





Life support systems

Basic human needs

Self-actualization



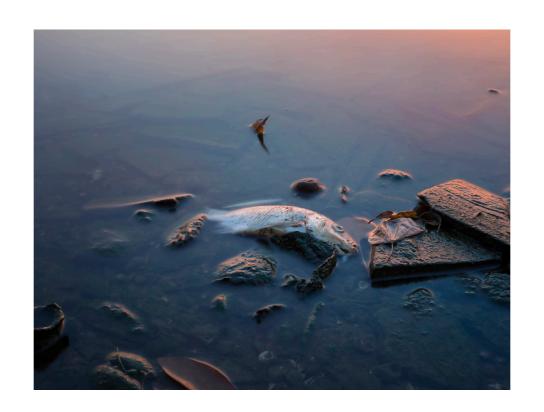
VIDEO



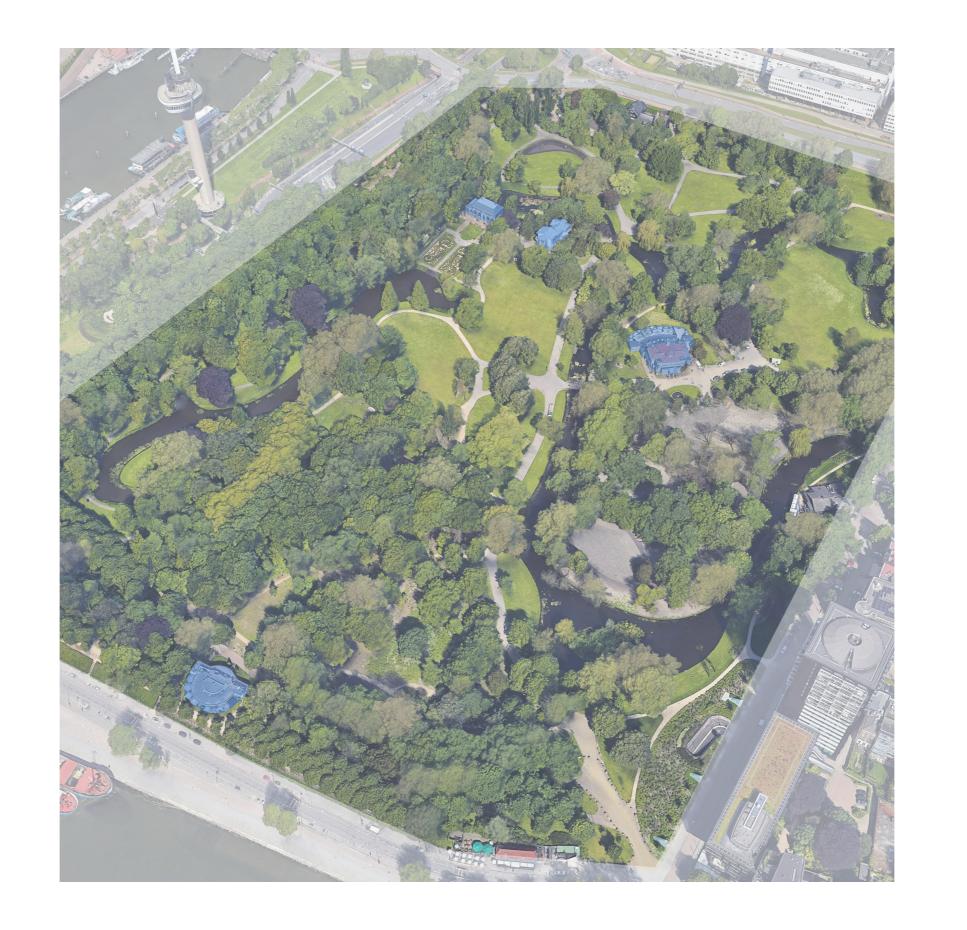




























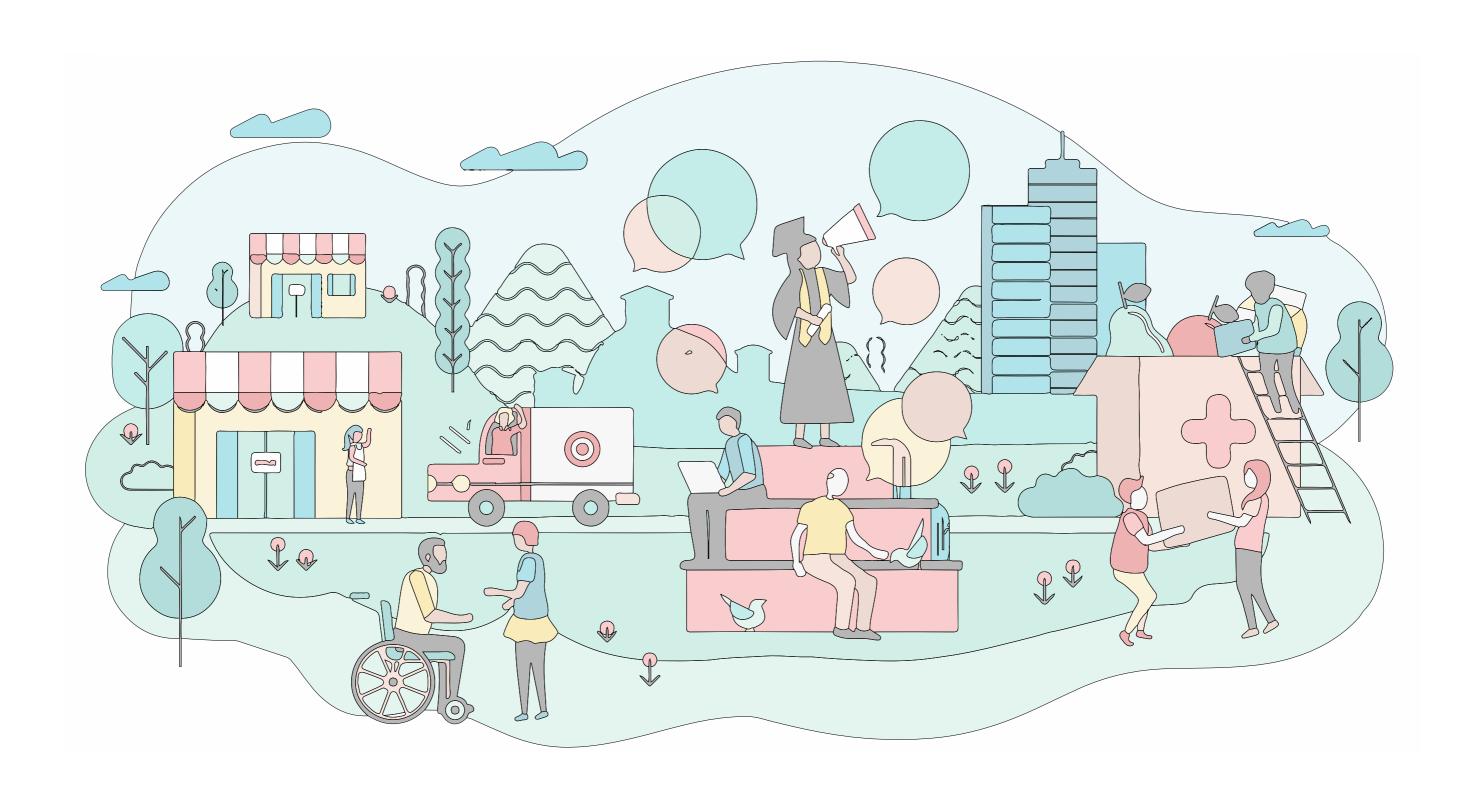






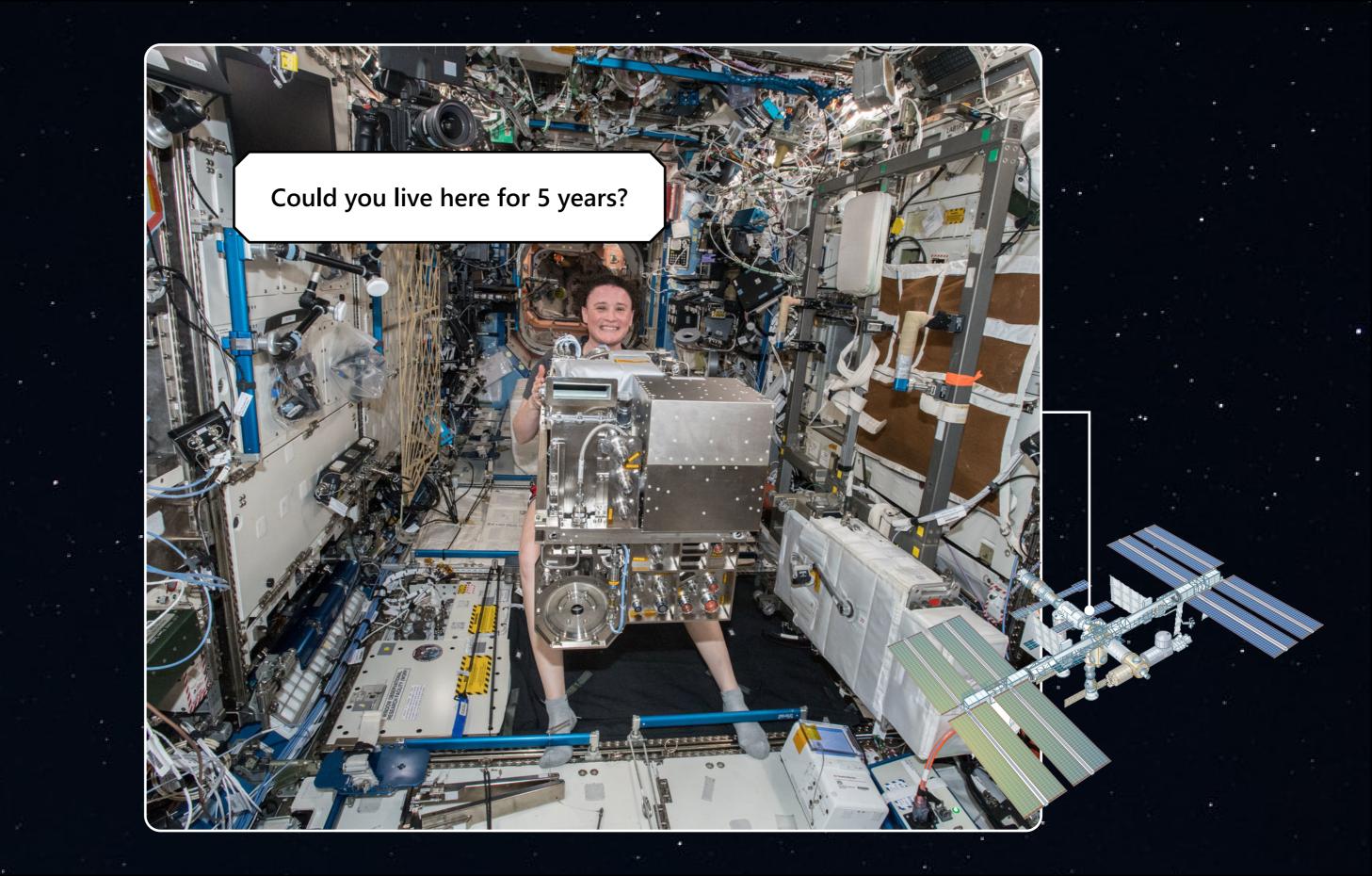




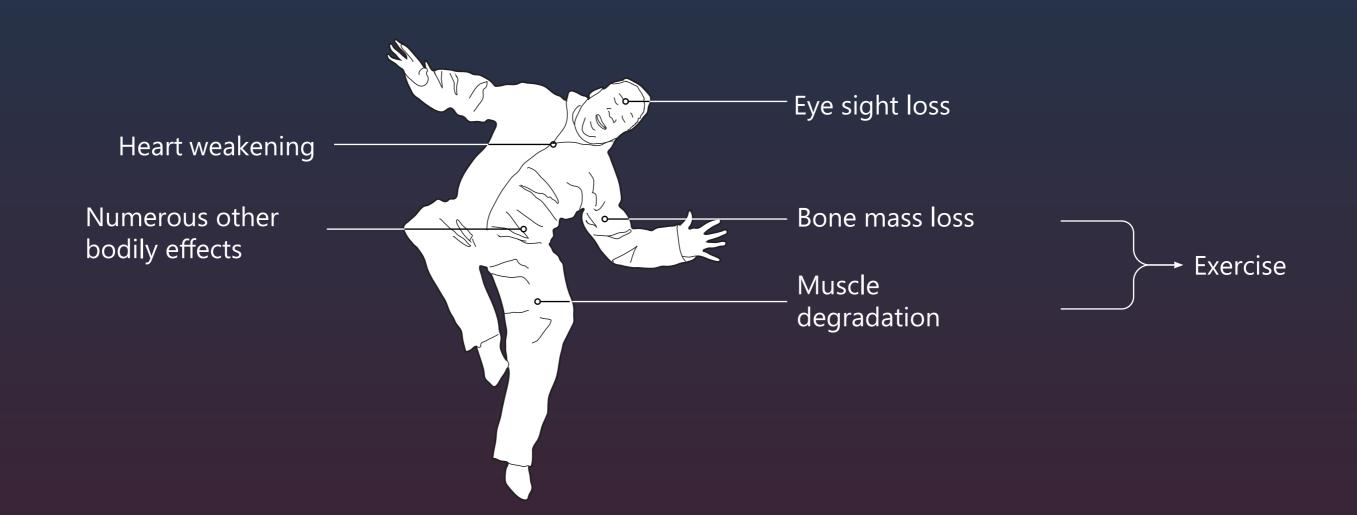




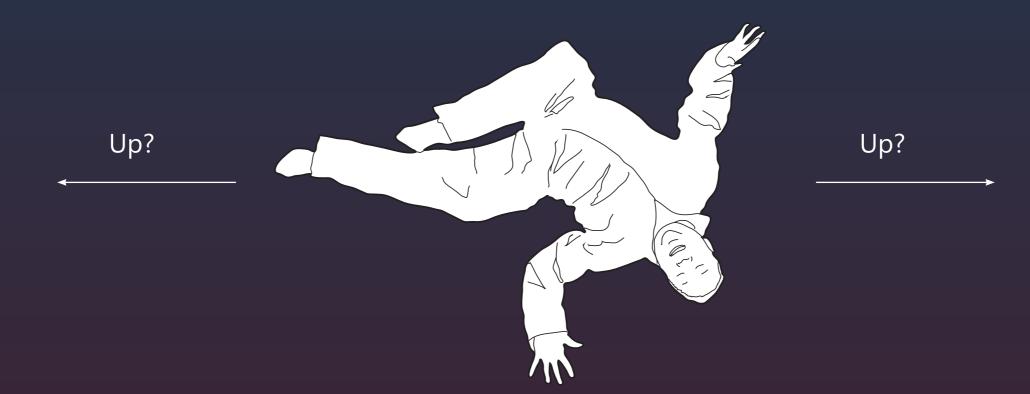




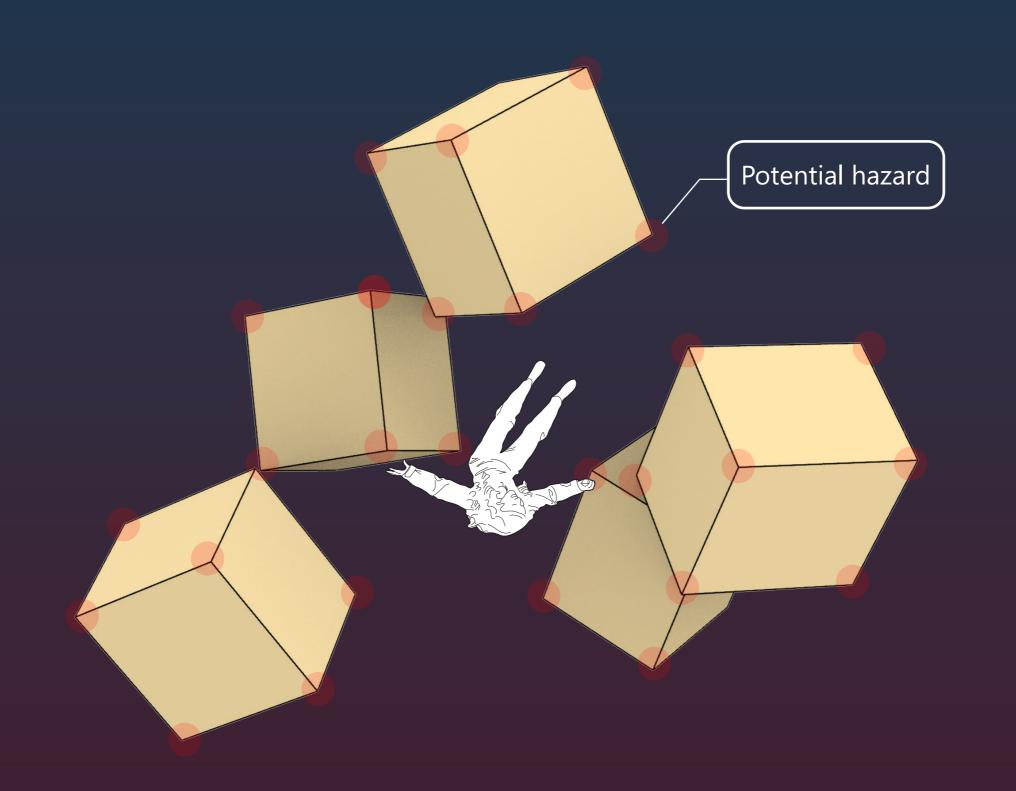




Up?



Up?





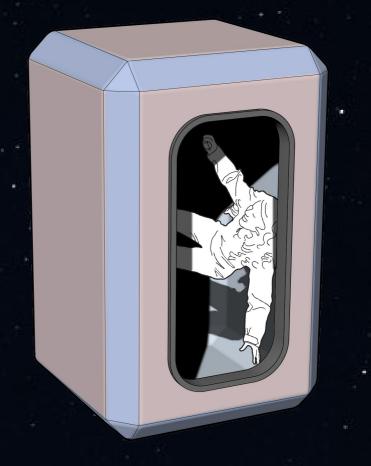








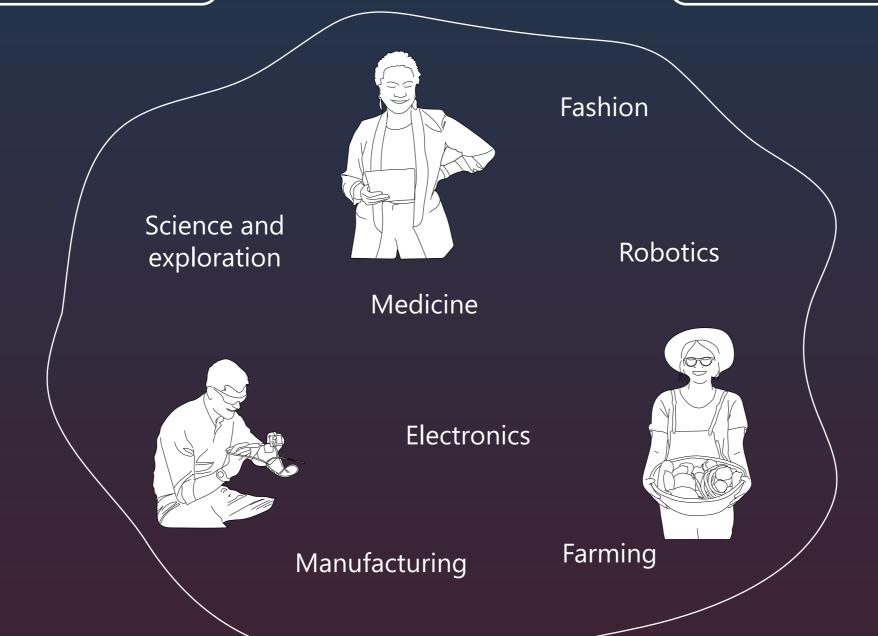
Micrometeorites

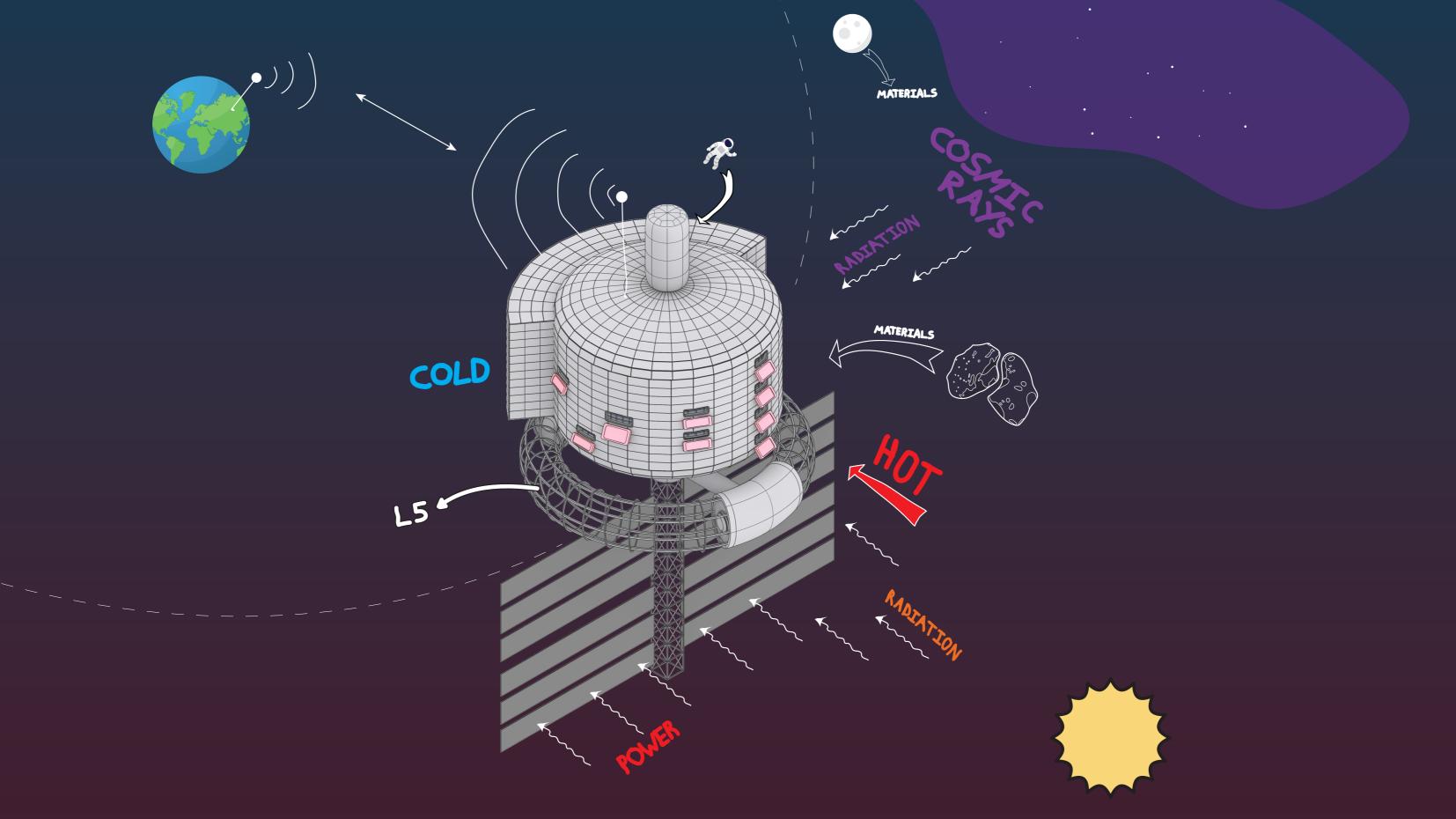


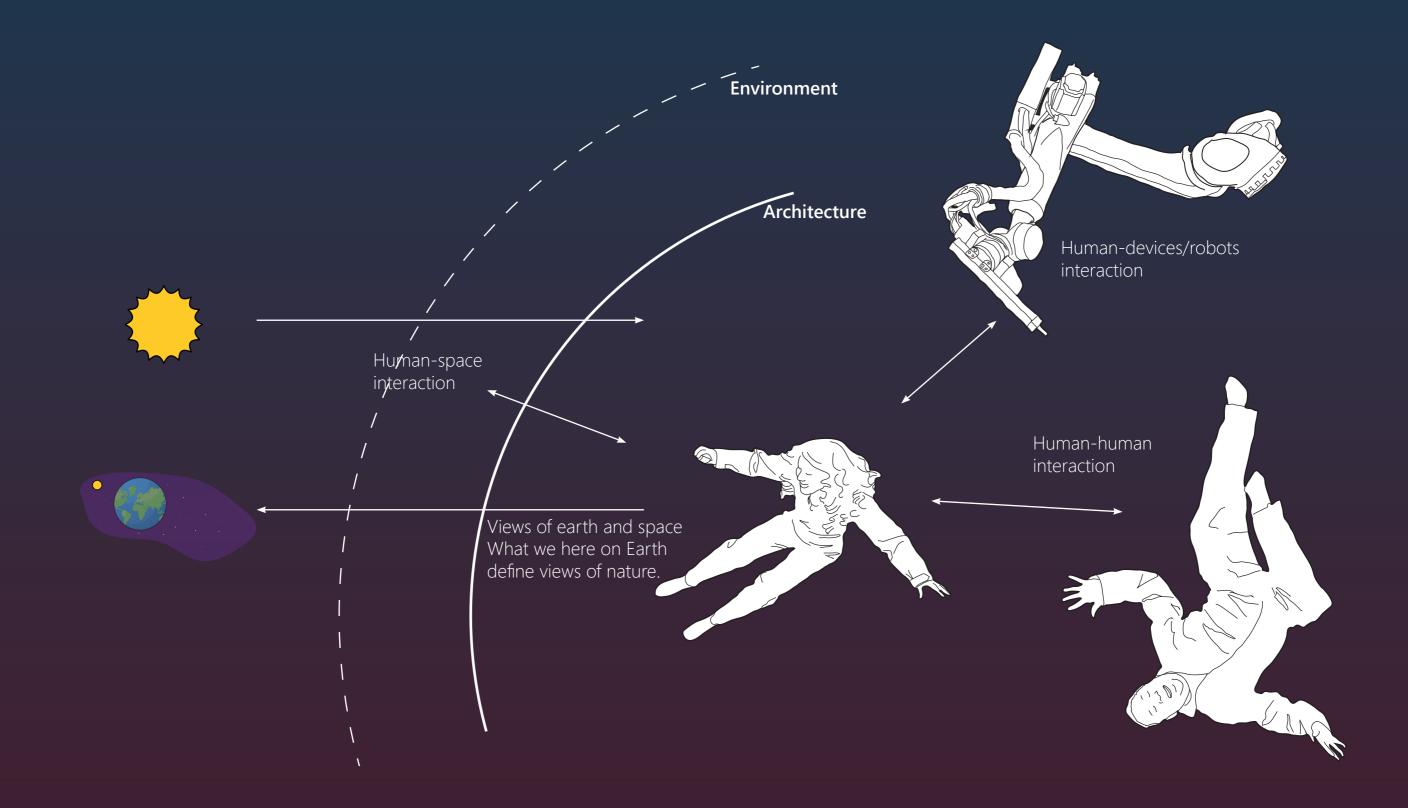


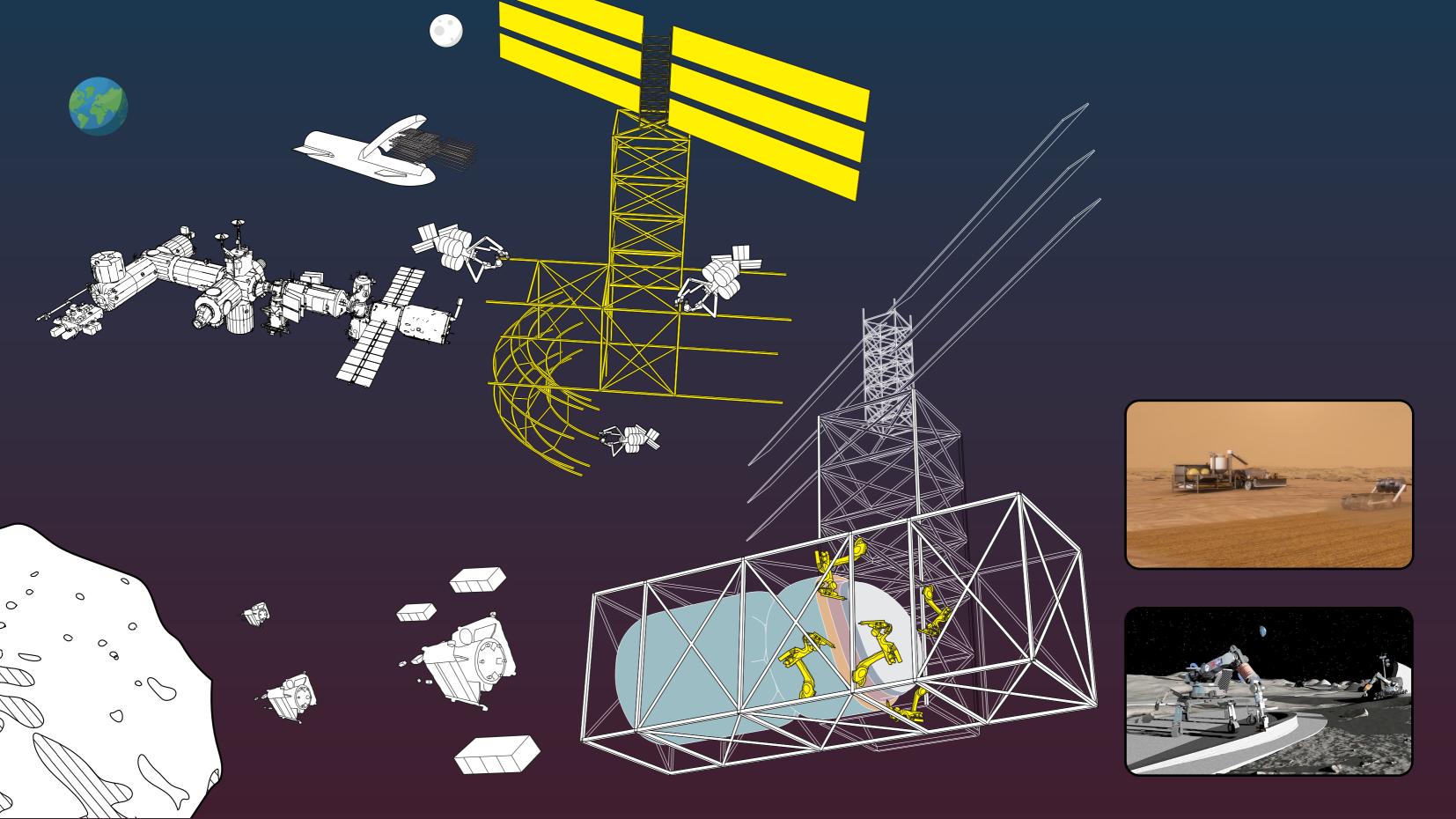
Inclusive

Collaborative

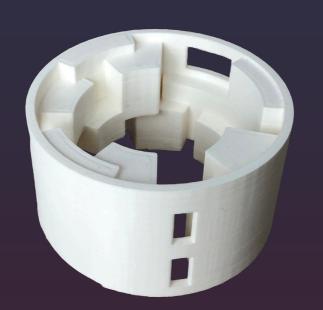




















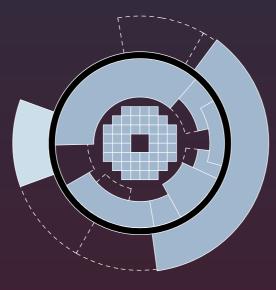
Stage 2



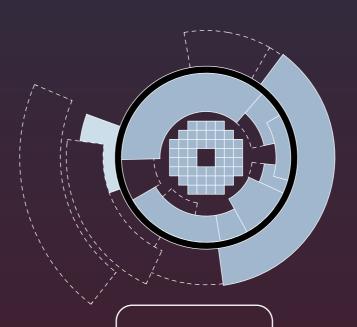
Stage 3



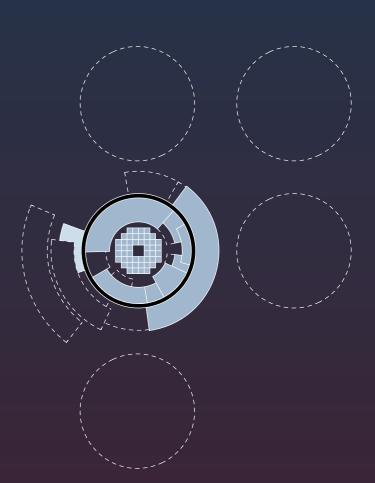
Stage 4



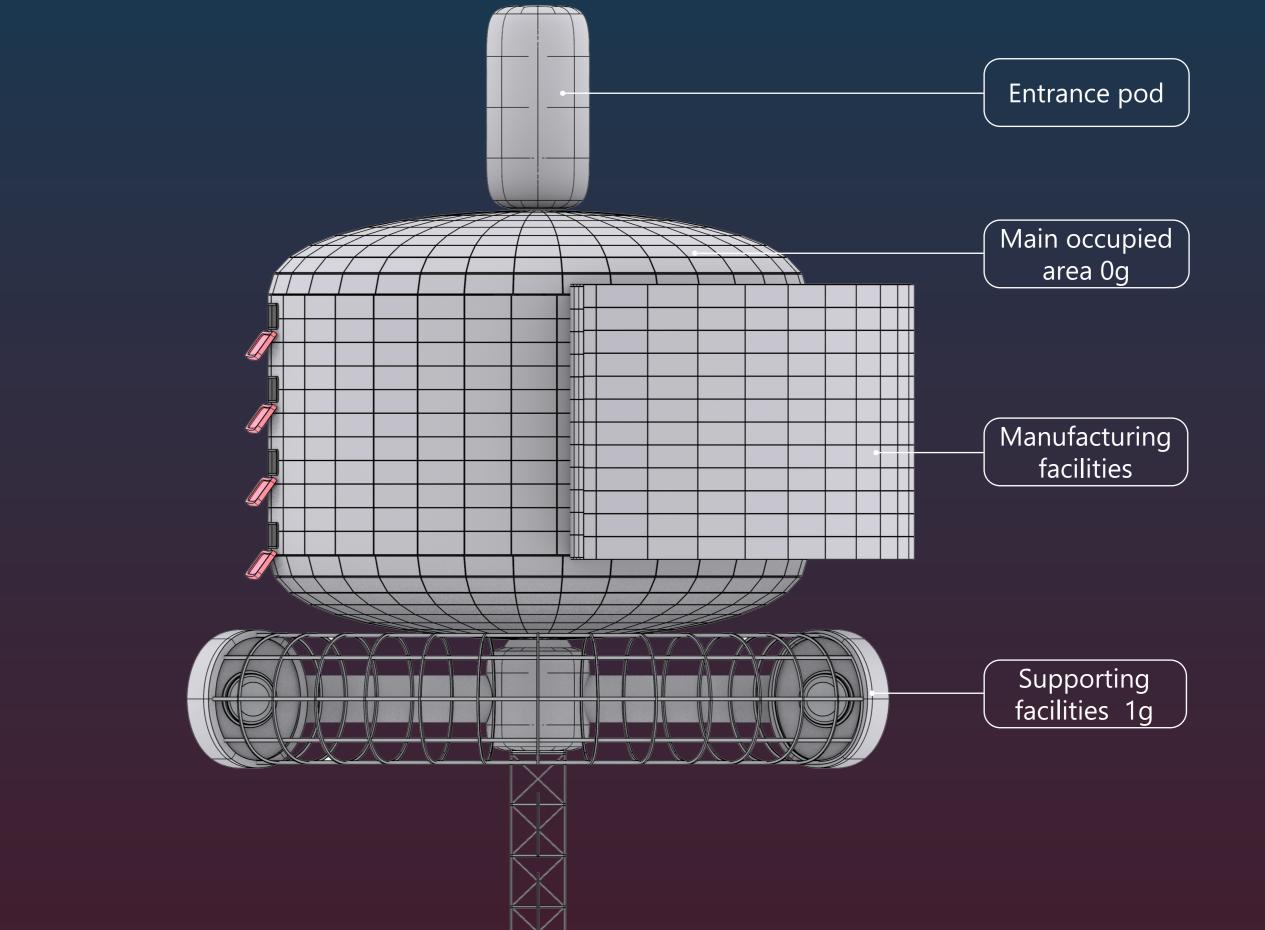
Stage 5

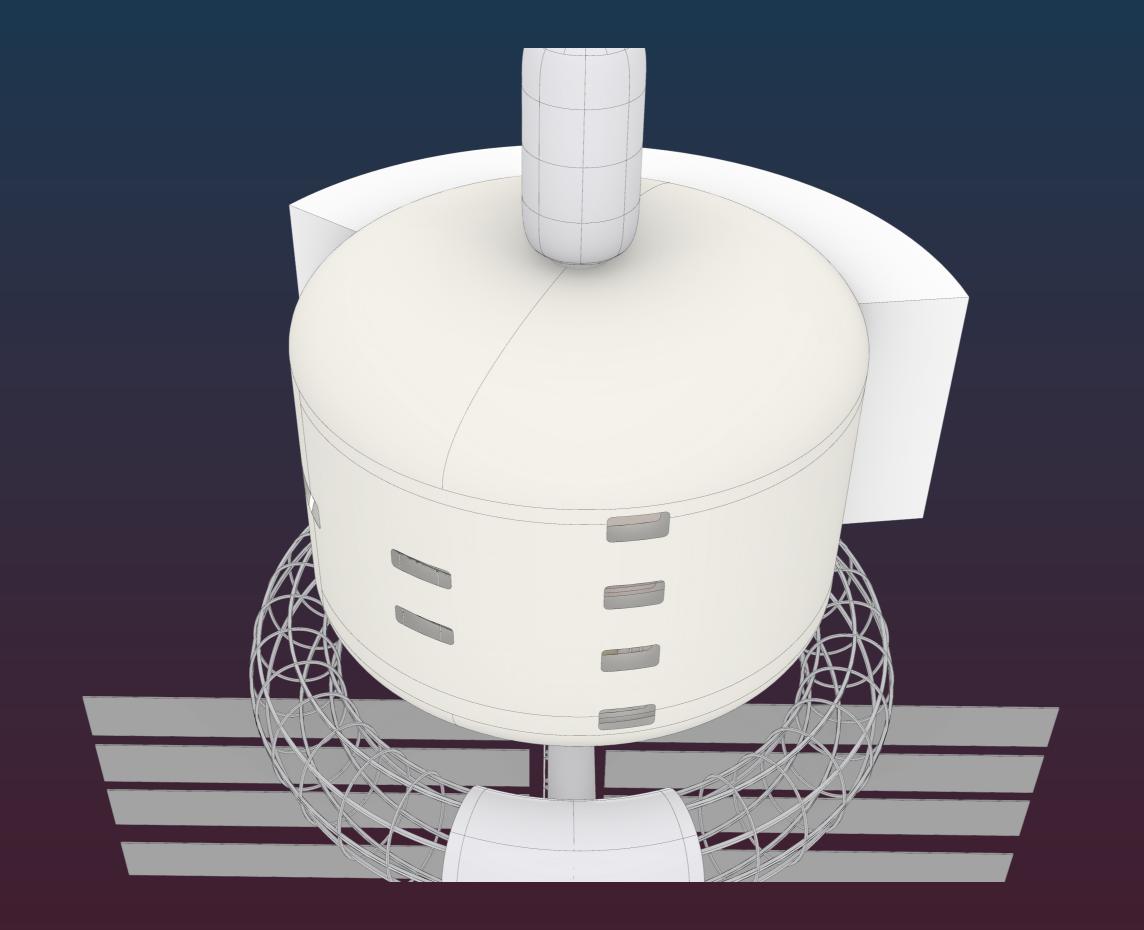


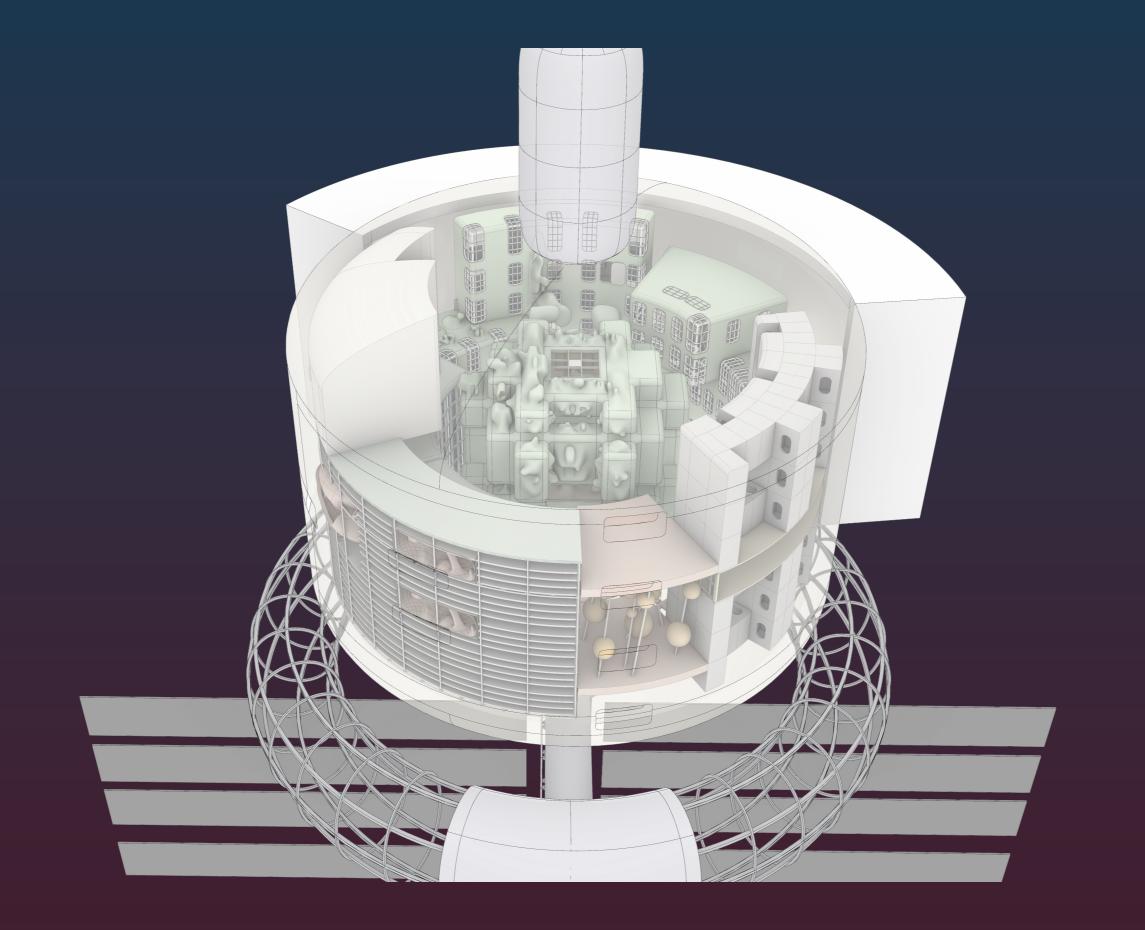
Stage 6

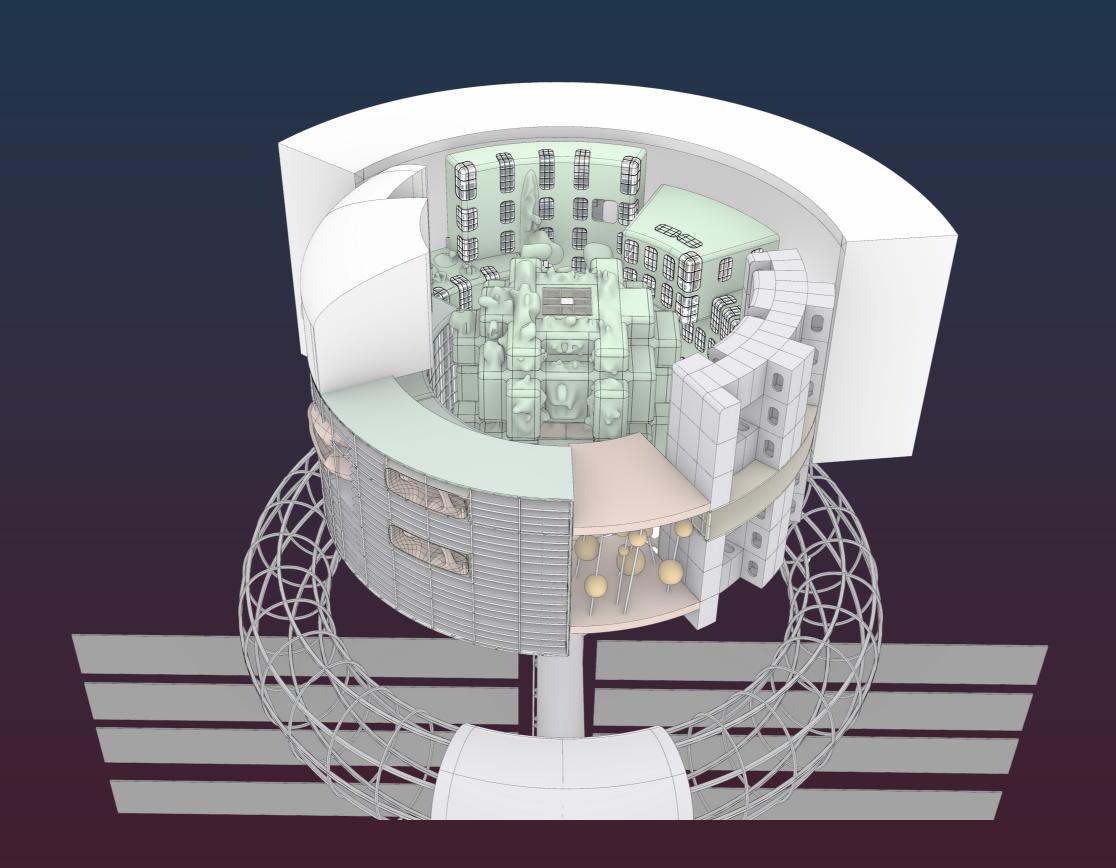


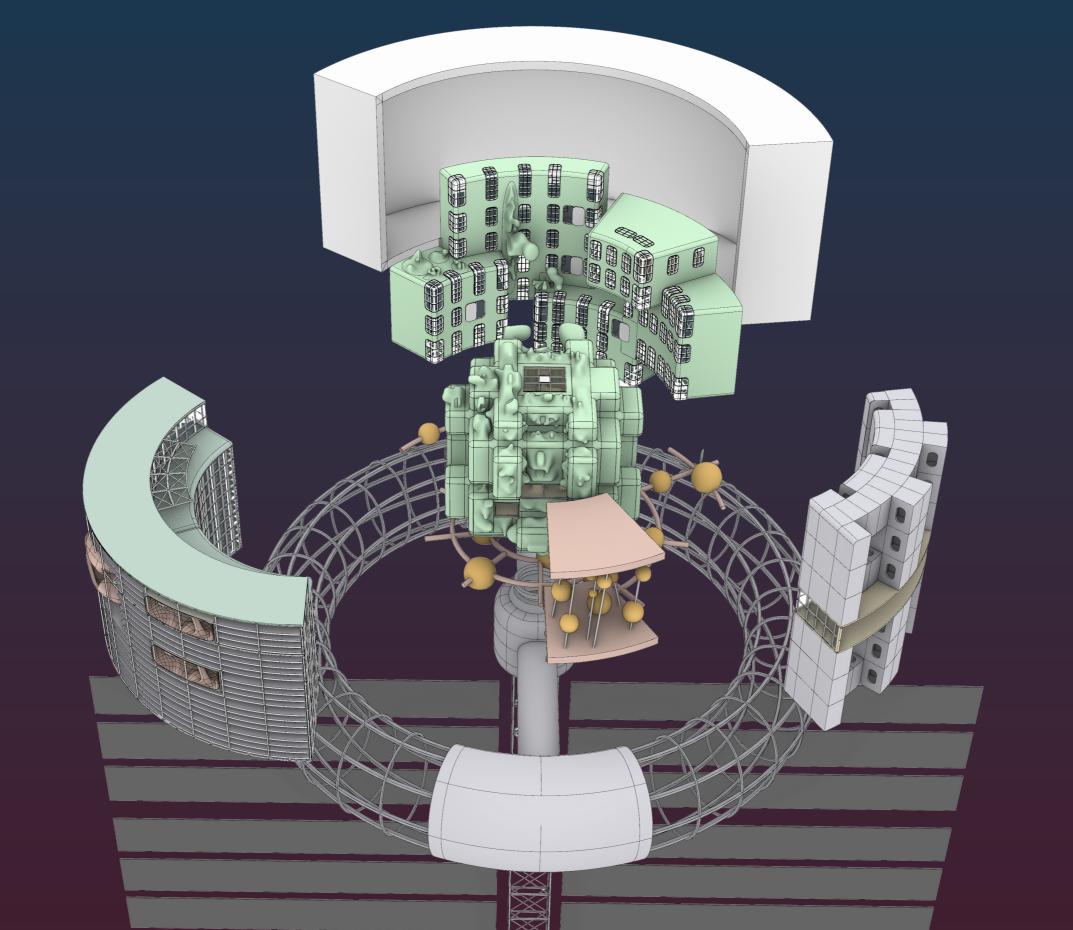
Stage 7

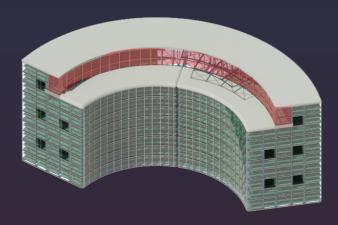




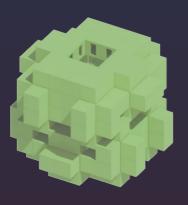




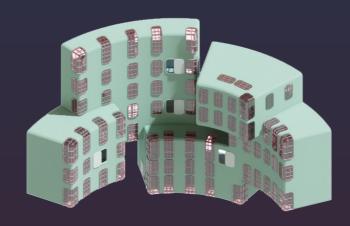




Vertical farming, shops, cafe, exhibition



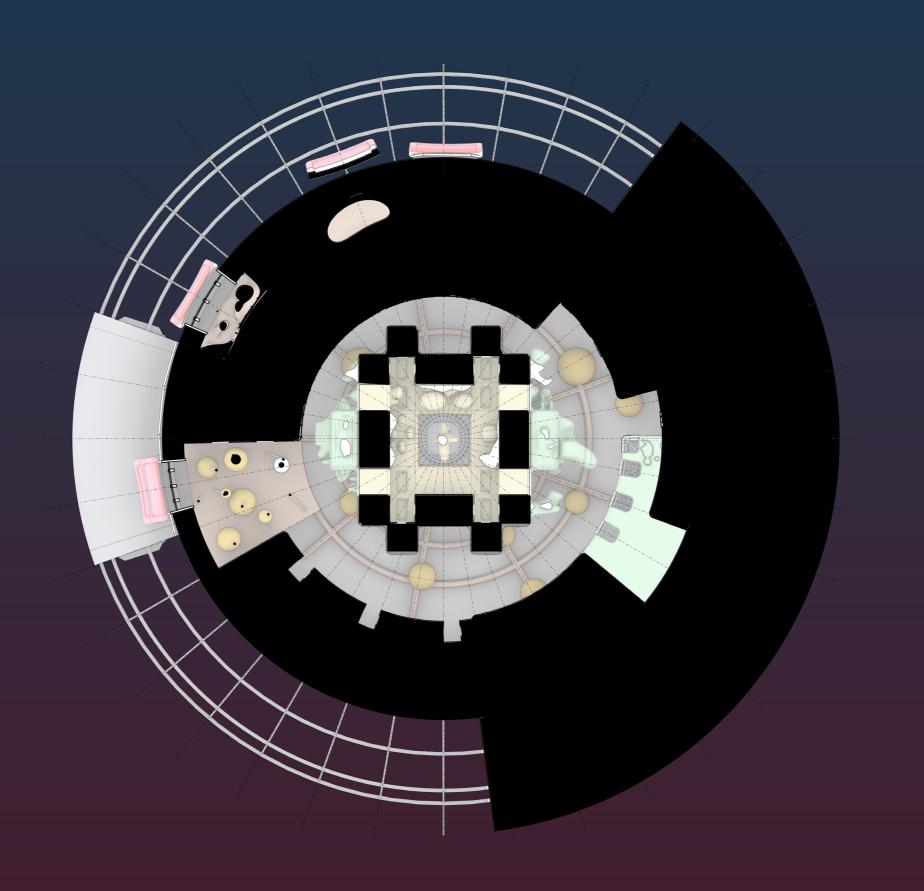
Private quarters for 80 permanent residents

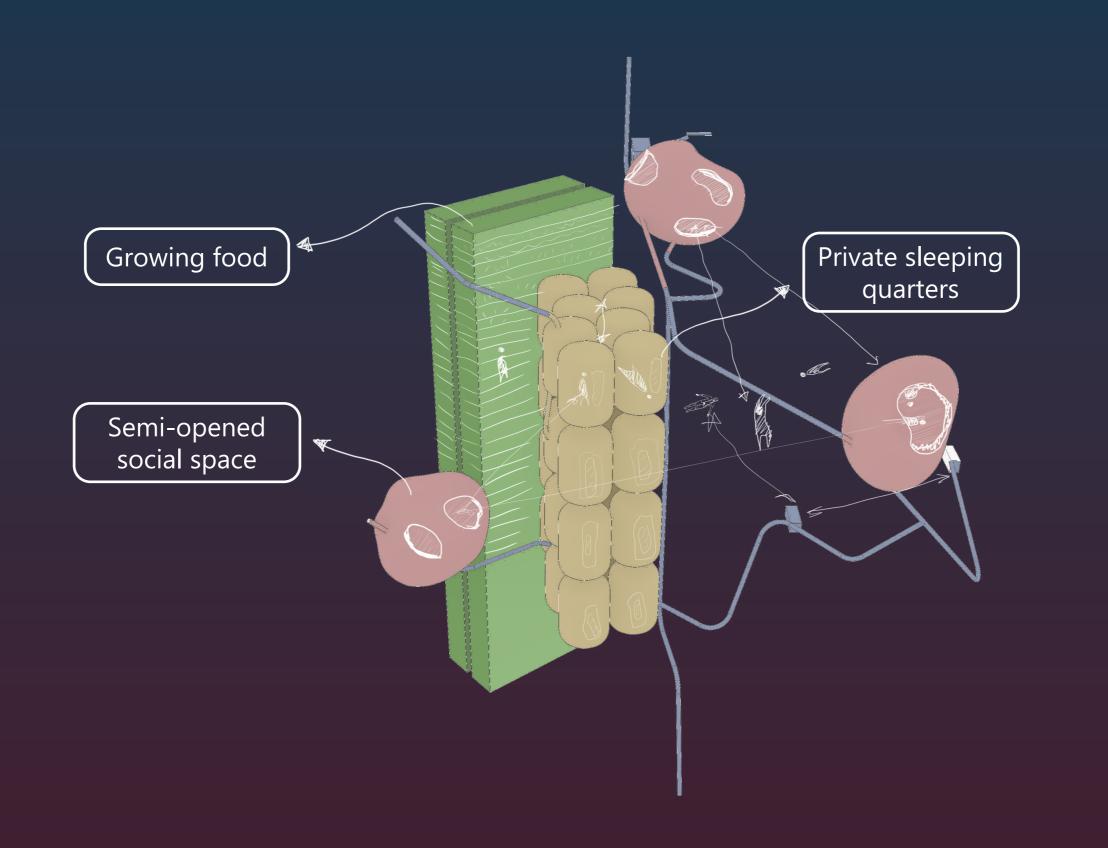


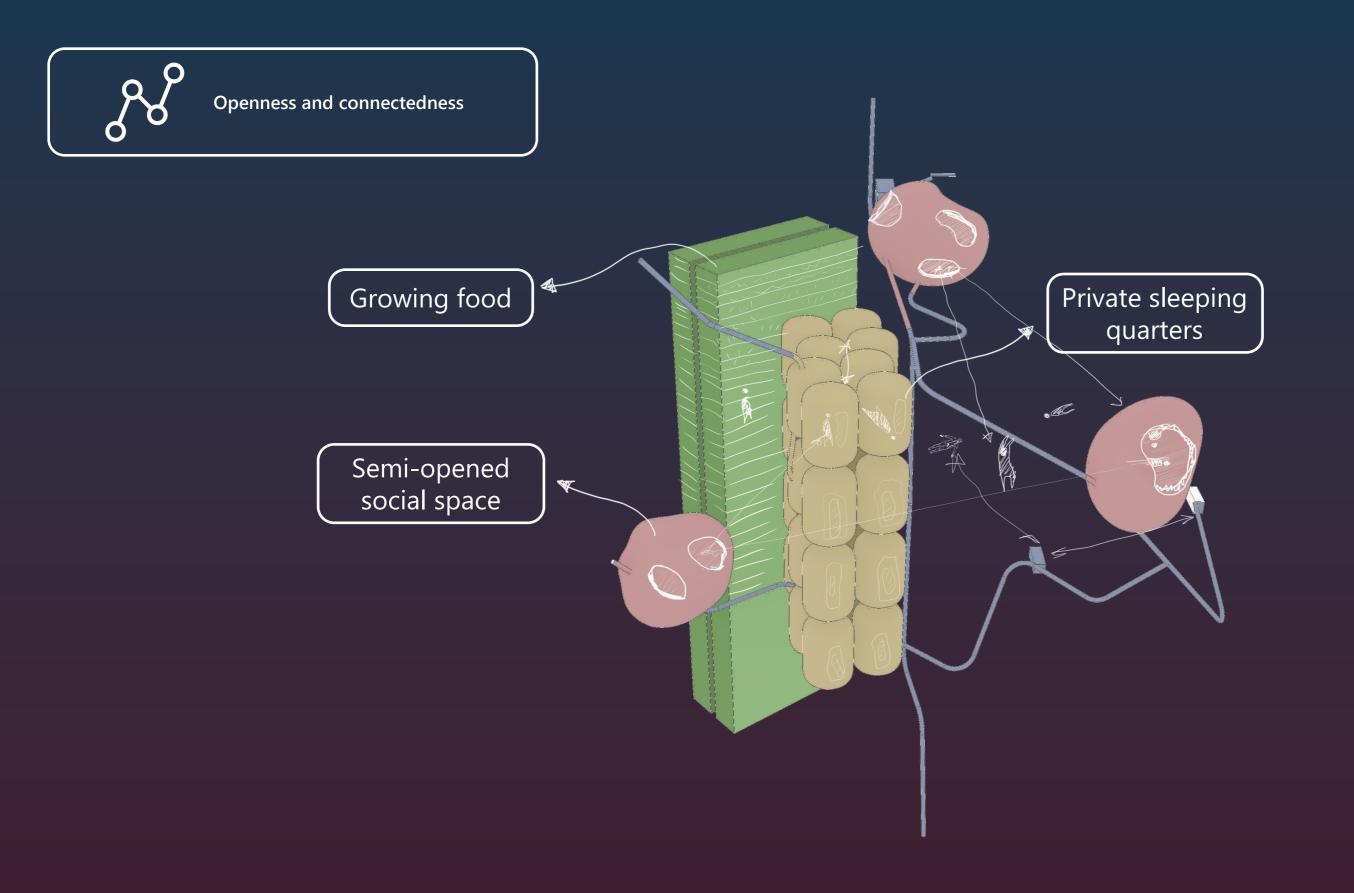
Co-creation laboratories



Private quarters for 114 visitors and training area



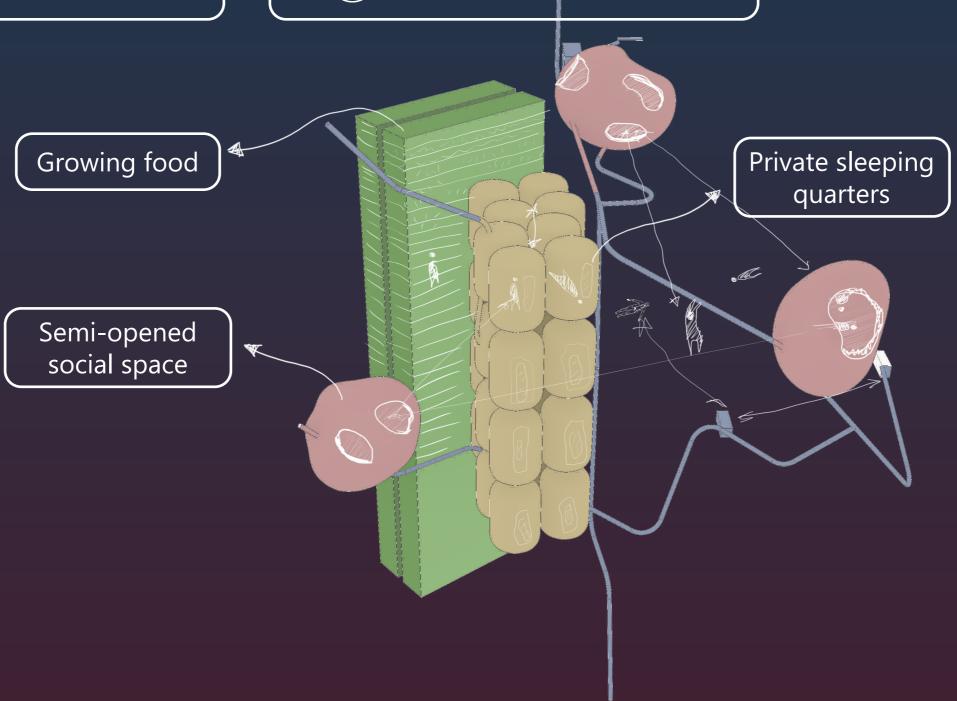








Flexibility. Freedom to change their environment



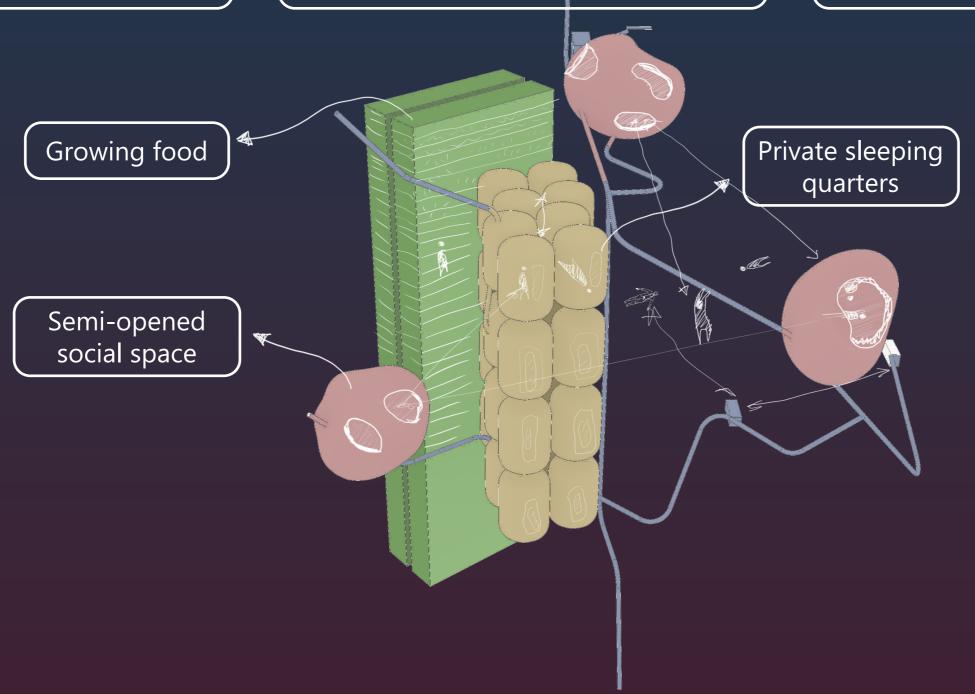




Flexibility. Freedom to change their environment



Playful



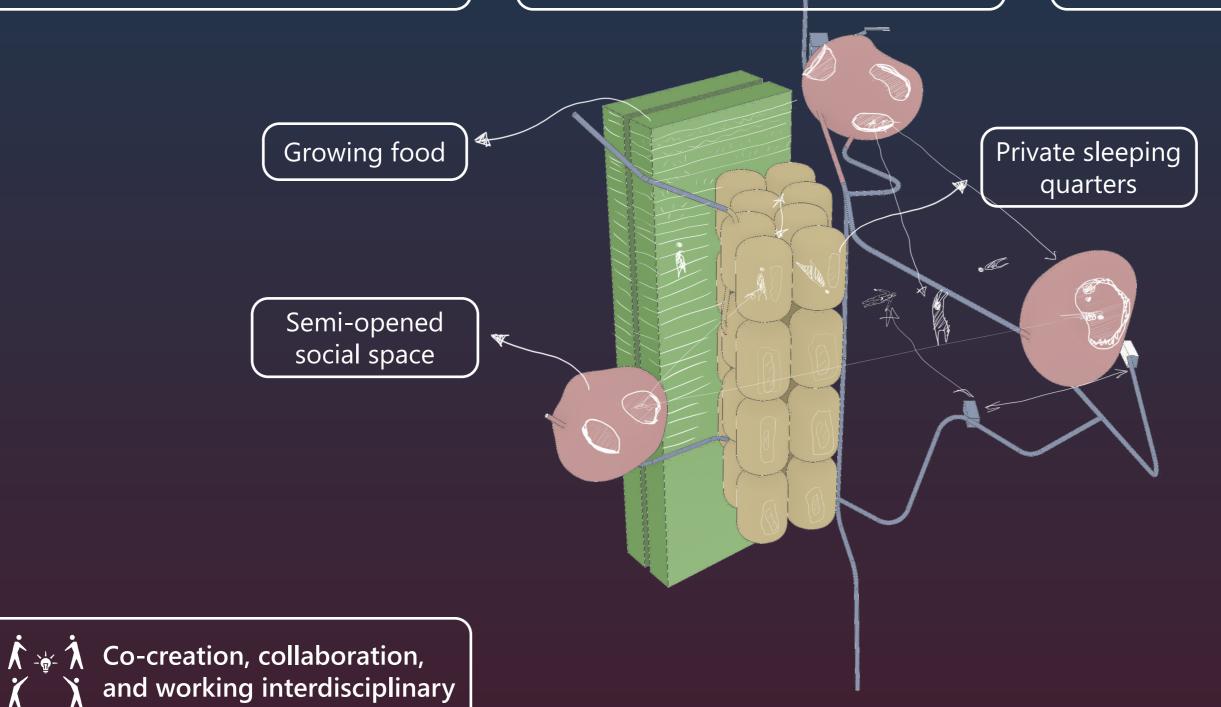




Flexibility. Freedom to change their environment



Playful



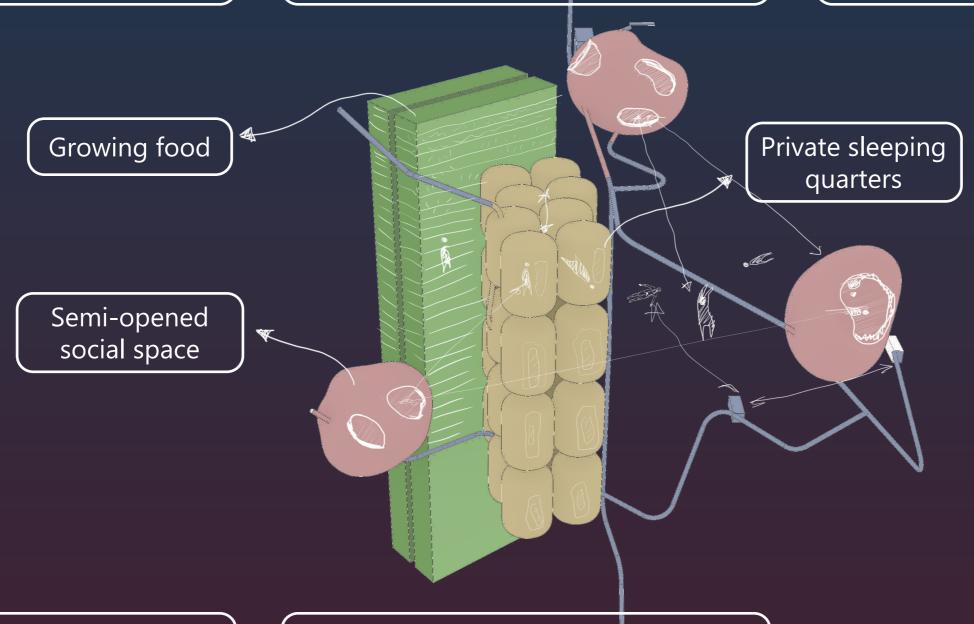




Flexibility. Freedom to change their environment



Playful



Κ΄ ἡ λ΄ Co-creation, collaboration,
χ΄ λ΄ and working interdisciplinary



Empowerment





Flexibility. Freedom to change their environment

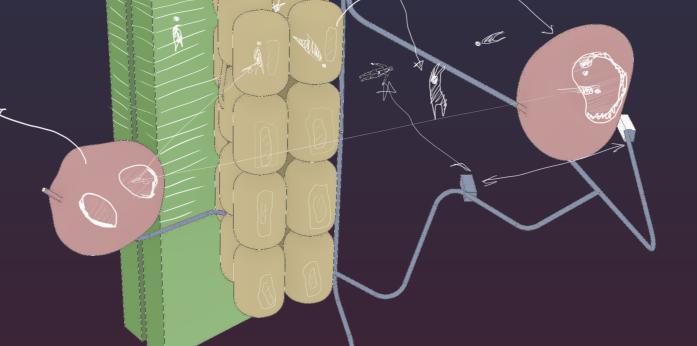


Playful



Semi-opened social space

Private sleeping quarters



Co-creation, collaboration, and working interdisciplinary



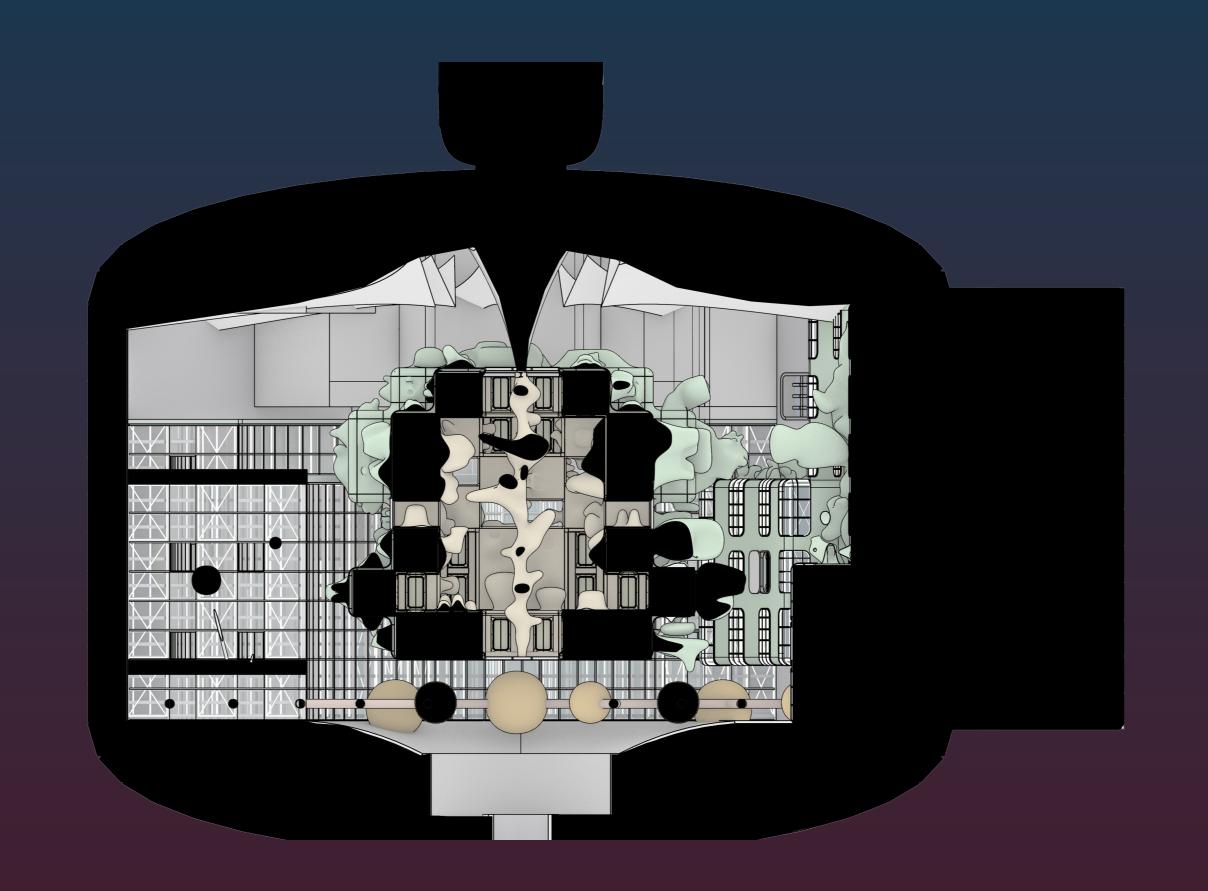
Empowerment

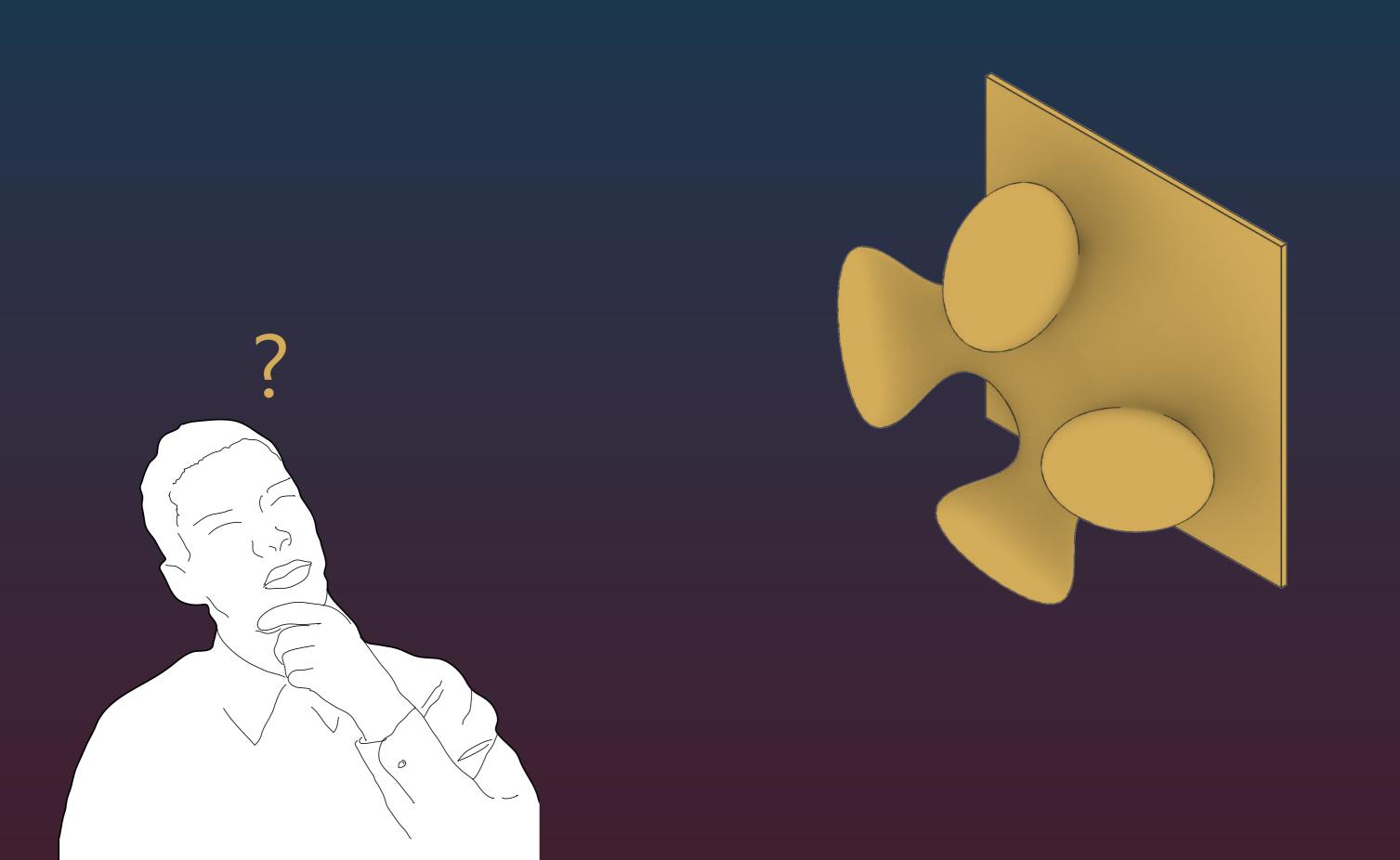


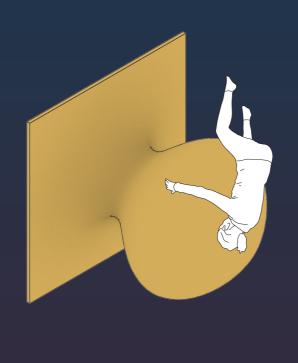
Freedom for people to decide how the community will grow

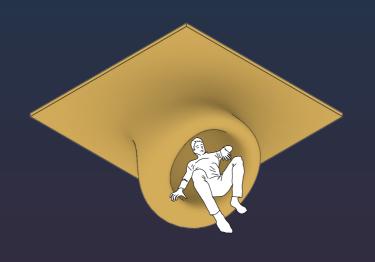


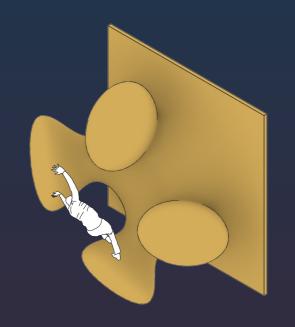


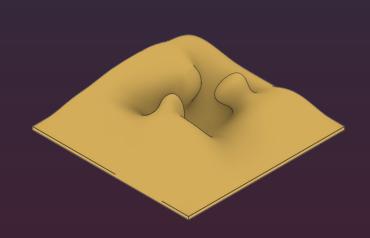


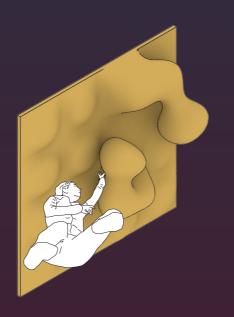


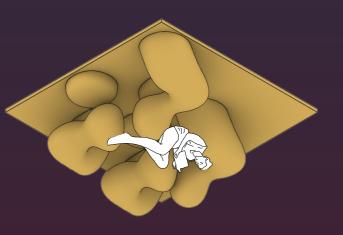


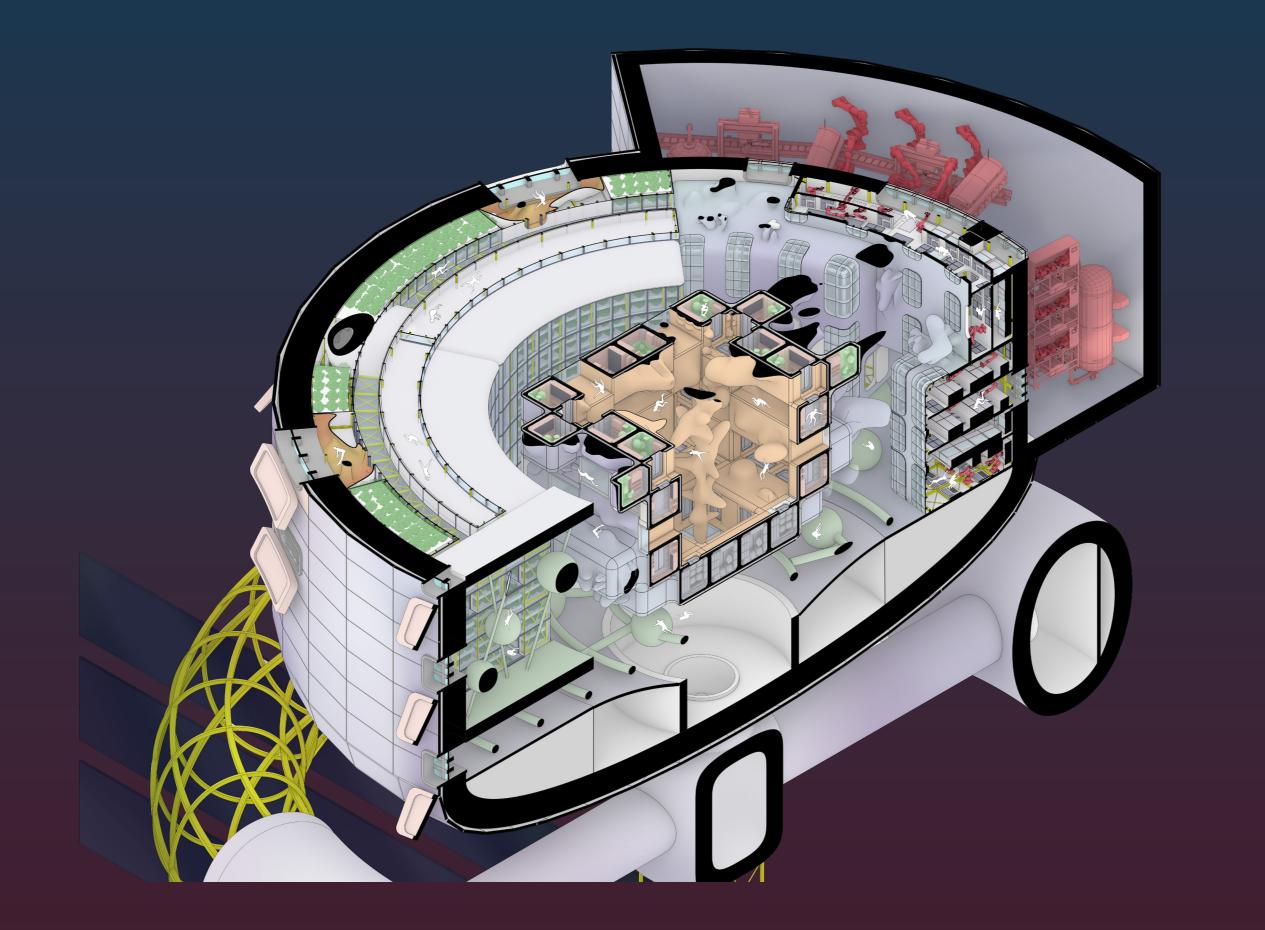








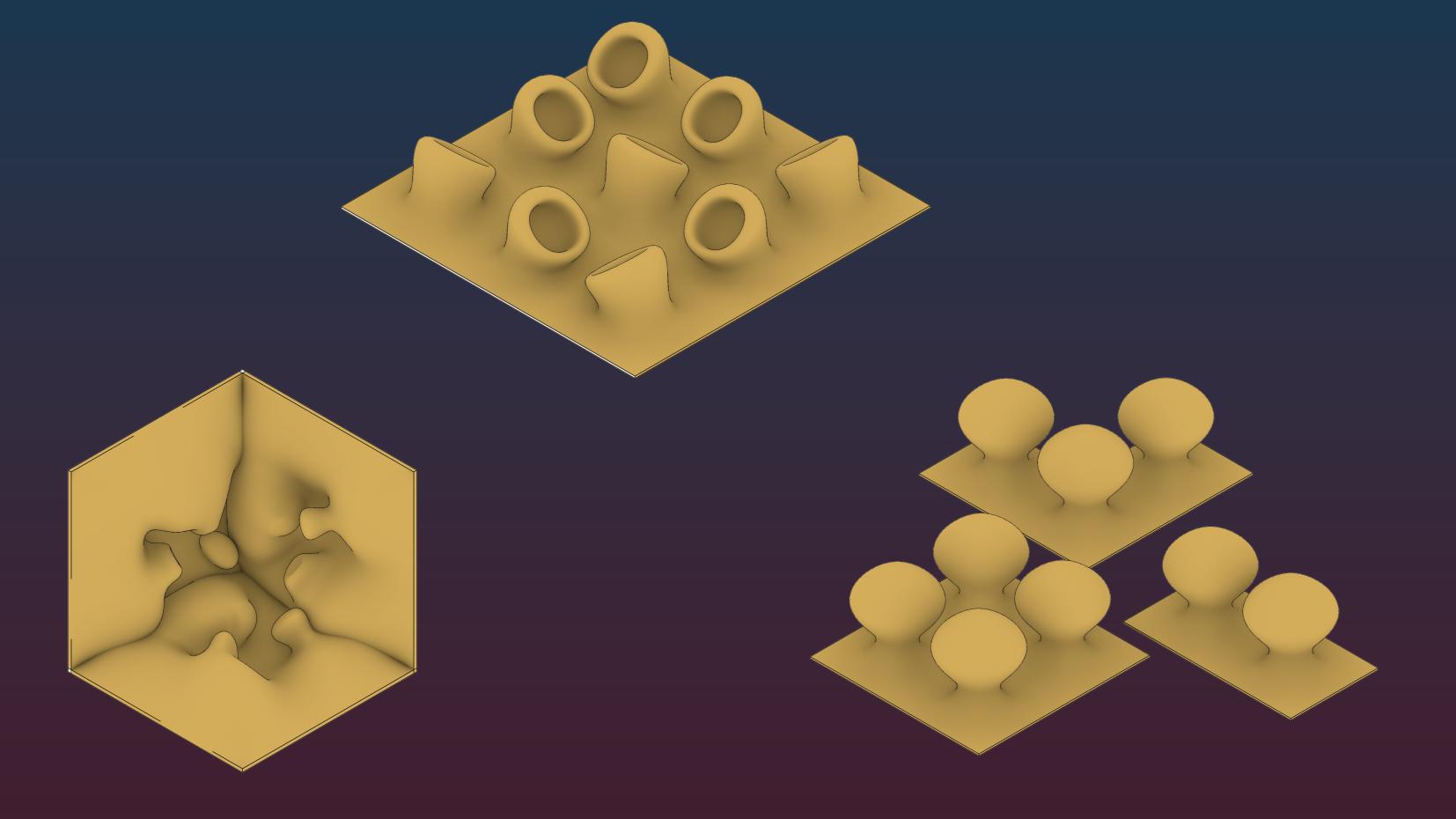


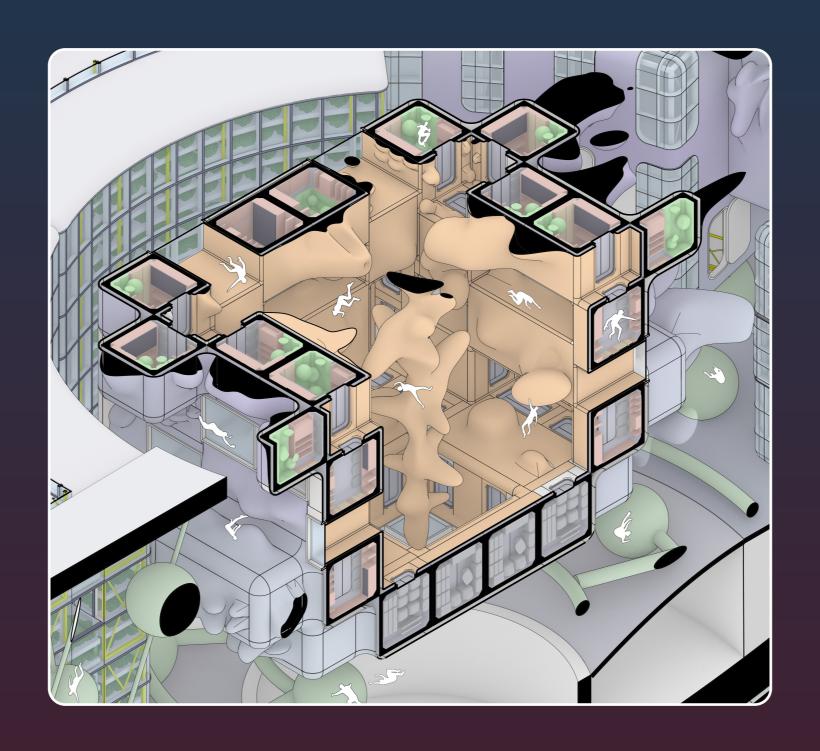




Animation atmosphere

Animation Interior



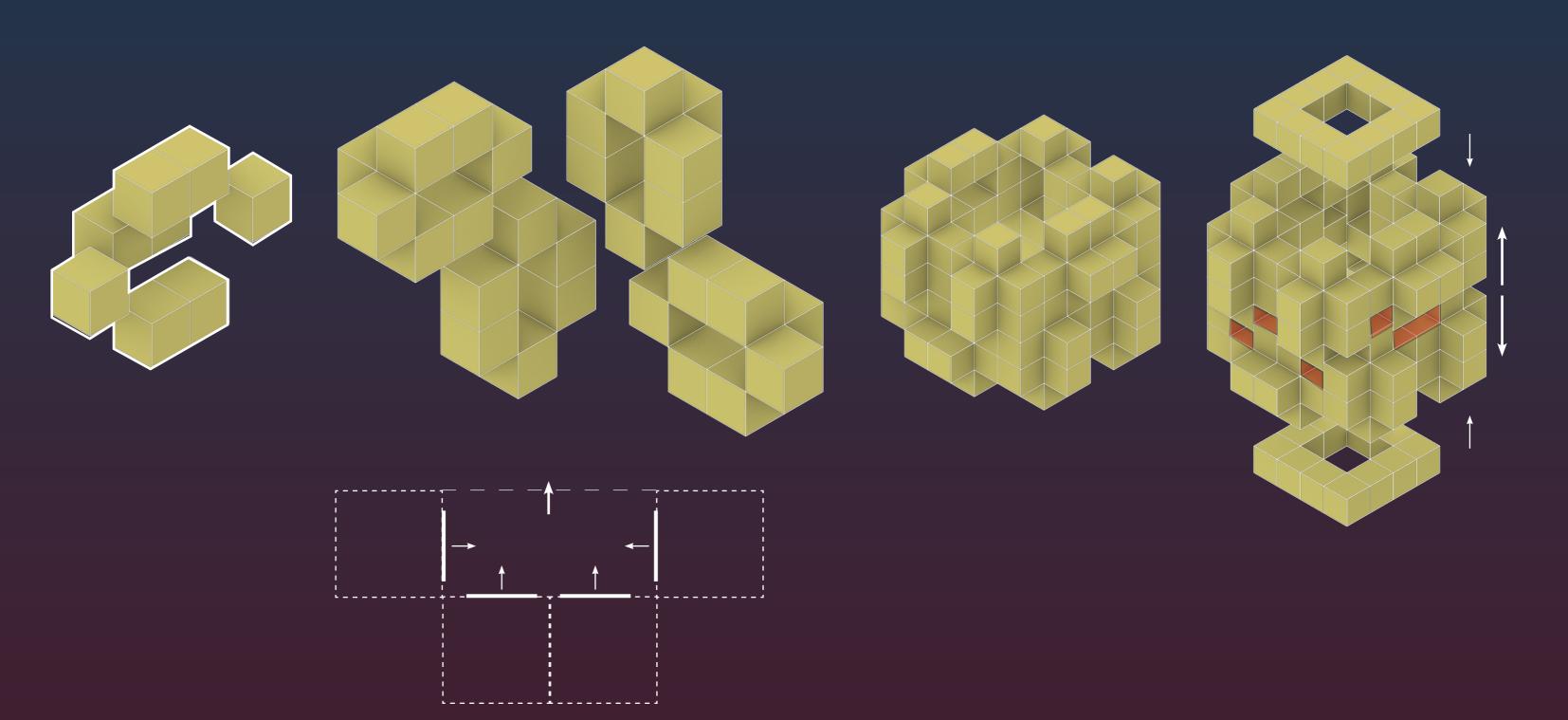




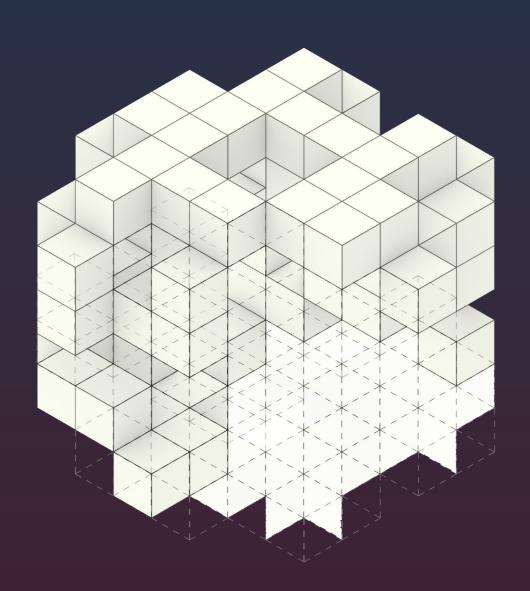


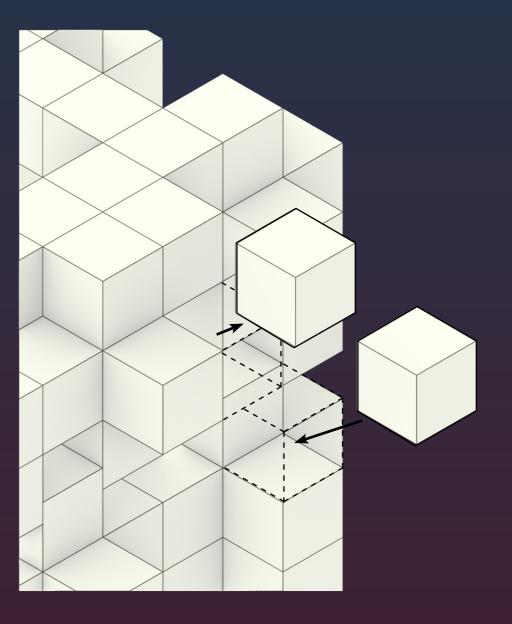


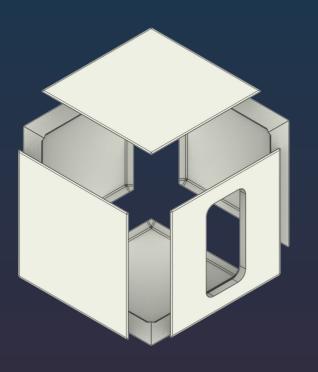


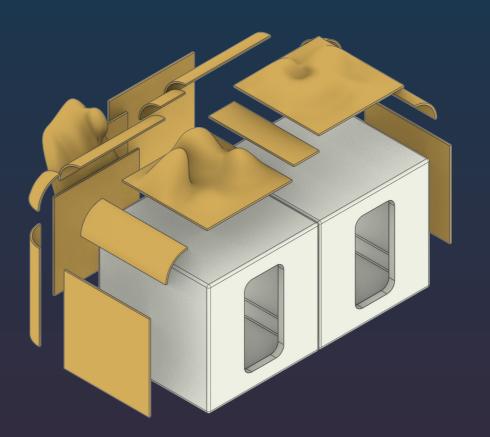


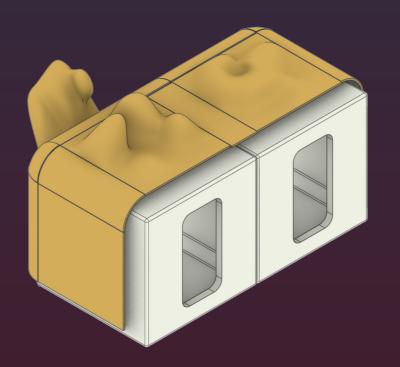


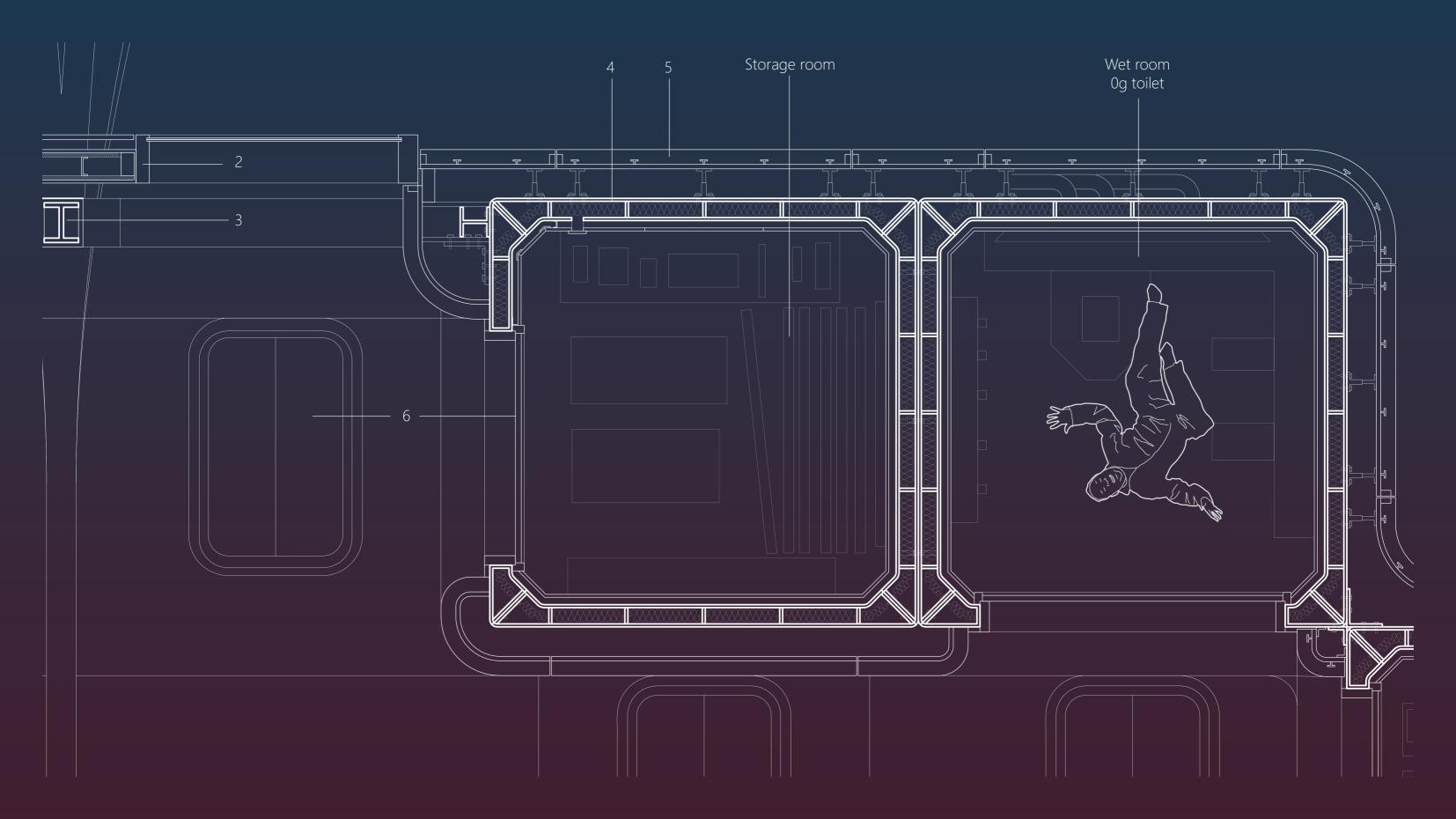


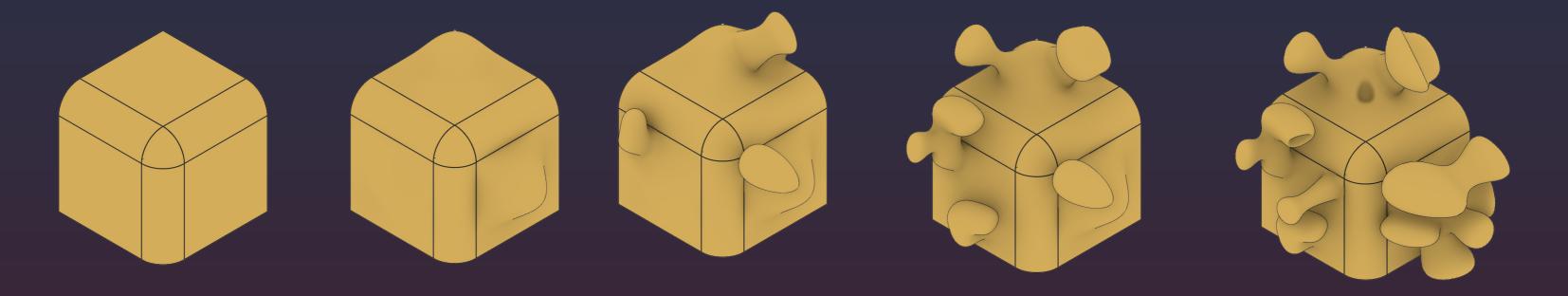






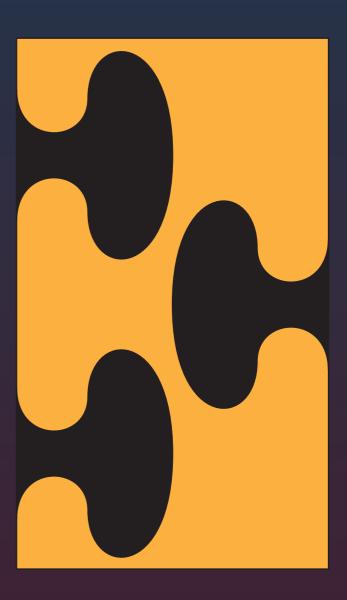


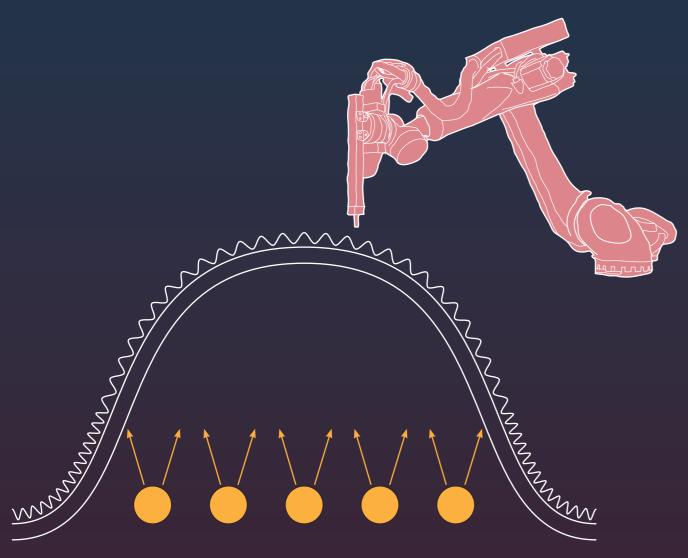














Projections from inside

Animation

