

FSAE ELECTRIC THOR



Current Status

The picture above of the mock up accurately depicts our progress. We currently have a working high voltage drivetrain with both electric motors spinning and being controlled by our low voltage controls circuits. Below discusses a bit more about our components and their progress.

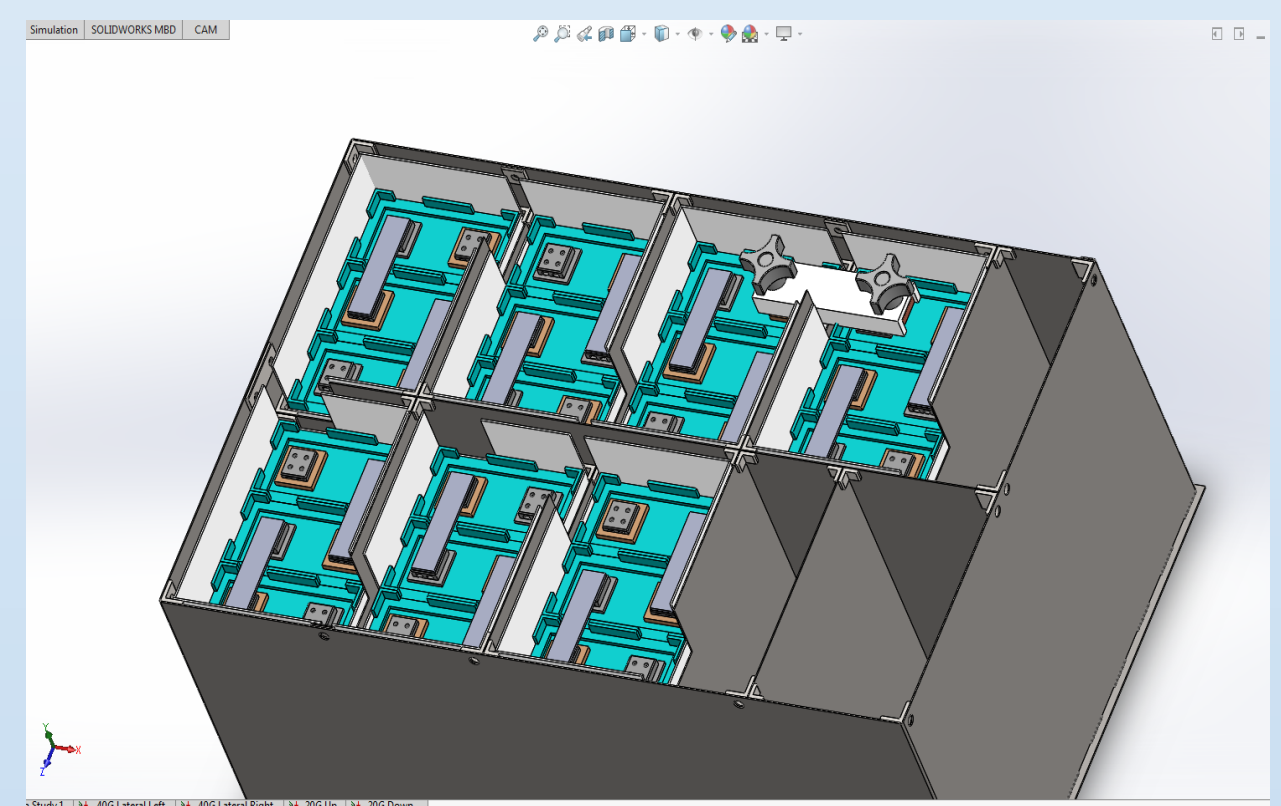
Goals

- Compete at FSAE Electric in June 21, 2017
- Pass technical inspection following all 1200 rules
- Compete in at least one dynamic event
- Complete running car 45 days before competition



Requirements

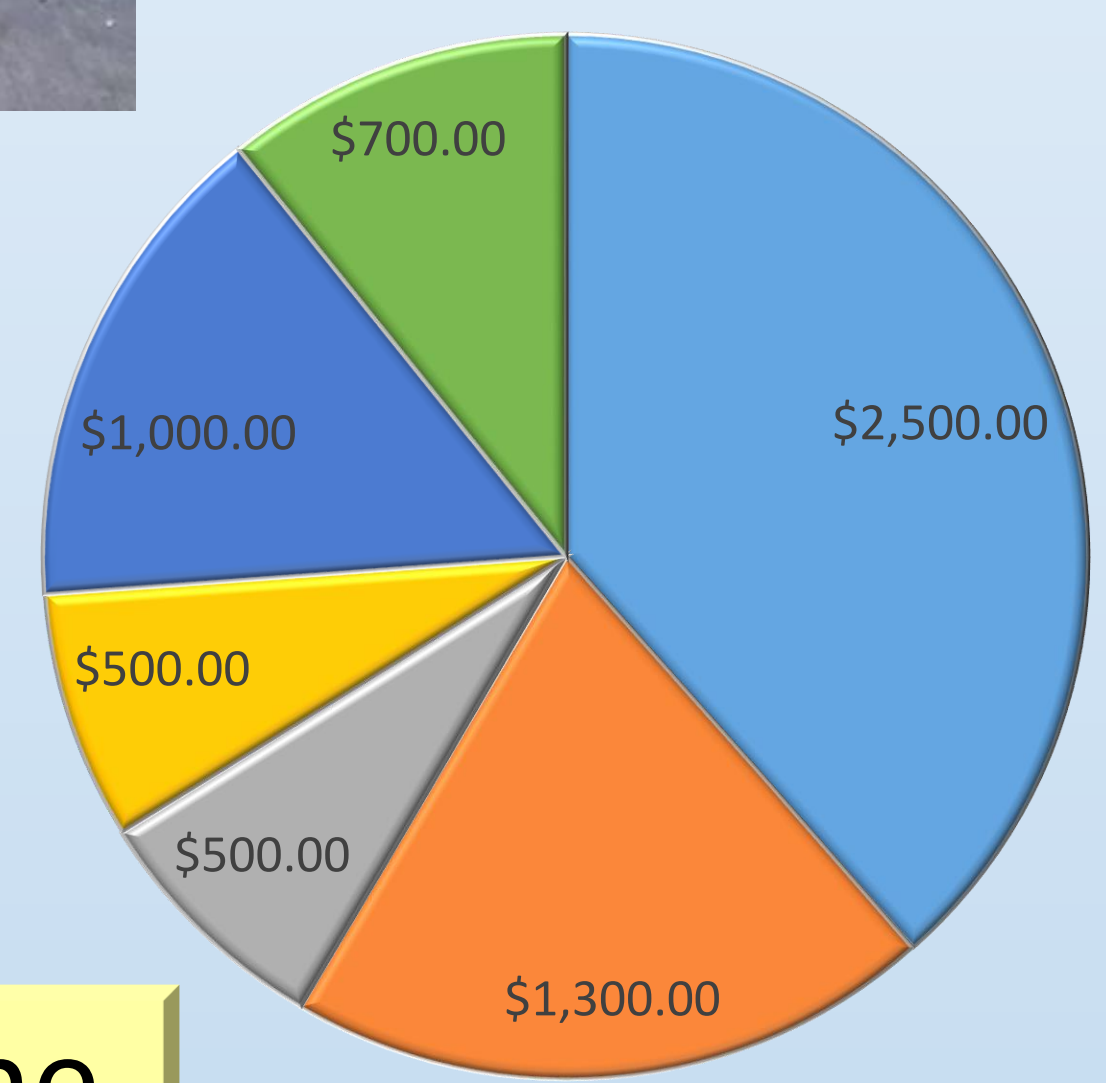
Requirements are set based on the FSAE rules document, every single rule is a requirement the racecar must meet. The other requirement is to follow safe practices in all aspects of the project including manufacturing and testing.



Team Structure

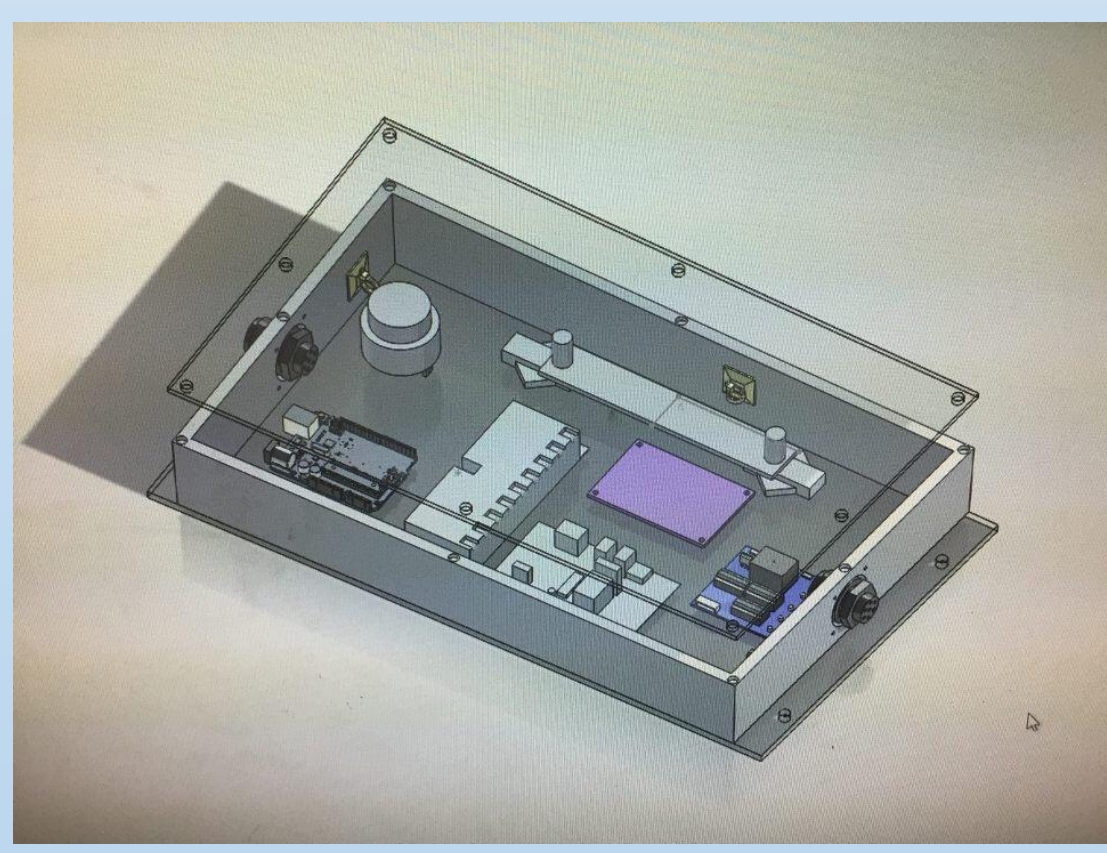
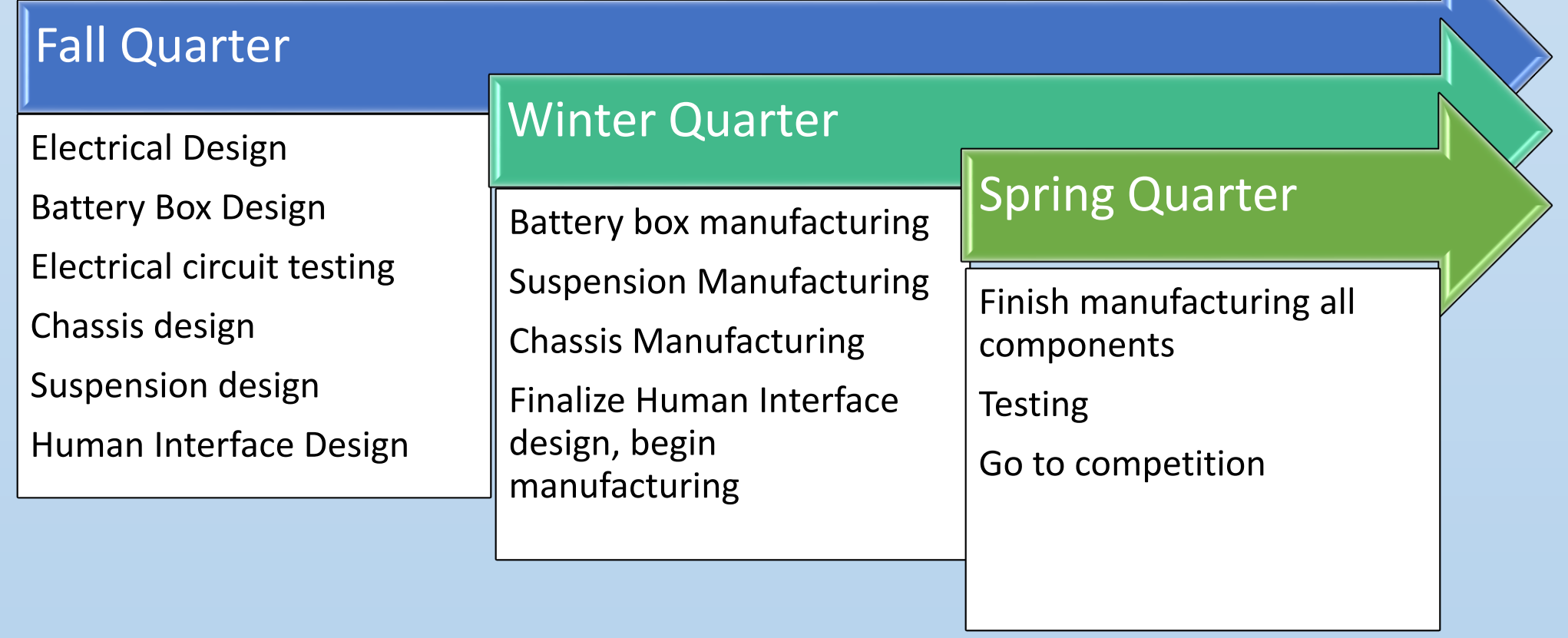
- Advisor
Professor McCarthy
- Chief Engineer
Zach DeMotte

Budget



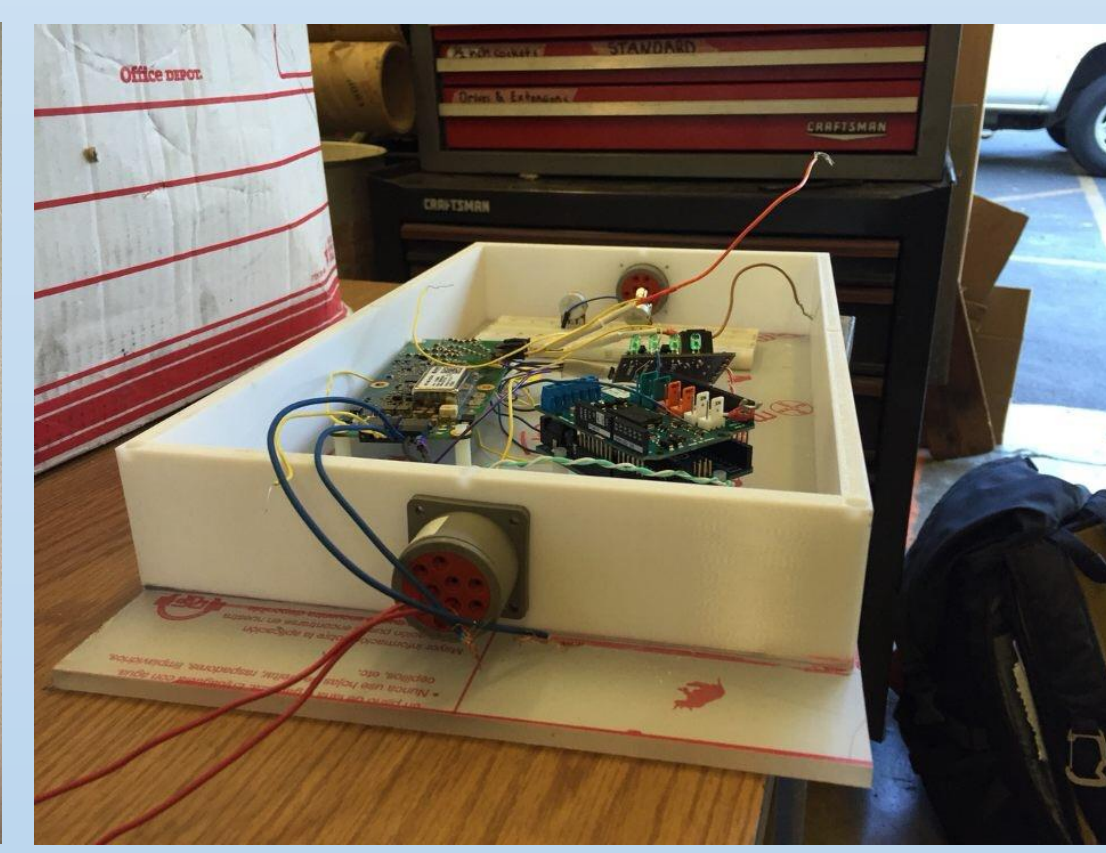
- Electrical Lead
Xavier Dedenbach
- Batteries Lead
Mark McCorkle
- Chassis Lead
Peter Bui
- Human Interface
Haoli He
- Suspension Lead
Liam Buchanan
- Powertrain Lead
Antonio Rojas
- Team Engineers

Timeline



LV Electrical

Provides the control for the car. FSAE rules require a throttle plausibility circuit, a brake system encoder, a brake plausibility device, an insulation monitoring device, a ready to drive sound, a battery management system, a shut down relay board, a precharge discharge circuit, and a tractive system active light. Every circuit except the IMD is working.



Battery Box

This year we hope to run one battery box in the rear of the car. The battery box must be able to easily hold 150 lbs of batteries while meeting the FSAE requirement of up to 40g loads without structurally failing. The box simulation is shown above and a mock up to the right.



Powertrain

Powertrain is the high voltage electrical as well as the mechanical component of the drivetrain. Thor will use 2 ME1003 motors and operate at 72 volts.

Chassis

The chassis is the frame of the car, it is still currently in design, though this is the current iteration.

