

TechTavta '22-Aeroverse

Flight Simulator (MSFS)

Shivani Seshadri Iyer | **Staff Writer**

The event Flight Simulator in TechTatva 2022 saw all aviation enthusiasts get together to zoom through the darkest skies and fly into the unknown. Whether the fuel was down or the plane was nosediving, participants knew that the pilots were the aircraft's souls and the engine was its heart.

Before the event started, the enthusiasts were taught the workings of the joystick used to control the simulated aircraft and the software used to simulate the flight itself, which was Microsoft Flight Simulator. Ethan Winston D'sa, a second-year aviation enthusiast from the Mechatronics branch, commented "I participated in the event because it was of great interest to me. I wanted to know how things work high up in the sky. I hope that in the future, we can fly faster and higher and be more eco-friendly."

Enthusiasts were given two attempts each to simulate their flight. The functioning of various components and aspects of an aircraft, such as engine function, transmission, levelling of flaps, airspeed, altitude, fuel, compass, and visibility, was shown in an attempt to recreate a flight in real life. The system was programmed to advise the pilots to maintain 70% throttle during the initial climb or to maintain 250 knots or less when flying less than 10,000 feet.

This event was a must-visit for all budding aviation enthusiasts as they were able to use their skills to do something they were passionate about. Once enthusiasts came in, they were on the edge of their seats for a gripping adventure.



A participant maneuvers the craft.

ICARUS

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Aeroverse's ICARUS was a glider-making competition held on day three at the Boxing Arena. Although TechTatva was coming to an end, none of the participants showed any signs of slowing down.

The ten teams that participated were enthusiastic and well-versed in aerodynamic concepts and the craft of model-making. Each team was given a sheet of Balsa wood and a few tools to achieve one primary objective; to design a glider with a 40 cm wing span. *"It was a lot of work, and thrilling, but overall, we had a lot of fun!"* was what a participant had to say.

There were several parameters that were considered for the glider design. The uniqueness of its shape, the ability to fly closest to the target location, and for sustaining flight for the longest time. The judges scored each glider on these criteria and more to determine the winning team.



Tejasvee Dwivedi



A team ready to test their glider.

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