Virtual UAV Lab: Virtual Lab for UAV Assembly for Educational Training

Akanksha R. Thakare[1], Rutuja R. Arkhade[2], Dr. Suchita B. Chavan[3]
[1,2,3]*Department of Computer Engineering, SNJB's Late Sau. Kantabai Bhava Lalji Jain College of Engineering, Chandwad, Nashik – 423101, Maharashtra, India*

***Abstract*—Unmanned Aerial Vehicles (UAV) are becoming more accessible as a means of research and leisure. Educational platforms that assist students and researchers to learn about the design, construction, and operation of UAVs are crucial. Traditional practices of learning UAV construction and operation require the use of expensive kits, dedicated labs, testing environments, and significant technical knowledge. To resolve these issues, present DroneLab (virtual UAV Lab), a research tool that offers users the ability to design, construct, and manipulate UAVs in a 3D virtual environment.**

DroneLab (virtual UAV Lab) utilizes modern teaching web applications such as Next.js, Tailwind CSS, and Three.js for an engaging and easy-to-use virtual laboratory for learning UAVs. In the virtual laboratory there are 3 primary modules, the UAV copter Assembly, Learn Parts Module, and Drone Types Explorer. The UAV copter Assembly constructs UAVs using basic building blocks of UAV construction. The Learn Parts Module teaches users about the components of a UAV. The Drone Types Explorer presents different design configurations for UAVs and their operational roles. The manipulation of the 3D virtual UAV laboratory provides users the knowledge of UAV construction that is only obtainable through the use of physical UAV kits. DroneLab (virtual UAV Lab) is a cost-effective solution for UAV construction and manipulation. It is easily scalable and addresses the need of the users. The self-contained interactive nature of design aids in learning and understanding the roles of the various components of the UAVs. The proposed system has the potential to assist the practice of engineering education and research, and self-learning, and provides a baseline of future upgrades such as flight simulations incorporating physics and AI drone design, as well as the integration of VR.

***Index Terms*—Virtual UAV Laboratory, Interactive Drone Assembly, Three.js, 3D Visualization, UAV Component Learning, Web-Based Simulation, Engineering Education, Digital Prototyping, Drone Technology.**

I. INTRODUCTION

Unmanned Aerial Vehicles (UAVs), or drones, have seen significant growth in recent years. UAV are now widely used in areas like aerial photography, agriculture, surveillance, disaster management, mapping, and engineering research [1]. As drone technology gains importance, there's a growing need for effective educational tools. These tools should help students and researchers understand drone structure, component integration, and flight dynamics safely and affordably [2].

Traditional drone training often depends on physical hardware and real-world testing. While these methods are effective, they require a large financial investment, specialized equipment, and controlled testing environments. Additionally, beginners may struggle to grasp how drone components like frames, motors, propellers, flight controllers, sensors, and communication modules interact before working with actual hardware [3]. These challenges emphasize the need for accessible virtual learning platforms that simulate drone assembly and operation without the risks that come with physical testing.

Recent developments in web technologies, such as WebGL, Three.js, and interactive 3D visualization frameworks, have allowed for browser-based virtual labs in engineering education [4]. Several studies show that simulation-based learning environments can enhance student engagement, practical understanding, and technical skills related to UAV systems [5]. However, many existing platforms mainly focus on flight simulation or pilot training and offer limited support for interactive drone assembly, component-level learning, and exploring different drone configurations [6].

To tackle these limitations, this paper introduces ** virtual UAV Lab **, a web-based interactive platform created to support drone education through 3D visualization and virtual assembly. Users can build drones by selecting and arranging components in a virtual setting. They can also explore detailed information about drone parts and learn about various UAV types through an easytouse browser interface. Built with modern web technologies like Next.js, Tailwind CSS, and Three.js, the system offers an engaging and accessible learning experience without needing to install specialized software. The main goal of virtual UAV Lab is to connect theoretical UAV education with practical understanding by providing a realistic virtual lab environment.

The platform aims to enhance learning outcomes, encourage experimentation, and facilitate future improvements, such as AI-assisted design suggestions, physics-based flight simulation, and advanced drone analytics.

II. LITURATURE SURVEY

The rapid development of Unmanned Aerial Vehicle (UAV) technology has sparked greater interest in virtual training and simulation platforms for drone education. He et al. [1] created a WebGL-based UAV virtual simulation teaching system. This system allows students to learn drone operations in an interactive browser environment. Similarly, MoraSoto et al. [2] introduced a realistic UAV teleoperation simulator that provides accurate flight behavior and control testing. These studies show that virtual simulation environments can improve accessibility, lower training costs, and enhance learning experiences without needing physical drone hardware. Several researchers have aimed to improve educational outcomes using immersive visualization and interactive learning methods. Wu et al. [3] created a virtual drone system that helped students better understand geographical concepts through drone-based exploration. Kim et al. [4] built a web-based 3D visualization platform for UAV design and testing. This platform lets users interact with drone models directly in a browser. Gupta et al. [5] also highlighted the importance of virtual laboratories in engineering education. They showed that simulation-based learning helps improve conceptual understanding and student engagement. These findings support using interactive 3D environments for technical education and skill development. Recent studies have also looked into advanced UAV technologies like intelligent control systems, reinforcement learning, and component visualization. Chan et al. [6] examined reinforcement learning based drone simulators and discussed their uses in developing autonomous UAVs. Bahambari et al. [7] introduced a Fuzzy-PID-based flight control system for quadcopters, which improves flight stability and control performance. Zhao and Wong [8] suggested a framework for modeling and visualizing drone components, stressing the importance of understanding each UAV part. While these studies provide valuable insights into drone simulation and education, most focus on specific aspects of UAV learning. The proposed **DroneLab (virtual UAV Lab) ** fills this gap by combining drone assembly, component learning, and drone-type exploration into a single browser-based virtual learning platform.

III. PROBLEM STATEMENT

The growing use of Unmanned Aerial Vehicles (UAVs) in various fields has led to a greater need for effective drone education and training. However, traditional learning methods often require expensive drone hardware, special laboratories, and real-world flight testing, which makes them hard to access for many students and beginners. Current drone simulators mainly focus on flight control and pilot training. They offer limited help in understanding drone parts, assembly processes, and different UAV setups. Additionally, the absence of an interactive, browser-based learning environment makes it tough for learners to acquire practical knowledge without physical equipment. Therefore, we need a web-based virtual drone laboratory that allows users to build drones with 3D components, learn how individual parts work, and explore various drone types in an engaging environment. The proposed **(virtual UAV Lab) ** tackles these issues by offering an accessible, affordable, and interactive platform that improves UAV learning through 3D visualization and virtual drone assembly.

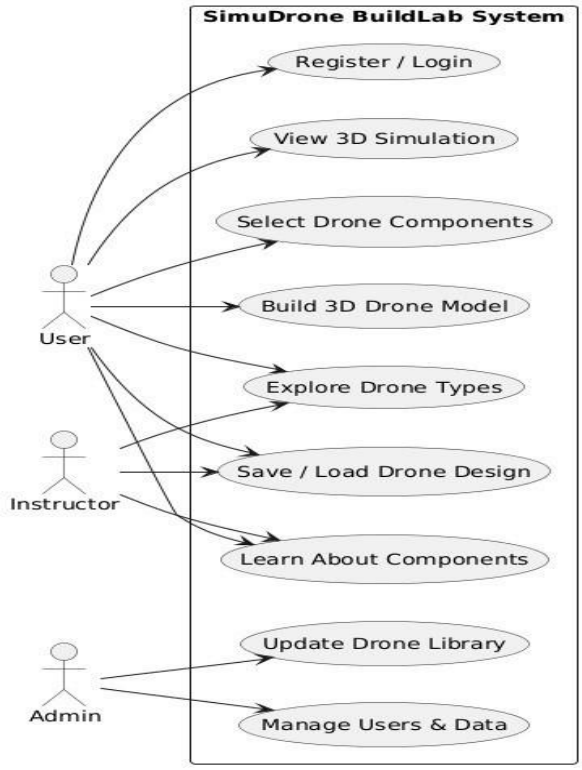
IV. PROPOSED SYSTEM

The system we are talking about is called DroneLab, which is also known as virtual UAV Lab. This is a

website that people can use to learn about drones in a fun and hands-on way. With virtual UAV Lab users can build drones on the computer by picking out the parts they want to use, like the frame, motors, propellers, batteries, cameras and GPS modules and putting them in a 3D space.

virtual UAV Lab also has a part called Learn Parts, where people can learn about each part of the drone what it does what it is like and how it is used in real life. There is also a part called Drone Types, where users can look at kinds of drones see what they look like in 3D and read about them built virtual UAV Lab using technologies like Next.js, Tailwind CSS and Three.js. This means that people can use it in their web browser without needing any special software or a real drone. virtual UAV Lab is trying to do a thing at the same time: help people learn about drones teach them about the parts that make up a drone and let them explore different kinds of drones. All of this is meant to help people understand drones better and give them a way to practice and learn without needing a real drone. This is good for students, teachers and people who just like drones. virtual UAV Lab is a system that's all, about drones and it is trying to make learning about drones more fun and easier to do.

4.1. USE CASE DIAGRAM



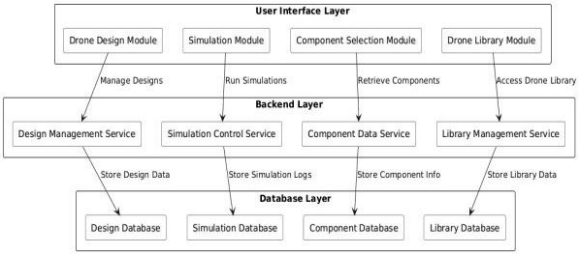
The Use Case Diagram is really useful because it shows how people interact with the virtual UAV Labsystem. It gives us a picture of what the virtual UAV Labsystem can do for us like building drones and learning about components. We can also see how to simulate things and manage the system.

V. SYSTEM ARCHITECTURE DIAGRAM

The virtual UAV Lab system is made up of three parts: the User Interface Layer, the Application Layer and the Data Layer.

The User Interface Layer is where you find the web pages that let you build drones learn about the parts and look at the different types of drones. The Application Layer is what makes things happen when you do something on the website. It uses something called Three.js to show you what the drones look like in 3D. It also helps you pick the parts you want and see what they look like. The Data Layer is like a storage room where all the information, about drone parts, types of drones and descriptions are kept. This system makes it easy for the different parts of the website to talk to each other.

So, when you use the virtual UAV Labsystem, you can build drones learn about the parts and look at the different types of drones without any problems. The virtual UAV Labsystem makes it easy for you to do these things because it is designed to work.



VI. METHODOLOGY

virtual UAV Labis made with Next.js, Tailwind CSS and Three.js. This makes it a cool place to learn about drones in 3D. The system keeps all the drone parts and types in separate files. This makes it easy to keep track of everything.

You can make your virtual drone by picking the parts you want in the Drone Builder Module. The Learn Parts Module is where you can learn about each part. The Drone Types Module is where you can see all the

kinds of drones. Three.js is what makes the drone models look so real in 3D. It is really fun and educational to use virtual UAV Laband learn about drones.

VII. FUTURE SCOPE

The future of virtual UAV Labis going to be really cool. It will have things like flight simulation and physics-based drone behavior. This means virtual UAV Labwill be able to tell users how their drone will fly in situations. It will also have AIpowered design recommendations. So virtual UAV Labwill be able to give users ideas on how to make their drone better.

virtual UAV Labcan also get some features like Virtual Reality and Augmented Reality. This will make it more fun to learn about drones. Users will be able to work with other people in real time. They will be able to see how their drone is doing away. virtual UAV Labwill also be able to work with kinds of drones.

In the future virtual UAV Labmight even be able to work with real drone hardware. This means users can take the drone they designed on virtual UAV Laband make a version of it. everyone can use this drone to try out things and learn more about drones. virtual UAV Lab will be really helpful, for people who want to learn about drones and make their own.

VIII. CONCLUSION

virtual UAV Labis a website that lets people learn about drones in a cool way. It is like a lab where you can build drones on the computer and see how they work in 3D. You can look at different kinds of drones and learn about the parts that make them fly. This is a way to learn because it is fun and easy to use. The people who made virtual UAV Labused web tools like Next.js, Tailwind CSS and Three.js to make it work well and not cost too much. This means that people do not need to buy equipment or go to a special place to learn about drones. virtual UAV Labb helps people understand how drones work by letting them build and explore drones on the computer. It is a tool for students, teachers and people who love drones. virtual UAV Labcan help people get experience with drones without actually having one. In the future virtual UAV Lab might get even better with features like suggestions from intelligence, simulated flights and special reality features. This will make it an amazing tool, for people who want to learn more about drones and even do research on them.

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