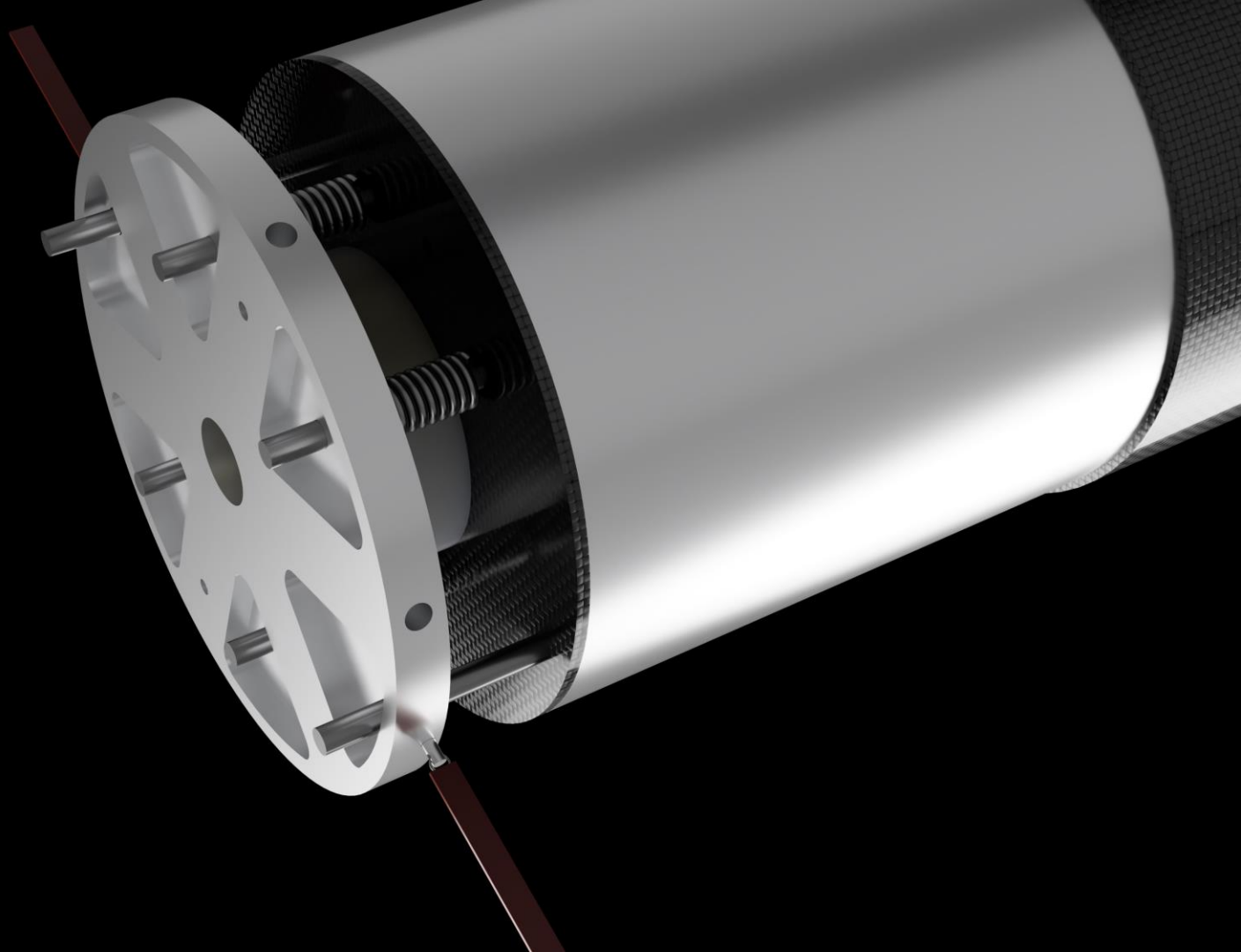
Sporadic Impulse





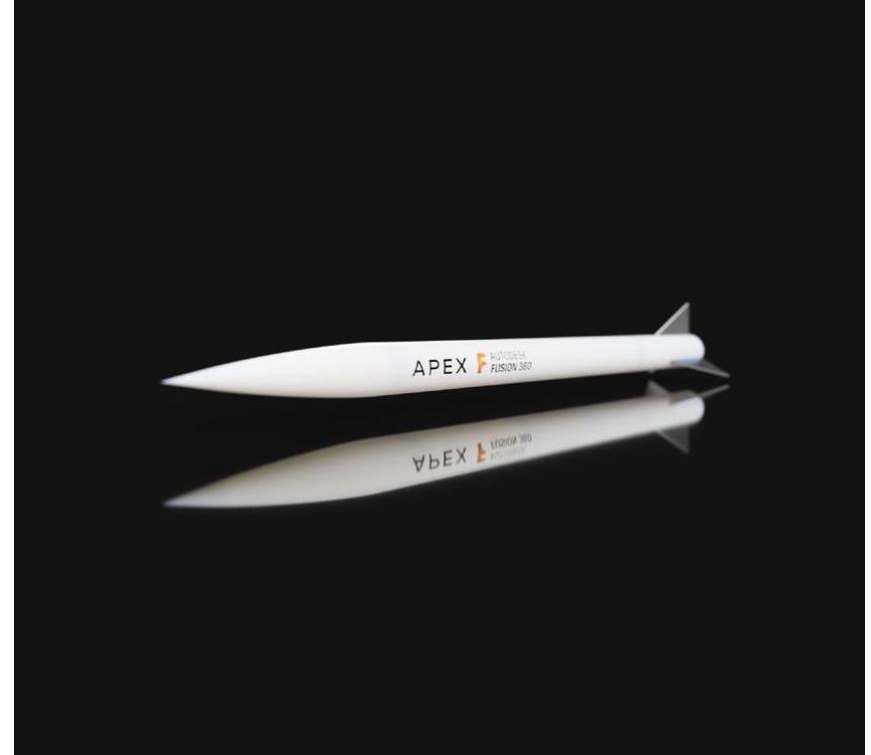






The Future of ICLR

Advanced Projects





Short Term Targets





