



# MoonSane

Designing Lunar Habitats for  
Improving Mental Wellness

# Approaching Lunar Architecture

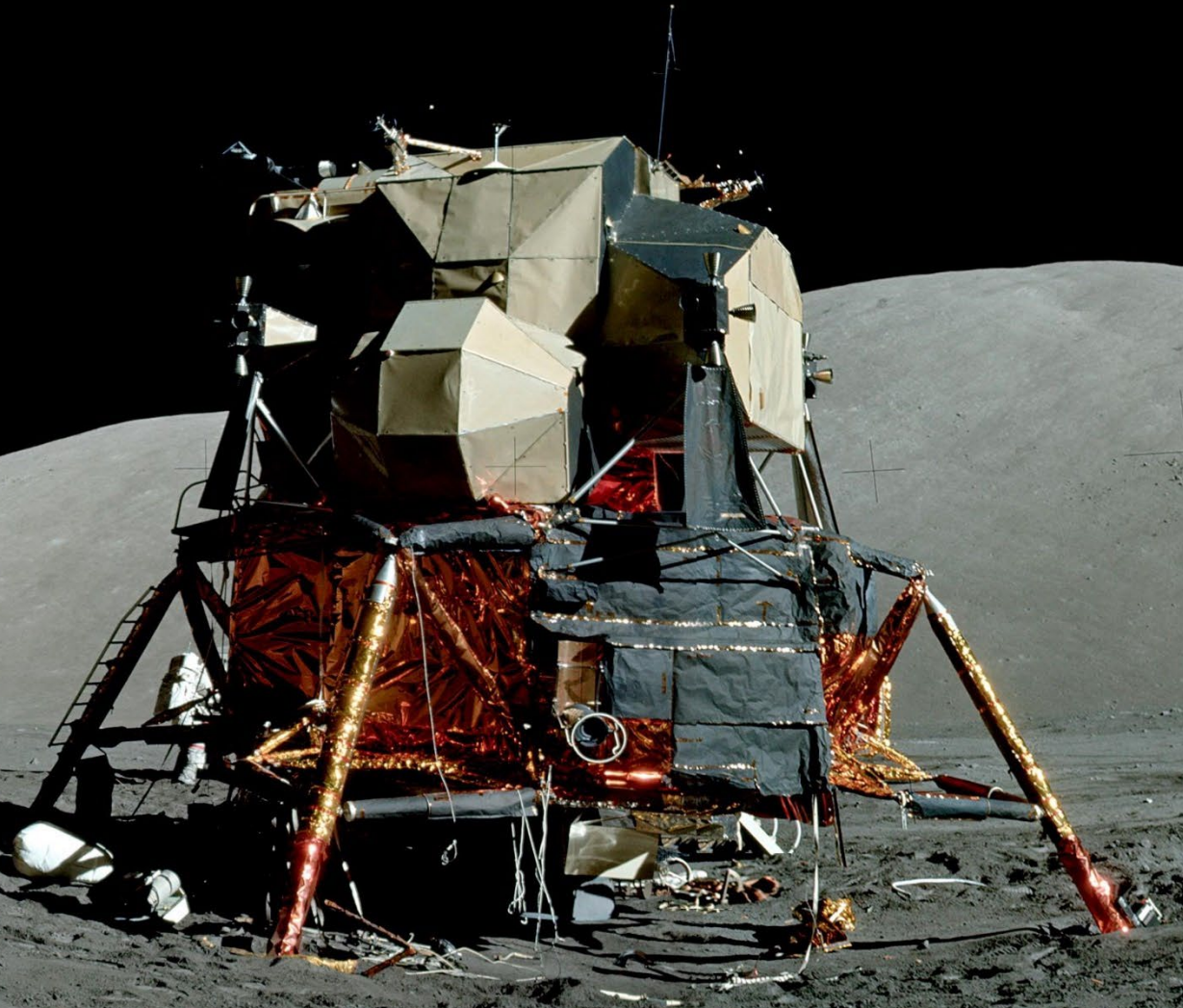
Blank  
Canvas



Extreme  
Environment

# Habitat conditions

- Far away from home and family
- Limited social circle
- Habitat is main stimulus





# Views







# Research question

How can human spatial perception be used in the design of Lunar habitats, to mitigate the negative mental health effects of living long-term on the moon?



# Scope of habitat solutions

## Lighting:

- Allowing the passage of sunlight\*
- Habitat day/night cycles
- Improved environmental lighting

## Stimulating senses:

- Improved colours of environment
- Reduced noise levels
- Variations in habitat environmental factors
- Comfortable air temp/ humidity
- Nature/plants included on station

## Crew interaction:

- Private quarters

## Views:

- Views of the habitat from the windows
- More observation windows
- Direct views of earth

Logan M. Smith, "The psychology and mental health of the spaceflight environment: A scoping review." *Acta Astronautica* 201, 2022, 496-512, ISSN 0094-5765, <https://doi.org/10.1016/j.actaastro.2022.09.054>.

# Light

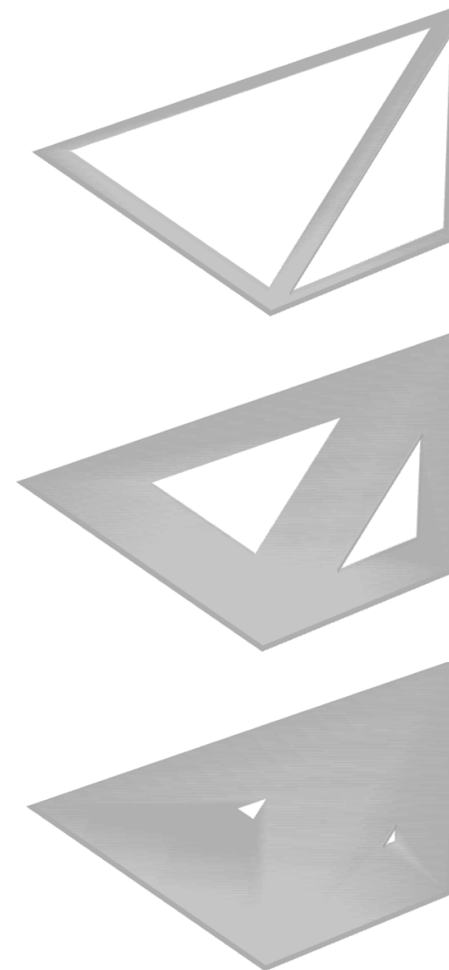
- Experiment: circadian rhythm lamps in the LUNARK module
  - “Waking up to a sunrise inside our sleeping pods was an incredible natural feeling”
  - Stationary



# Spatial enclosure

- Enclosed spaces
  - increase stress
  - trigger avoidance
  - Locomotive vs visual permeability
- Enclosure is judged by visual permeability

Vartanian, O., Navarrete, G., Chatterjee, A., Fich, L. B., Gonzalez-Mora, J. L., Leder, H., ... & Skov, M. (2015). Architectural design and the brain: Effects of ceiling height and perceived enclosure on beauty judgments and approach-avoidance decisions. *Journal of environmental psychology*, 41, 10-18.

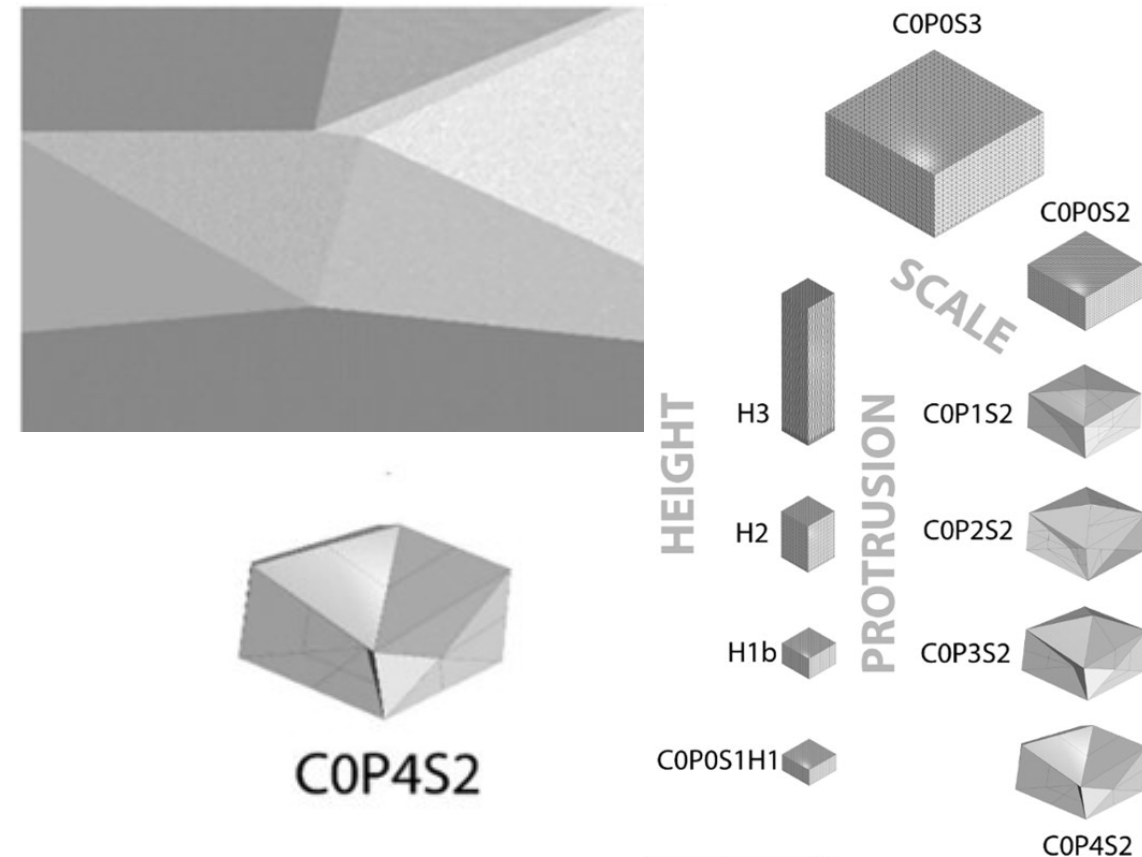




# Spatial geometry

## Study using VR

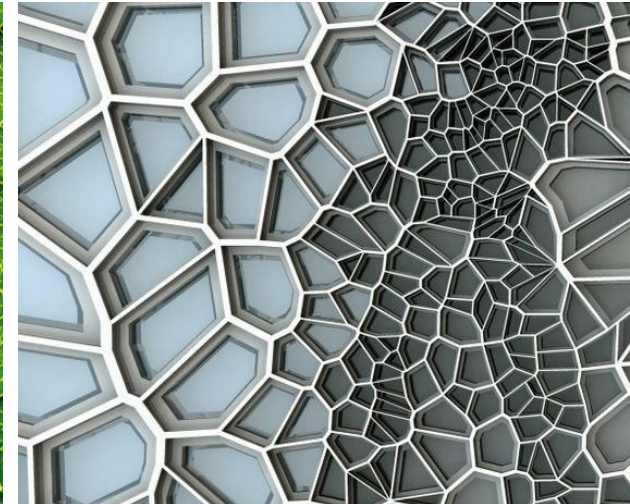
- EEG, eye-tracking
- Various rooms, different shapes
  - Symmetric vs asymmetric
  - Proportion
- Asymmetric, angular spaces
  - High pupil dilation- positive interest
  - The more protrusion, the better



Shemesh, A., Leisman, G., Bar, M., & Grobman, Y. J. (2021). A neurocognitive study of the emotional impact of geometrical criteria of architectural space. *Architectural Science Review*, 64(4), 394–407. <https://doi-org.tudelft.idm.oclc.org/10.1080/00038628.2021.1940827>

# Natural geometry: fractal patterns

- Repeating shapes
  - Calming effect
  - Hidden in nature: biophilia
  - Dynamic: light shimmer
- Voronoi



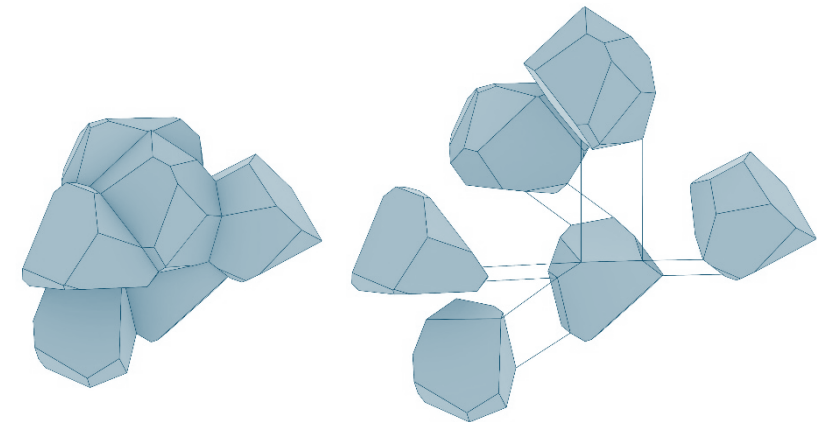
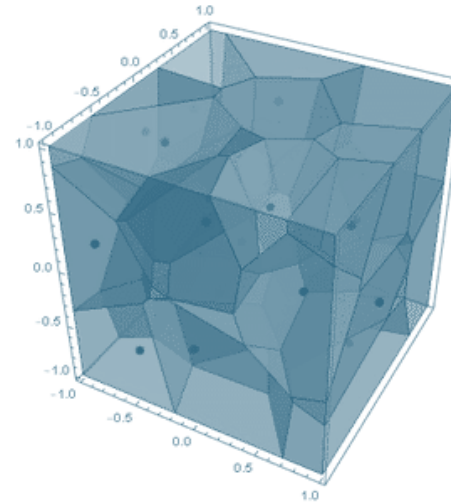
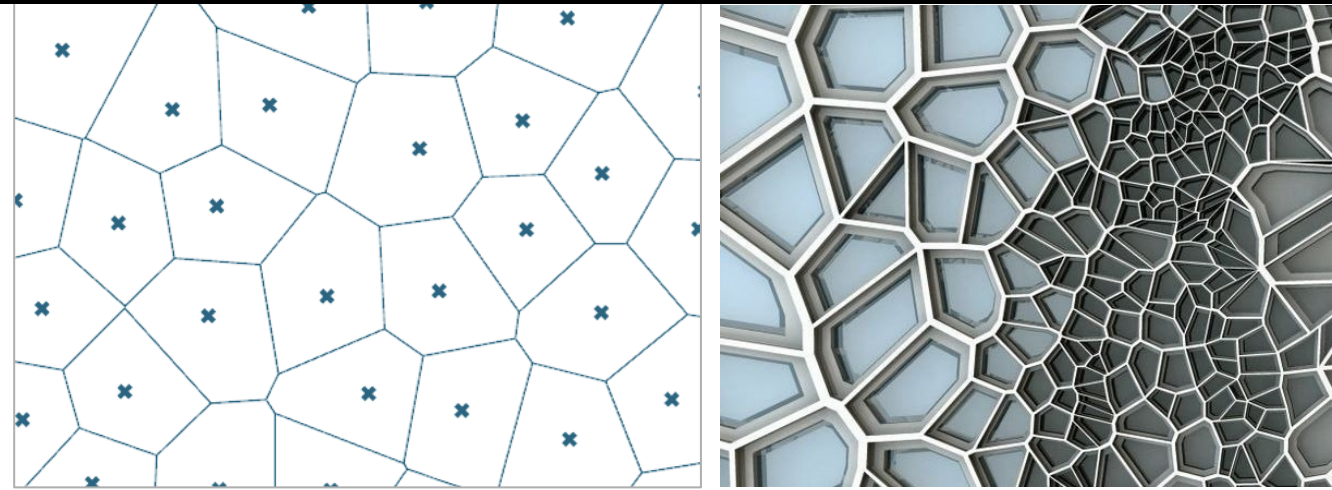
Abboushi, B., Elzeyadi, I., Taylor, R., & Sereno, M. (2019). Fractals in architecture: The visual interest, preference, and mood response to projected fractal light patterns in interior spaces. *Journal of Environmental Psychology*, 61, 57-70.



# Natural geometry: Voronoi

## Voronoi

- Point based pattern found in nature
- Scalable cells 2D or 3D
- Facetted geometry
- Seamless fit
- Adjustable density and size
- Extra-terrestrial form language



# The Overview Effect

- Phenomenon of astronauts who view Earth from space
- Awe-inducing
  - Increased empathy and sense of purpose
  - Decrease in stress hormones

Nezami, A., Persaud, L. M., & White, F. (2021). The overview effect and well-being. In *Expanding worldviews: astrobiology, Big history and cosmic perspectives* (pp. 163-197). Cham: Springer International Publishing.





# Earth gazing & “Skyspace”



## James Turrell – “Skyspace”

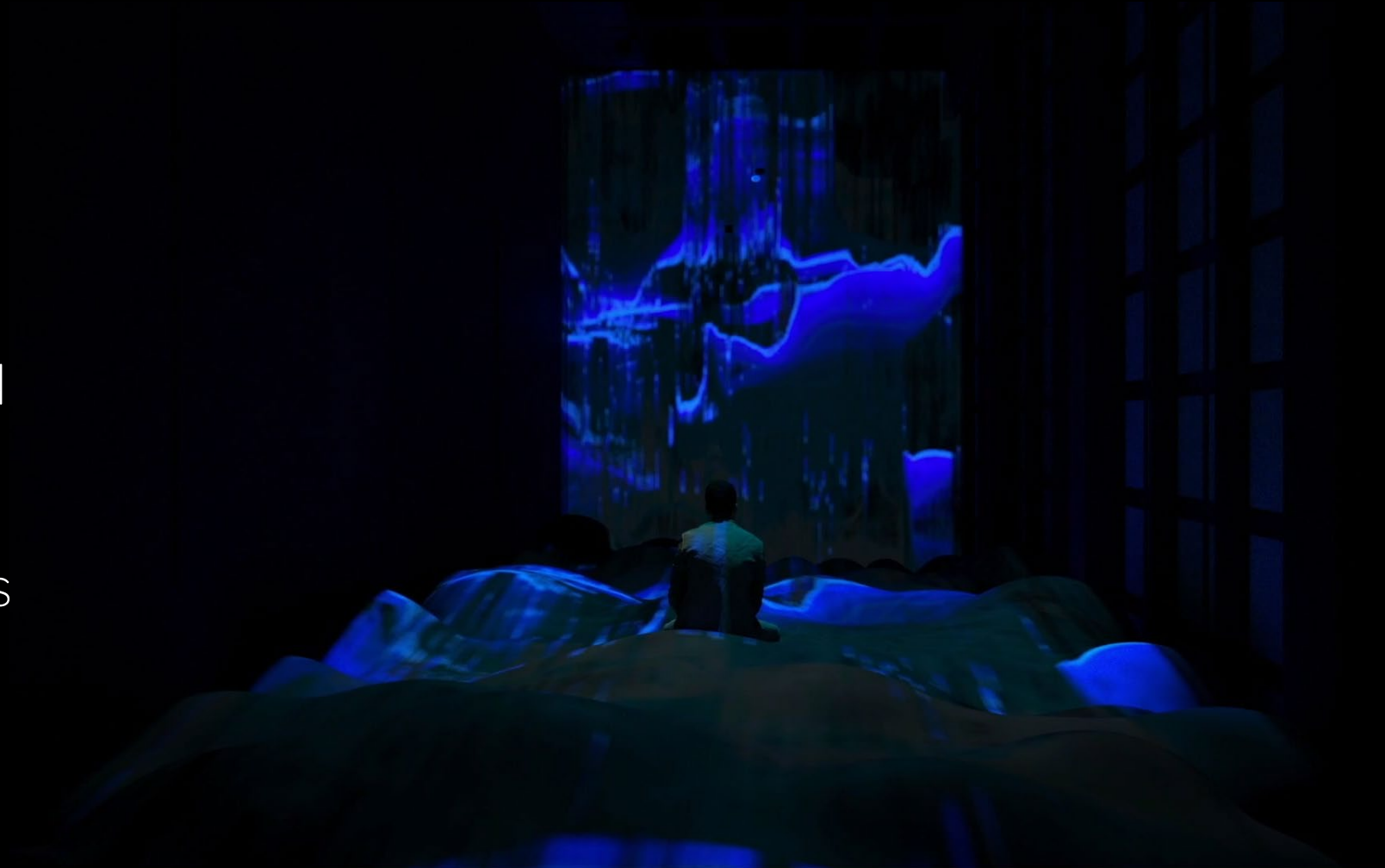
- looking upwards – positive effect
- Earth view incorporated?
- Mood lighting added to increase experience (based on mood of astronaut?)

# Colour projection

## “EMO” – Xiying Bao

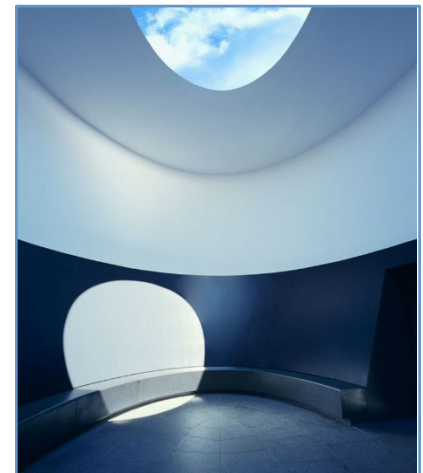
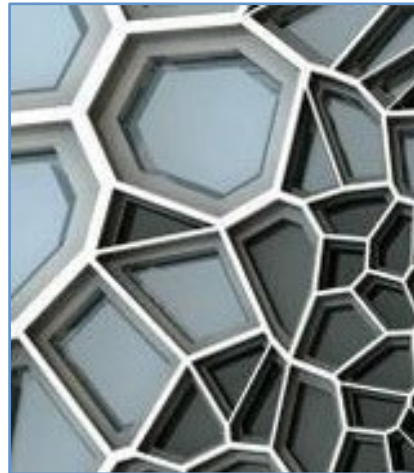
- AI technology: facial recognition
- Changes colours and shapes based on perceived emotion
- Adaptive system monitors wellbeing of crew members
  - influence/transform emotions as well?

<https://designawards.core77.com/Interaction/104584/Emo.html>



# Concept

Designing a Lunar habitat that promotes mental wellness of the crew





# Designing Lunar Architecture



# Location: Earth view

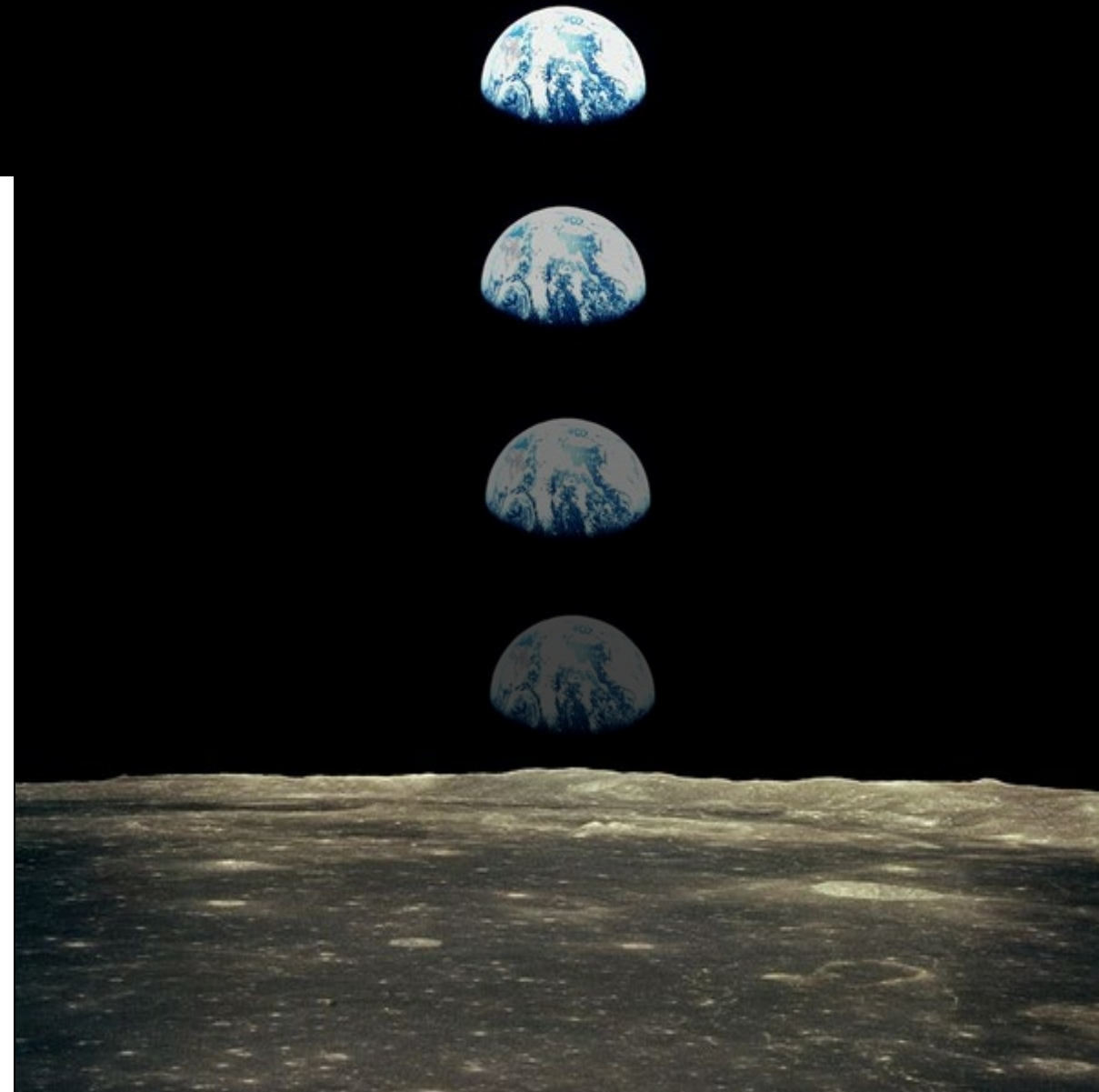
Near side of the Moon

Lunar Equator

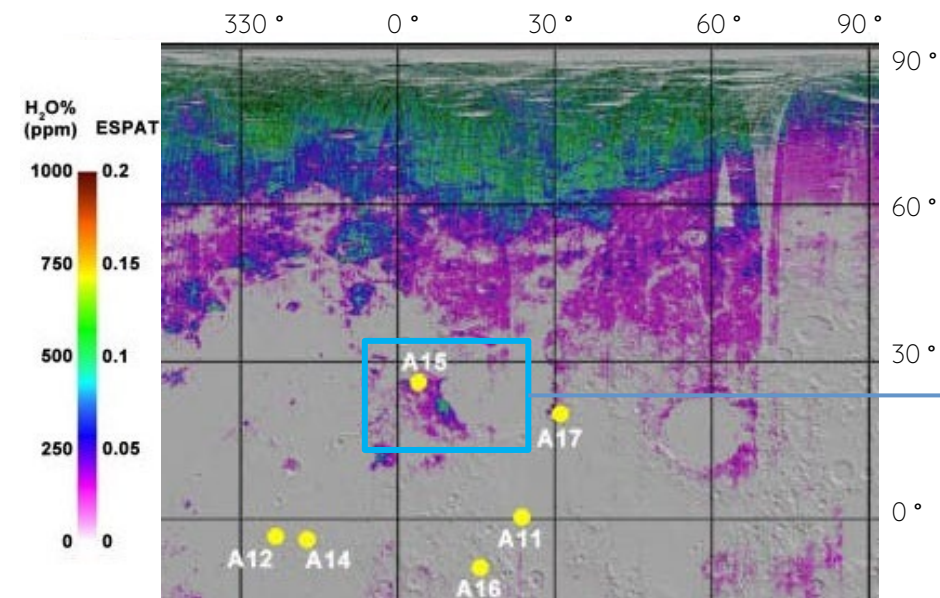
- Earth directly overhead
- Desirable for earth view from above

Lunar Poles

- Earth visible at the horizon
- Sometimes drops below horizon – not visible



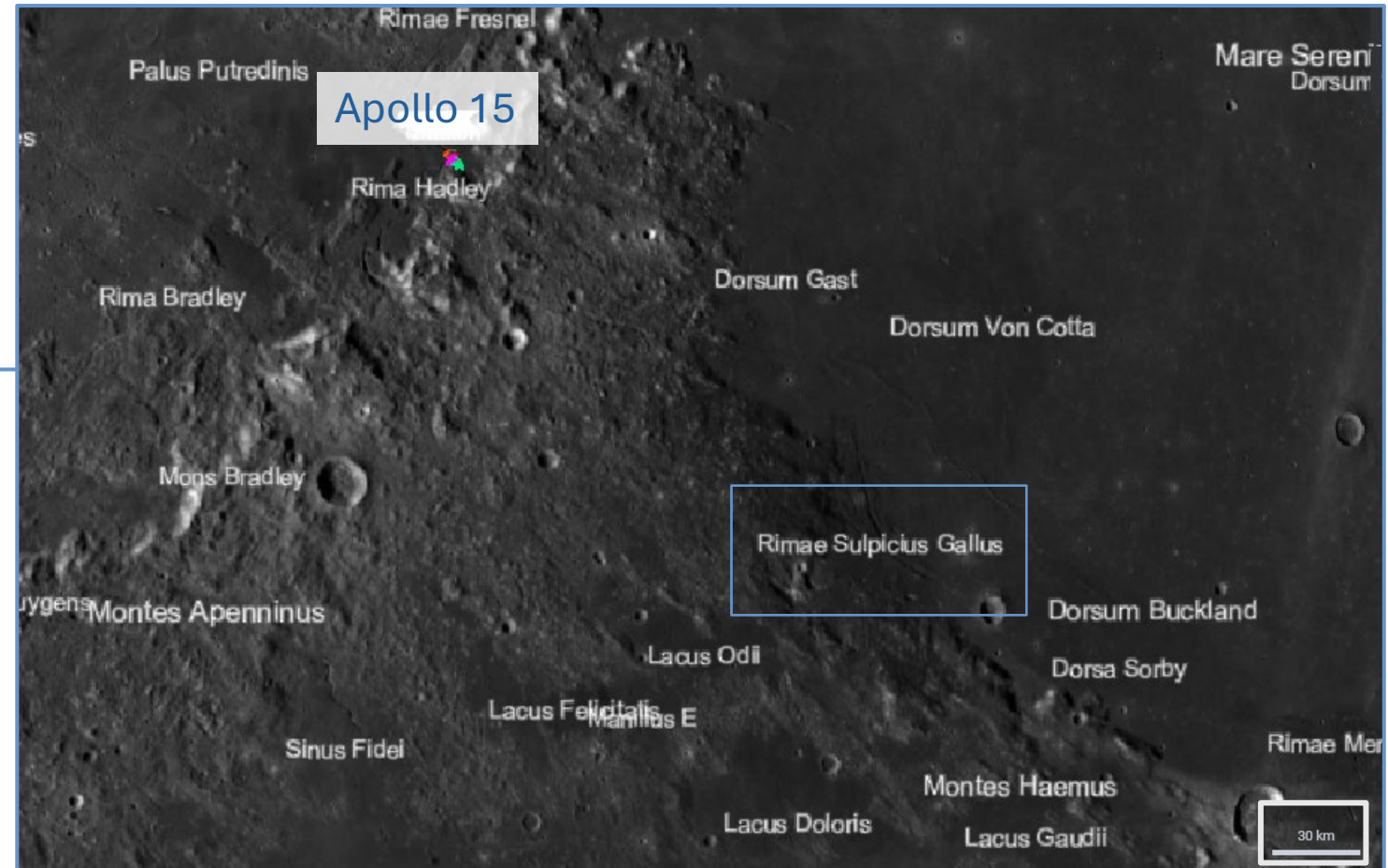
# Location: Mare Serenitatis



Source: Brown University

Edge of *Mare Serenitatis*

- Presumed water/ice
- Near Apollo 15 landing site



Source: Lunar/LROC Quickmap



# Program: main rooms

## Main rooms

- Private quarters
  - Sleeping area
- Living quarters
  - Social area, eating area, kitchen
- Research facility
  - Command and control
  - Workspace
- Gym
- Bathroom (&toilet)
- Medical facility

- Antechamber for EVA's
  - (regolith cleaning and suit doffing)
- Stowage

## Additional rooms

- Garden
- Meditation space
  - earth viewing

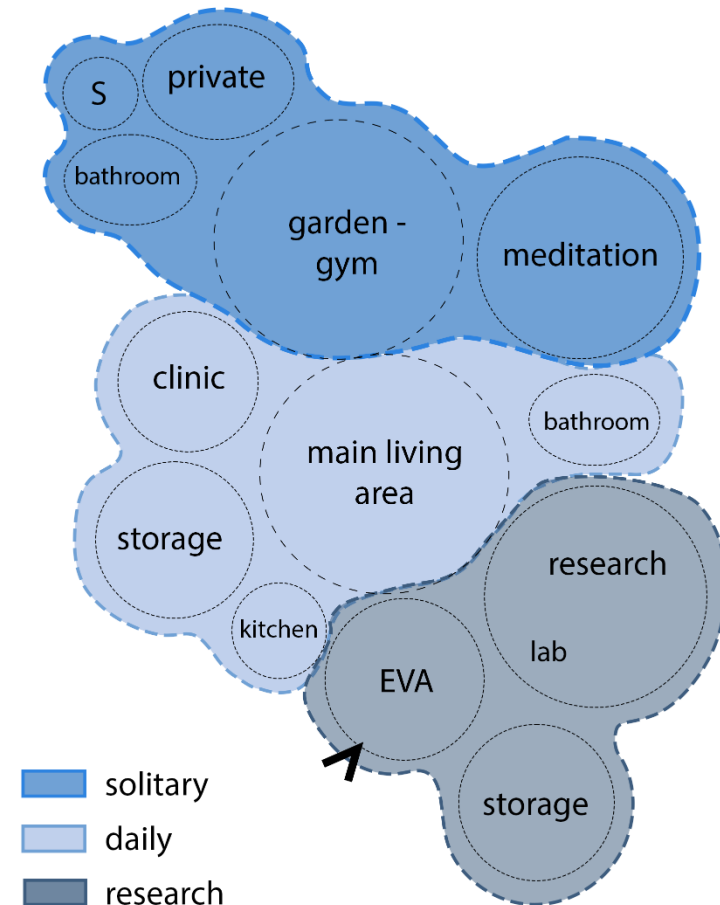
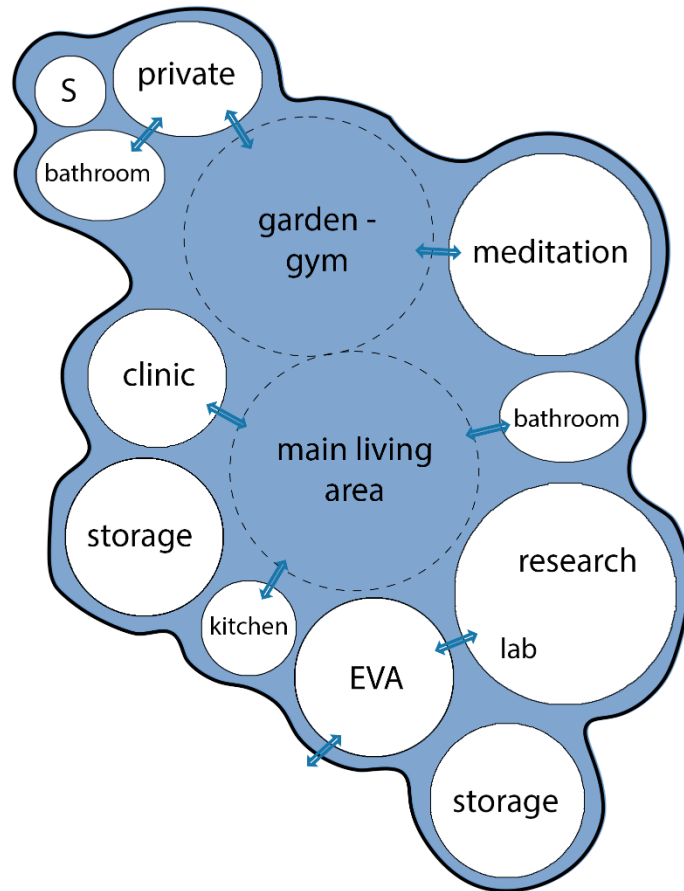
“Minimum volume of **80m<sup>3</sup> per person**” (ESA)

Source: Moon Village CDF Study Report: CDF-202(A) – Issue 1.1 September 2020, page 60.  
[https://www.lpi.usra.edu/lunar/strategies/ESA-ESTEC\\_2020\\_MoonVillageLunarHabitatStudy.pdf](https://www.lpi.usra.edu/lunar/strategies/ESA-ESTEC_2020_MoonVillageLunarHabitatStudy.pdf)

# Program: minimum size

| Room                  | m3 (1 person) | %           | Same time use      | Multiply factor | m3 (6 persons) | %            |
|-----------------------|---------------|-------------|--------------------|-----------------|----------------|--------------|
| Private crew quarters | 2,5           | 3%          | Yes - but separate | x 6             | 15             | 3,5%         |
| Living quarters       | 13,5          | 15%         | Yes                | x 6             | 81             | 19,5%        |
| Kitchen               | 2,5           | 3 %         | Not all            | x 2             | 5              | 1%           |
| Research facility     | 11            | 13%         | Yes                | x 6             | 66             | 16%          |
| Garden                | 13,5          | 15%         | Yes                | x 6             | 81             | 19,5%        |
| Gym                   | 8             | 9%          | Not all            | x 3             | 24             | 5,5%         |
| Bathroom              | 5             | 6%          | Not all            | x 2             | 10             | 2,5%         |
| Medical facility      | 8             | 9%          | Not all            | x 2             | 16             | 4%           |
| EVA antechamber       | 8             | 9%          | Not all            | x 3             | 24             | 5,5%         |
| Storage general       | 8             | 9%          | Yes                | x 6             | 48             | 11,5%        |
| <b>Subtotal:</b>      | <b>80</b>     | <b>91%</b>  |                    |                 | <b>370</b>     | <b>88,5%</b> |
| Meditation space      | 8             | 9%          | Yes                | x 6             | 48             | 11,5%        |
| <b>Total:</b>         | <b>88</b>     | <b>100%</b> |                    |                 | <b>418</b>     | <b>100%</b>  |

# Connecting functions 2D





# Lava tube mission

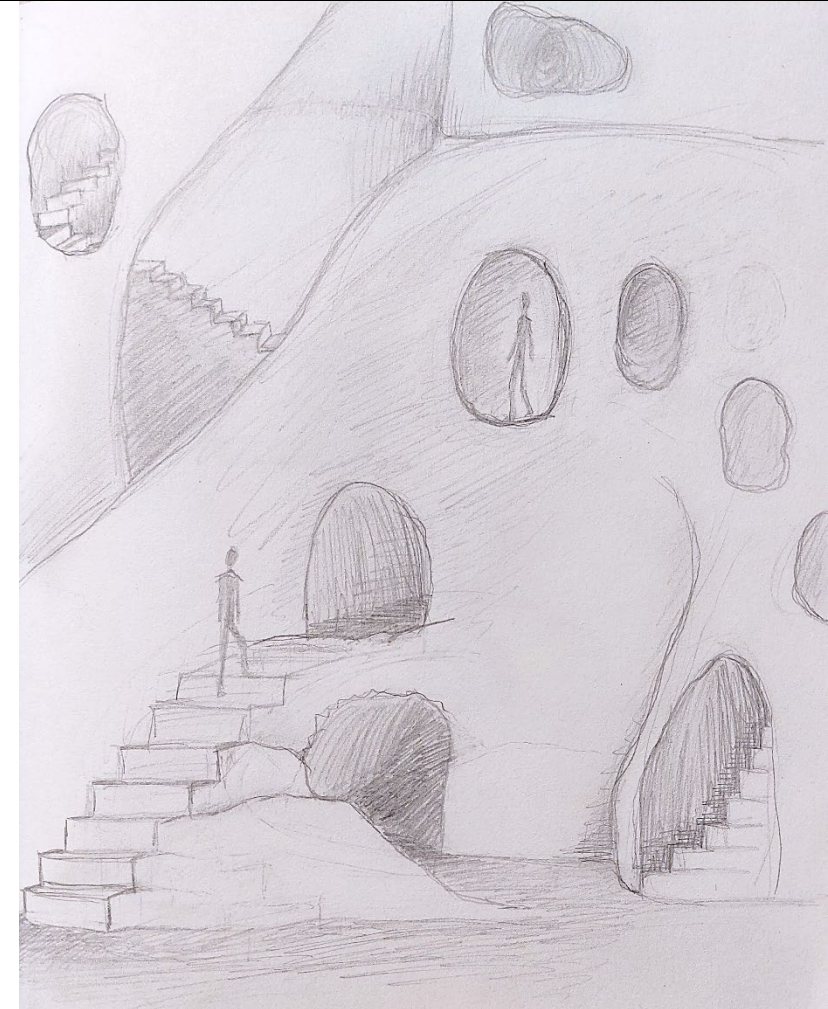
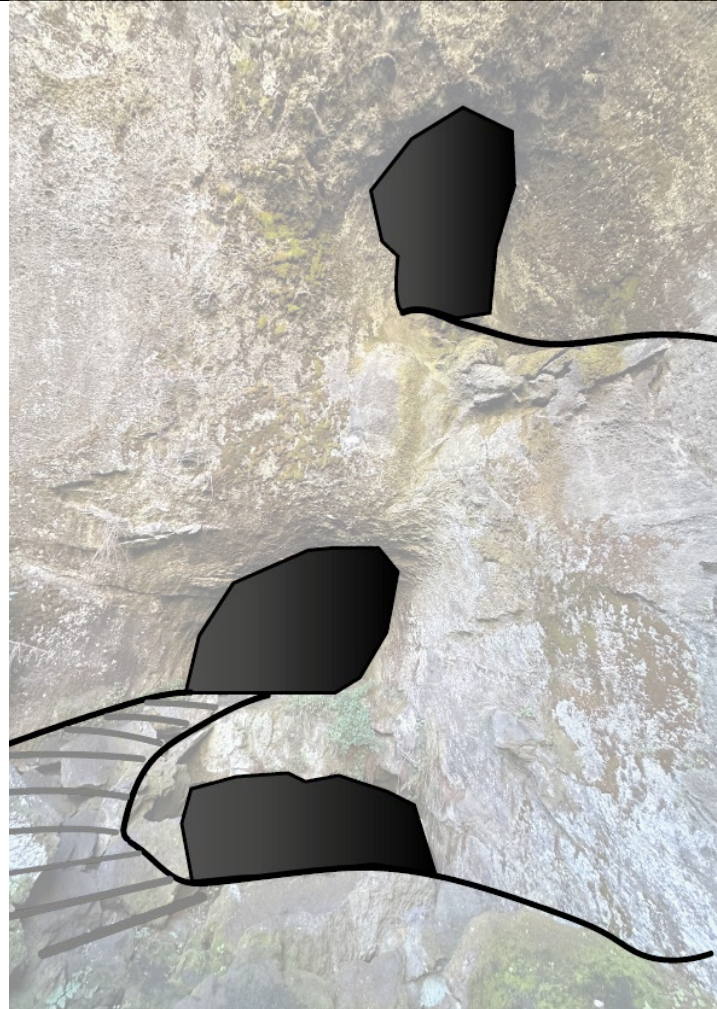


- Corridors branching out





# Lava tube mission: sketching





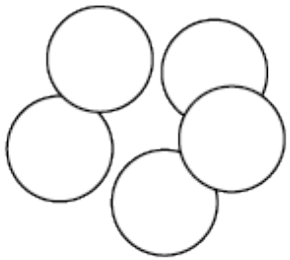
# Spatial connection: 3D

- Visually connecting spaces– decreasing confinement
- Dynamic views
- Big atrium that branches out



# Permeability: computational script

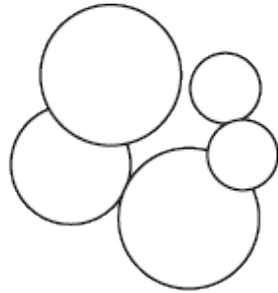
## 1. Create spheres



### Variables:

- Manual adjustment of position

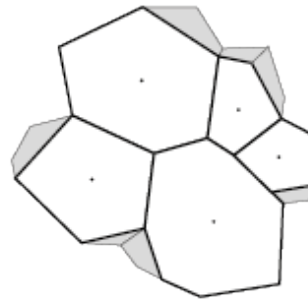
## 2. Adjust volume to function



### Variables:

- Volume
- Oblongness in x,y,z direction

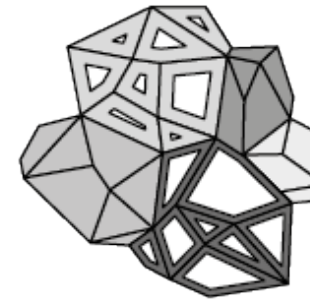
## 3. Create Voronoi cells



### Variables:

- Neighbourhood point count
- Seed
- Sphere position

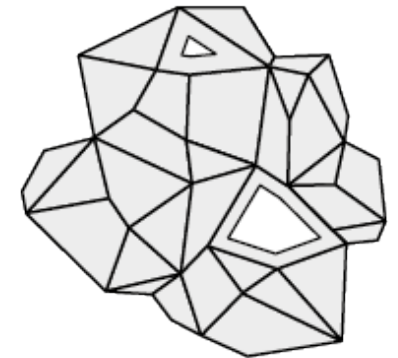
## 4. Adjust porosity to function



### Variables:

- Porose yes/no
- edge offset openings
- selecting specific faces requiring a diverging porosity

## 5. Create outer shell



### Variables:

- Shell thickness
- selecting specific faces requiring a divergence of porosity
- Opening edge offset distance

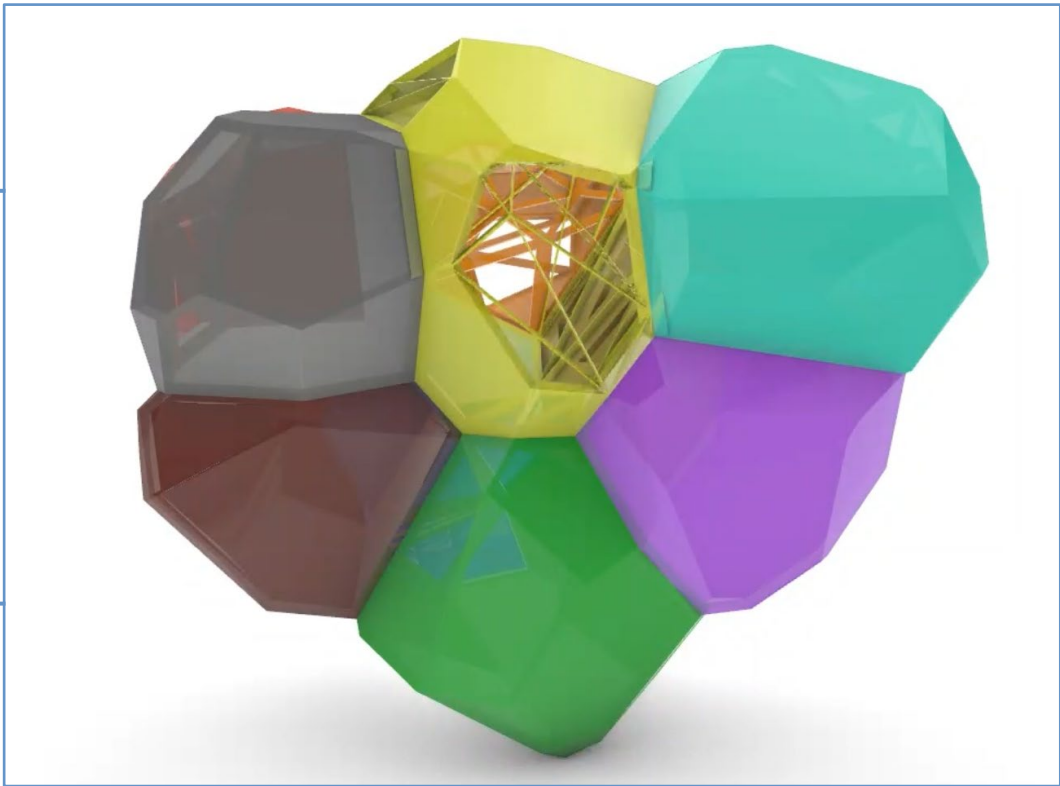


# Permeability script: results

Functions

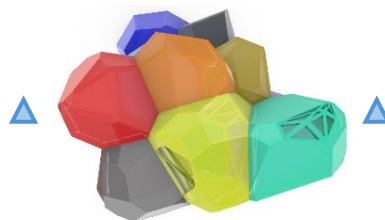
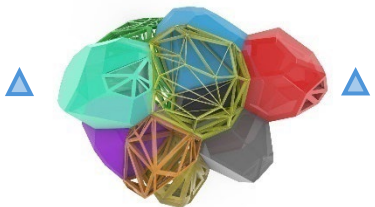
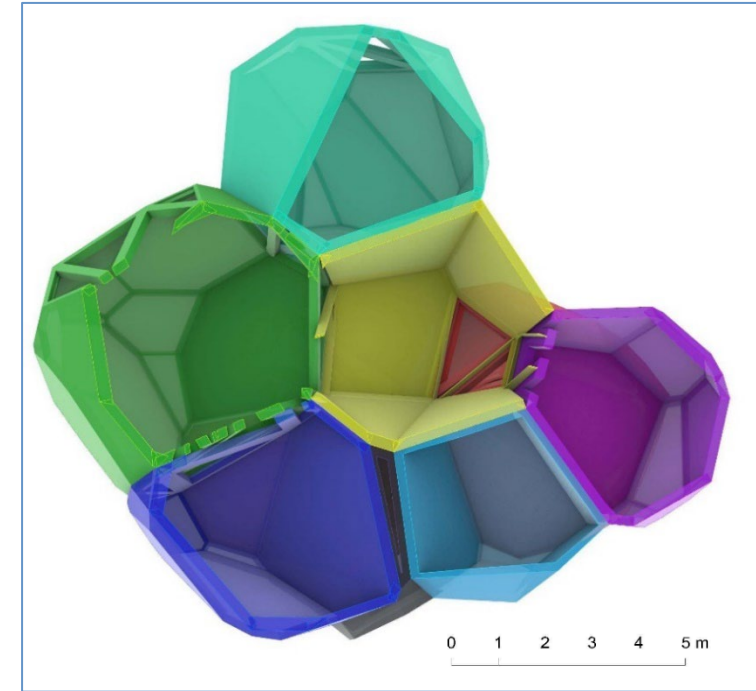
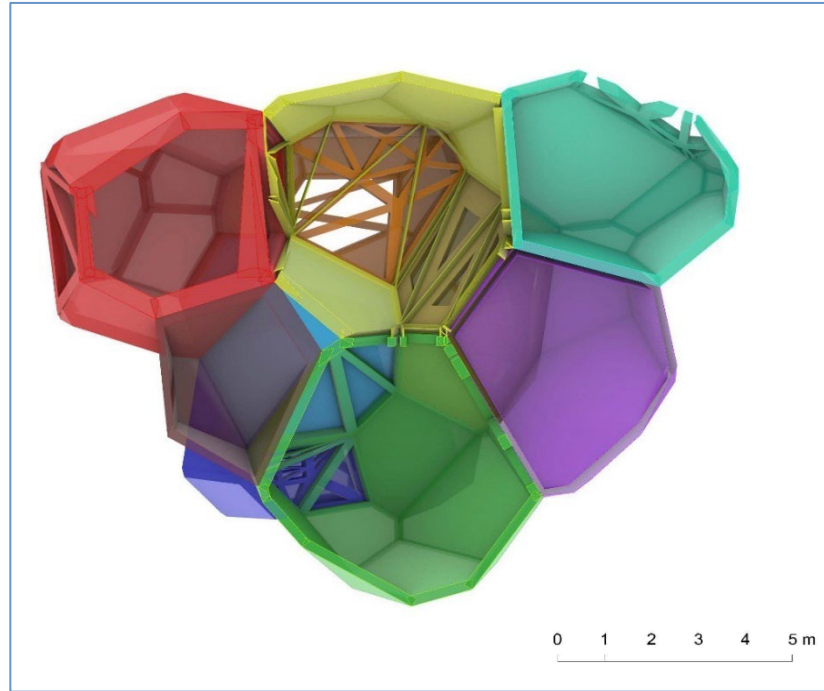
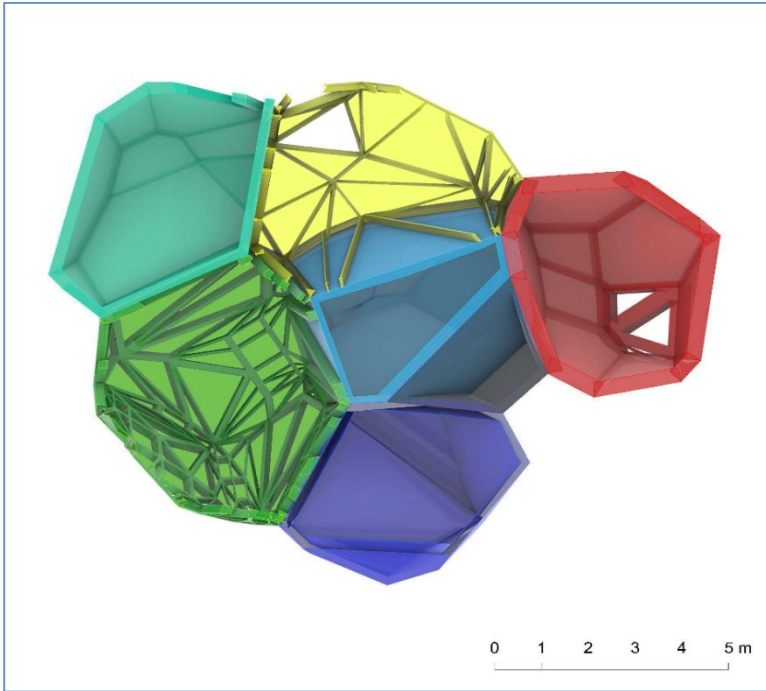


Applying permeability



|  | Function         | Permeability |
|--|------------------|--------------|
|  | Living           | 80%          |
|  | Kitchen          | 62%          |
|  | Storage main     | 16%          |
|  | Meditation       | 10%          |
|  | Garden-gym       | 50%          |
|  | Medical          | 10%          |
|  | Private quarters | 3%           |
|  | Bathroom         | 0%           |
|  | Storage private  | 0%           |
|  | Research         | 8%           |
|  | EVA chamber      | 5%           |
|  | Storage research | 0%           |

# Permeability script: iterations



# Exterior: Lunar Regolith

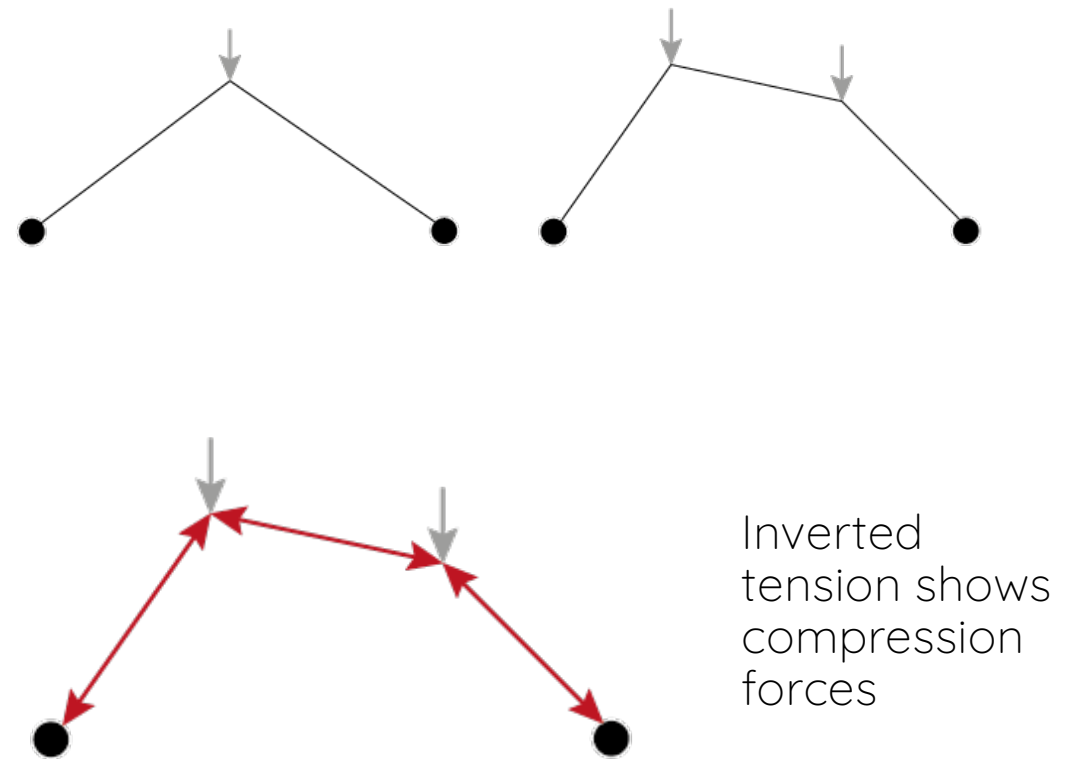
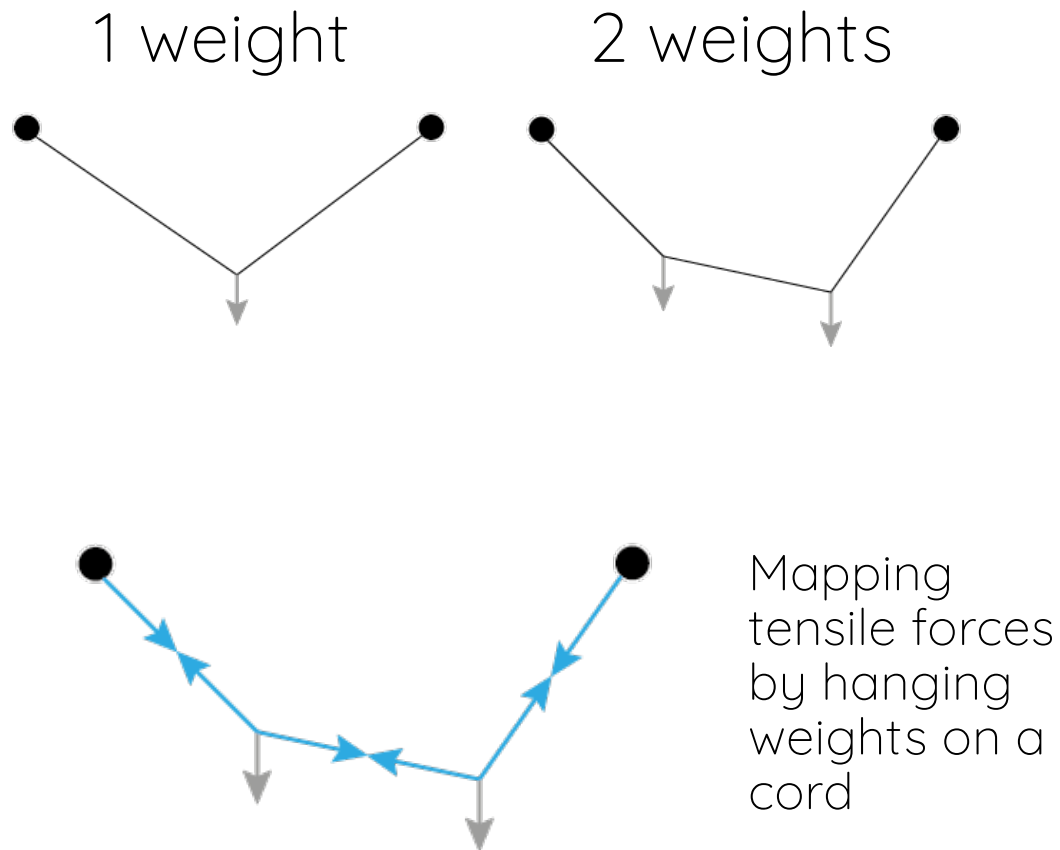
Main material:

- Lunar Regolith
  - Radiation protection: will require thick walls (1,5+ m)
  - Strong compressive properties
  - Weak tensile properties



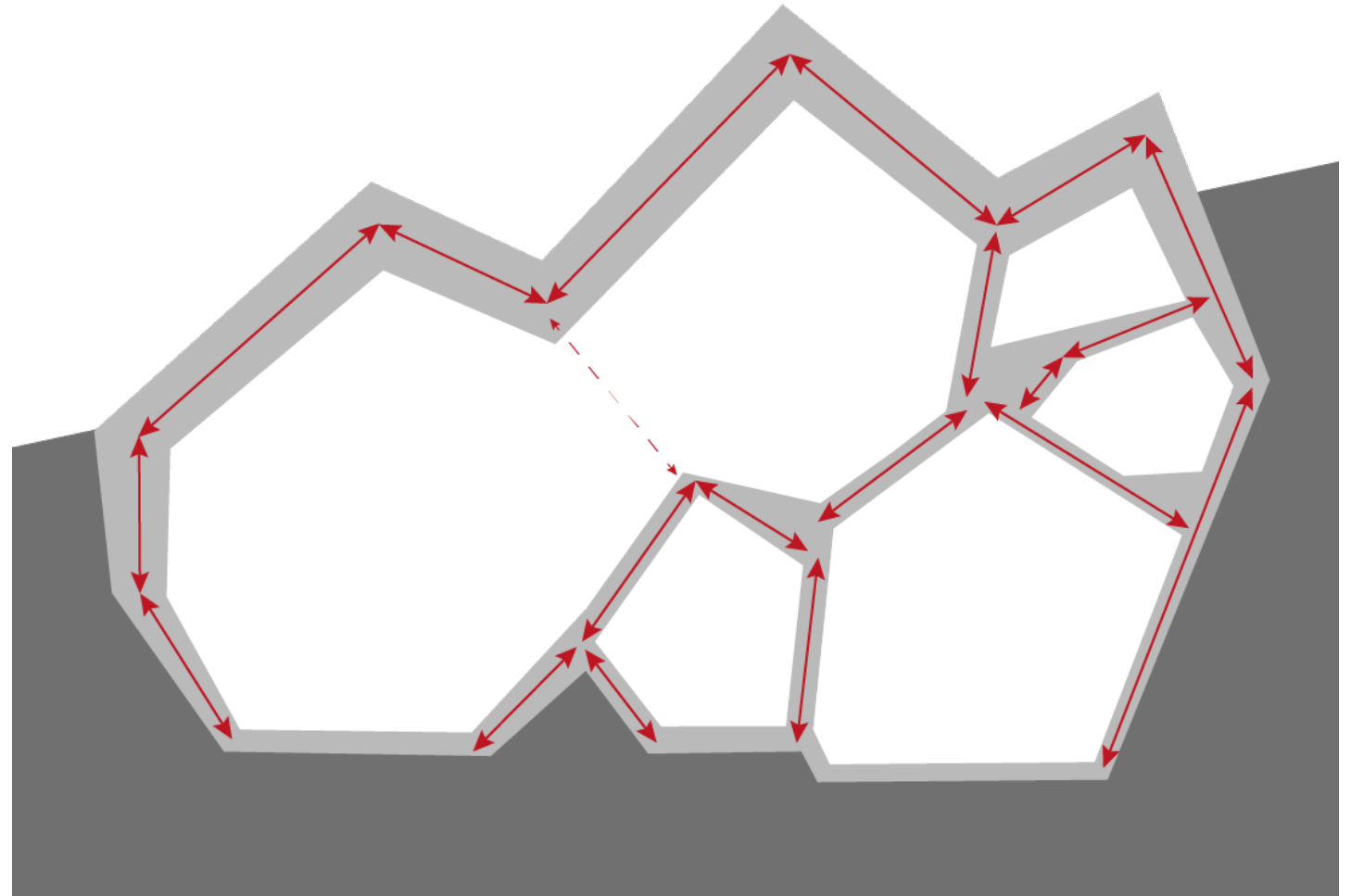


# Catenary action



# Catenary action: building

Geometry adjusted to generate mainly compressive forces:

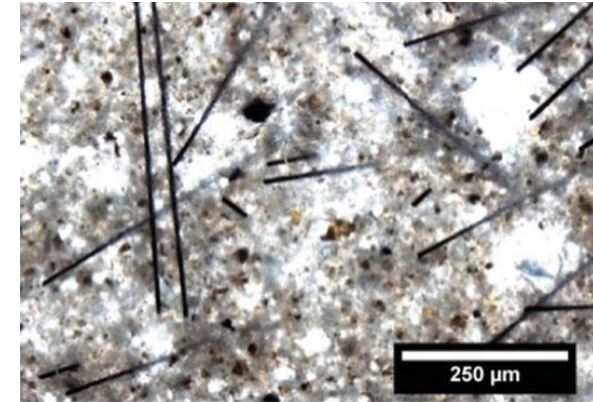


# Carbon fibre

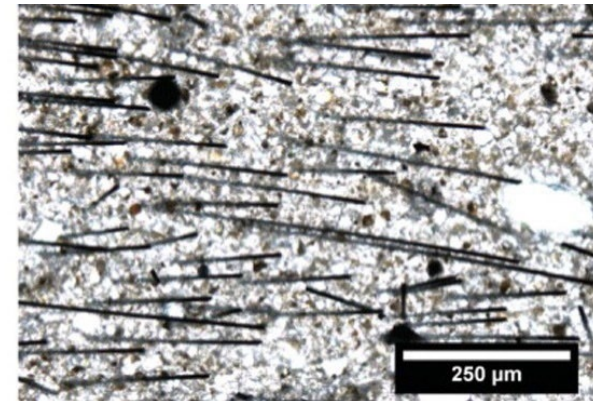
## Reinforcing Lunar Regolith

- Extract carbon to produce small fibres
- Already applied in concrete
- Add to Regolith mixture
  - improves tensile strength for static and dynamic loading

Hambach, M., Möller, H., Neumann, T., & Volkmer, D. (2016). Portland cement paste with aligned carbon fibers exhibiting exceptionally high flexural strength (> 100 MPa). *Cement and Concrete Research*, 89, 80-86.



disorganised



organised

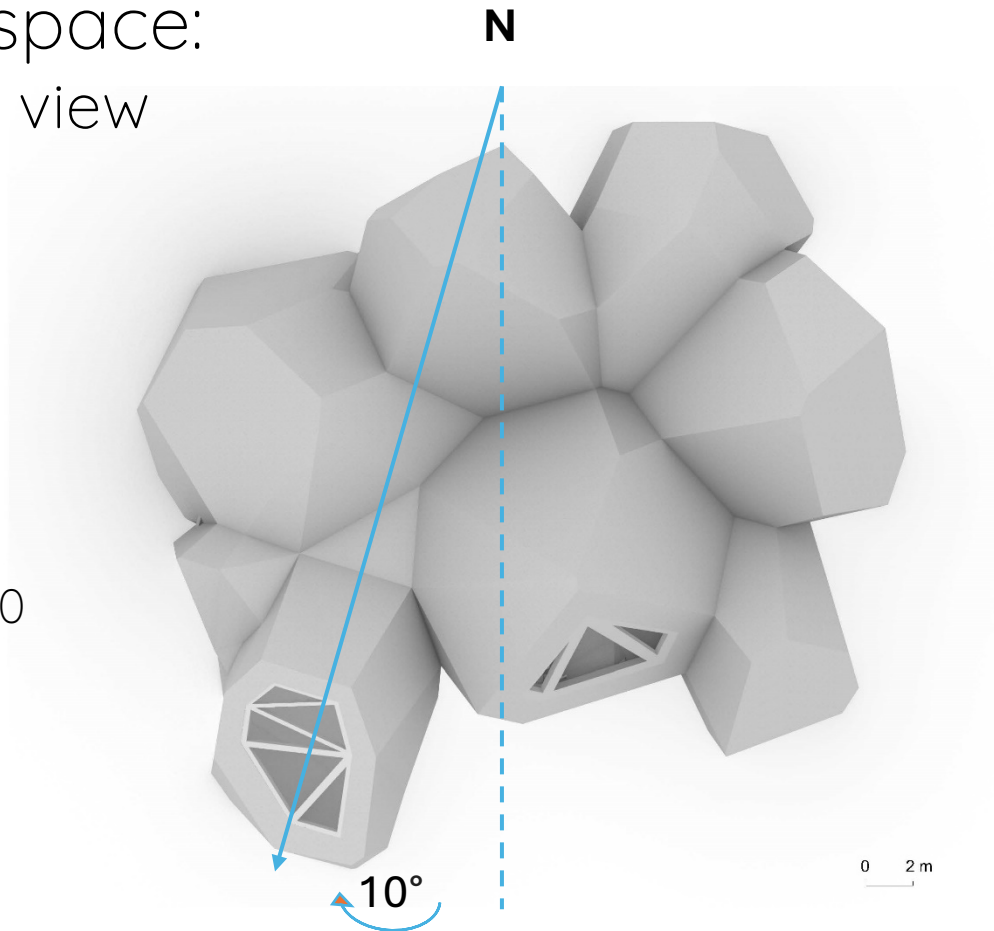


# Creating views

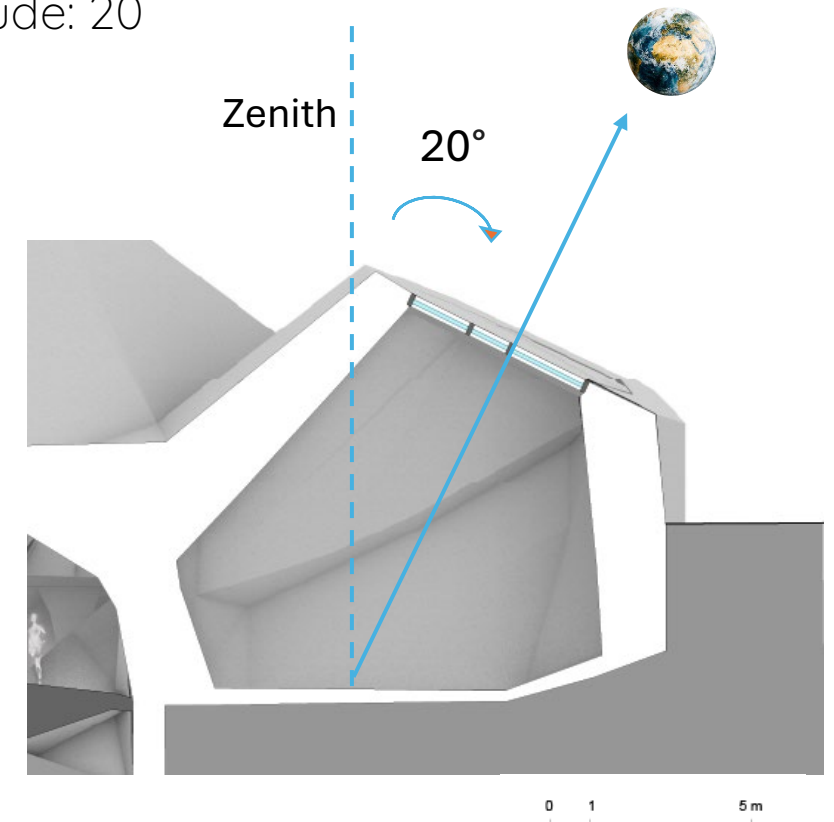
Meditation space:

- Map Earth view

Orientation  
Longitude: 10

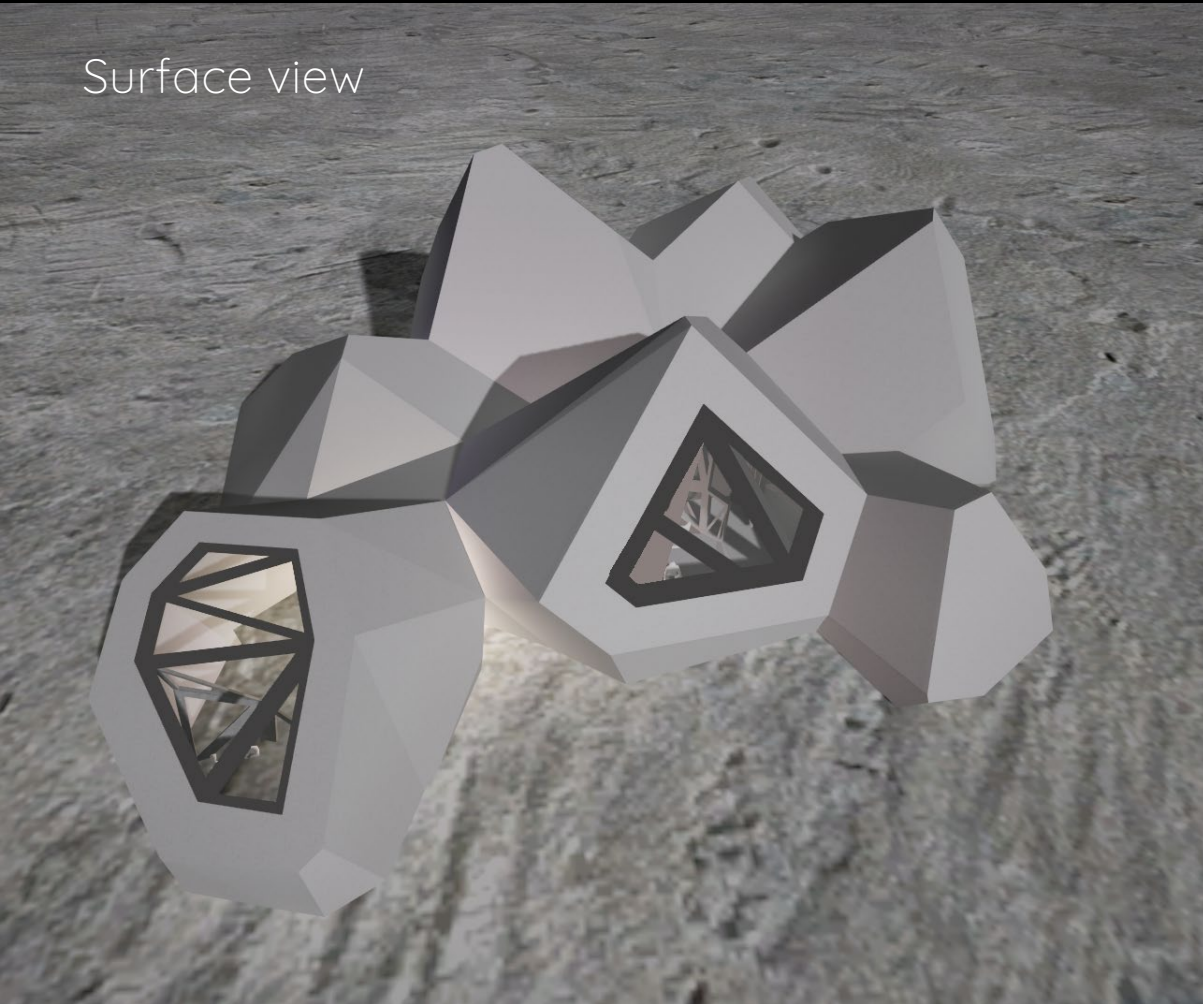


Sky position  
Latitude: 20

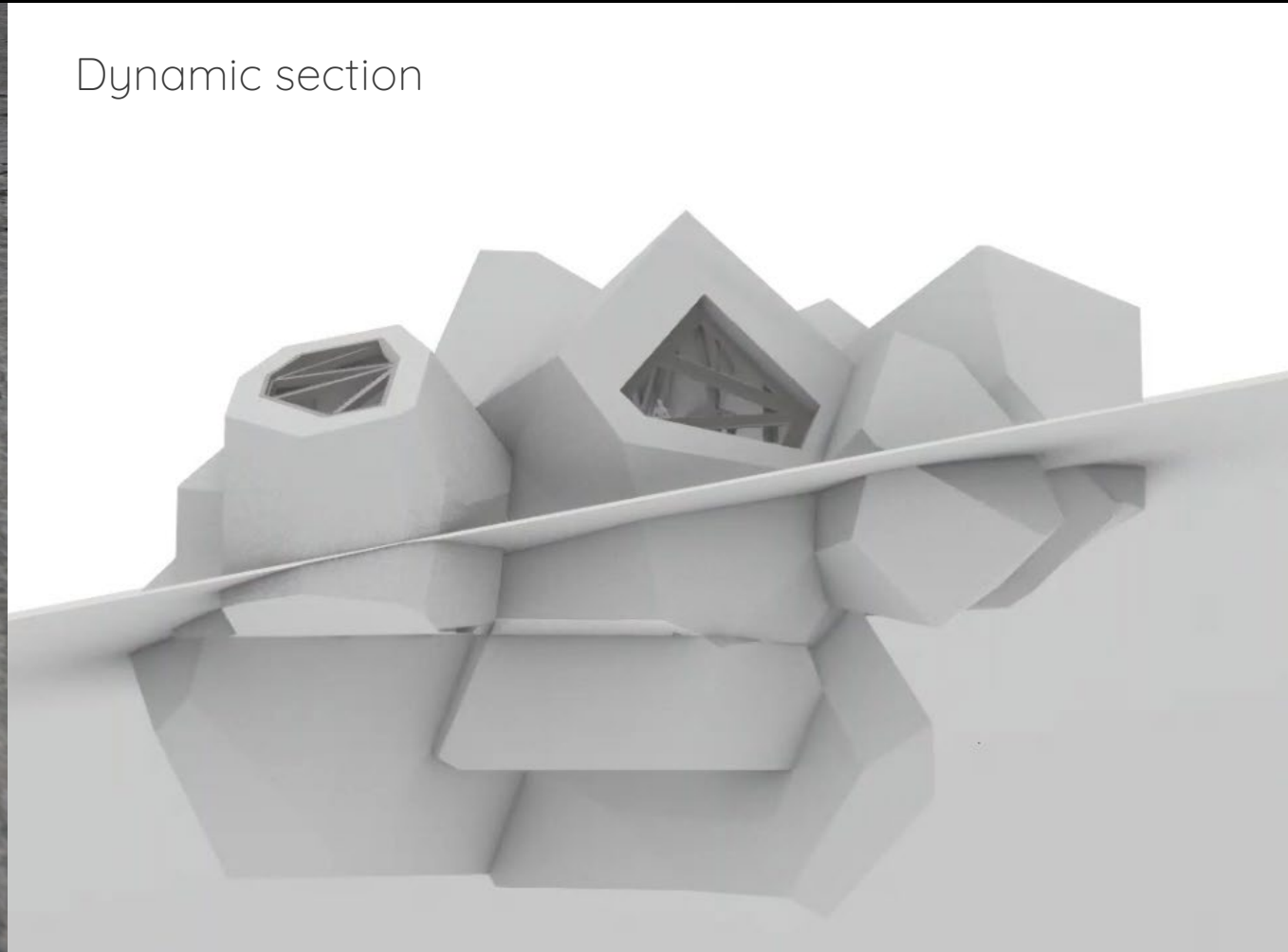


# Building in location

Surface view



Dynamic section





# Building in location

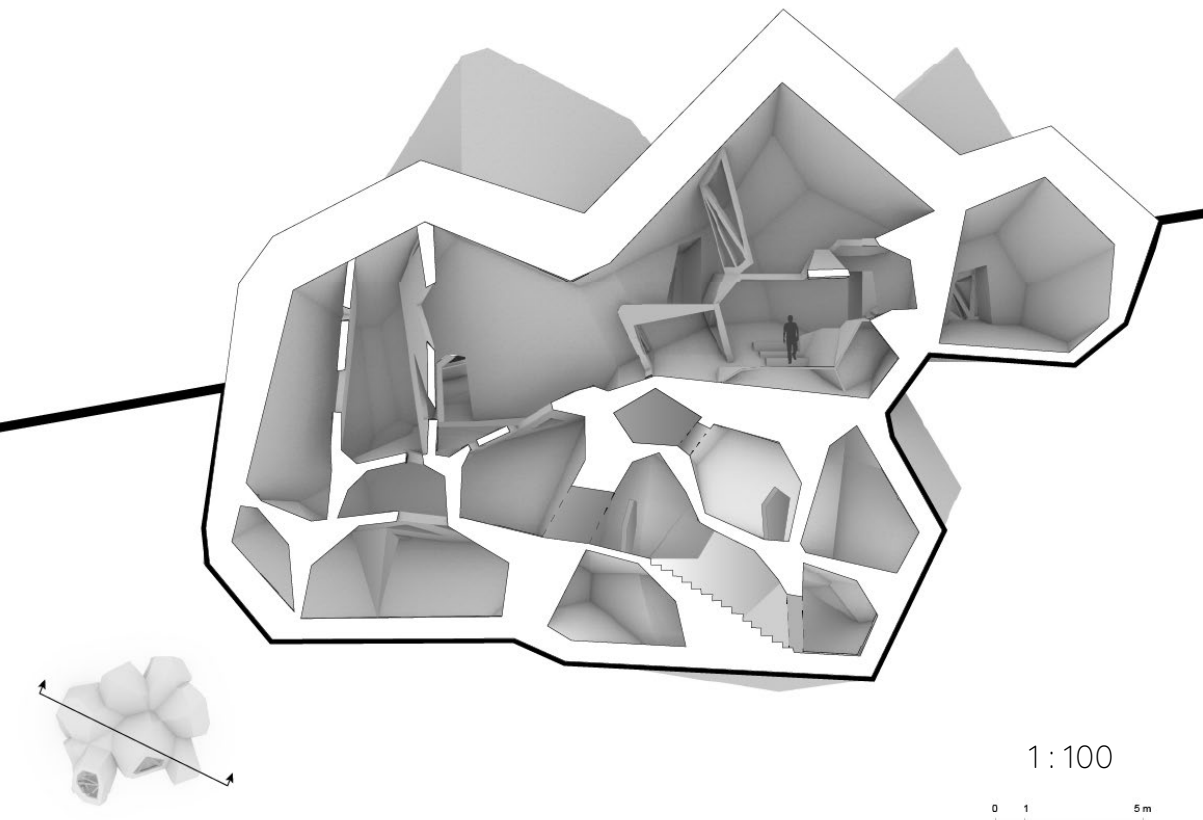
Dynamic section



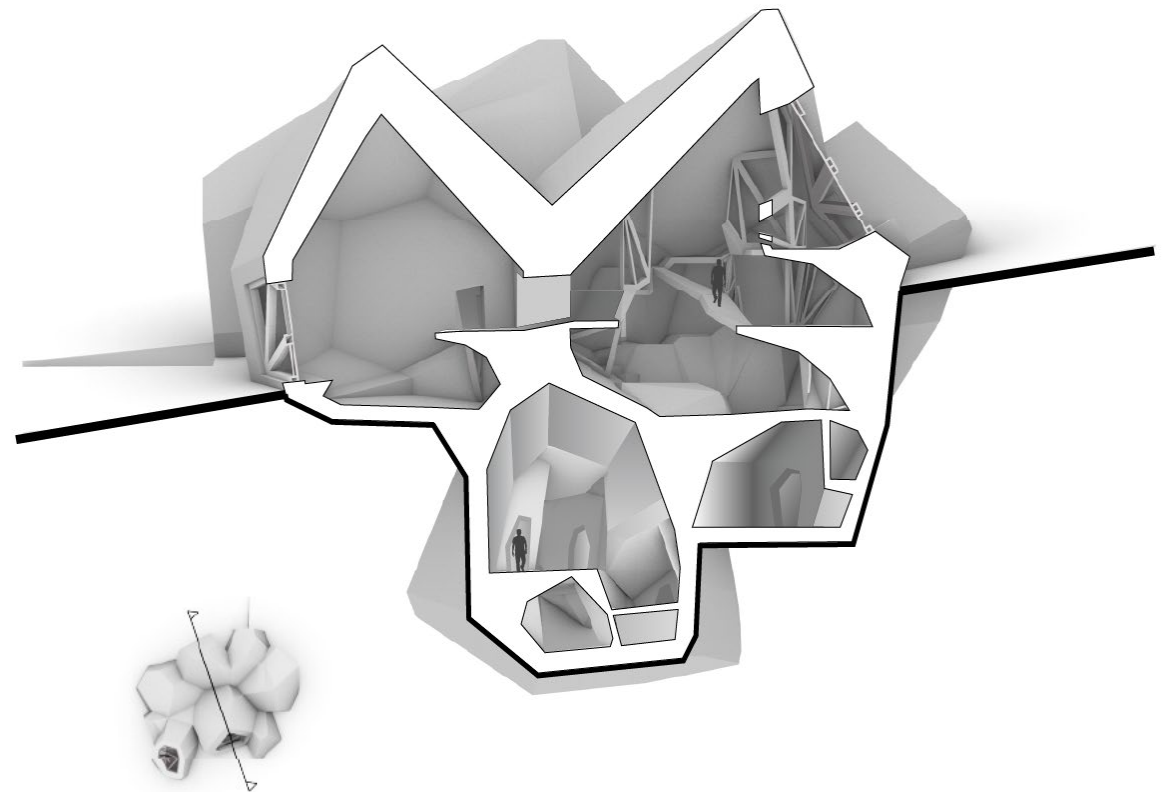


# Section

Section A



Section B

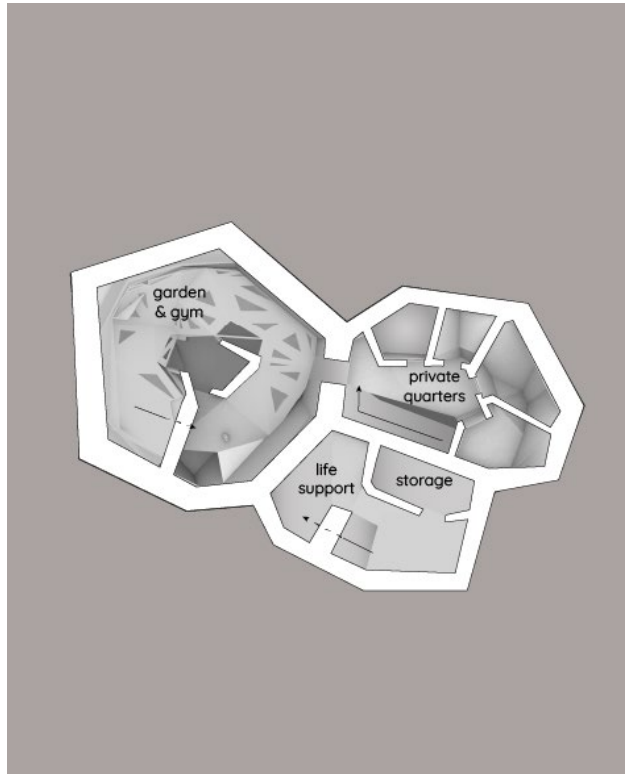


1:100

0 1 5m

# Plans

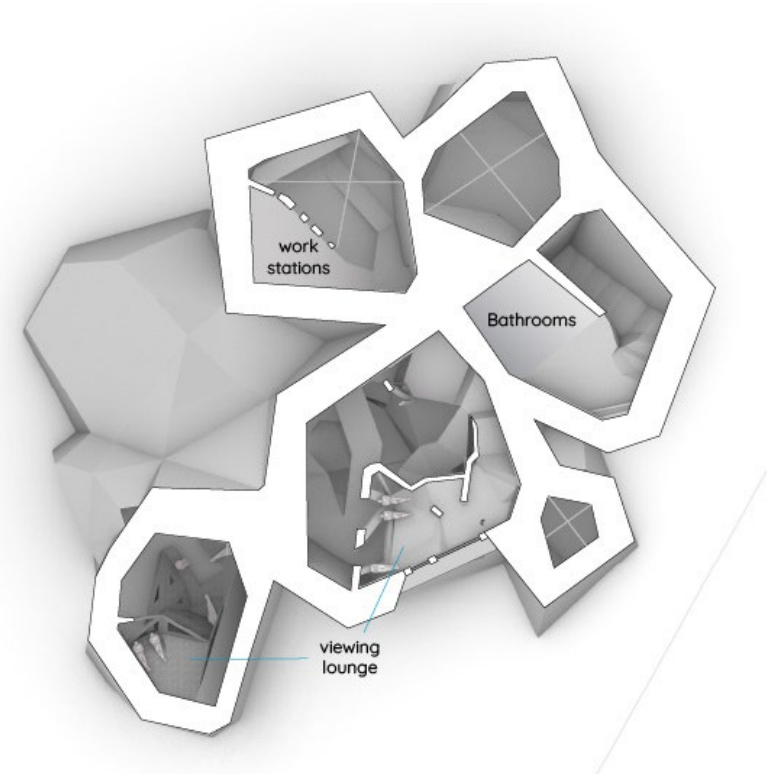
Plan -1  
-6.6 m



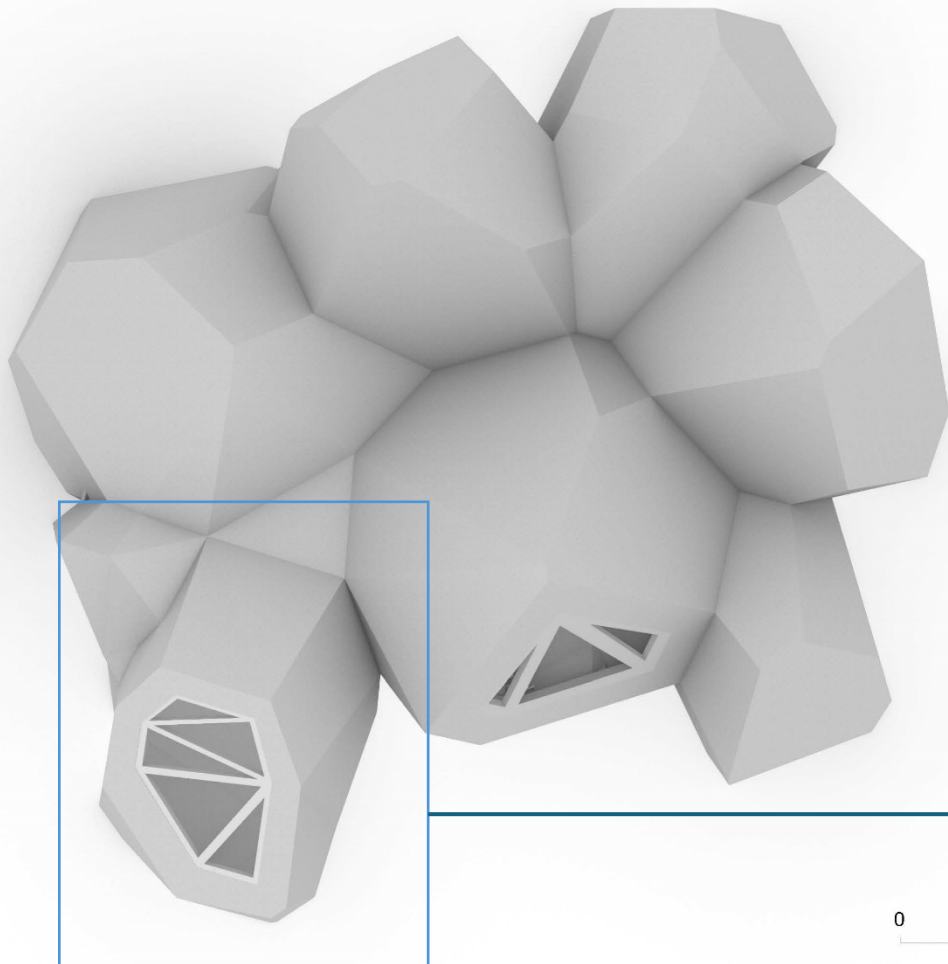
Plan 0  
0 m



Plan +1  
+3.6 m



# Meditation space



0 2 m

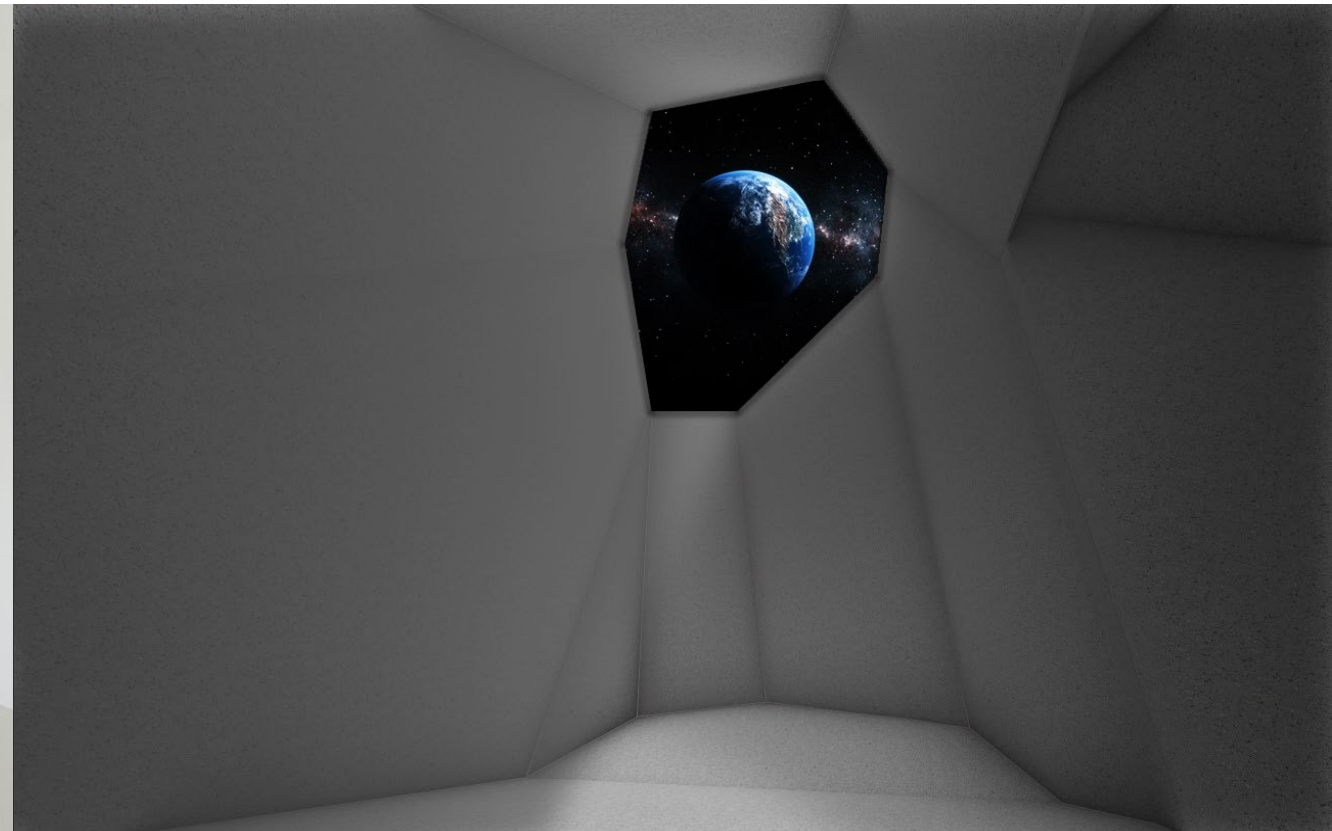
0 1 m



# Asymmetric geometry

*St. Joseph House* - Wolfgang Tschapeller ZT GmbH

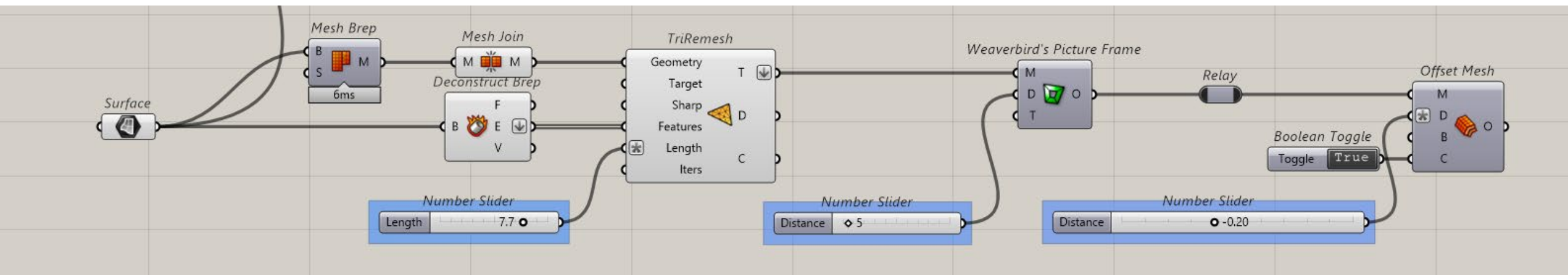
Interior meditation space



Source: [St. Joseph House / Wolfgang Tschapeller ZT GmbH | ArchDaily](#)

# Methodology: computational design

## Permeability study: furniture scale



1. triangulation

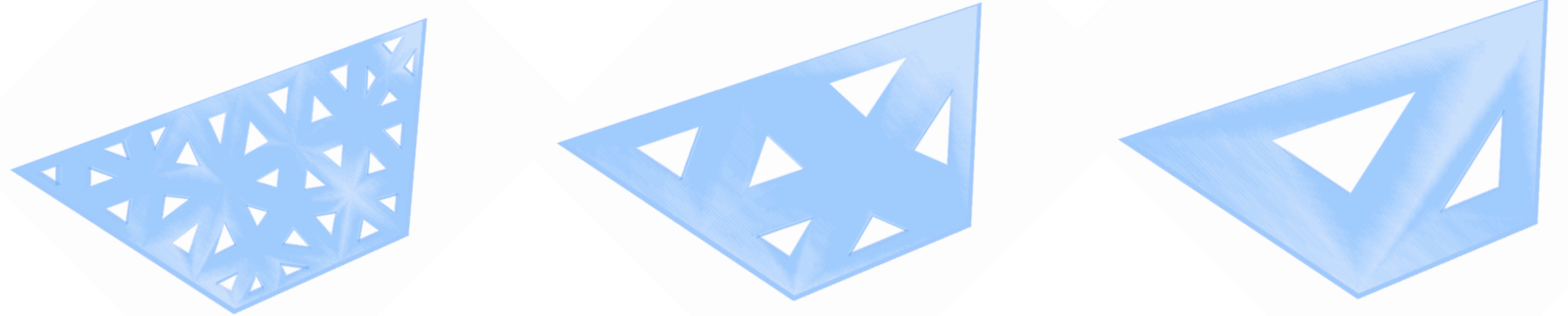
2. opening size

3. thickness

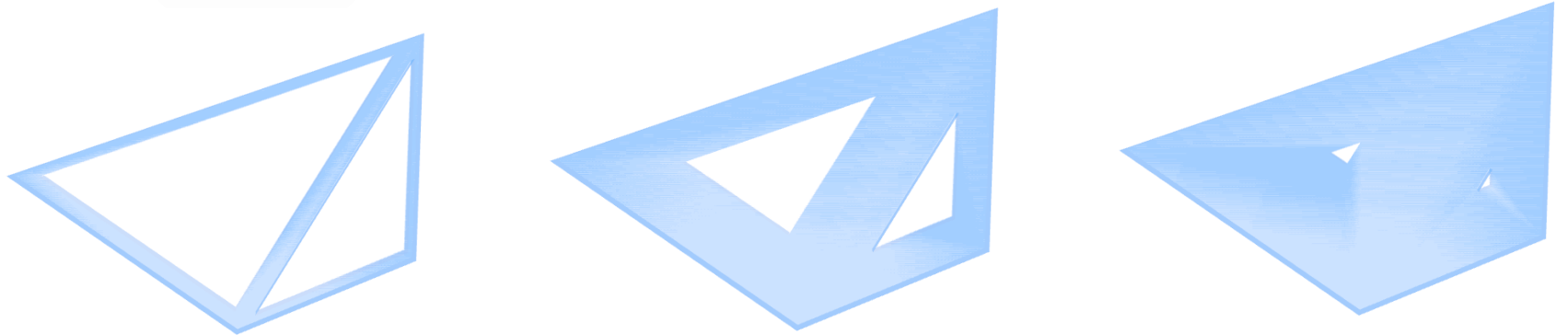
# Permeability script

high ← → low

triangulation

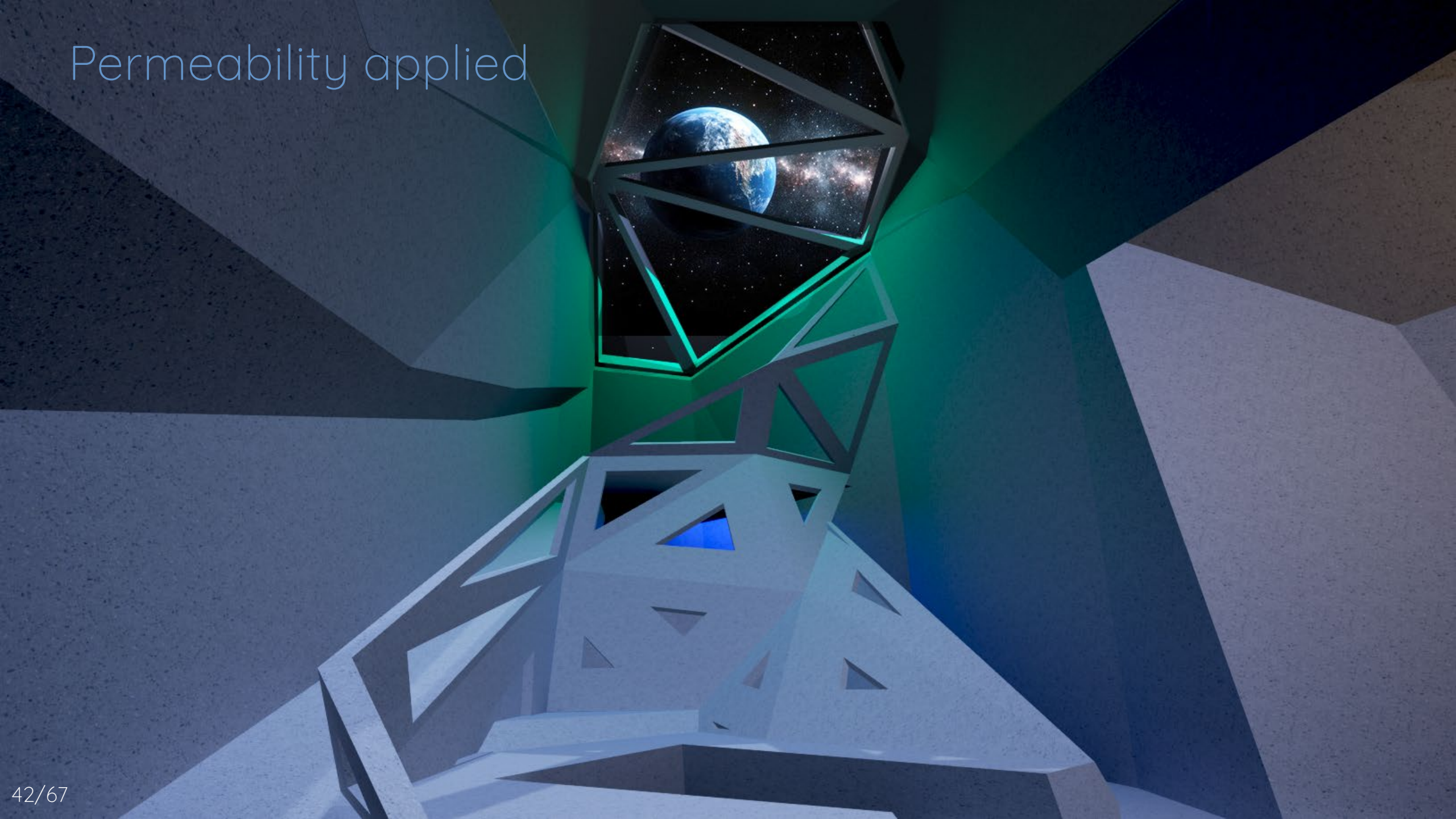


opening size

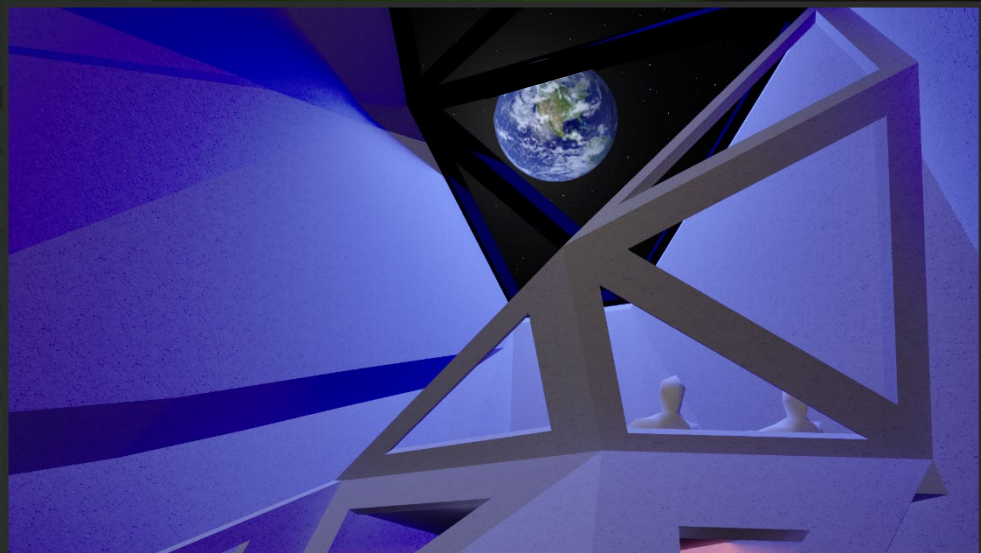




Permeability applied







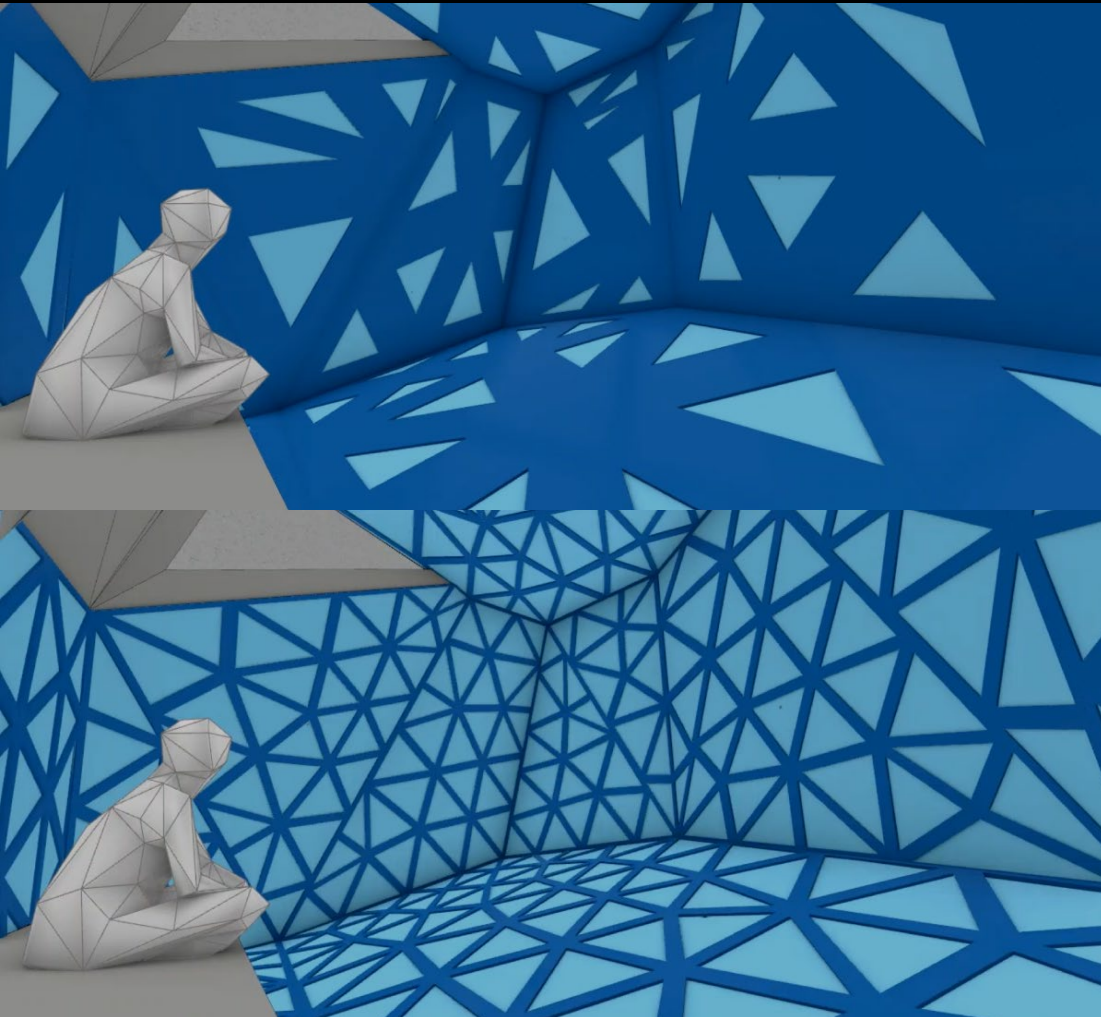
Earth viewing

# Reflecting





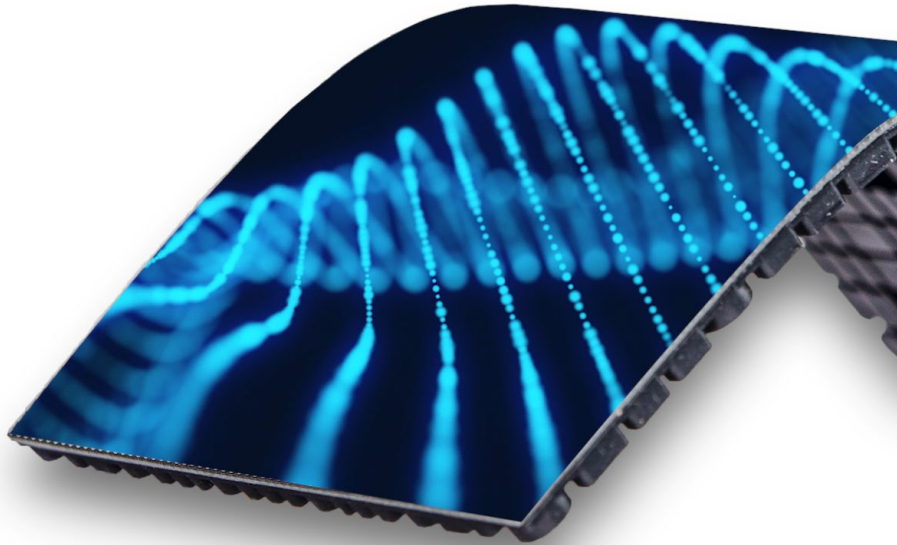
# Interior solitude space



Adjustable colour and size

- Monitoring physical state:
  - Heart rate
  - Temperature
- Indicators of stress can inform visuals
  - Calming or uplifting effects

# Interior solitude space

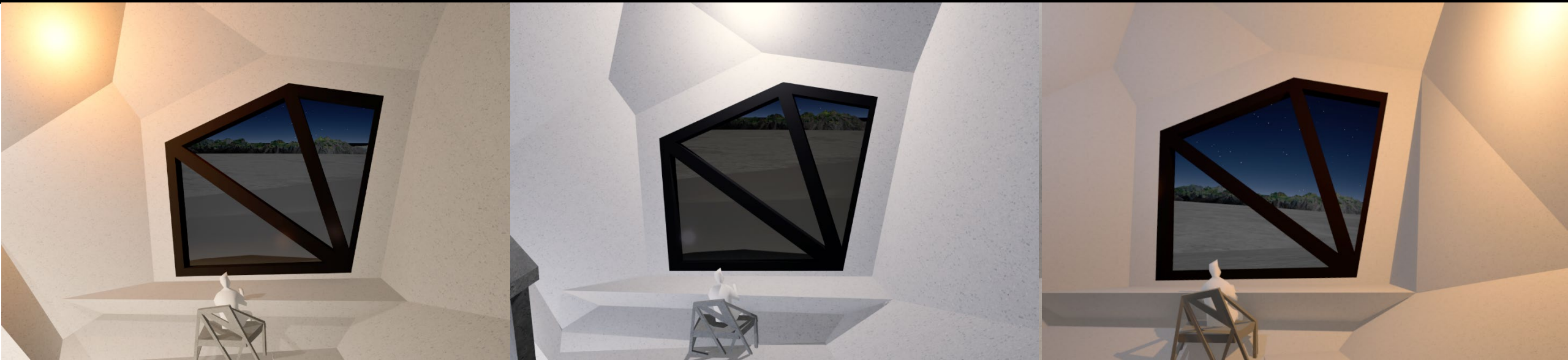


Source: <https://pixelflexled.com/product/flexmod/>

## Flexible OLED screens

- Possible in irregular polygons
- Lightweight & energy saving
- Easy front-side maintenance and replacement

# Dynamic daylight simulation



Sunrise

Midday

Sunset



# Constructing Lunar Architecture



# Workshop: component fabrication



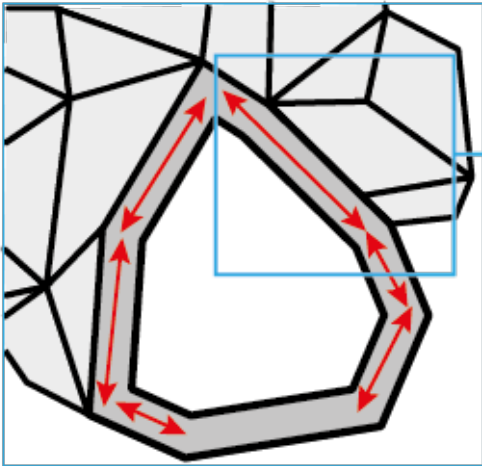
Provides flexibility for Voronoi based geometry

- Component adapted to form
- Tested additive and subtractive method



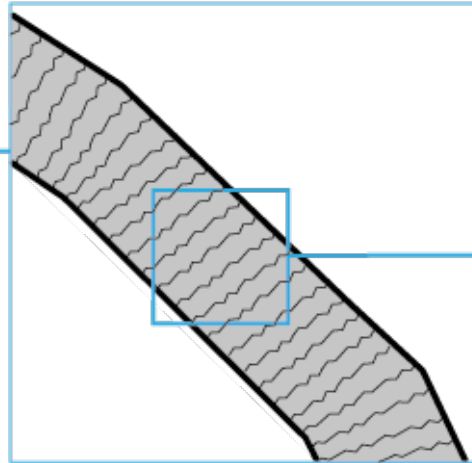
# Wall construction

1. Geometry adjusted to compressive forces



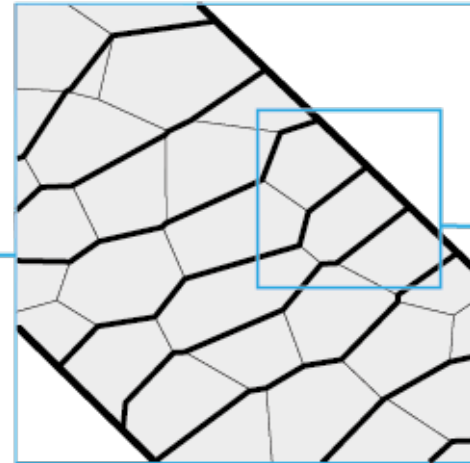
- Roof angles  $>45$
- Mainly compressive forces

2. Dry stacked layers



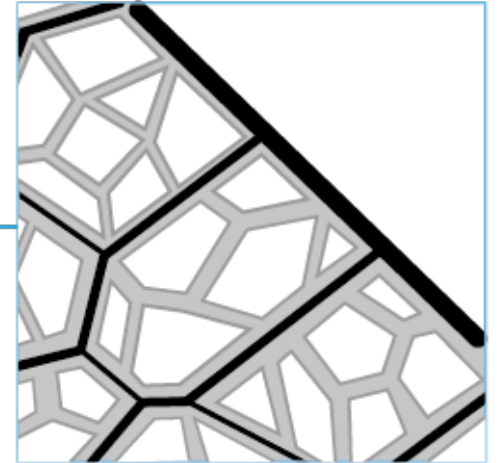
- Robotic assembly layer by layer

3. Voronoi component build-up



- Interlocking of components provides stability

4. Internal structure of components

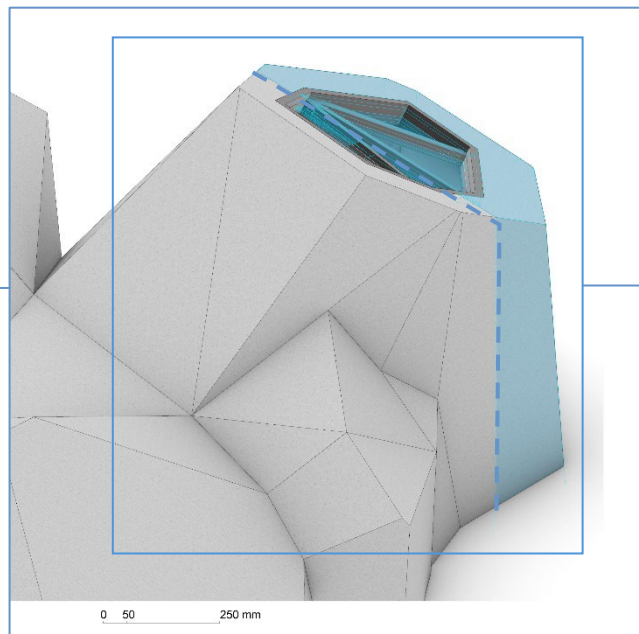
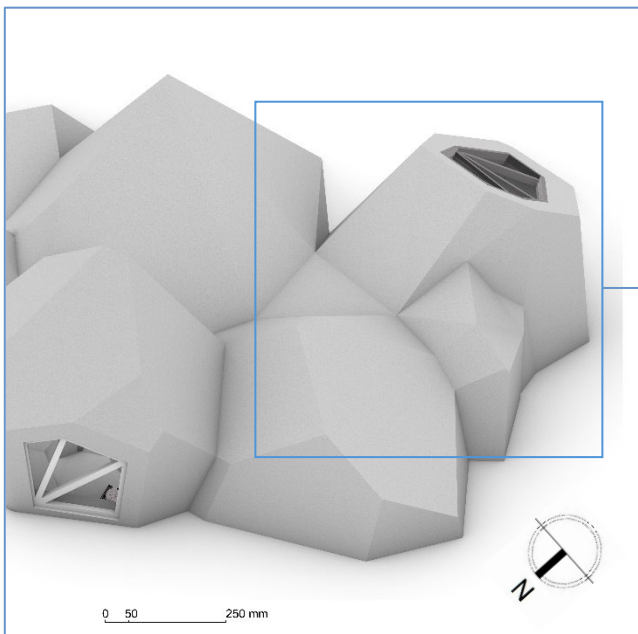


- Only necessary material left for structural integrity
- Less load means less material

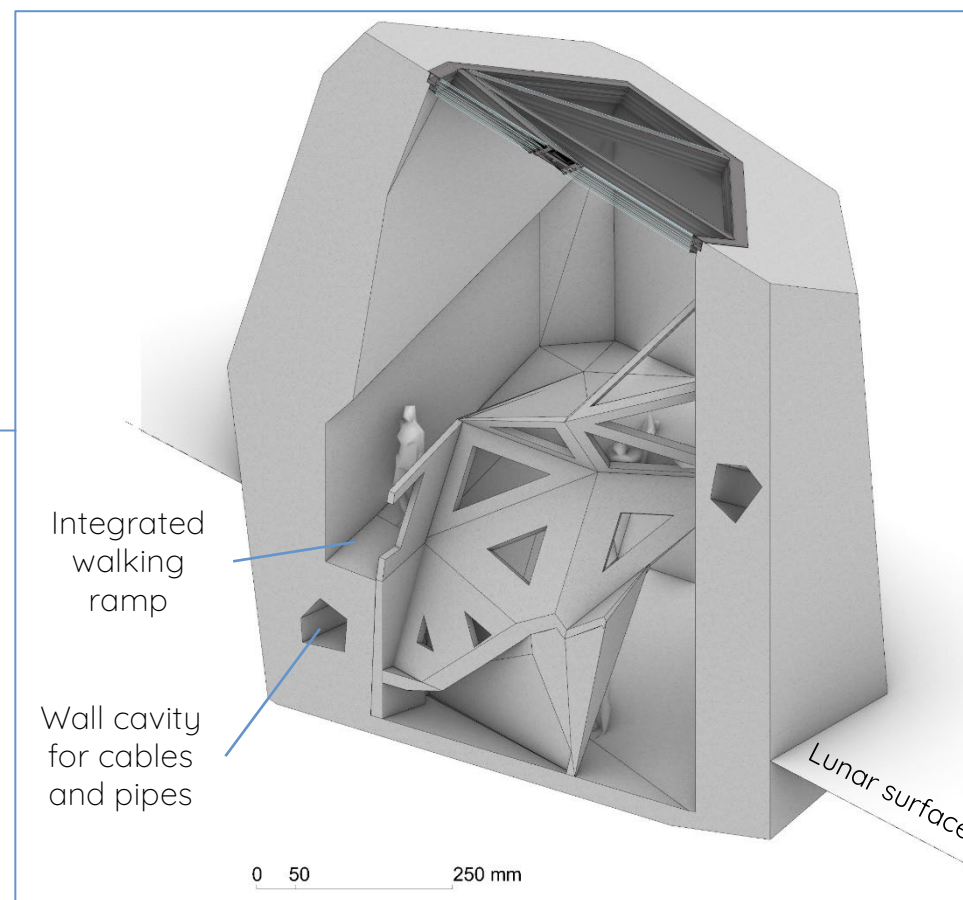


# Fragment

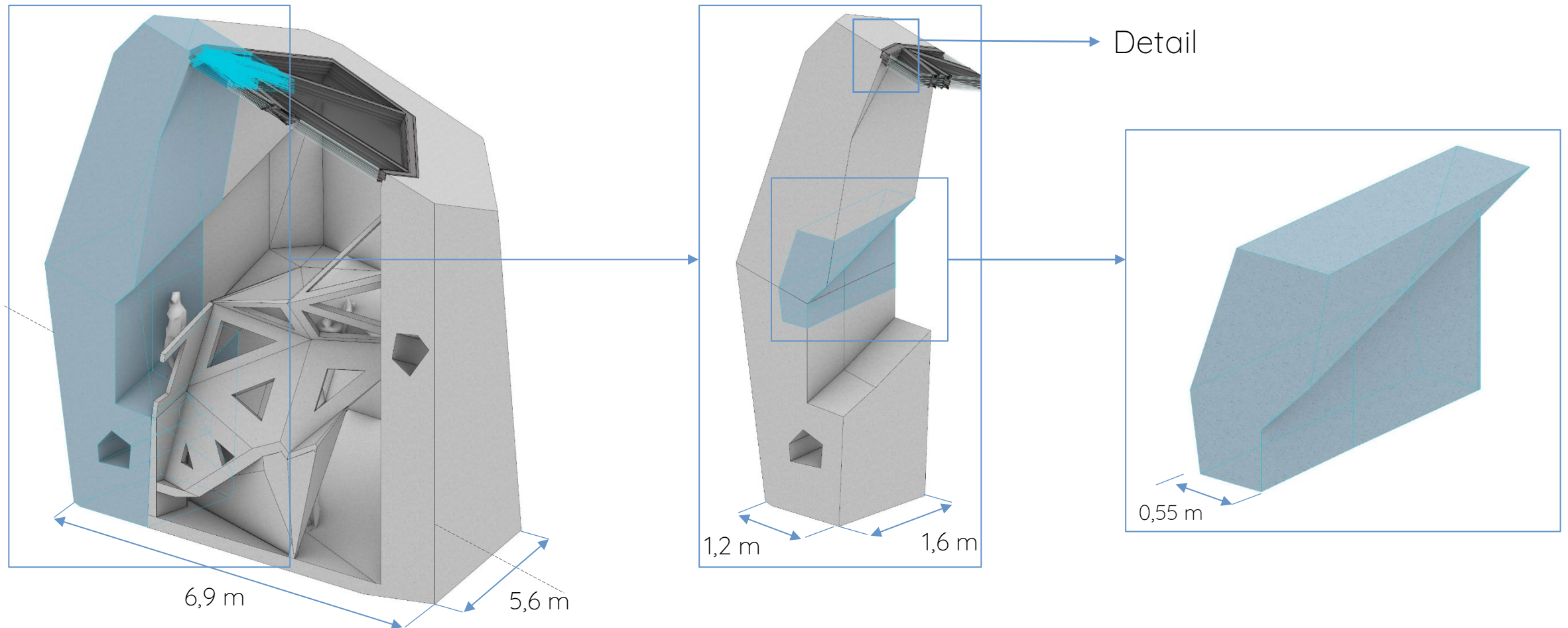
North-west perspective



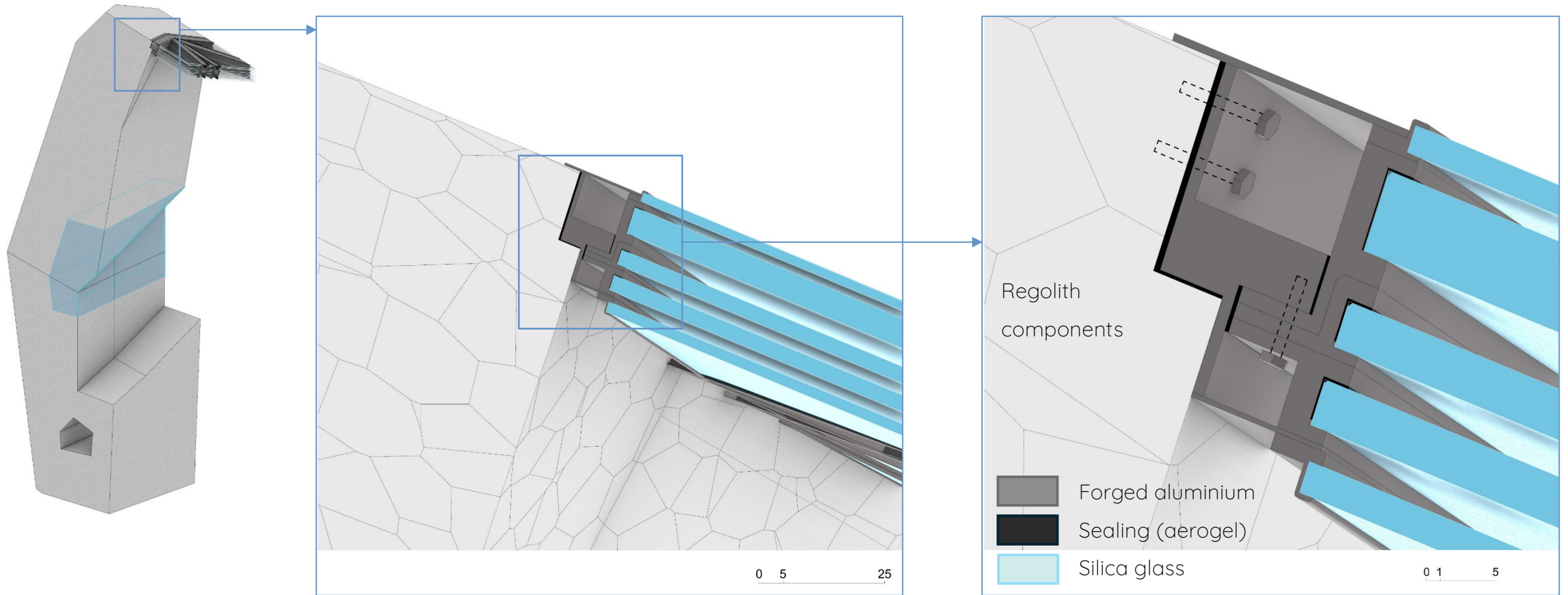
Section



# Fragment

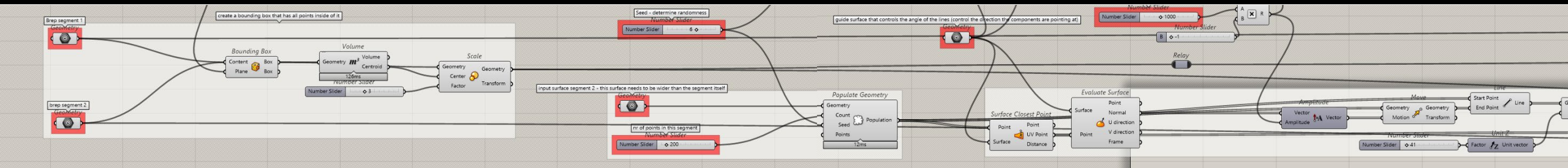


# Detail: Window to structure

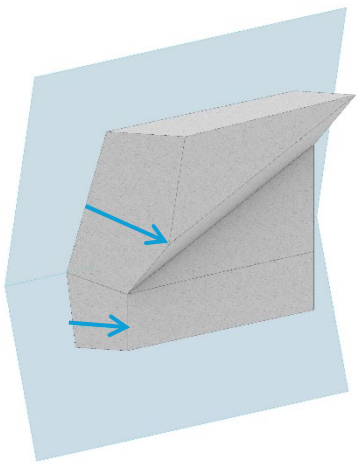




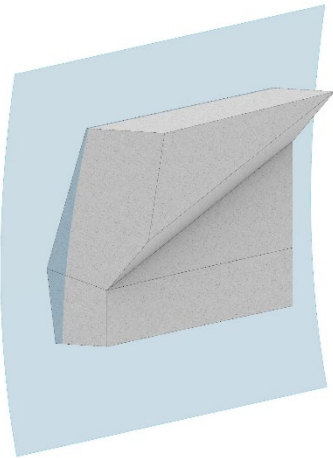
# Component script



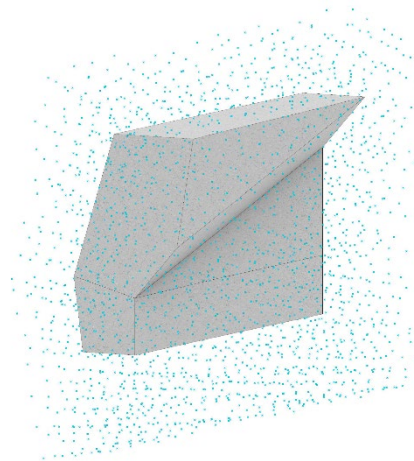
Component direction



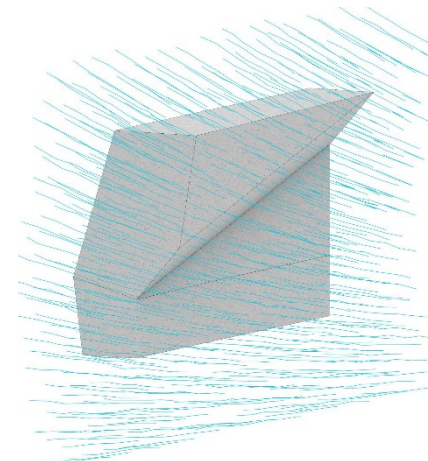
Smoothing surface



Populate with points



Component lines

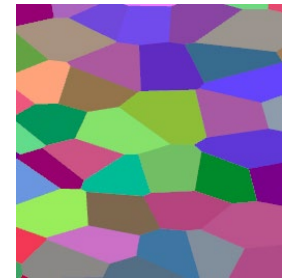
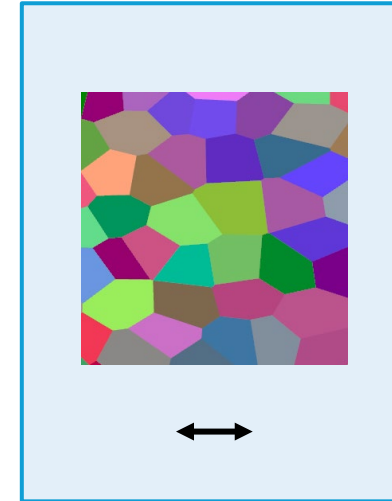
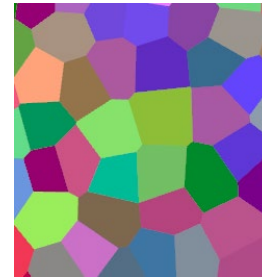
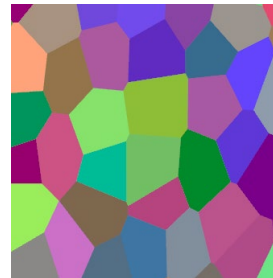
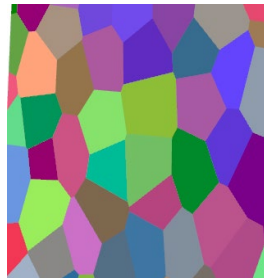


Voronoi components along lines

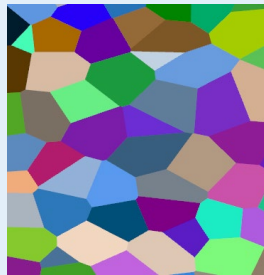


# Evaluating components

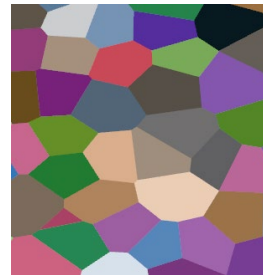
Stretch direction



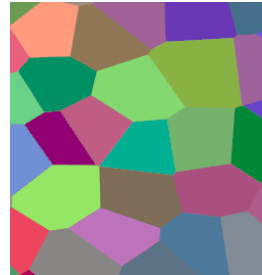
Diameter



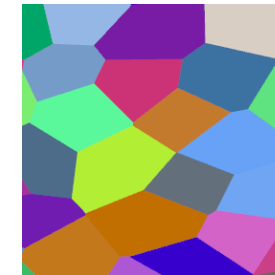
$\pm 200$  mm



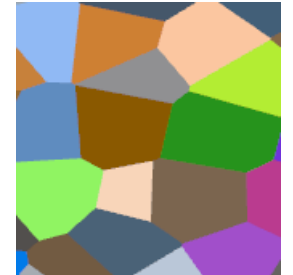
$\pm 300$  mm



$\pm 400$  mm



$\pm 500$  mm



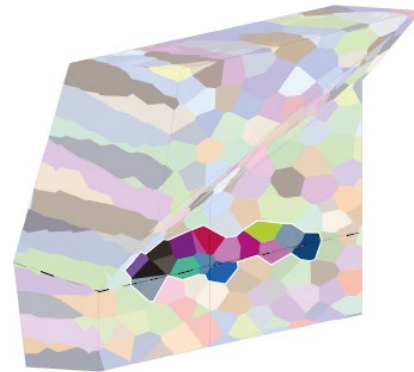
$\pm 600$  mm

# Evaluating components

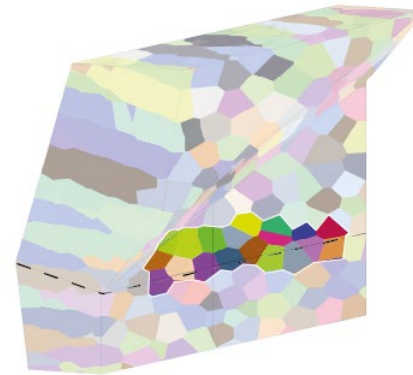
Seed 1



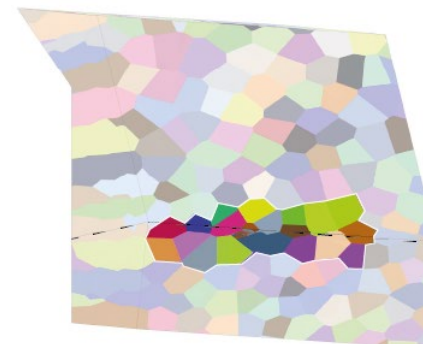
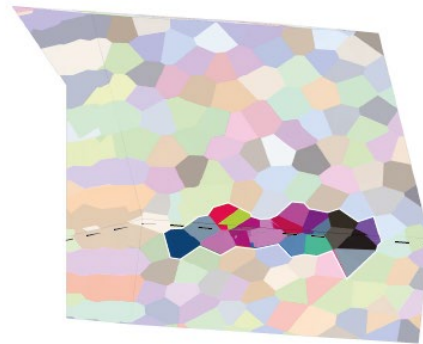
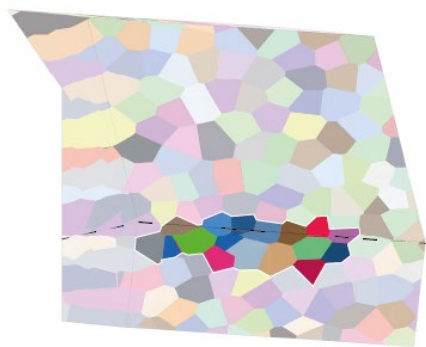
Seed 2



Seed 5



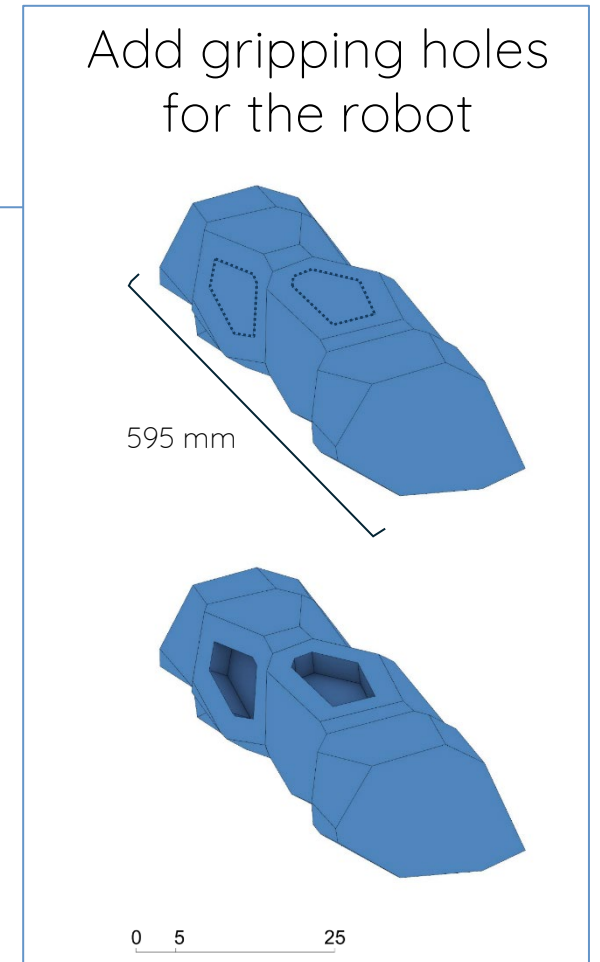
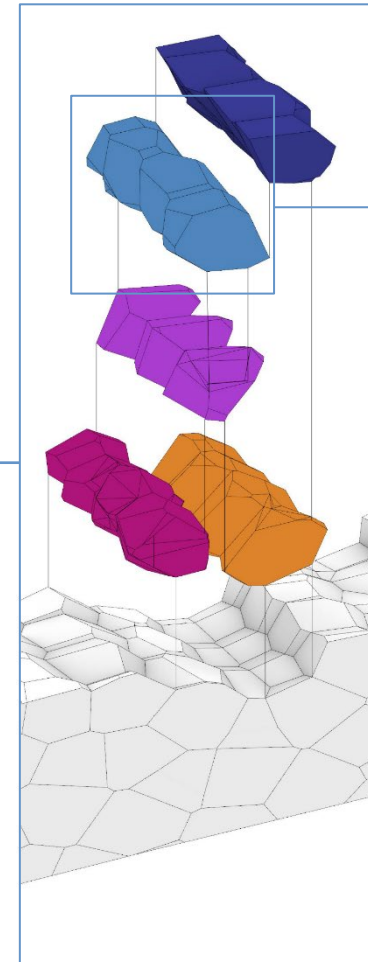
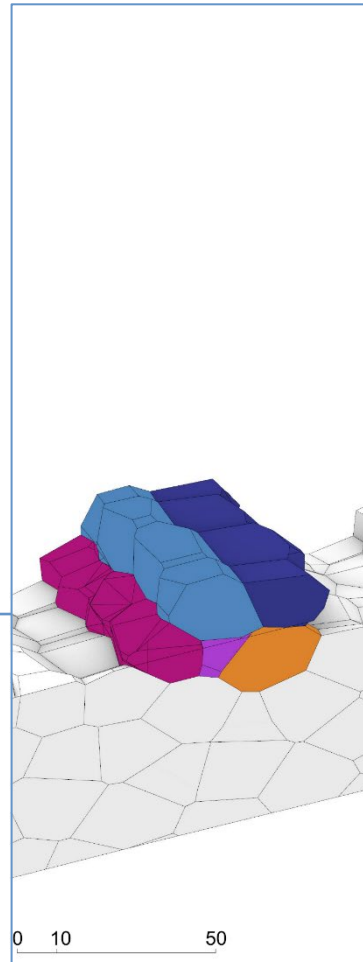
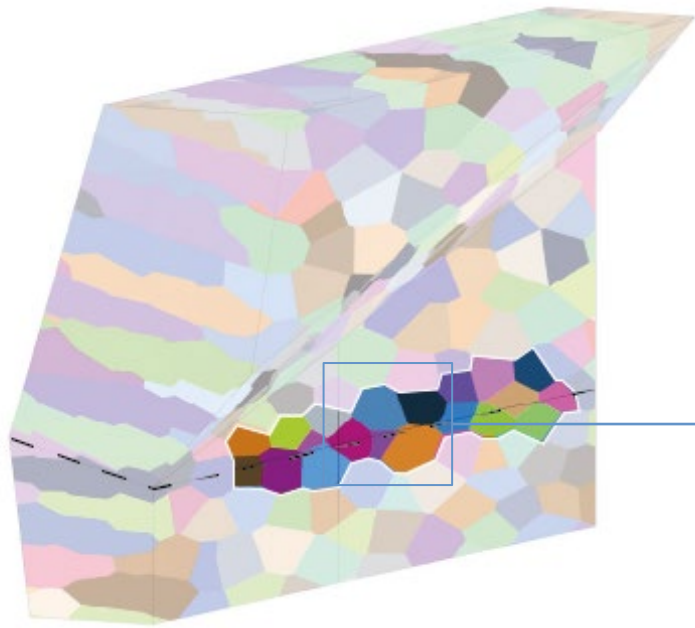
Seed 6



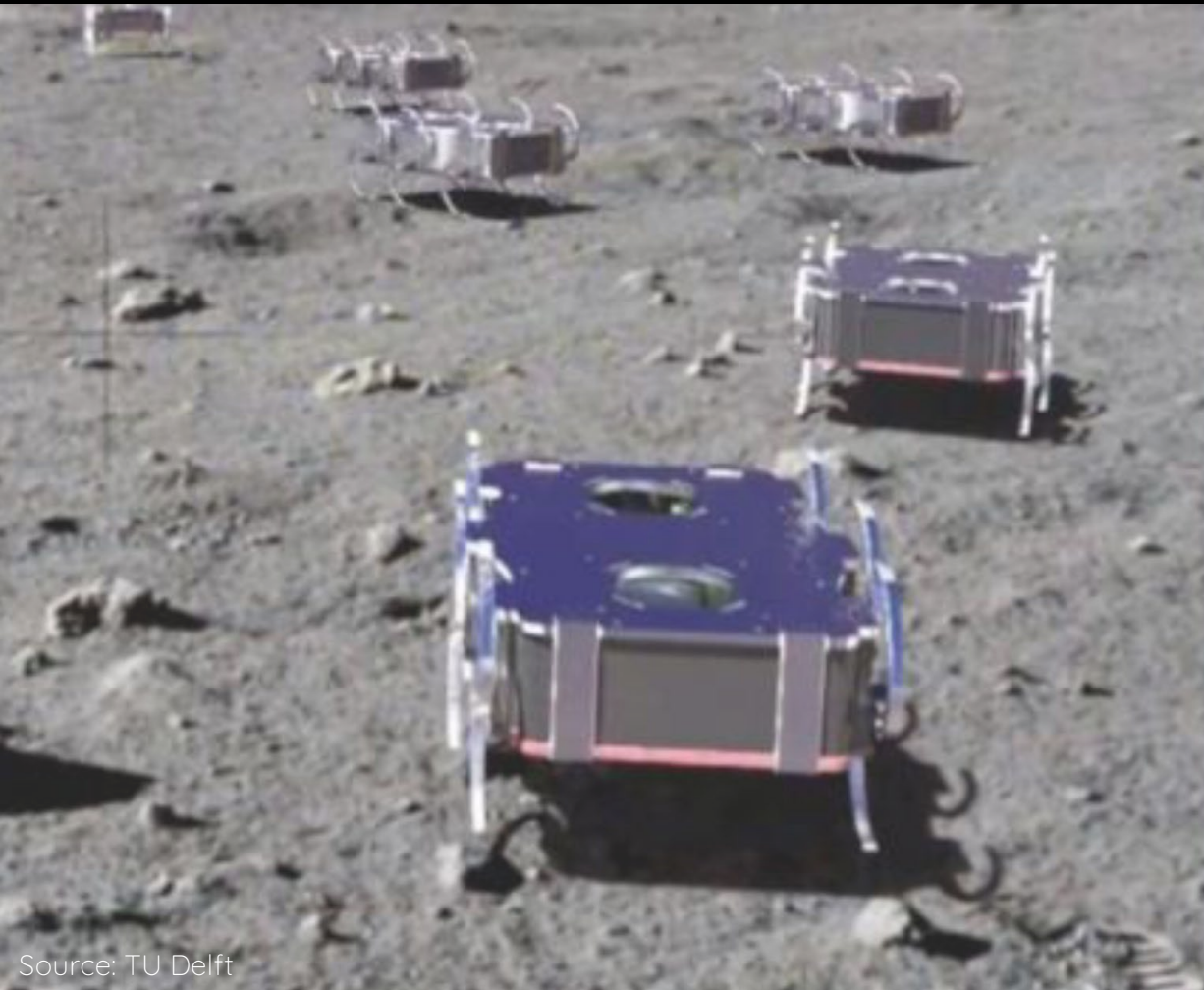


# Evaluating components

Seed 6



# Construction: swarm robotics

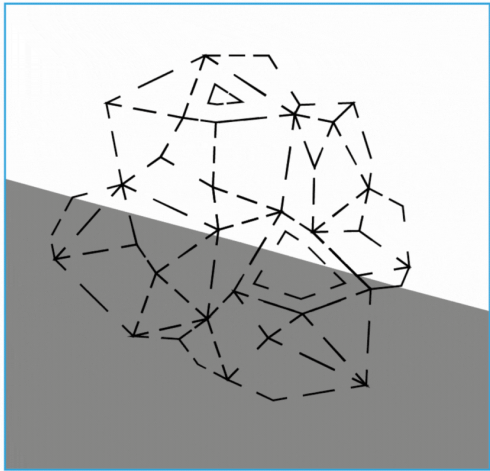


- Based on swarms in nature
- Many small robots doing the same task
  - By dividing ground they cover it quickly
- Inter-robot communication
  - Cooperation, organisation

Source: TU Delft

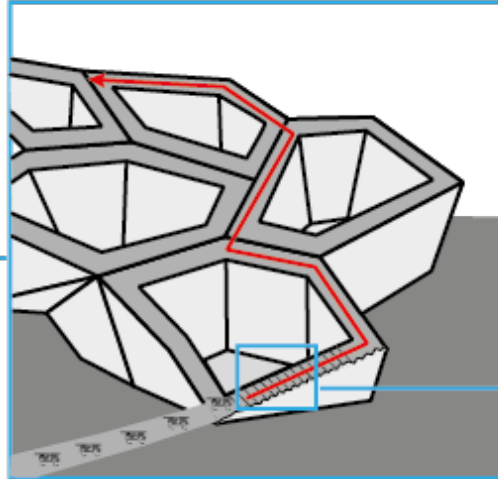
# Construction: steps

## 1. Excavation



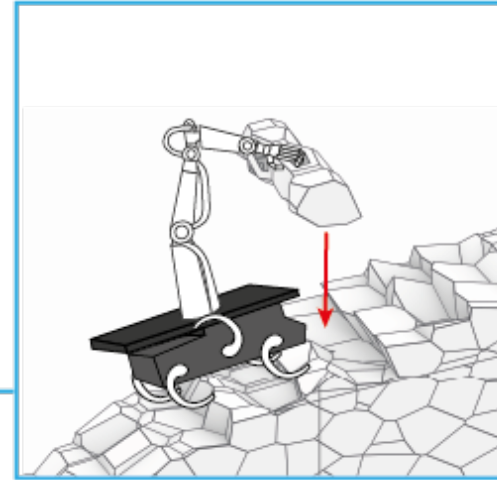
- Step by step excavation of the location
- Swarm robots

## 2. Layer for layer - create ramp for robots



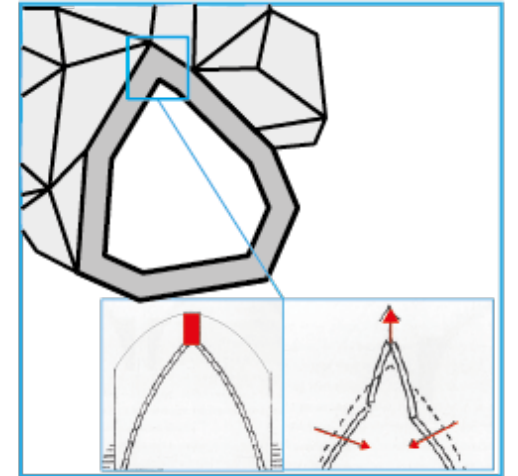
- Walls built up in a continuous ramp
- Provides access for the swarm

## 3. Stacking components



- Components printed
- Components transported and placed in place by swarm

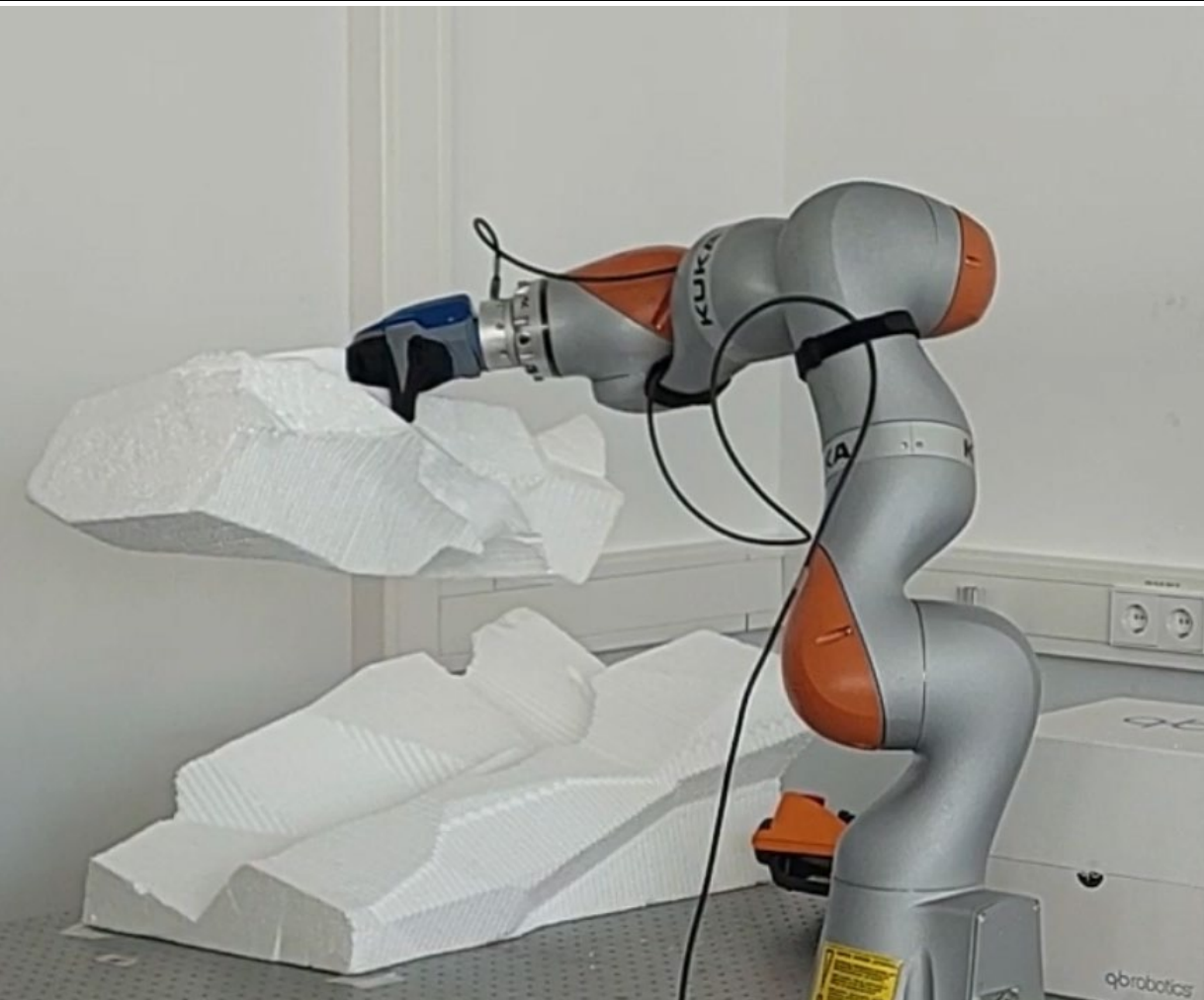
## 4. Closing the vault: 'keystone'



- Based on Gothic vault constructions
- A keystone stabilises



# Construction: human-robot interaction



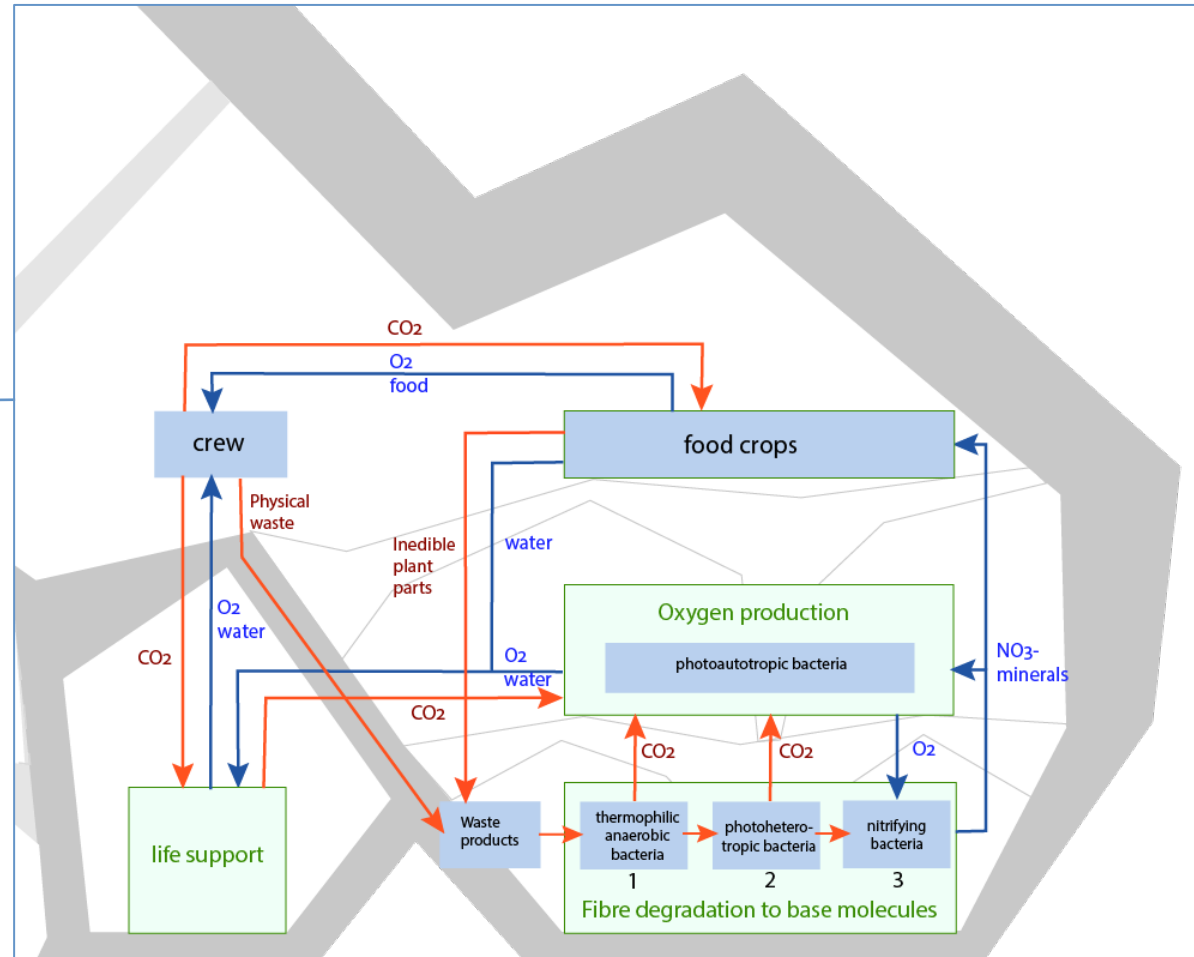
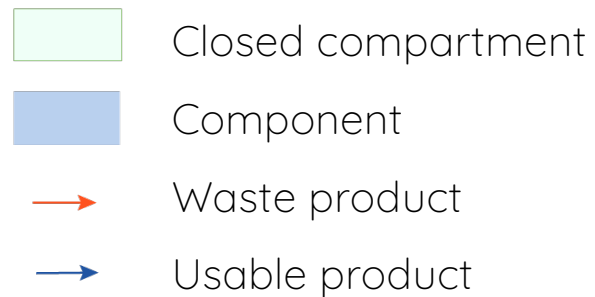
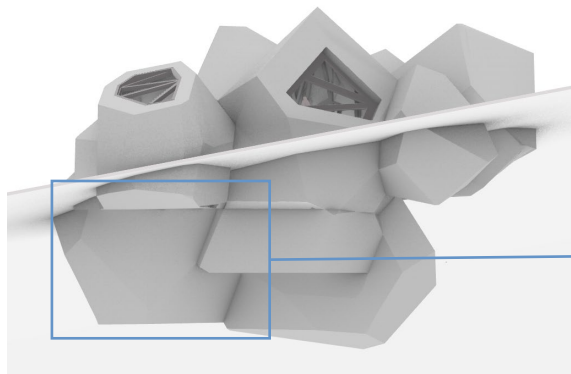
Combine strengths:

- Robot: heavy lifting
- Human: delicate motor skills

Robot learns

- End goal is to become **autonomous**

# Life support: waste

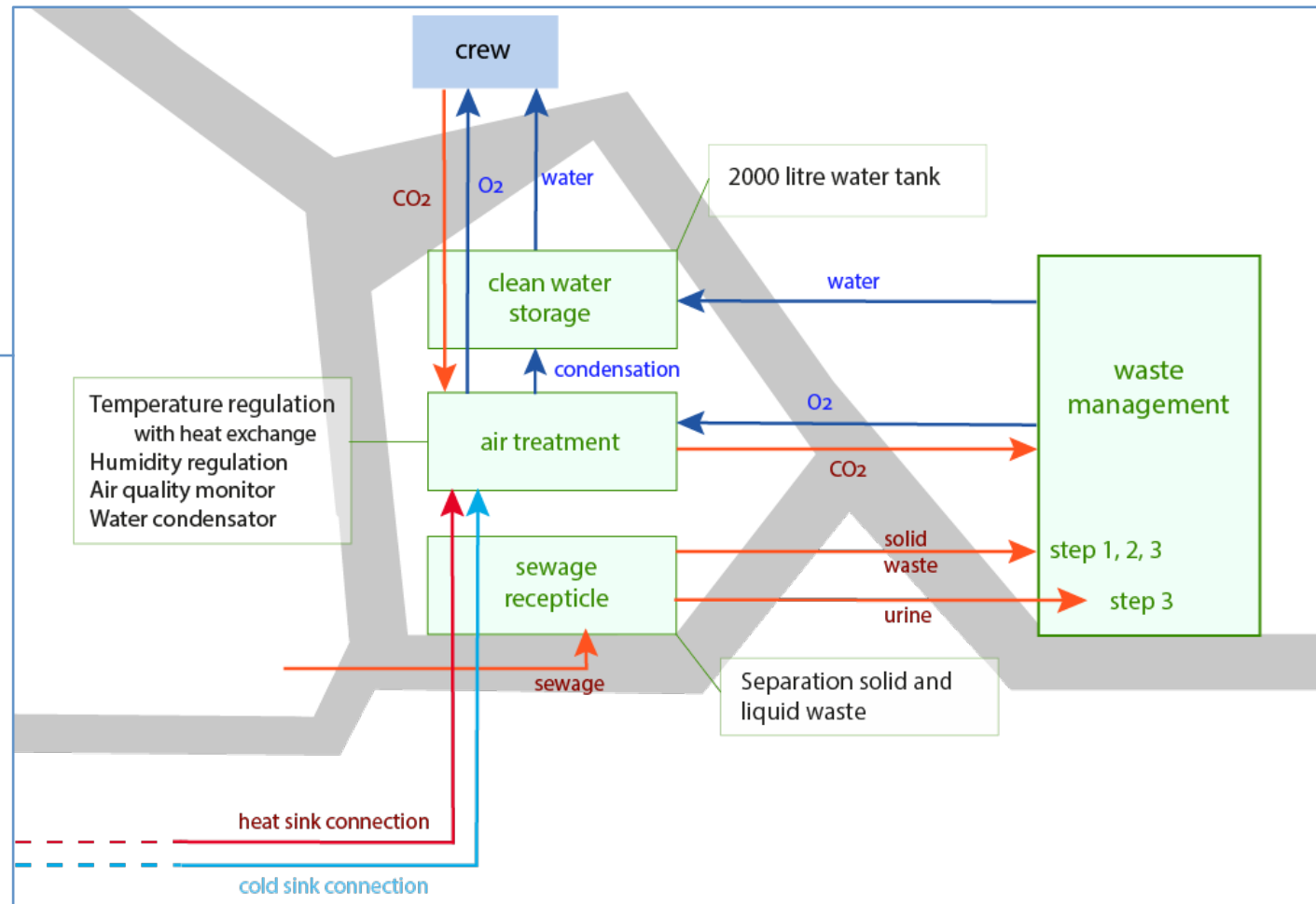
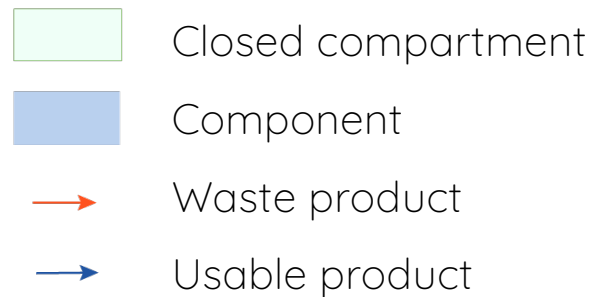
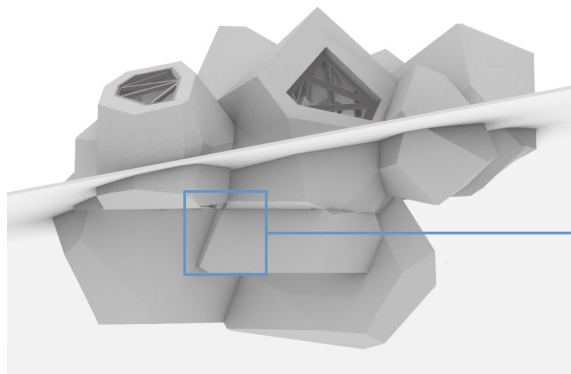


## MELiSSA research program

- Closing the waste loop using bacteria and algae

<https://www.melissafoundation.org/page/melissa-project>

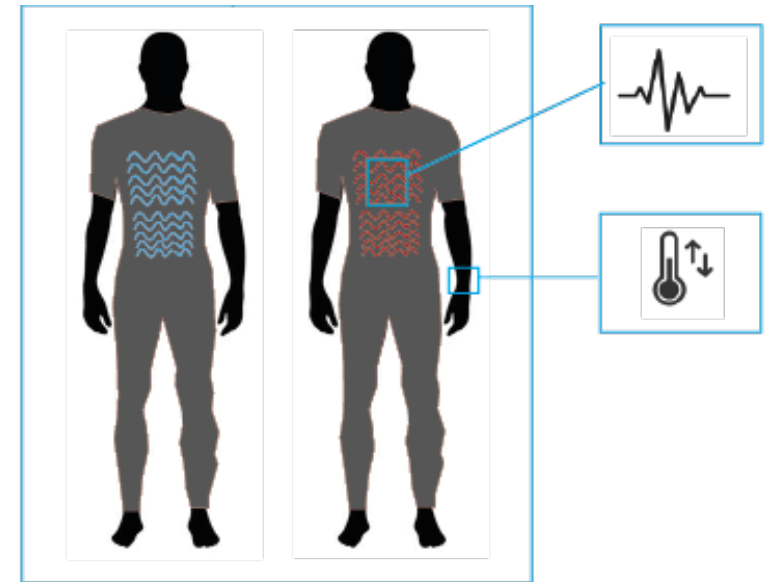
# Life support: mechanical systems





# Personal climate

- Heating
- Cooling
- Health monitoring and adapting schedule accordingly
  - Stress – take a break or meditate etc.
- Adapting lighting
  - Personal settings at workstation, private and meditation room

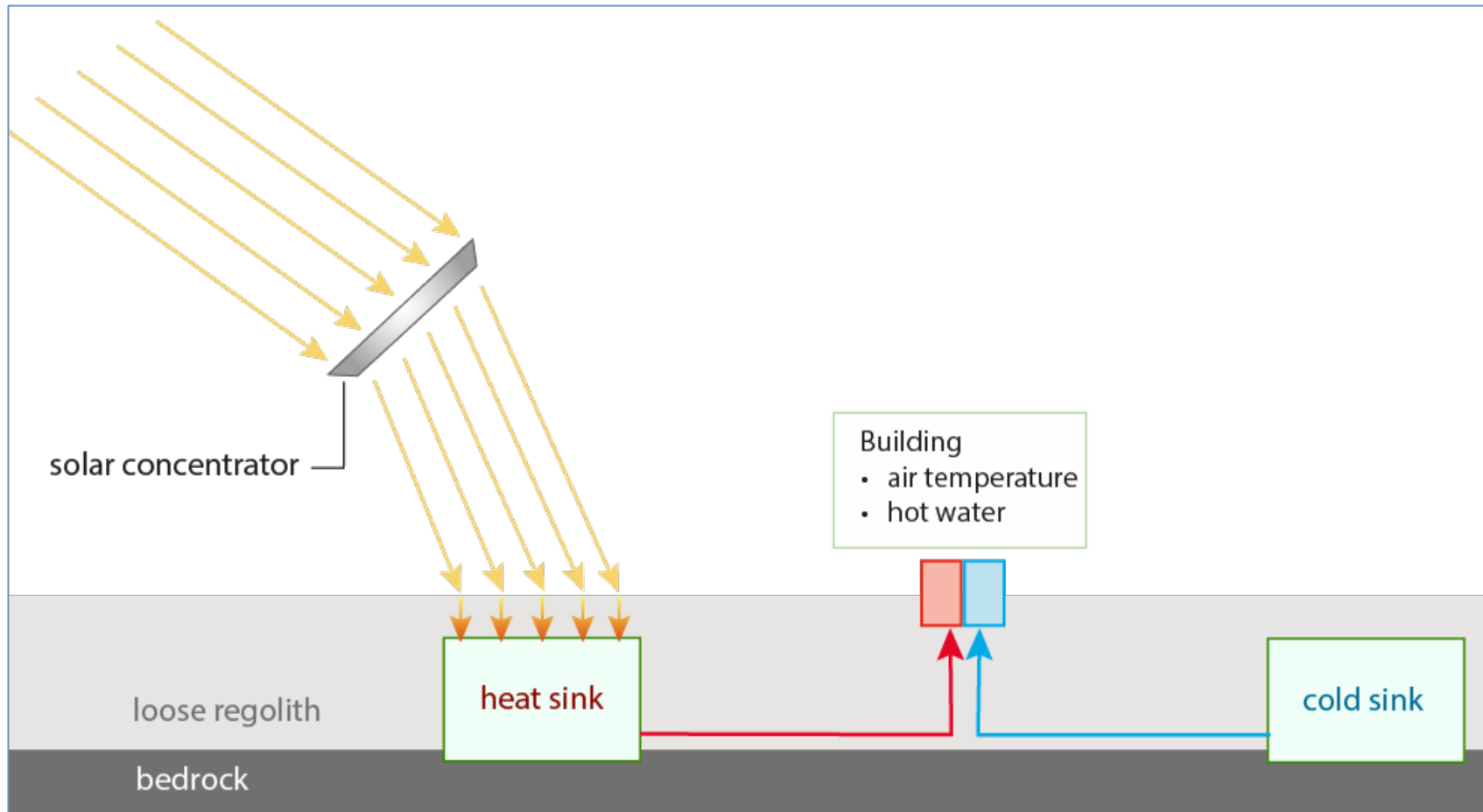


Smart textiles

## Why personalisation?

- Feeling of control in an otherwise uncontrollable setting

# Life support: heating/cooling



Heat and cold production

- Based on ESA research

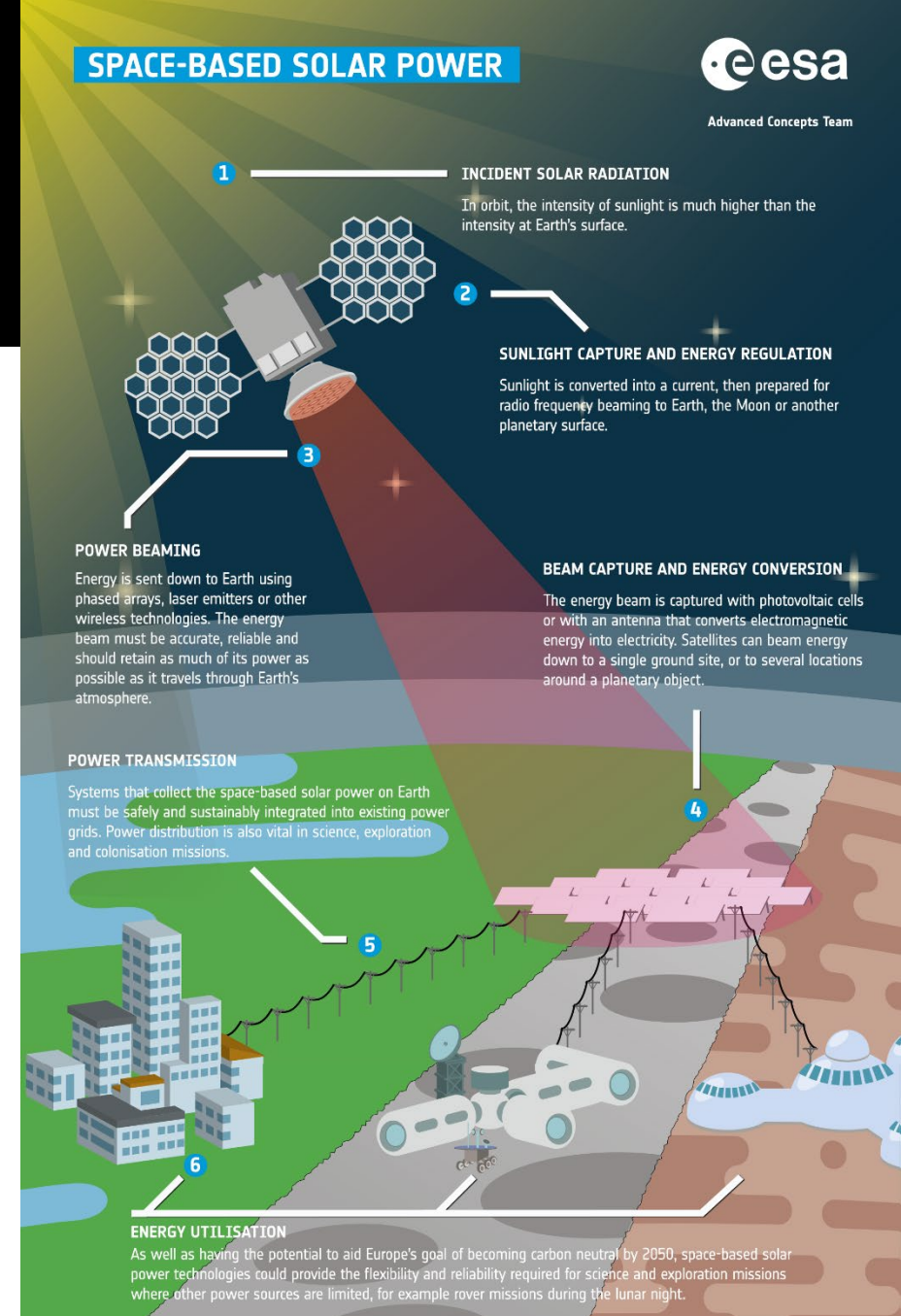
[https://www.esa.int/Enabling\\_Support/Preparing\\_for\\_the\\_Future/Discovery\\_and\\_Preparation/How\\_to\\_keep\\_warm\\_on\\_the\\_Moon](https://www.esa.int/Enabling_Support/Preparing_for_the_Future/Discovery_and_Preparation/How_to_keep_warm_on_the_Moon)

# Energy supply

## Space-based Solar Power

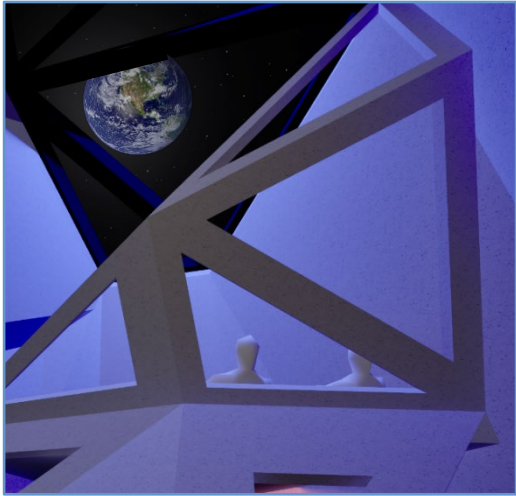
- Satellites with solar panels
- Collect energy in space and beamed down to converters on the surface
- Distributed to habitats and equipment

[https://www.esa.int/Enabling\\_Support/Space\\_Engineering\\_Technology/SOLARIS/Space-Based\\_Solar\\_Power\\_overview](https://www.esa.int/Enabling_Support/Space_Engineering_Technology/SOLARIS/Space-Based_Solar_Power_overview)





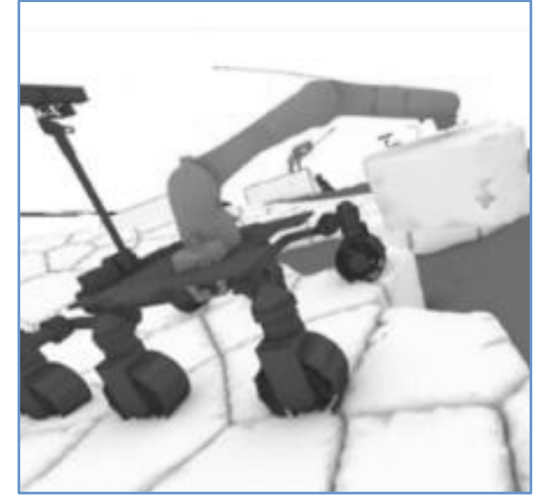
# Summary & relevance



Mental health  
improvement by  
spatial design

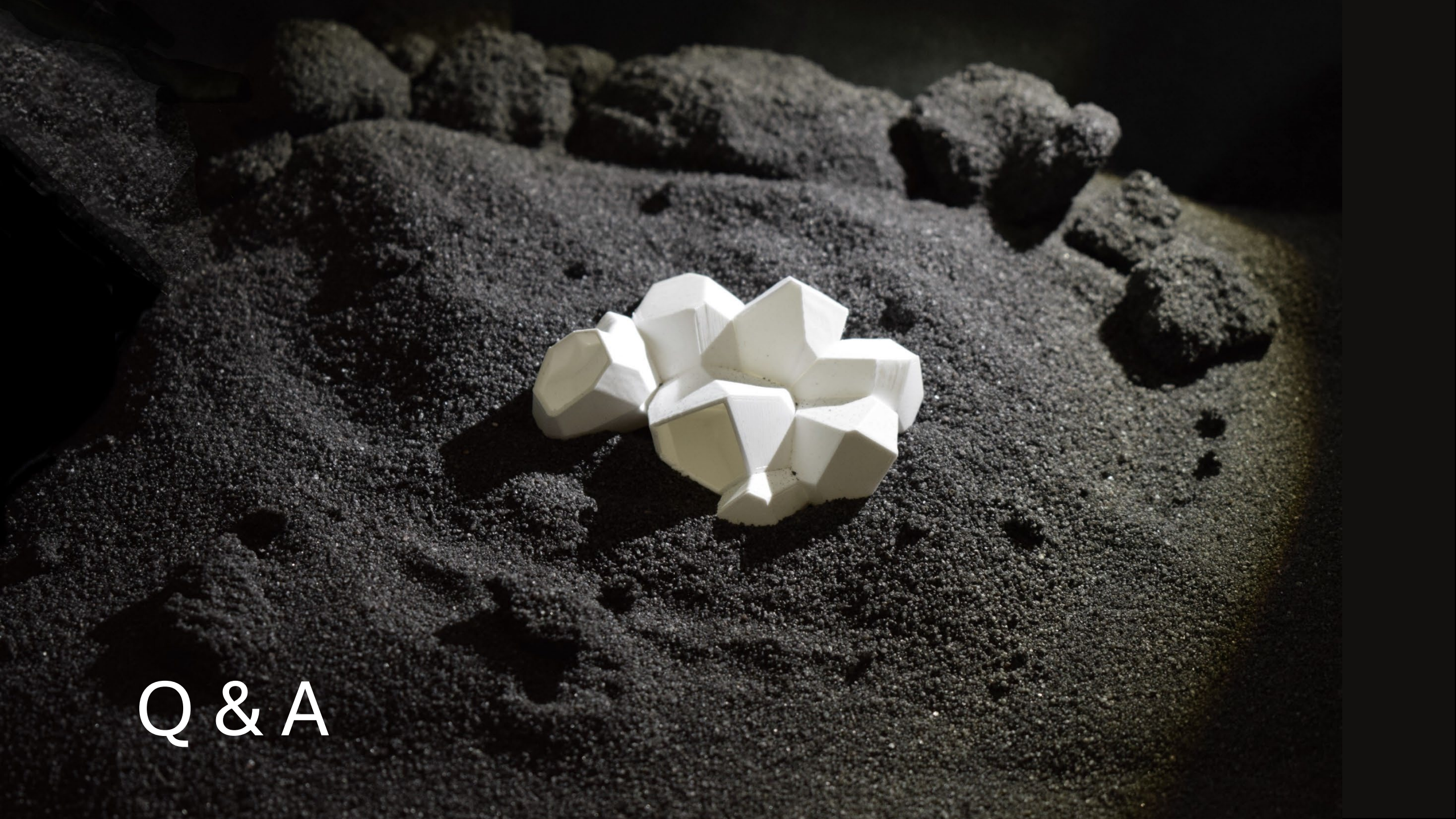


In-situ  
resource  
utilisation



3D-printing &  
robotic  
assembly





Q & A