



## Objective

The objective of this project is to simulate and construct an underwater glider.



The team has utilized a variety of simulation applications to determine factors such as pressure distribution over the body, water flow over the glider, and more.





The glider is composed of a **dual hull configuration and a central housing unit**. The physical and simulated design will be driven by propellers and controlled using **4 dive planes.** 



## Team 502: Boeing Under Water Glider

Team: Jake Burns, Tristan Hardy, Nicolas Lorin, Justin Sepulveda, Martin White

Sponsor: Shawn Butler | Advisor: Kourosh Shoele

## **Proposed Design**





Validation of results will be performed with **pitot probes and temperature measurement devices**.



The glider has a PLA printed center body and nose cone, with the propellors and planes being resin printed. The dual tanks use PVC piping. Two aluminum 7075 plates are attached to the bottom.