



GLIDER CHALLENGE TIMELINE

Aerofoil Basics & Background

Getting started with understanding the key physics and design planning basic.

1

MARCH 7TH
1PM - 2:30 PM
SCI 109

MARCH 14TH
1PM - 2:30PM
SCI 109

2

Soldiworks Workshop

Learning the basic of one of the most common engineering CAD design tools.

Fusion 360 Workshop Part 1

This workshop will focus on the CAD/CAM Capabilities of the software.

3

MARCH 15TH
1PM - 3PM
THH 223

MARCH 16TH
12:30PM - 2PM
LIB 260

4

Fusion 360 Workshop Part 2

Learn about the Makers Space & software availability

Spring Break

Stay in communication with your groups but take it easy. Have a relaxing break!

5

MARCH 21-25
No Campus

MARCH 28TH
1PM - 2:30PM
SCI 109

6

Arduino Workshop

Arduino Pro mini will be used to teach the basics of microcontroller application.

Glider Optimization

Free Fall vs. Controlled Flight. Make a final choice with all the tools at your disposal.

7

APRIL 5TH
12PM - 2PM
SCI 109

APRIL 10TH

8

Autodesk Challenge

Autodesk Challenge to be submitted:
<https://www.instructables.com/contest/gamedesign2023/>

3D Printing Workshop

Please submit your CAD design part files by the end of this week for manufacturing.

9

APRIL 13TH
1 PM - 3PM
LIB 260

APRIL 18-20TH
TBD

10

Assembly Week 1

April 18th | 1 PM - 2:30PM
April 19th | 12:30 PM - 2 PM
April 20th | 12:30 PM - 3 PM

Assembly Week 2

April 25th | 1 PM - 2:30PM
April 26th | 12:30 PM - 2 PM
April 27th | 12:30 PM - 3 PM

11

APRIL 25-27TH
TBD

MAY 4TH
3:30PM - 5 PM
SCI 109/ Cox Field

12

Competition

Following the ASME General meeting, we will proceed to Cox Field for the final contest.