

Method for determining the path of an unmanned aerial device and other
associated methods

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Abstract

A modeling method using digital processing of a three-dimensional environment to establish pathways for unmanned aerial devices which are optimized according to different priorities, the method being characterized in
10 that it comprises the following digital processing steps:

- (a) providing a three-dimensional model of volumes (PEXi) wherein flight is prohibited,
- (b) subdividing the model into individual elements (PVk),
- (c) determining a center (Pk) for each individual element,
- 15 (d) establishing and memorizing a graph, the nodes (Pk, Ik) of which are formed by at least one portion of the centers, and the branches of which are weighted by the distances between the nodes and by at least one weighting associated with a given priority.

A method is also proposed for determining, using an unmanned aerial
20 device, a path between two points in a three-dimensional space modeled by such a graph, and steering methods using such a determination.

Figure for the abstract: Fig. 11