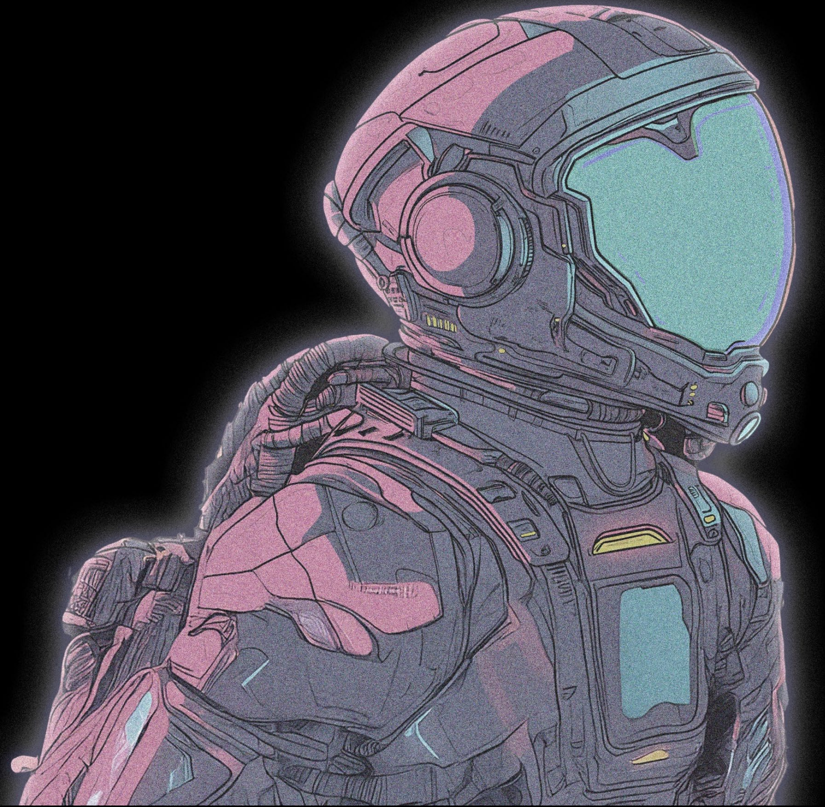
for a complete presentation with playable videos, please visit Wiki page

moonshotplus.tudelft.nl/index.php?title=project01:P5

LUNAR PLAYSCAPE:

DESIGNING A CLIMBING-BASED HABITAT FOR DYNAMIC HUMAN BODY AND SPACE INTERACTION



living on the moon?

TO WORK?

TO PLAY?

TO COMMUNE?

LUNAR ARCHITECTURE & INFRASTRUCTURE

JONATHAN JONATHAN | P5 PRESENTATION
GRADUATION PROJECT 2024-2025 TU DELFT BK
TUTORS: HENRIETTE BIER, FERRY ADEMA, ARWIN HIDDING

moon exploration

IN THE PAST

tasks intensive missions

11

PERFORMED LUNAR LANDING AND RETURN TO EARTH
(NATIONAL GOAL BY PRESIDENT KENNEDY)

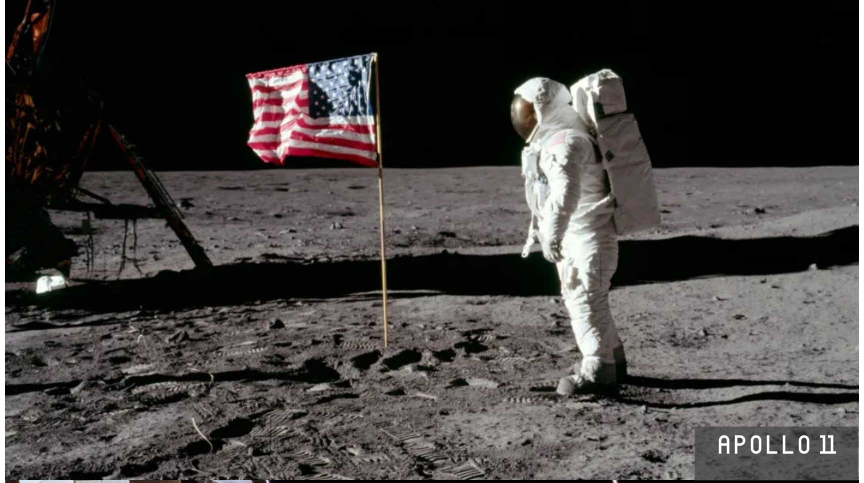
12

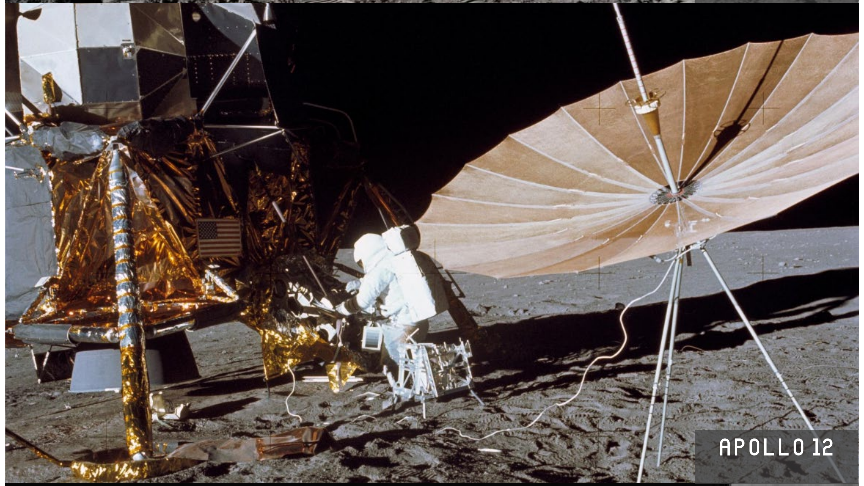
LUNAR EXPLORATION TASKS BY THE LUNAR MODULE,
DEPLOYMENT OF THE APOLLO LUNAR SURFACE EXPERIMENTS PACKAGE,

17

GEOLOGICAL SURVEYING AND SAMPLING OF MATERIALS, DEPLOYING AND ACTIVATING SURFACE EXPERIMENTS, CONDUCTING IN-FLIGHT EXPERIMENTS AND PHOTOGRAPHIC TASKS DURING LUNAR ORBIT AND TRANS-EARTH COAST,

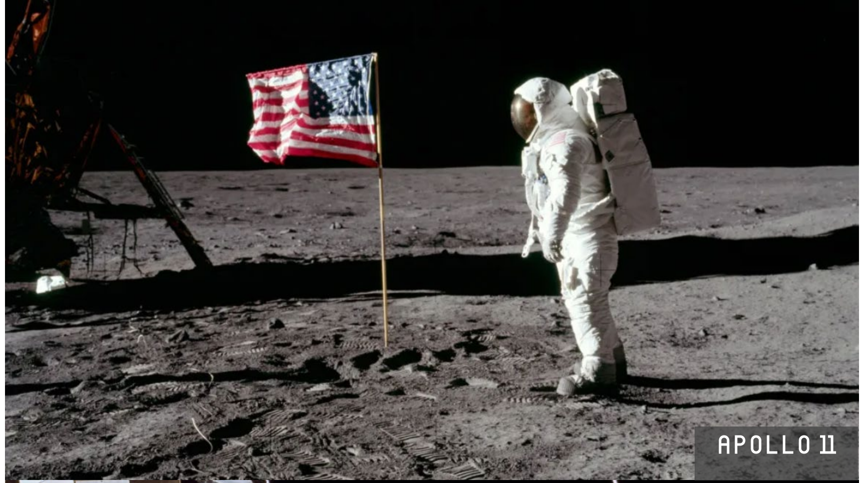
SOURCE: NASA.GOV



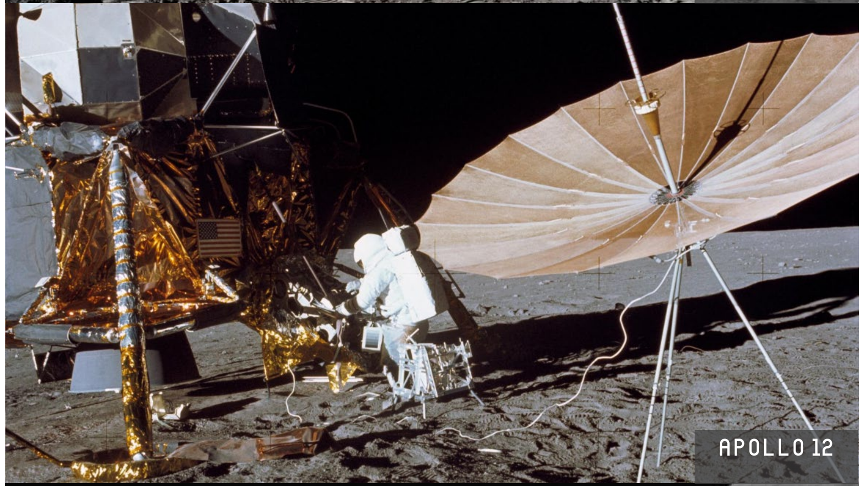


NUMEROUS SECONDARY TASKS

DEPLOYMENT OF A TELEVISION CAMERA TO TRANSMIT SIGNALS TO EARTH, DEPLOYMENT OF A SOLAR WIND, SEISMIC EXPERIMENT PACKAGE AND A LASER RANGING RETROREFLECTOR, GATHER SAMPLES OF LUNAR-SURFACE MATERIALS, PHOTOGRAPH THE LUNAR TERRAIN, DEPLOYED SCIENTIFIC EQUIPMENT, LUNAR MODULE SPACECRAFT



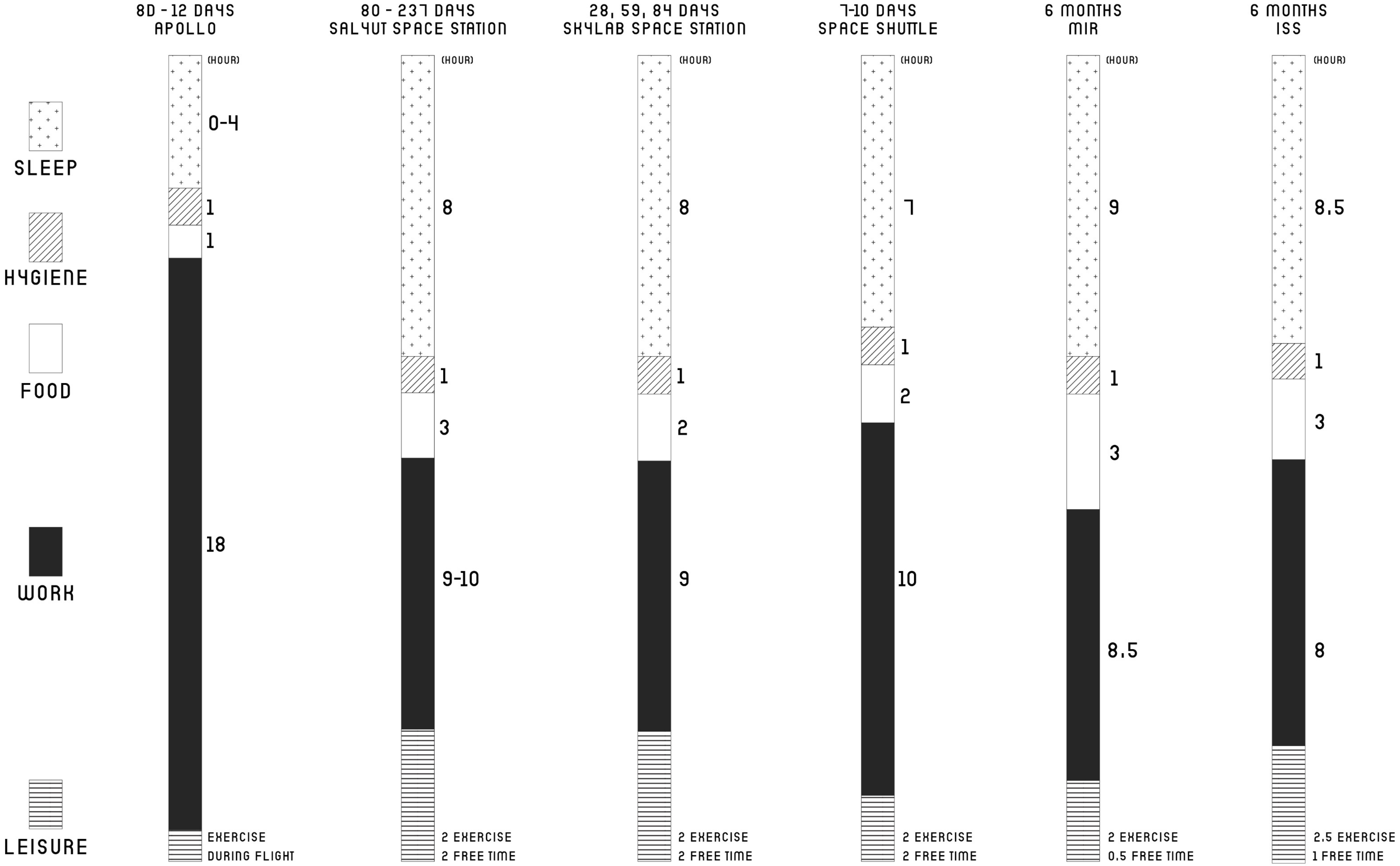
SELENOLOGICAL INSPECTION, SURVEYS AND SAMPLINGS IN LANDING AREAS, DEVELOPMENT FOT PRECISION-LANDING CAPABILITIES, FURTHER EVALUATIONS OF WORKING FOR LONG PERIOD, DEPLOYMENT AND RETRIEVAL OF OTHER SCIENTIFIC EXPERIMENTS, PHOTOGRAPHY OF CANDIDATE EXPLORATION SITES FOR FUTURE MISSIONS



DEPLOYED EXPERIMENTS SUCH AS APOLLO LUNAR SURFACE EXPERIMENTS PACKAGE, WITH A HEAT FLOW EXPERIMENT, LUNAR SEISMIC PROFILING, LUNAR SURFACE GRAVIMETER, LUNAR ATMOSPHERIC COMPOSITION EXPERIMENT, LUNAR EJECTA AND METEORITES, LUNAR SAMPLING AND LUNAR ORBITAL EXPERIMENTS

SOURCE: NASA.GOV

RESEARCH BACKGROUND | ACTIVITIES DISTRIBUTION

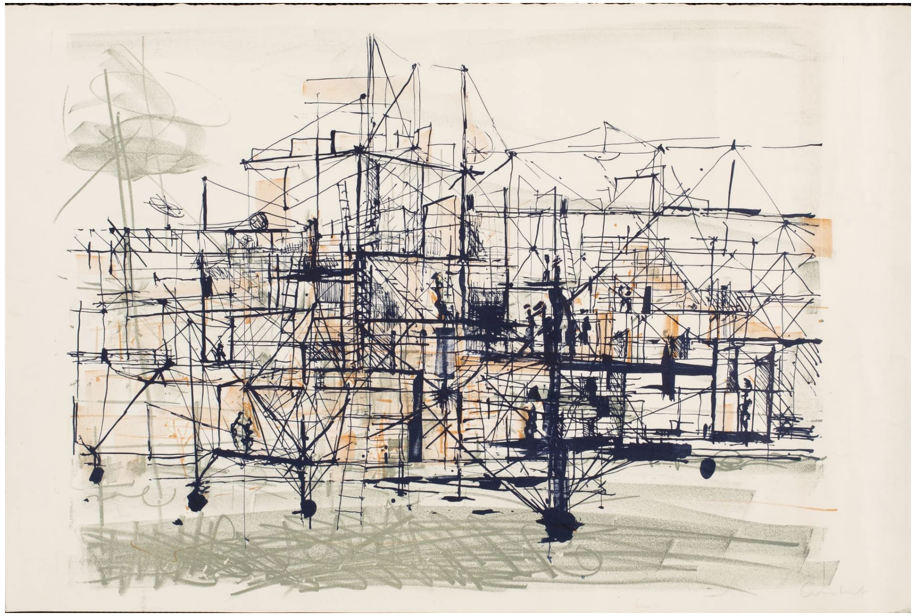


SOURCE: ARCHITECTURE FOR ASTRONAUTS (BOOK) short term missions

vs

long term habitation

human's playing nature



SOURCE: NIEUWE INSTITUUT

NEW BABYLON BY CONSTANT

CHARLES DUKE FROM APOLLO 16 SAID:

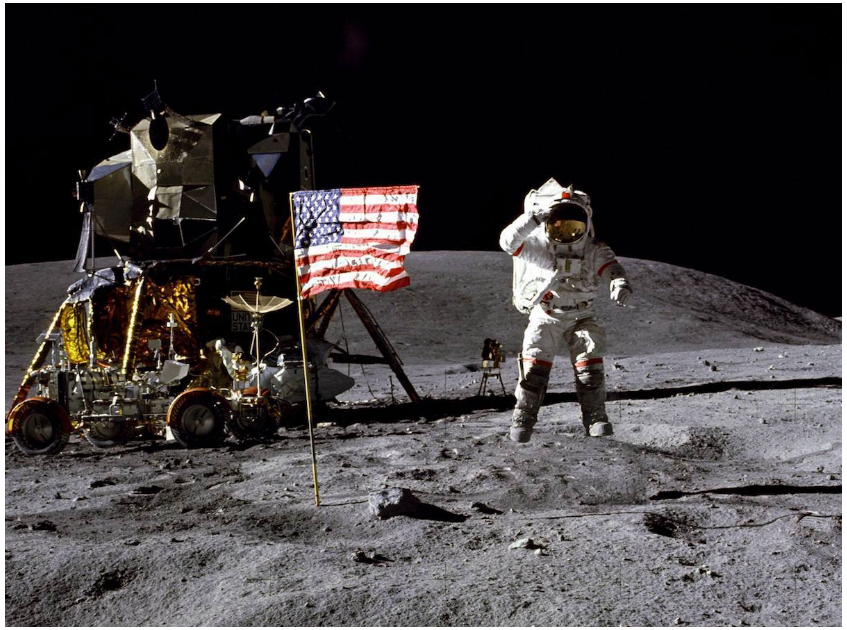
"TOWARDS THE END OF OUR STAY,

WE GOT EXCITED AND WE WERE GOING TO DO THE HIGH JUMP,

AND I JUMPED AND FELL OVER BACKWARDS.
THAT WAS A SCARY TIME,
BECAUSE IF THE BACKPACK GOT BROKEN,
I WOULD HAVE HAD IT."

BUILDING HABITATS ON THE MOON P.248

human's playing nature

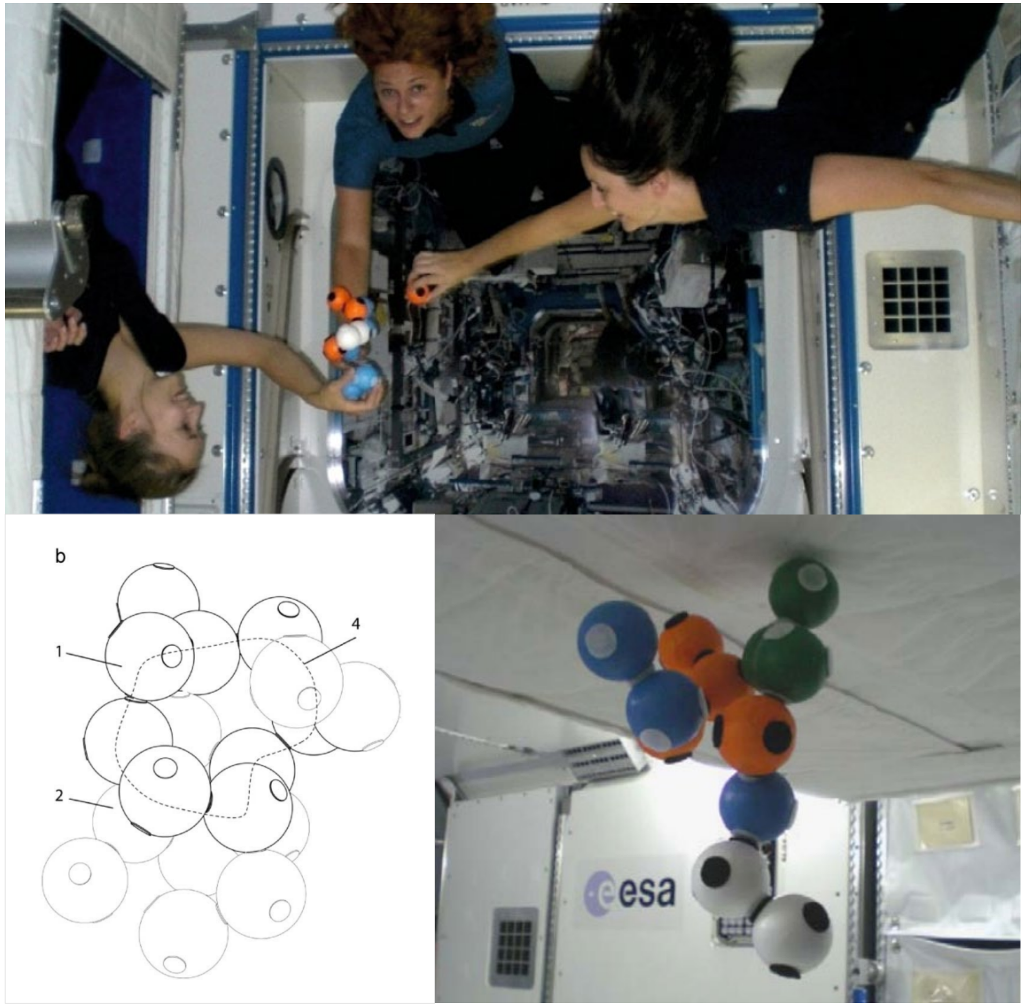


SOURCE: NASA.GOV

ALAN SHEPARD (AP14)
GOLF ON THE MOON

DAVID SCOTT (AP15)
HAMMER AND FEATHER

JOHN YOUNG (AP16)
MID-AIR SALUTE PHOTO



GAME FOR SPACE PROTOTYPE TESTED AT ISS

SOURCE: S. HAUPLIK-MEUSBURGER, ET AL., A GAME FOR SPACE, ACTA ASTRONAUTICA (2009), DOI: ''10.1016/J.ACTAASTRO.2009.07.017

current leisure situation

"SUBJECTED TO HIGH WORKLOADS UNDER A TIGHT SCHEDULE WITHIN A CONFINED ENVIRONMENT, ASTRONAUTS HAVE DRAWN ON **LEISURE ACTIVITIES IMPORTED MOSTLY FROM EARTH. POPULAR LEISURE ACTIVITIES DOCUMENTED TO-DATE HAVE CONCENTRATED ON PASSIVE PERUSAL OF MEDIA** LIKE RECORDS, AUDIO CASSETTES, NEWSPAPER, LETTERS, BOOKS, MAGAZINES, TELEVISION, AND MOVIES"

ARCHITECTURE FOR ASTRONAUTS P.281

LUNAR PLAYSCAPE → REIMAGINES THE LIFESTYLE / ACTIVITIES

physical requirement

and

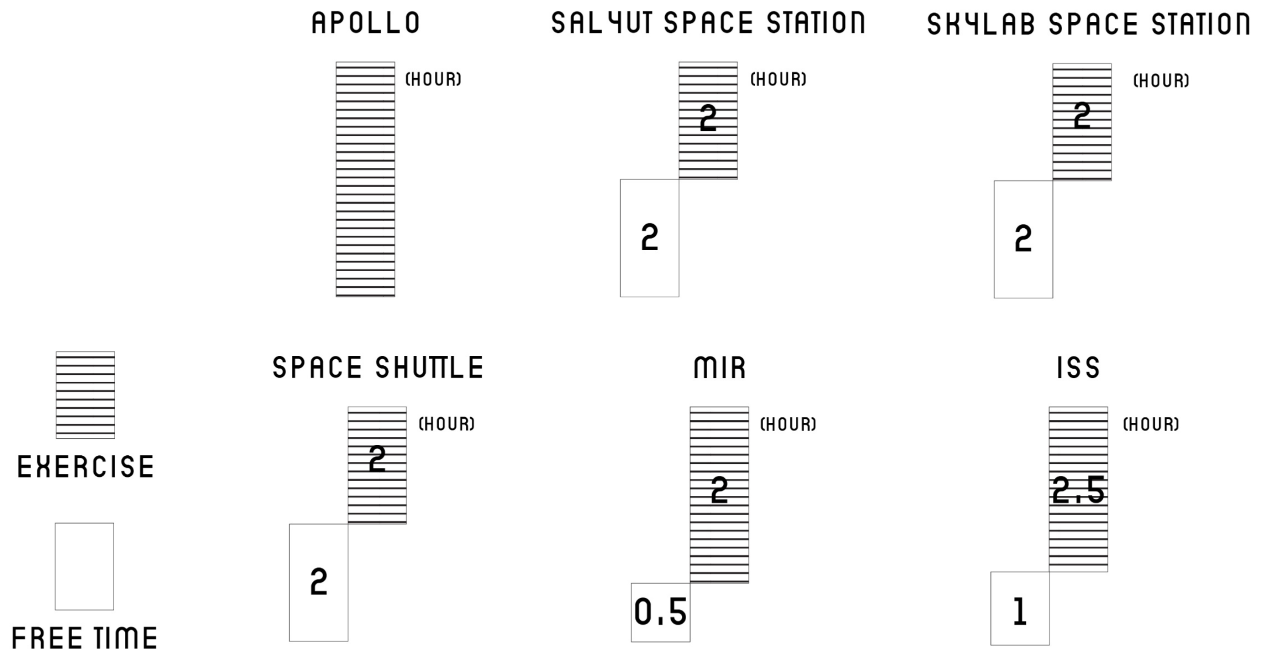
social requirement

1. physical

LONG-TERM HABITATION
IN
LOW LUNAR GRAVITY

↓ AFFECTS

BODY STRUCTURE
MUSCLE & BONE DENSITY



PREVIOUS MISSIONS: AVE. 2-HR DAILY WORK OUT

SOURCE: ARCHITECTURE FOR ASTRONAUTS (BOOK)

NEW WAY OF EXERCISING -> DISTRIBUTING WORK OUT

HAVING BREAKFAST
GOING TO MEETING

SITTING IN LUNCH LECTURE
HAVING SOCIAL EVENING

GOING TO GYM
HEADING HOME

"...I DO GET A **SENSE OF SATISFACTION FROM WORKING OUT** ... EXERCISE IS NOT ONLY A CRITICAL PHYSICAL COMPONENT ... IT HAS **AN IMPORTANT PSYCHOLOGICAL COMPONENT** TOO."
-PEGGY WHITSON, ISS-

"I COULD REALLY RUN [IN PLACE] AT DIFFERENT SPEEDS AND FOR **LONG DURATIONS**, AND THAT'S THE WAY I DID ALL MY EXERCISE."
-GENE CERNAN, APOLLO 17-

"I HATE OUR EXERCISES ...
BORING AND MONOTONOUS, AND HEAVY WORK ..."
-VALERY RYUMIN, SALYUT-

"SOMETIMES IT IS VERY HARD TO FORCE YOURSELF TO DO. WE LIKE THE TREADMILL THE MOST, BECAUSE **WE CAN DO SUCH A VARIETY OF EXERCISES ON IT**. IN FACT, WE'VE EVEN **MADE UP SOME NEW EXERCISES OF OUR OWN.**"
-LEBEDEV, SALYUT-

ARCHITECTURE FOR ASTRONAUTS (BOOK)

TREADMILLING IN THE MIR SPACE STATION
(SAMANTHA CRISTOFORETTI, ESA)

2. social

INCREASING MOONERS POPULATION

↓ LEADS TO

A QUERY IN COMMUNITY CREATION

SPACE STATION WARDROOM TABLE FOR SKYLAB, AMERICA'S FIRST EXPERIMENTAL SPACE STATION

SOURCE: NASA

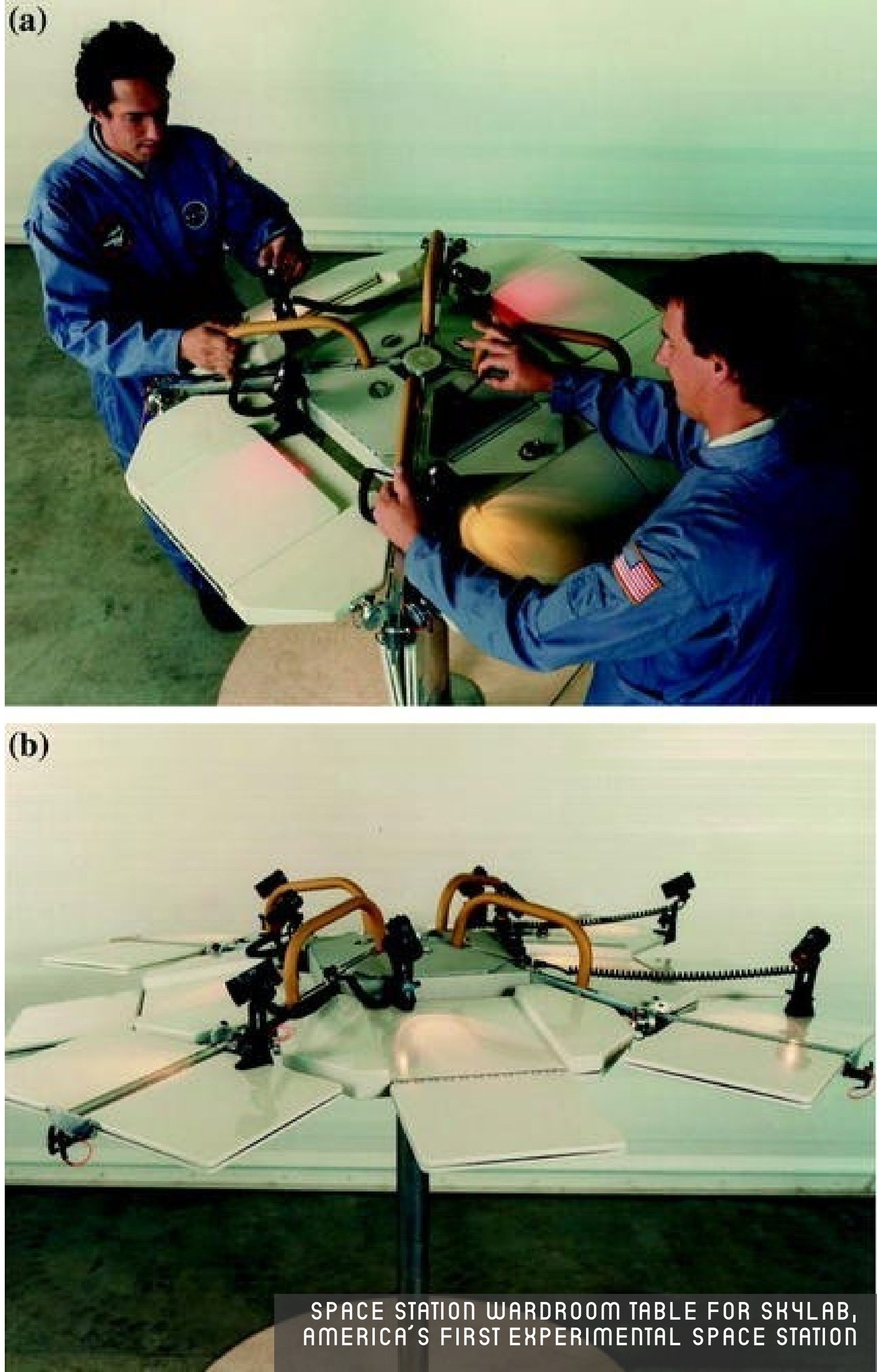
social life in previous spaceship

VERY LOW IN PRIORITY

``HAVING DINNER IS A SOCIAL ACTIVITY SHARED BY MANY CULTURES AND IS ONE OF THE HABITUAL SOCIAL CUSTOMS THAT PEOPLE CARRY INTO SPACE ... ON SKYLAB MISSIONS, **CREWS REFUSED TO FLOAT OVER THE TABLE** ... **THEY HAD FOR THE FIRST TIME A LARGE DEDICATED AREA FOR FOOD** PREPARATION AND DINING AND WERE EATING TOGETHER ON A SPECIALLY DESIGNED TABLE, EATING WITH KNIVES, FORKS AND SPOONS

SPACE ARCHITECTURE EDUCATION FOR ARCHITECTS AND ENGINEERS P.131

MORE WAYS OF SOCIALISING?

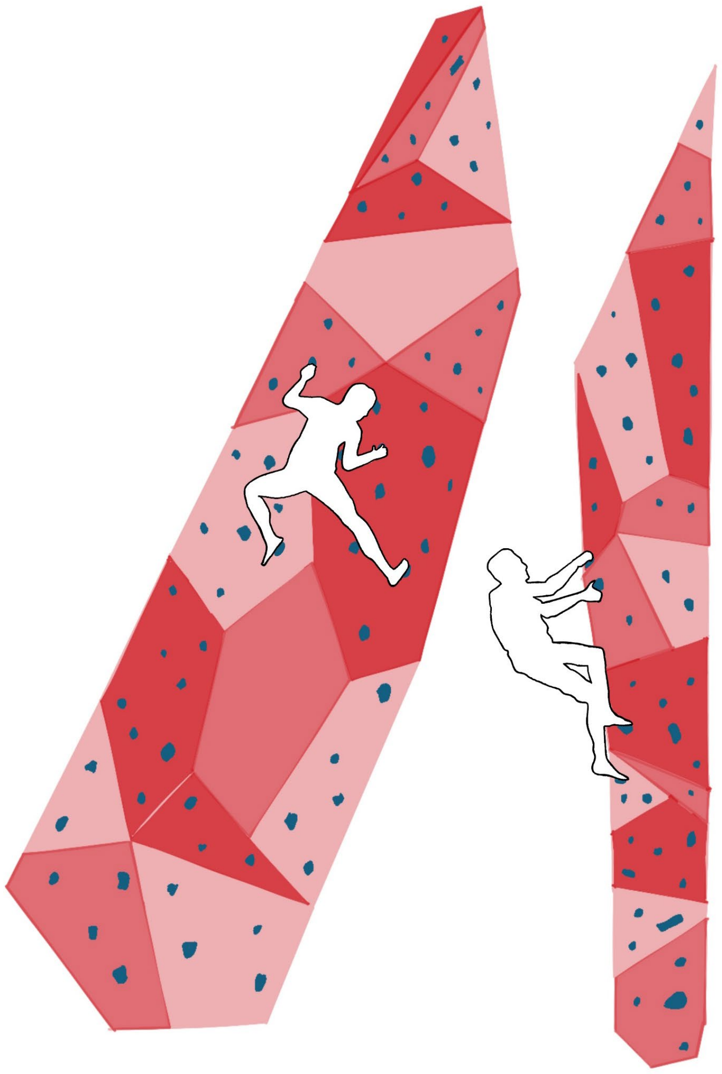


SPACE STATION WARDROOM TABLE FOR SKYLAB, AMERICA'S FIRST EXPERIMENTAL SPACE STATION

SOURCE: SPACE ARCHITECTURE EDUCATION FOR ARCHITECTS AND ENGINEERS P.77

PHYSICAL & SOCIAL WELL-BEING

playscape = incorporating muscle work & various postures with architecture



climbing as an act of new normal

TO MOVE BY CLIMBING -› IMMERSIVE DIFFUSION INTO LUNAR CONDITIONS

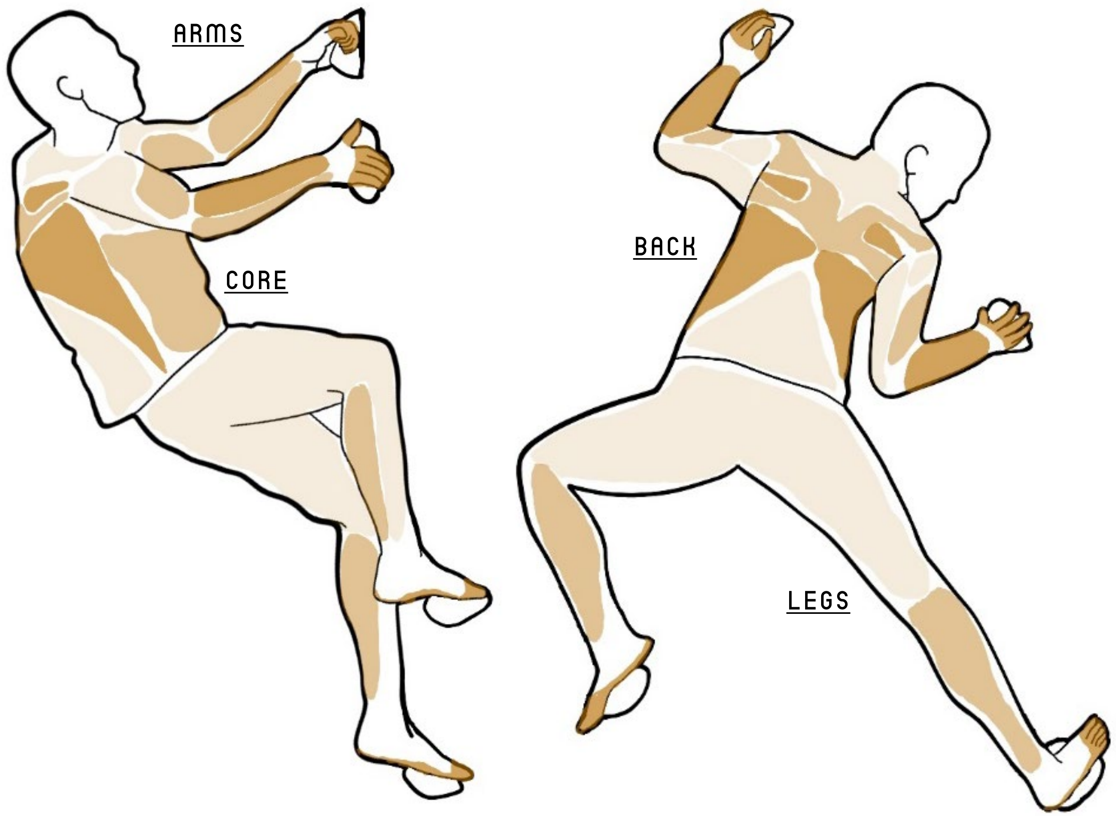
1/6 WEIGHT OF EARTH -›
LIGHTER BODY WEIGHT, HIGHER IMPACT-LESS FALL

FULL BODY MUSCLE USE

RICH ACTIVITY
DEVELOPMENT OPTIONS

TRIGGER OF ANOTHER
BODY MOVEMENTS
(GRIPPING, JUMPING, FALLING)

muscle activation



90-100% STRESSED
50-90% STRESSED
LESS THAN 50% STRESSED

SOURCE: THE WANDERING CLIMBER

EXPERIENCING CLIMBING

an effective social bonding tool

YOUTUBE.COM/WATCH?V=KWTICV9AI_Q&T=43S&AB_CHANNEL=THEMAPLEMEDIA

RESEARCH QUESTION

how is **playscape** designed under benefits of lunar environment
to foster work productivity and social interaction
during long-term lunar habitation?

DESIGN DIRECTION

climbing habitat -> to create interactive and engaging
environment, space and furniture

NEW RITUAL

being on the moon is the perfect time to **re-feel our body**
by engaging with new gravity & new architecture around us

project timeline

PAST MISSIONS — **NOW** — **ANTICIPATED FUTURE IMPLEMENTATION** — **DISTANT FUTURE**

APOLLO,
PAST SPACE STATIONS

SPACE STATIONS
(ISS, TIANGONG)

PHASE 1

- DEPLOYING EQUIPMENT

-SHELTER TO HOUSE IMPORTANT EQUIPMENT FOR FUTURE LONG-TERM EXPLORATION

- SIMPLE STRUCTURE BUILT ENTIRELY ON EARTH AND THEN DEPLOYED BY ROBOTS OR HUMANS

- IF HUMANS' PRESENCE IS NEEDED, IT WILL BE A SHORT (A FEW DAYS) MISSION

PHASE 2

- PREPARATION OF LUNAR PERMANENT BASE

- STRUCTURE TO HOST MEDIUM LENGTH (SEVERAL MONTHS) MISSION FOR LESS THAN 10 INHABITANTS

- INFLATABLES AND MODULAR TO BE CONNECTED TO PHASE 3, WITH ALL BASIC NEEDS: SHIELDING & OXYGEN

- START OF ISRU REGOLITH UTILISATION WITH HUMAN-ROBOT INTERACTION

PHASE 3

- PERMANENT HABITATION WITH BETTER RADIATION SHIELD TO HOUSE MORE PEOPLE

- CONSTRUCTION IN WELL ANALYSED SITE, I.E. LAVA TUBE

- CONSTRUCTION WITH DEVELOPED ISRU TECHNOLOGY FROM THE PREVIOUS PHASES

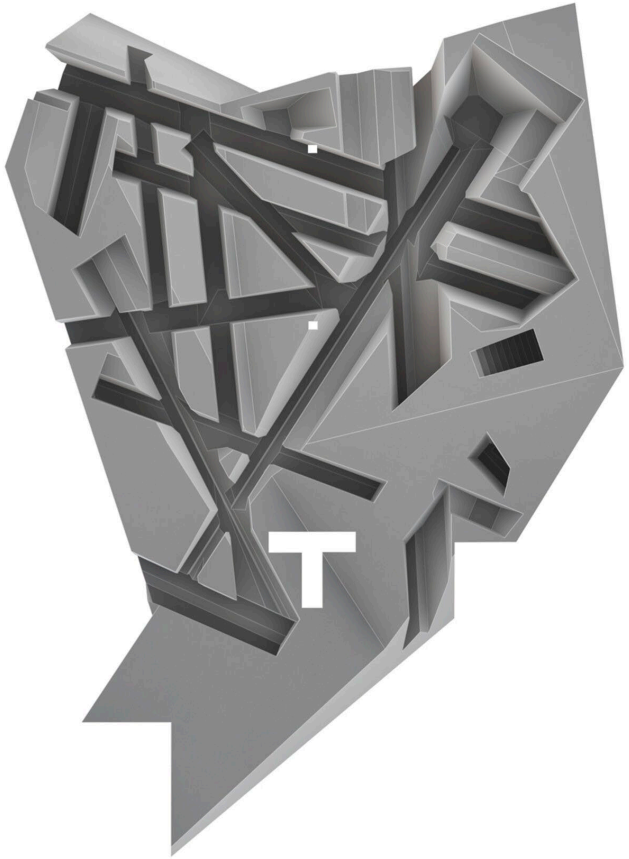
climbing habitat
constructed within stages

SOURCE: LUNAR SETTLEMENTS (BOOK) BY HAYM BENAROYA (2010)

human body postures & interactions in between

UNCONVENTIONAL VERTICAL SURFACES AS A COUNTERACT OF SEDENTARY WORKSTYLE

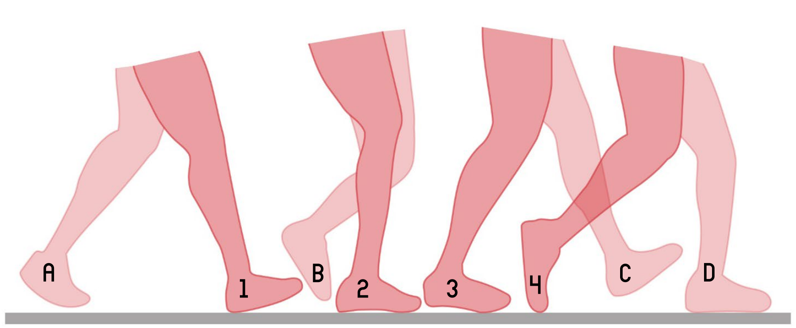
THE END OF SITTING BY RAAAF



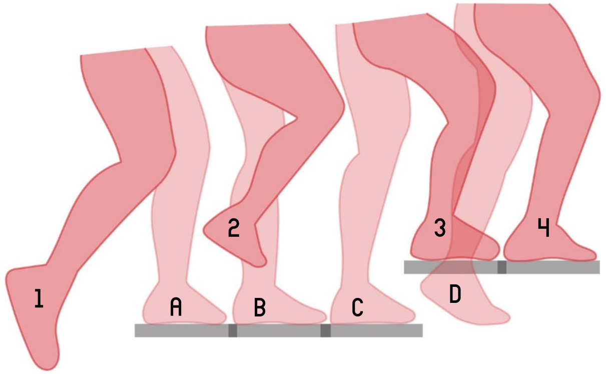
SOURCE: RAAAF.NL

human body postures & interactions in between

CLIMBING AS A COUNTERACT OF REPETITIVE AND STATIC MOVEMENTS ON EARTH

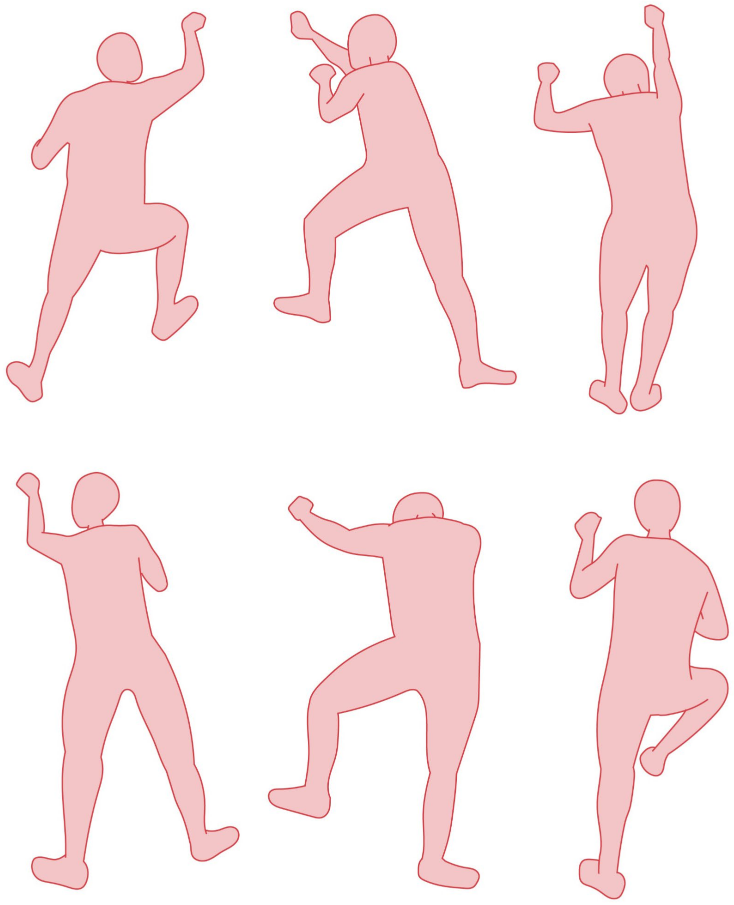


WALKING = LINEAR MOTION ADAPTED TO
FLAT & STABLE TERRAIN



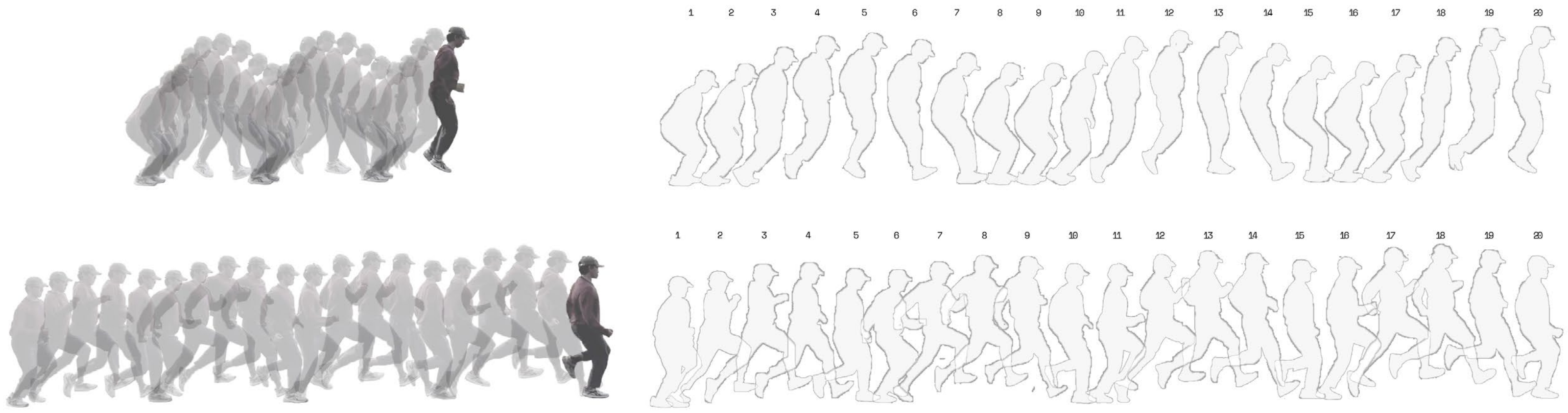
UNIFORM DIMENSIONS OF STAIR RUNS AND RISES
RESULT IN CONSTANT MOTION

VS

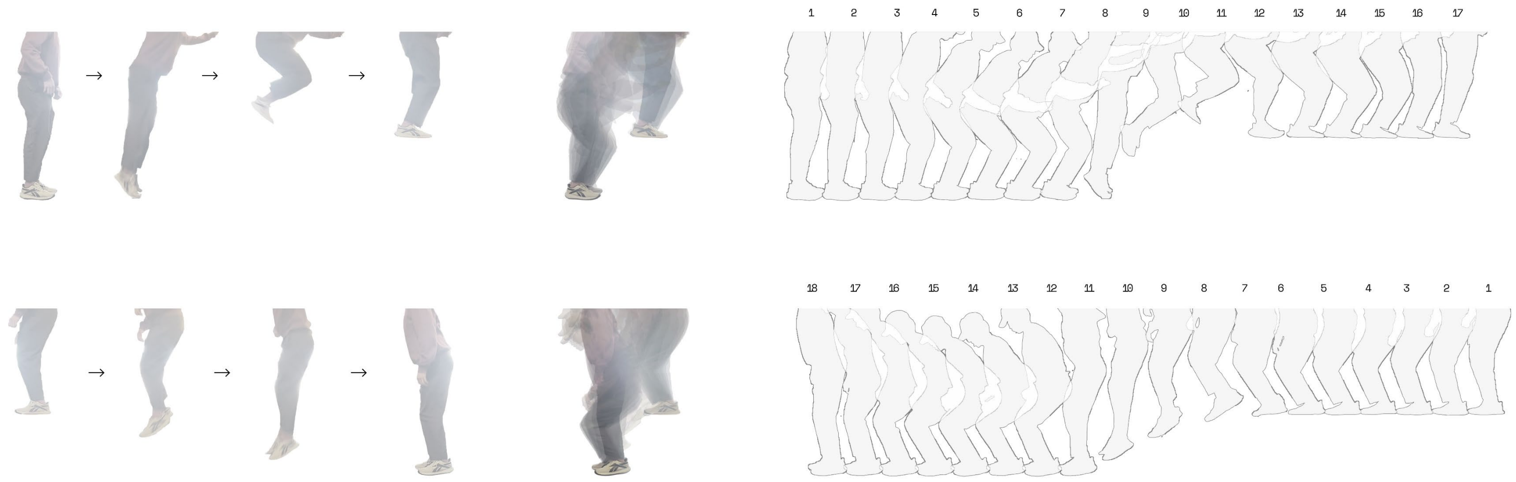


CLIMBING MOTIONS

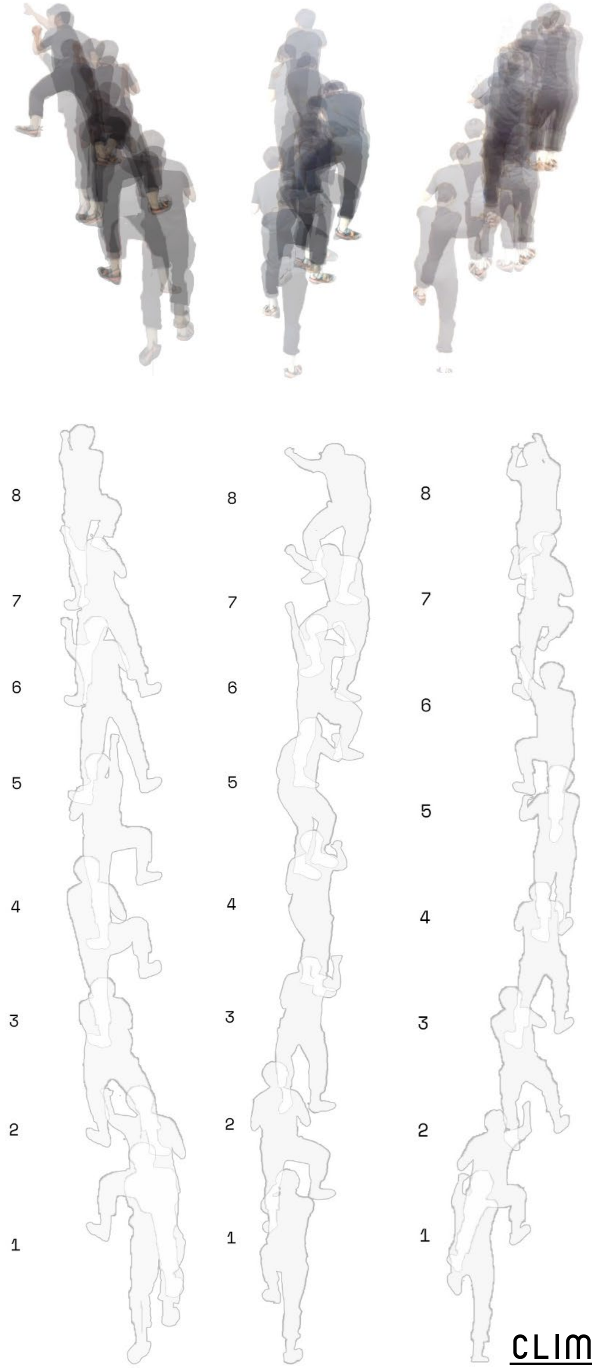
human body movements mapping



HOPPING & GALLOPING



HIGH JUMP (UP & DOWN 500MM)



CLIMBING

body movement against gravity

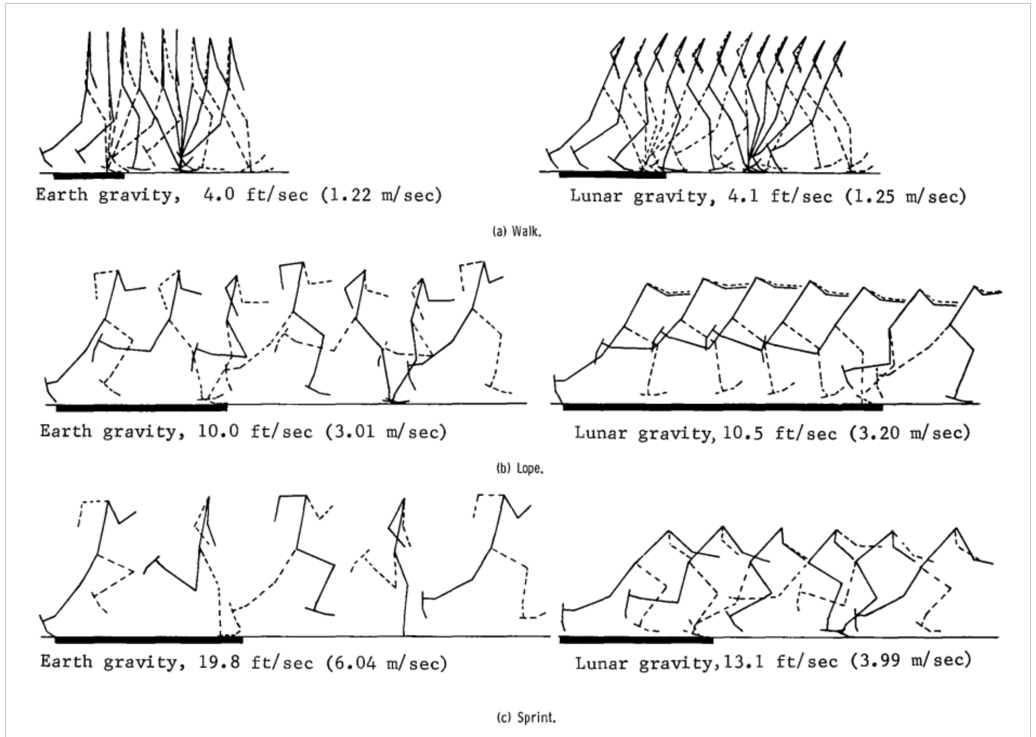
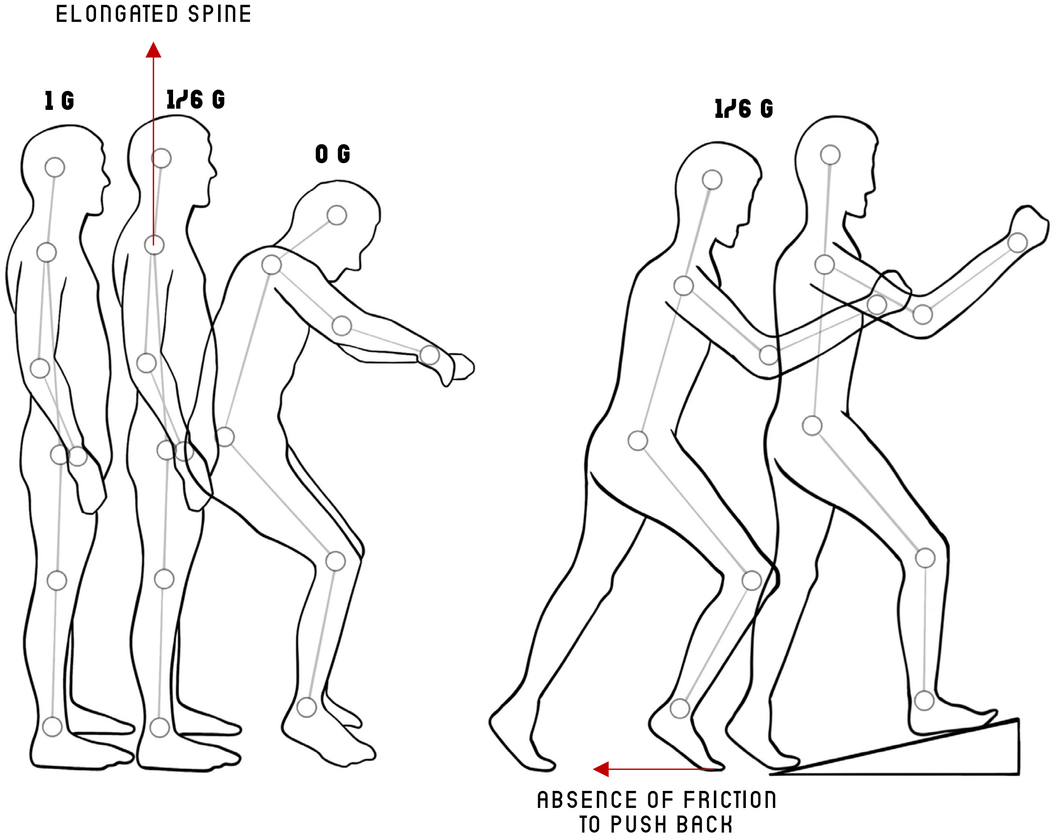


Figure 8.- Stickman representation of typical walk, lope, and sprint in earth and lunar gravity. Length of bar at ground line denotes distance of one step. Dashed line denotes position of left arm and leg. Time interval between each figure is 0.16 second.

SOURCE: NASA

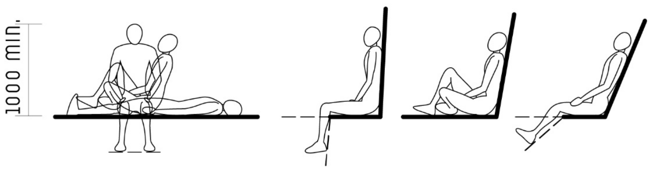
COMPARATIVE MEASUREMENTS OF WALKING AND RUNNING GAITS (1966)



NEUTRAL POSITION & START OF WALKING

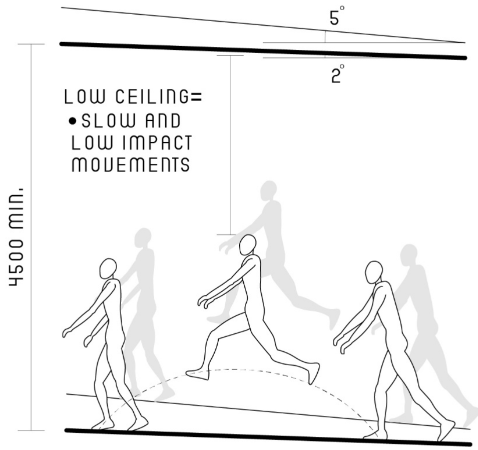
parameters derived from lunar physics

ALL DIMENSIONS
IN MILIMETRES

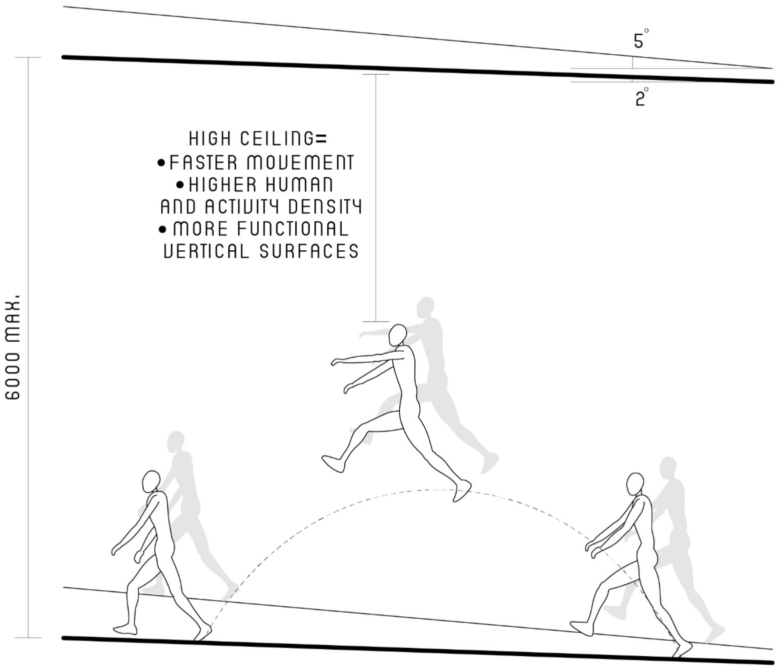


LAYING AND FLAT-SEATED LEANING (RESTING POSITION)

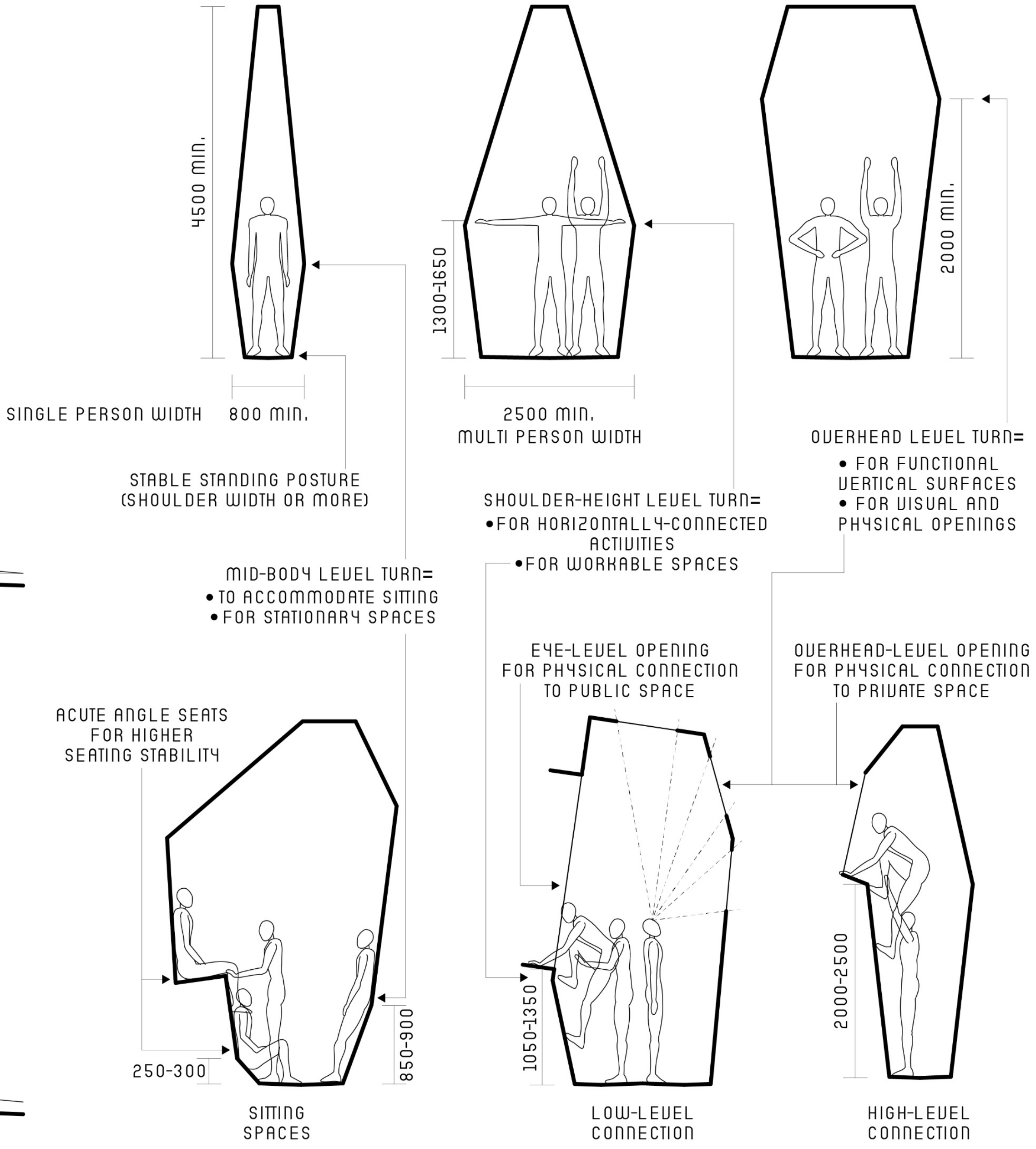
INCLINATION OF HORIZONTAL MOVEMENT (2°-5°)
TO STRAIGHTEN BODY AND
TO INCREASE SURFACE FRICTION



PERSONAL CLEARANCE SPACE



PUBLIC CLEARANCE SPACE



parameters derived from lunar physics

GRAVITY (M/S2)

EARTH	MOON
9.8	1.6

FALL FROM 1M

0.45 SEC — V= 4.4M/S
1.1 SEC — V= 1.8M/S
↓
V= 1.8M/S
0.17M

FALL FROM 2M

0.64 SEC — V= 6.26M/S
1.6 SEC — V= 2.5M/S
↓
V= 2.5M/S
0.32M

FALL FROM 3M

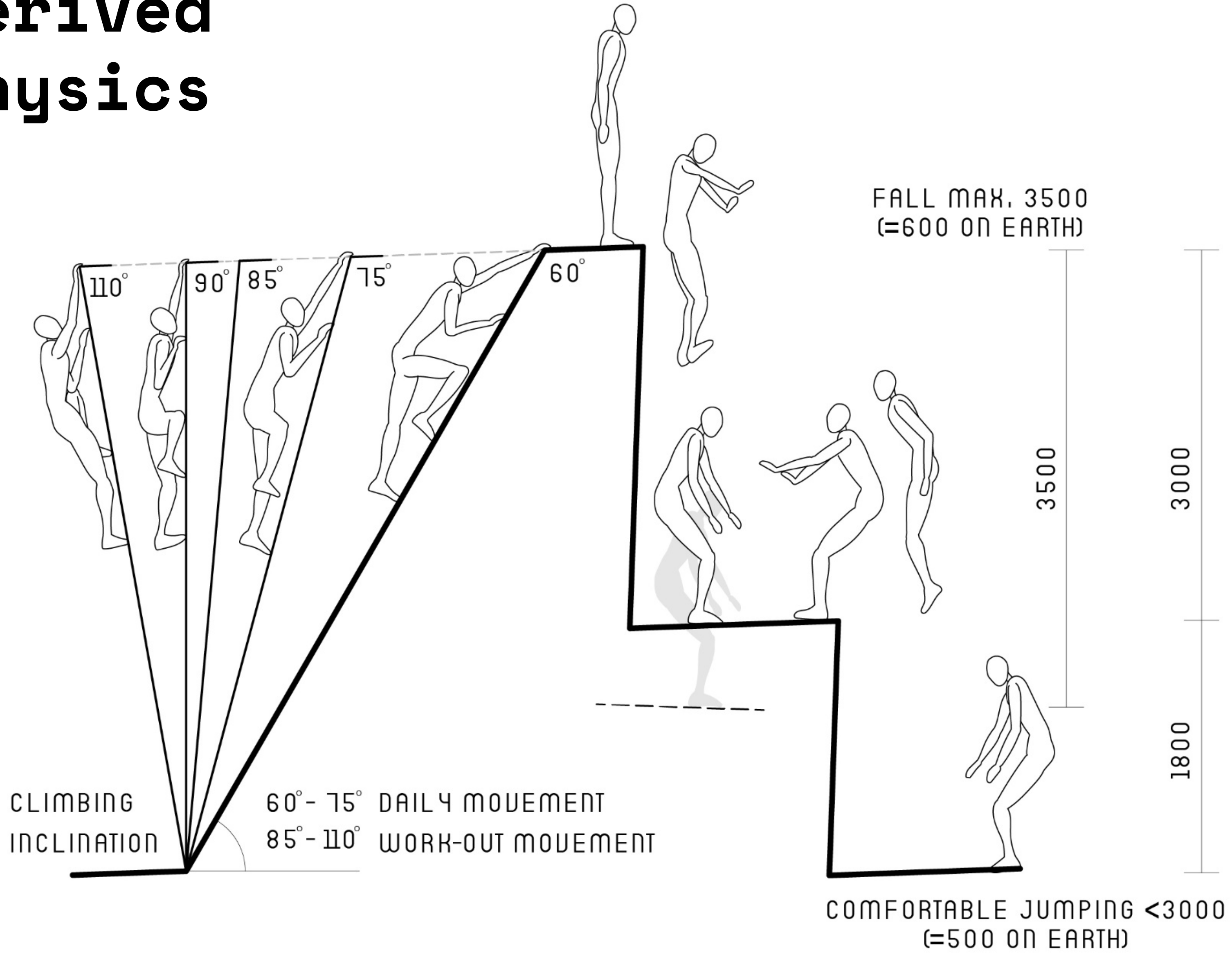
0.78 SEC — V= 7.7M/S
1.9 SEC — V= 3.1M/S
↓
V= 3.1M/S
0.49M

FALL FROM 10M

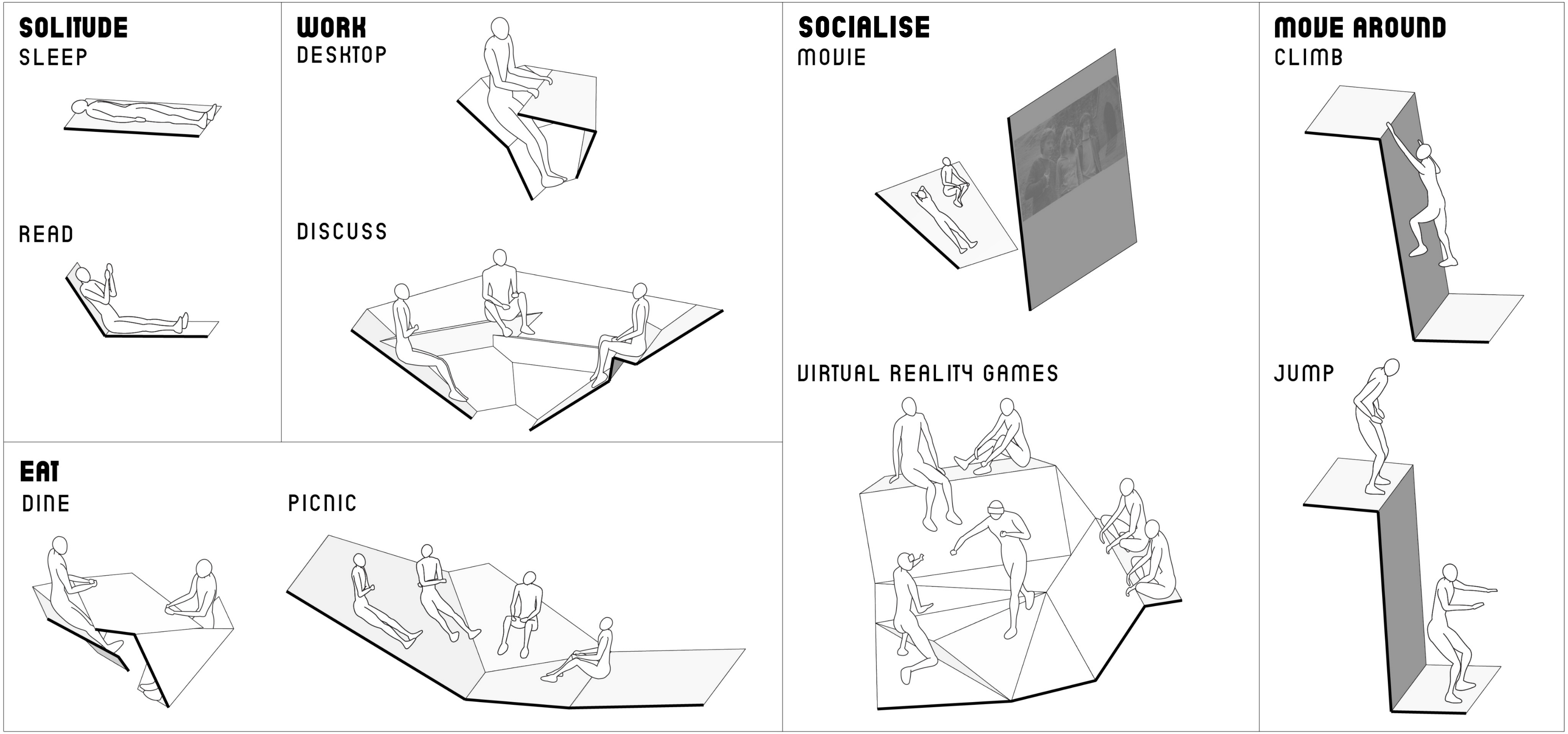
1.43 SEC — V= 14M/S
3.54 SEC — V= 5.6M/S
↓
V= 5.6M/S
1.6M

JUMP FROM GROUND

0.5 M ⟶ 2.7 - 3 M

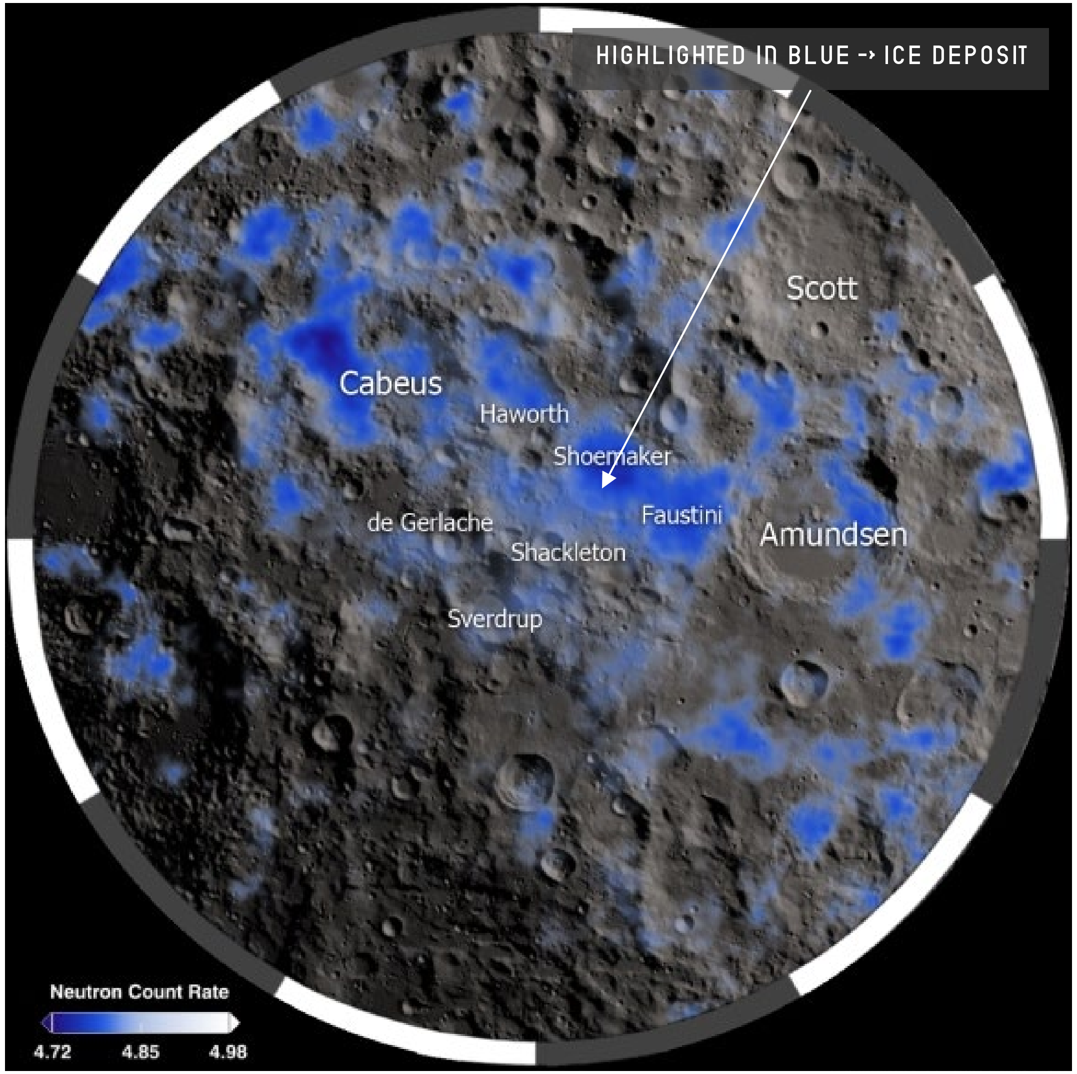


(assumptive) fundamental postures to activities

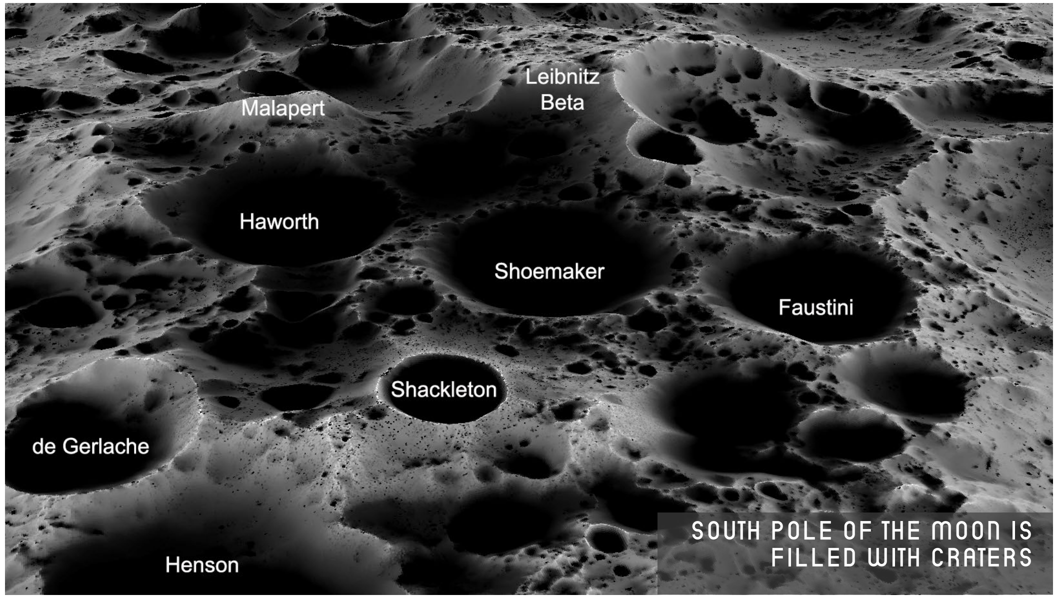


designing lunar habitat

site



SOURCE: AMERICASPACE.COM



SOURCE: LPI.USRA.EDU

SOUTH POLE OF MOON

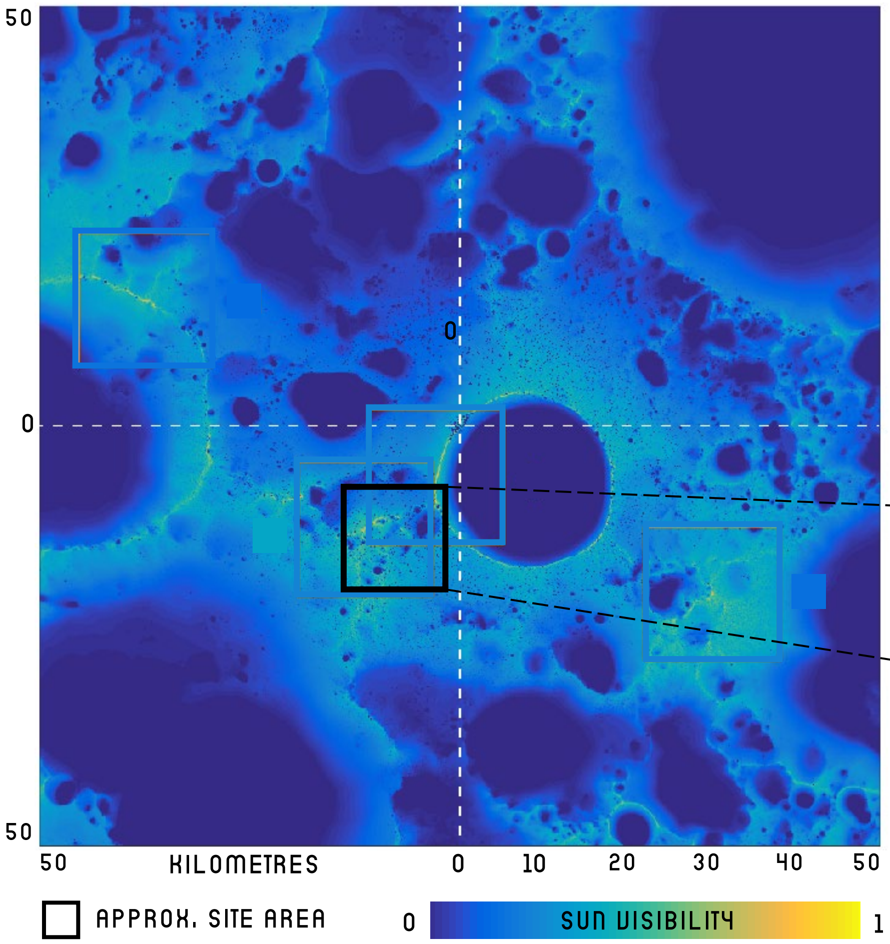
<u>RESOURCES</u>

WATER (ICE) → CRATER BASE

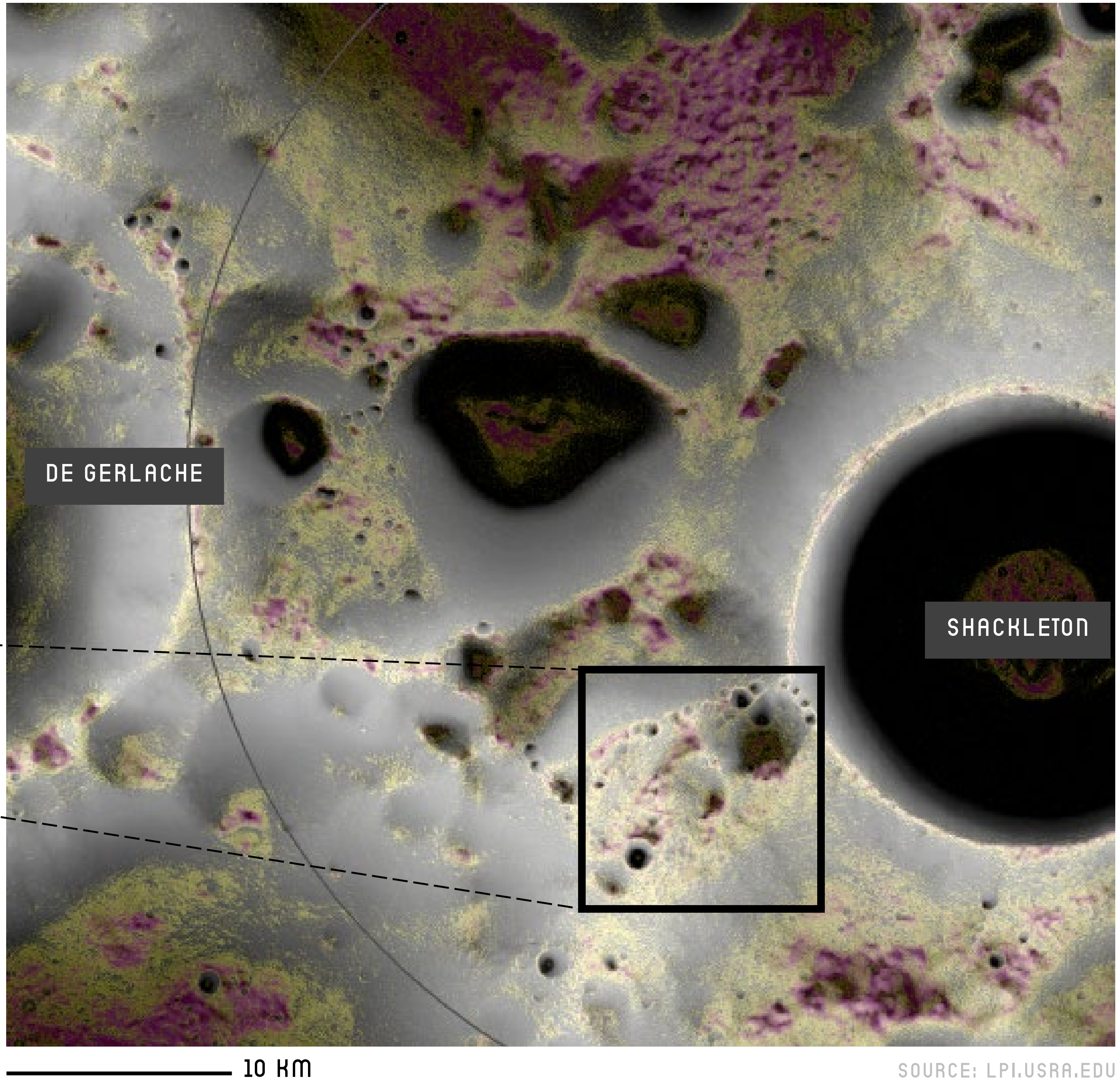
SUN POWER → CRATER RIM

site

SOUTHWEST AREA OF SHACKLETON CRATER



SOURCE: NCCS.NASA.GOV



SOURCE: LPI.USRA.EDU

site

(zoom in to 1:1000)

SOURCE: SETI INSTITUTE

PROTECTION FROM

RADIATION (200x > EARTH SURFACE)
TEMPERATURE FLUCTUATIONS (-133 TO 121°C)
METEORITE SHOWER

program requirements

(MIN. 80M3 PER PERSON)

1. PUBLIC OPEN SPACES

ATRIUM/ PLAYGROUND
VERTICAL GARDEN/ FOOD GALLERY
KITCHEN & DINING
SEMI-OUTDOOR SPACE

2. CIRCULATION

CLIMBING WALLS FOR ENCOURAGED MAIN CIRCULATION

PROGRAM	MIN. VOLUME PER PERSON (M3)	%	MIN. HEIGHT (M)	MAX. CAPACITY	CONNECTION ORIENTATION
PRIVATE QUARTERS (BED)	6	4 %	1.5	1 (EACH)	HORIZONTAL
PRIVATE QUARTERS (STUDY)	25	17 %	4.5	3 (EACH)	VERTICAL
PRIVATE QUARTERS (HYGIENE)	4	3 %	3	1 (EACH)	-
KITCHEN & DINING	15	10 %	4.5	3	HORIZONTAL
GYM	10	7 %	4.5	3	HORIZONTAL
WORK FACILITIES	20	14 %	6	6	VERTICAL
MINIMUM HABITABLE	80				
PLAYGROUND	30	21 %	10	>6	VERTICAL
FOOD GALLERY	20	14 %	10	>6	VERTICAL
CLINIC	4	3 %	4.5	3	HORIZONTAL
STORAGE	5	3 %	3	-	HORIZONTAL
SERVICE	5	3 %	3	-	-
TOTAL	144	100 %			

3. SPECIFIC WORKING SPACES

RESEARCH LAB
DESK STATIONS
CONTROL CENTRE
CLINIC
GYM

4. PERSONAL SOLITUDE SPACES

BEDROOM
STUDY
HYGIENE

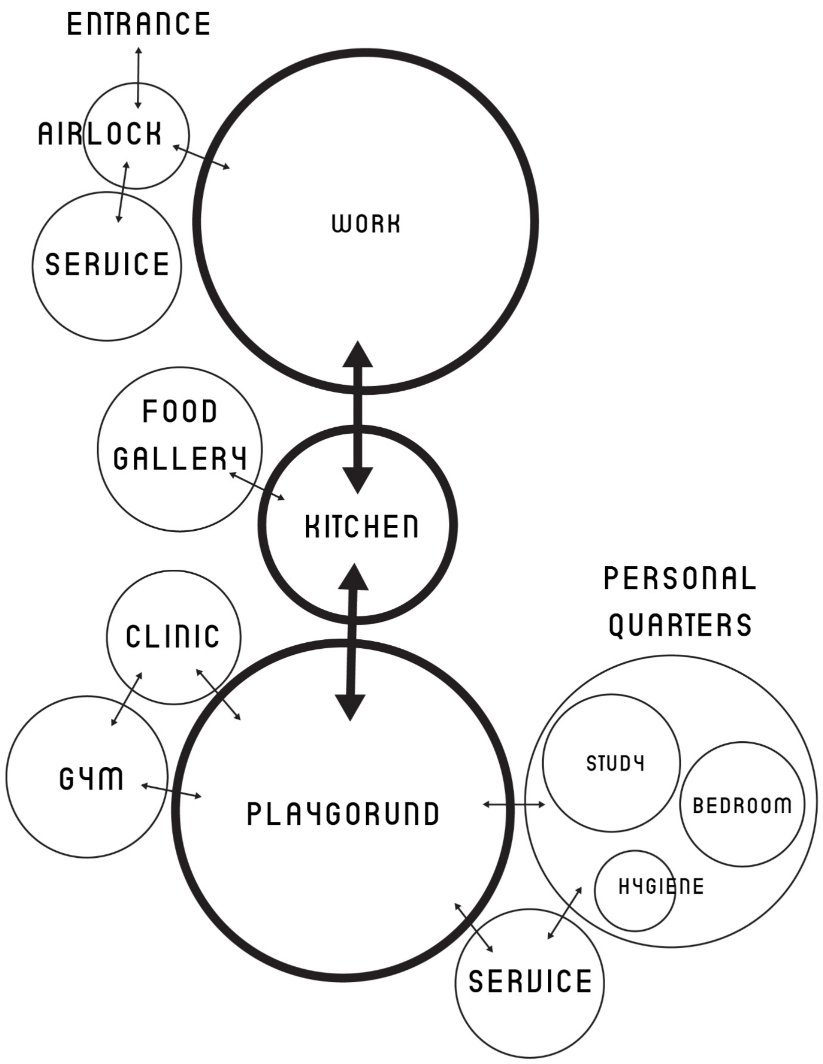
5. SERVICE SPACES

LIFE SUPPORT STORAGE
AIRLOCK CHAMBERS
DONNING & DOFFING AREA
STORAGE

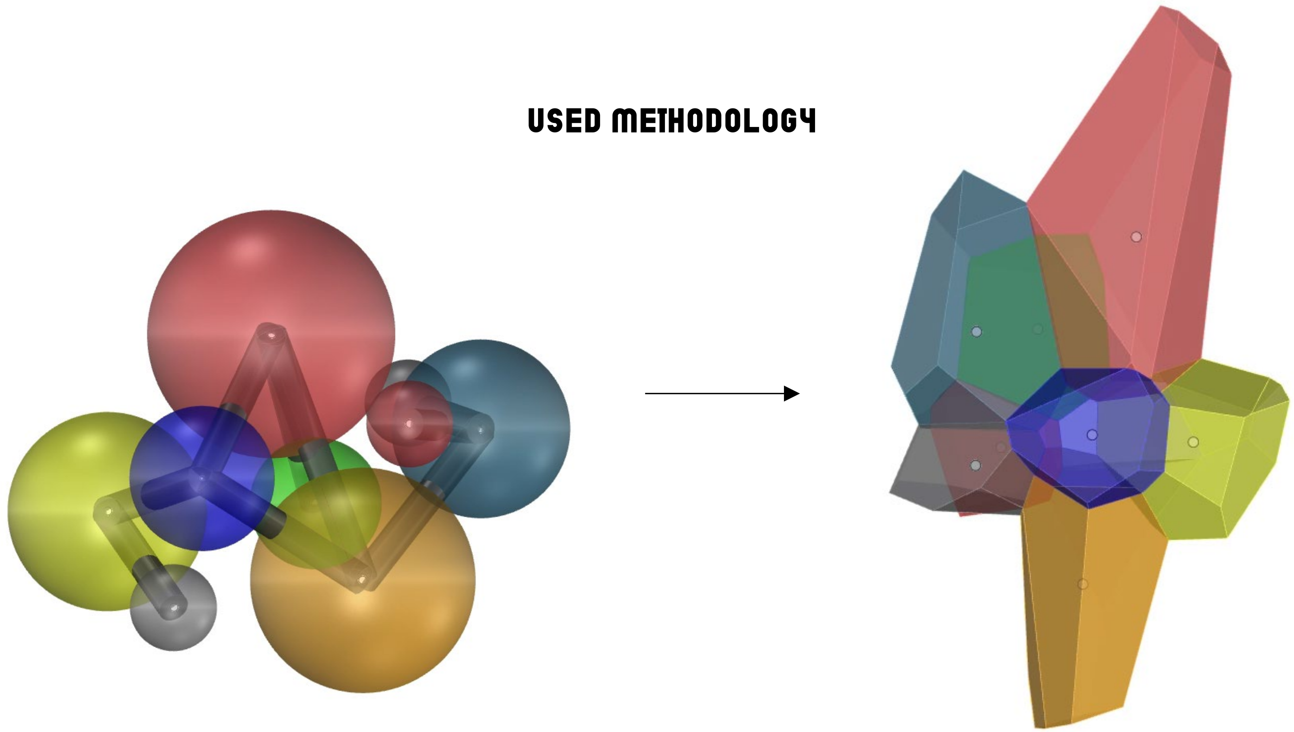
DERIVED FROM: NASA & SPACE ARCHITECTURE EDUCATION FOR ENGINEERS AND ARCHITECTS (BOOK)

program spatial distribution

2D program adjacencies to 3D connectivity

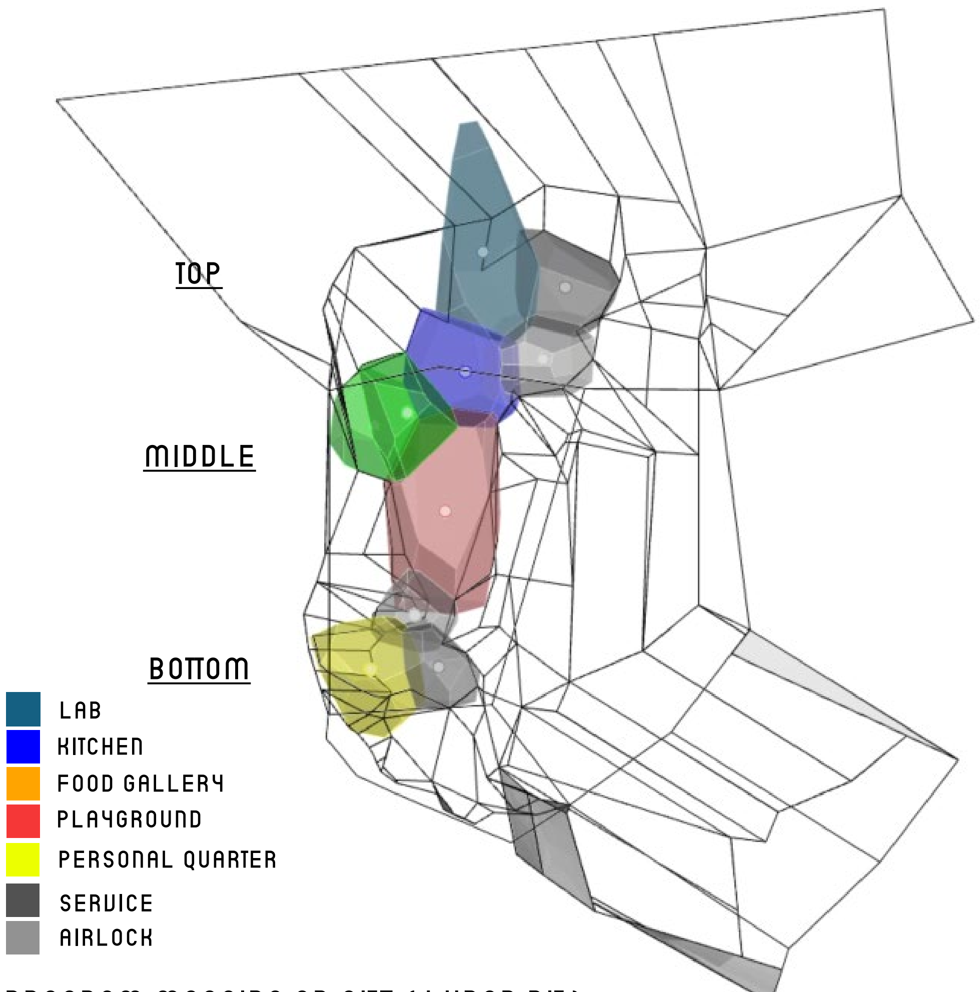


USED METHODOLOGY

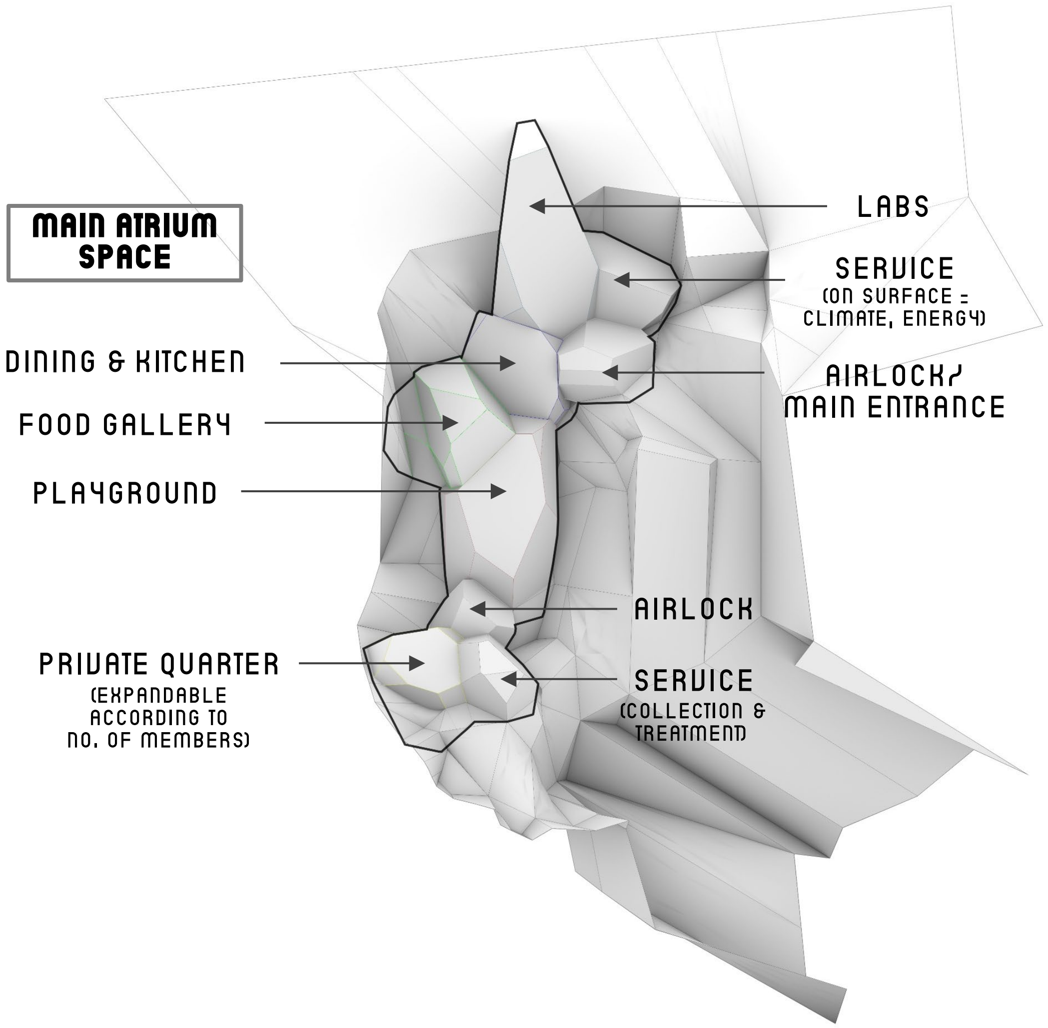


PLAYGROUND	PERSONAL QUARTER	CLINIC
KITCHEN	WORKSTATION	SERVICE
FOOD GALLERY	GYM	AIRLOCK

program massing
3D program adjacencies on site



PROGRAM MASSING ON SITE (LUNAR PIT)



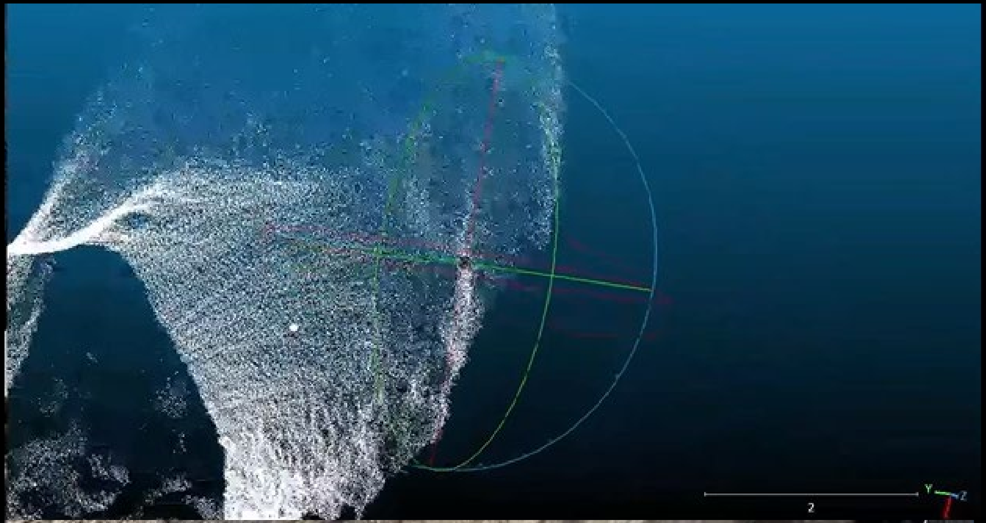
lava tube mission

LAVA TUBE IMMEDIATE INTERIOR


DIFFERENT WAYS TO CLIMB DOWN

CHALLENGING LAVA TUBE TERRAIN → EYES & BRAIN → BODY DIMENSIONS → SPATIAL COORDINATION

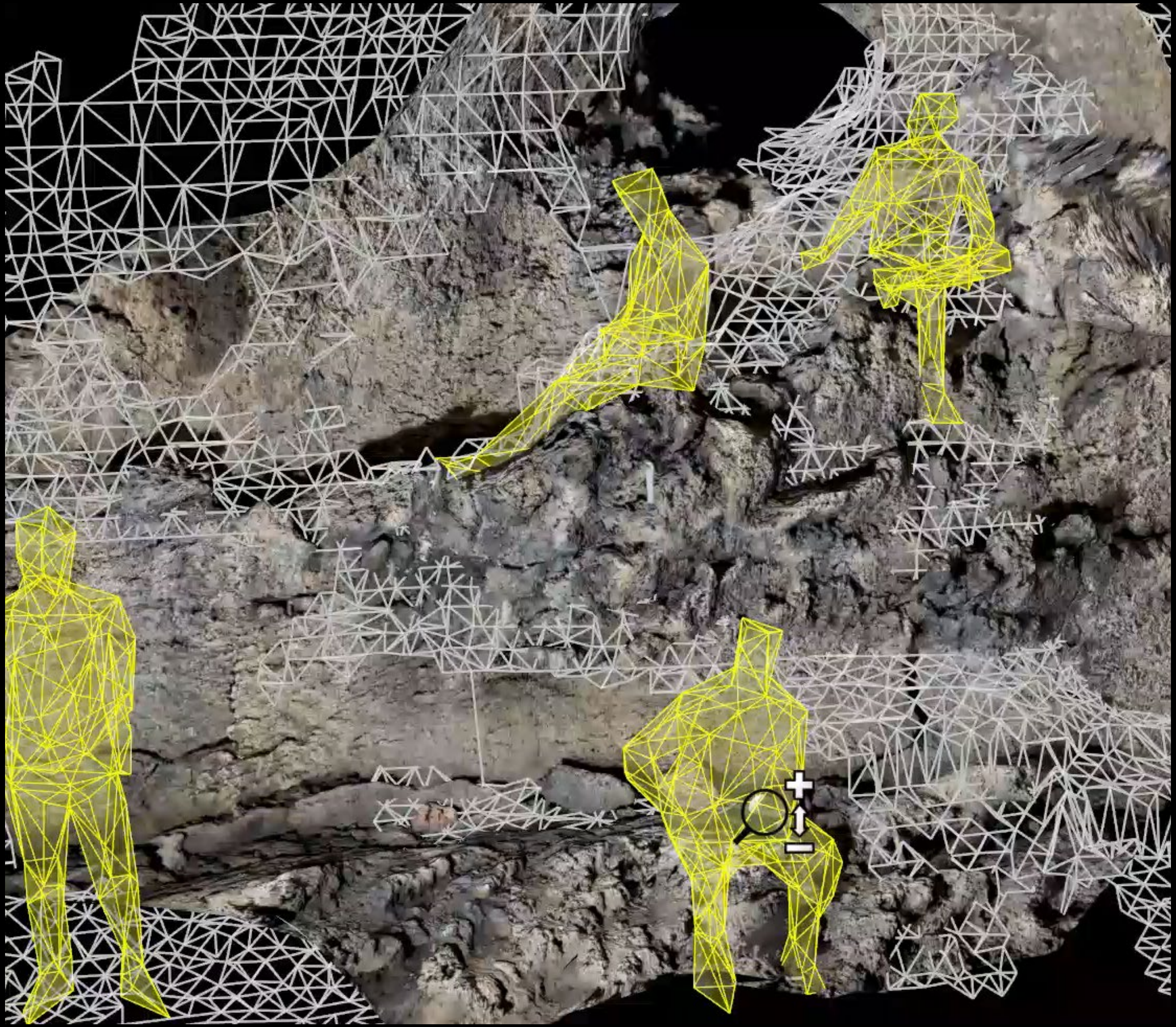
lava tube mission



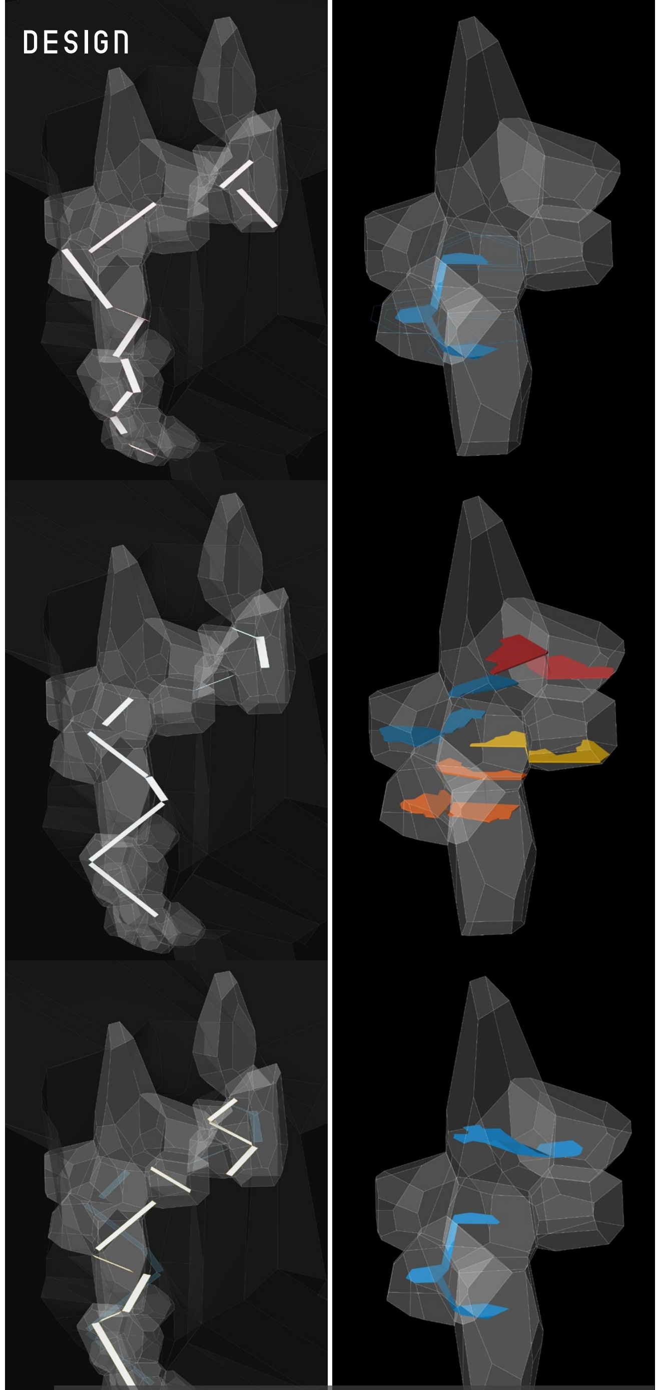
URBAN & ARCHITECTURAL SCALES

FURNITURE & MATERIAL SCALES

body dimensions to architectural scales



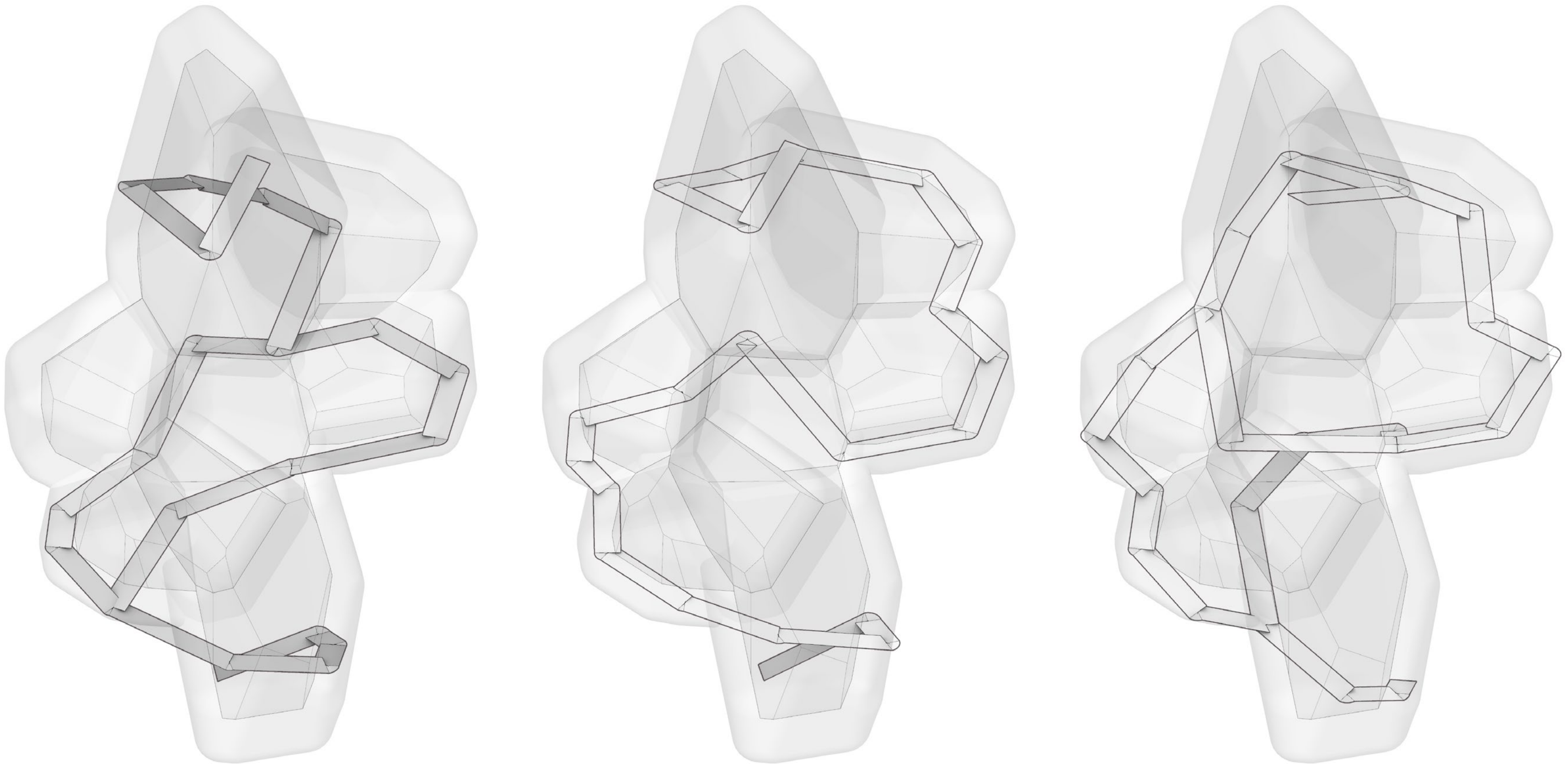
WALL TECTONICS & TEXTURES (VERTICAL AND DIAGONAL) INTRODUCE EXTENSION OF FUNCTIONAL SPACES



PROCESS STUDY OF RAMPS AND PLATFORMS

form finding

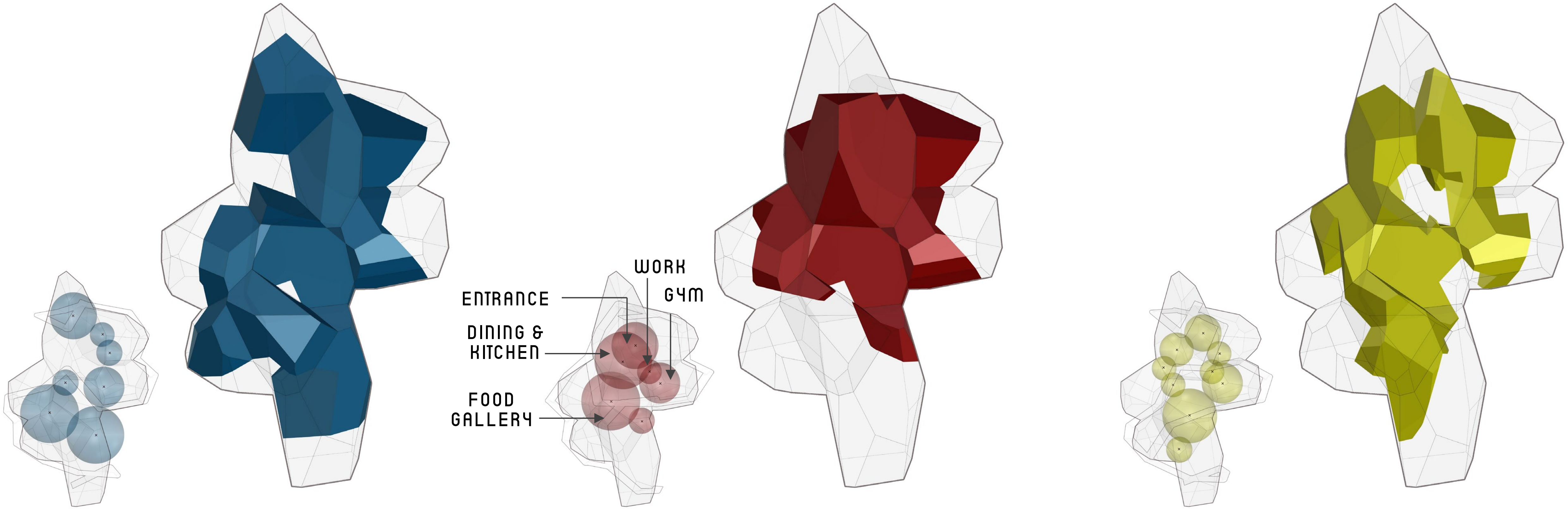
thick walls and circulation



GRADUAL ANGLED PATH GOES THROUGH THICK WALLS

form finding

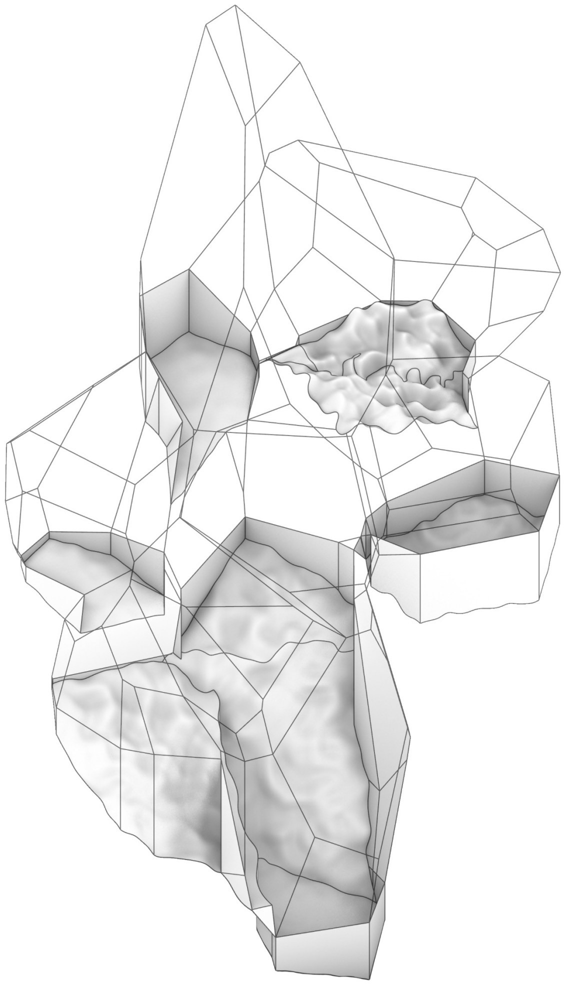
programmatic function



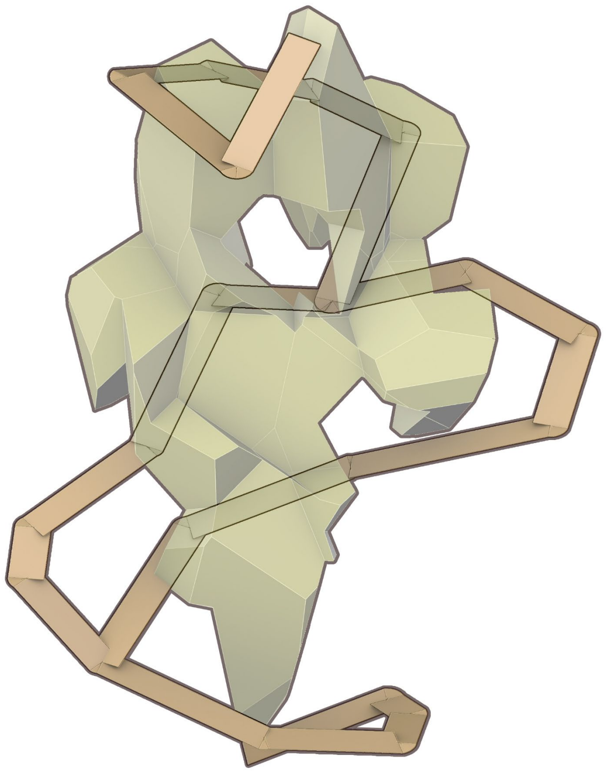
PROGRAM PLACEMENT TESTED ALONG CIRCULATION
POINTS GENERATED FROM SPHERES -> CONVERTED INTO VORONOI-BASED SPACES

form finding

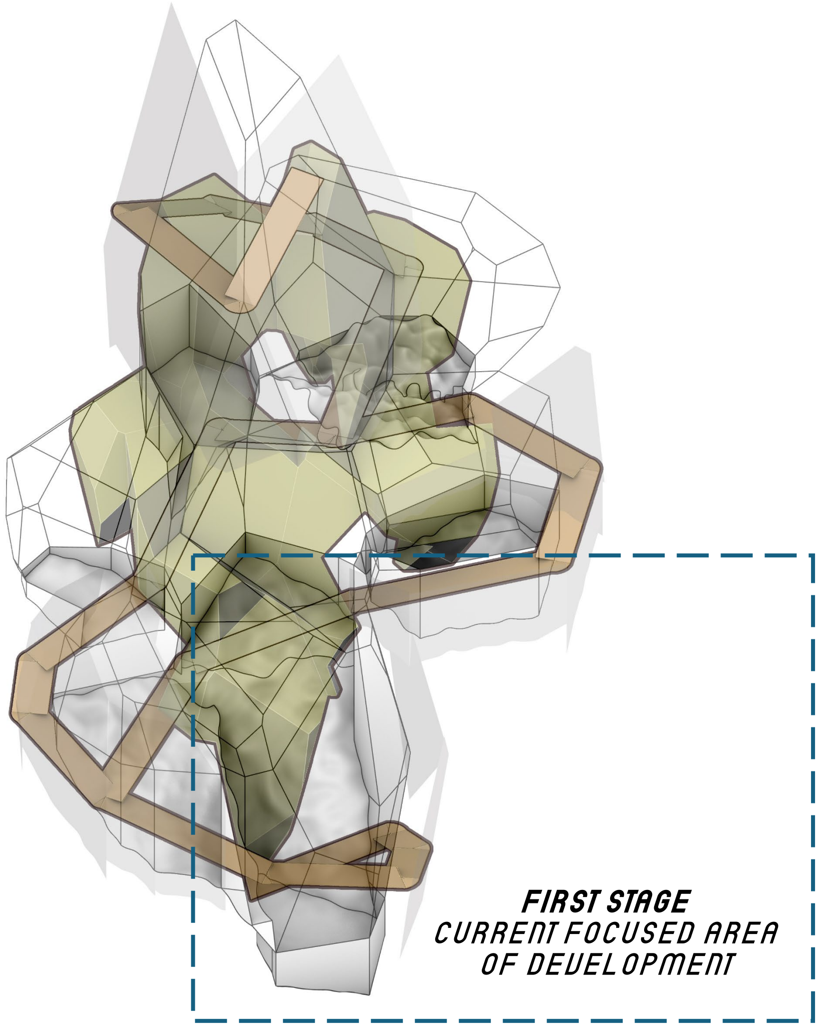
man-made to nature



NATURAL TERRAIN



BUILT ELEMENTS



INTERTWINED

ARCHITECTURAL ELEMENTS + EXISTING TERRAIN –> SURFACES ANGLES AND RESOLUTION

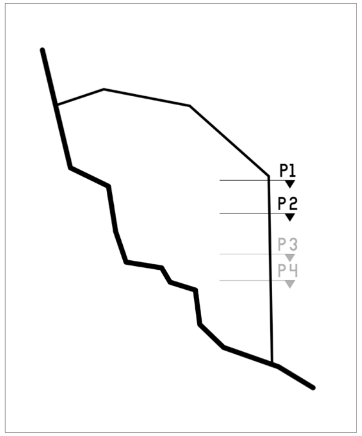
DESIGN

plans

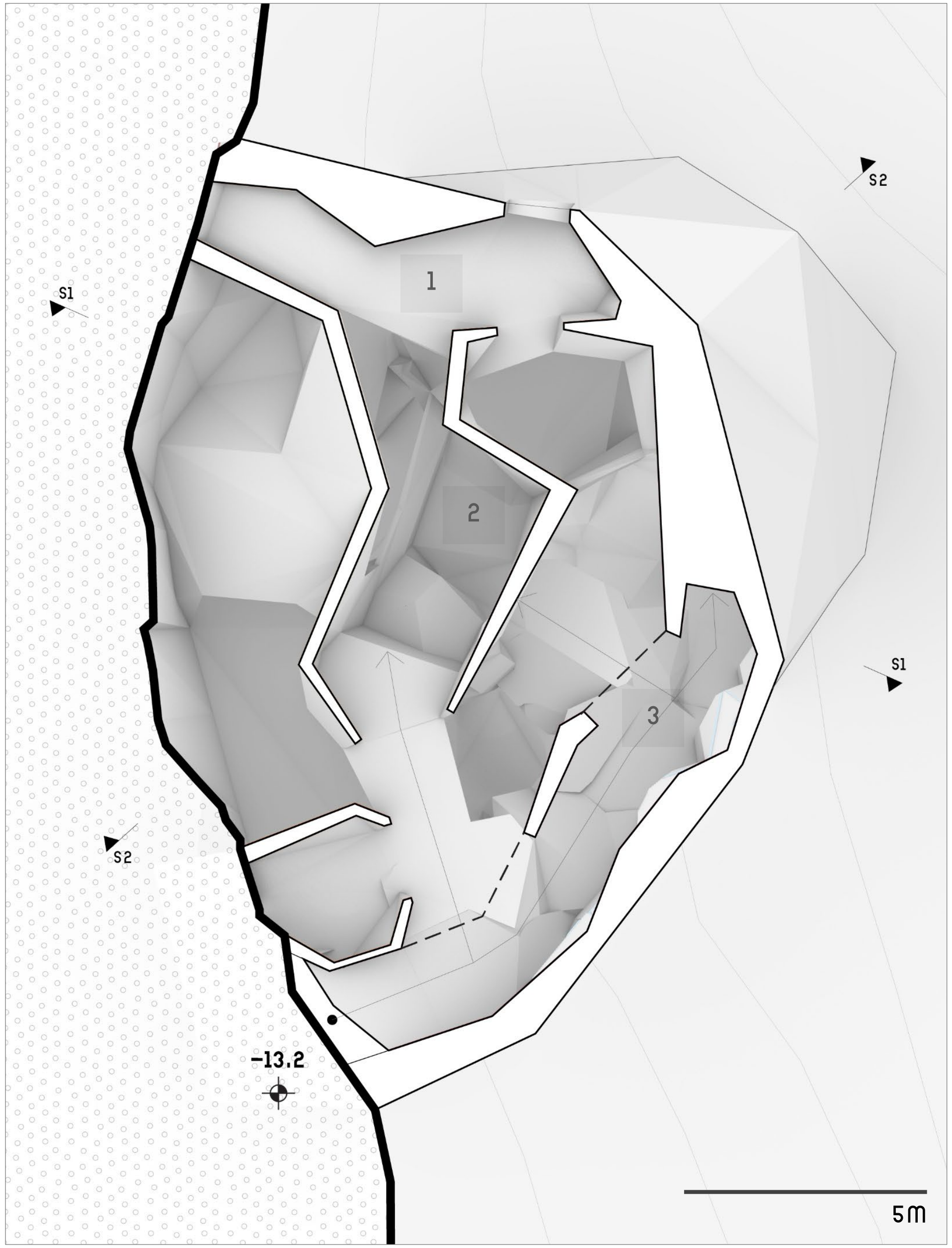
(zoom in to 1:100)

ARCHITECTURAL ELEMENTS – VIEWS, BODY ENGAGEMENT

1	WORK ZONE
2	EAT ZONE
3	INTERNAL RAMPWAY



PLAN 1 (-10.5m)

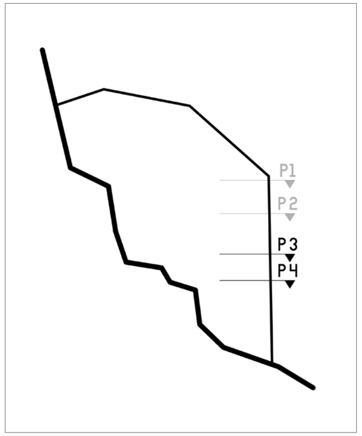


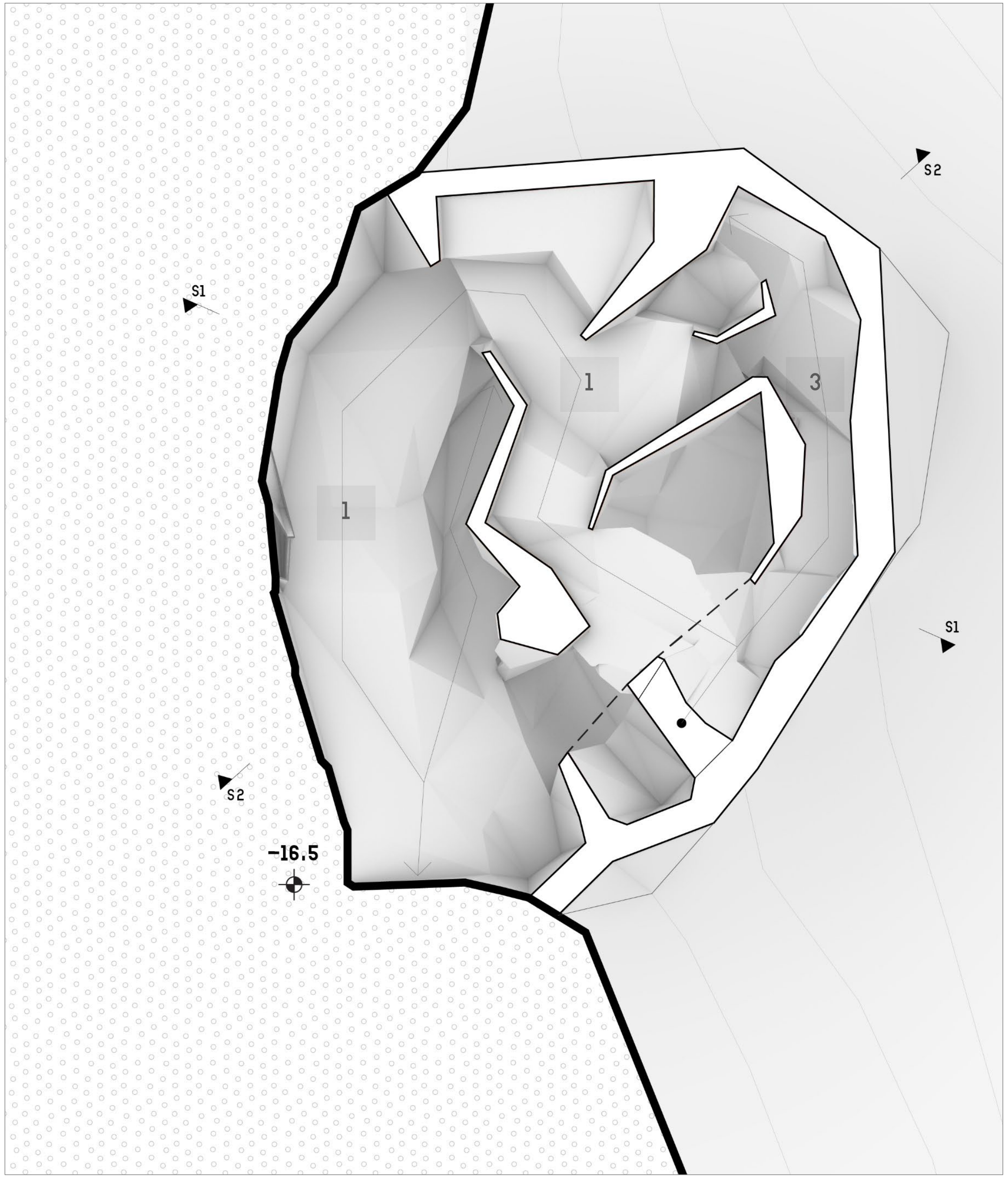
PLAN 2 (-13.2m)

plans

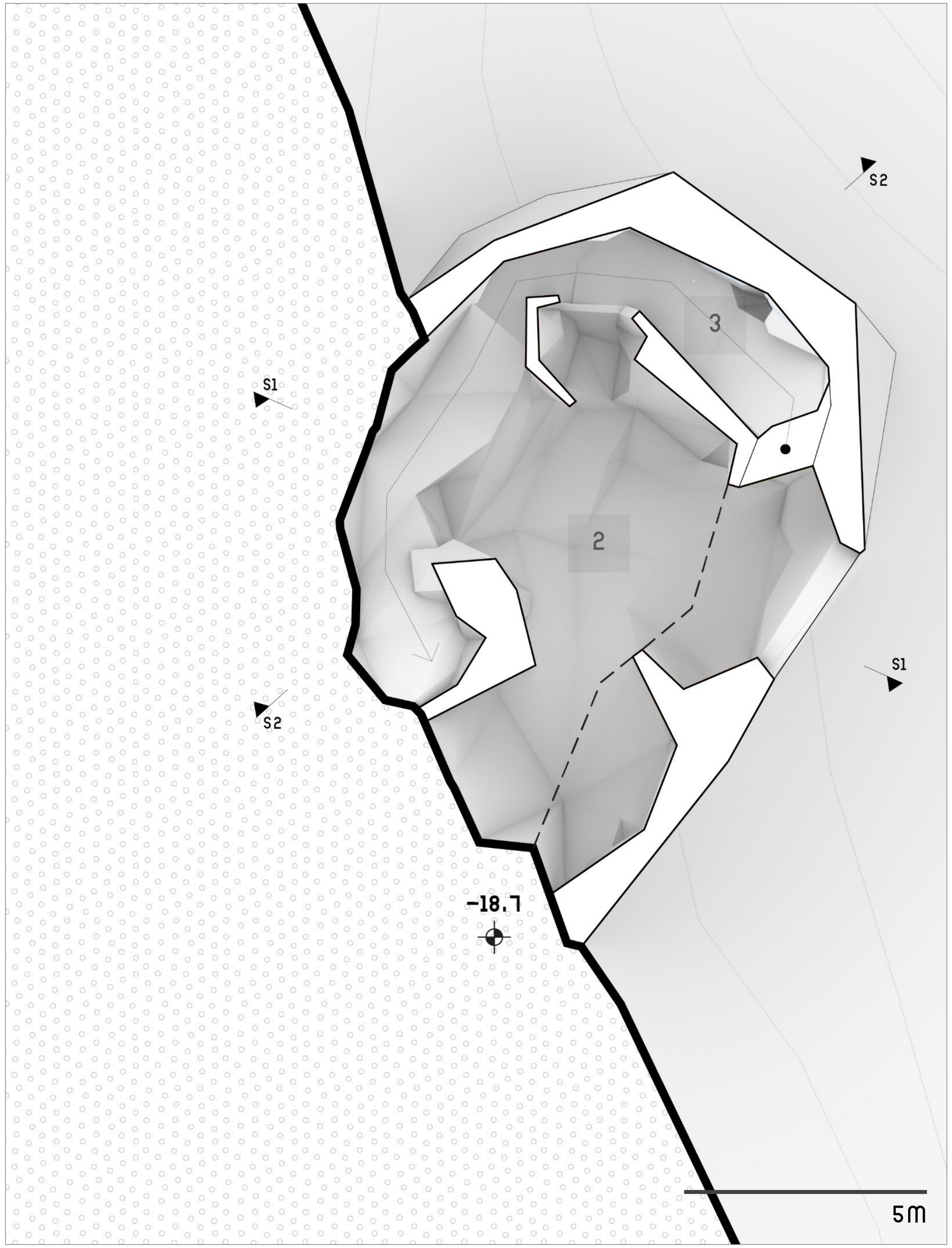
ARCHITECTURAL ELEMENTS – VIEWS, BODY ENGAGEMENT

1	EAT ZONE
2	SOCIALISE ZONE
3	INTERNAL RAMPWAY





PLAN 3 (- 16.5M)



PLAN 4 (- 18.7M)

DESIGN

sections

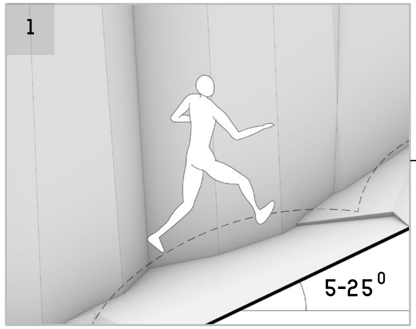
ARCHITECTURAL ELEMENTS -

VIEWS, BODY ENGAGEMENT

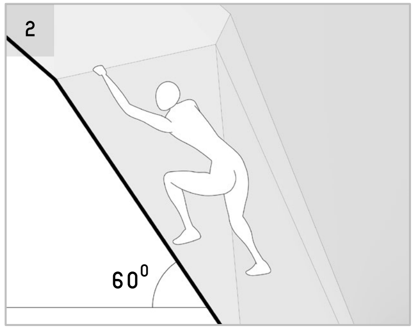
1	WORK ZONE
2	EAT ZONE
3	SOCIALISE ZONE
4	INTERNAL RAMPWAY

motion and movements

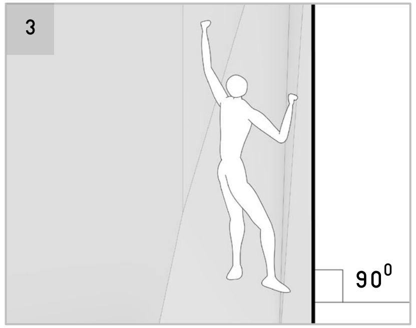
BODY ENGAGEMENT THROUGH THE ARCHITECTURAL ELEMENTS



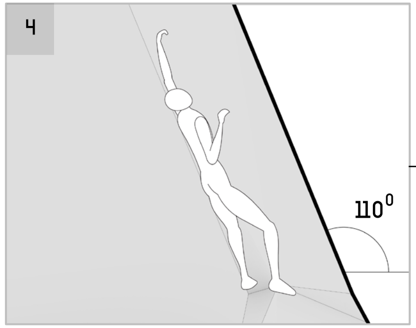
5-25 DEG. NEUTRAL WALK



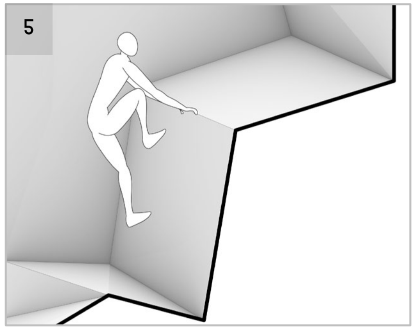
60 DEG. CLIMB



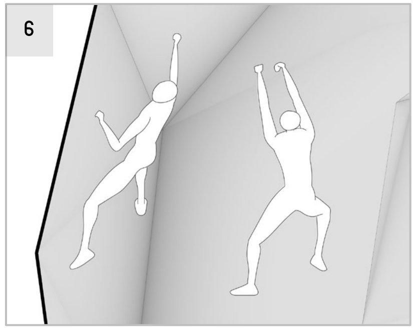
90 DEG. CLIMB



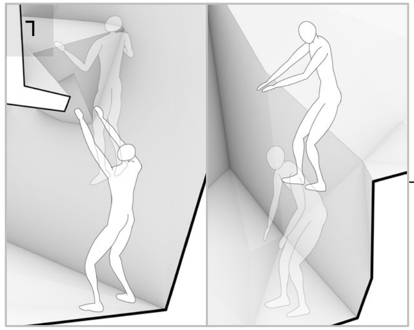
110 DEG. CLIMB



SHORT CLIMB



MULTIPLE CREW CLIMB



JUMP UP & DOWN

DESIGN

sections

ARCHITECTURAL ELEMENTS –

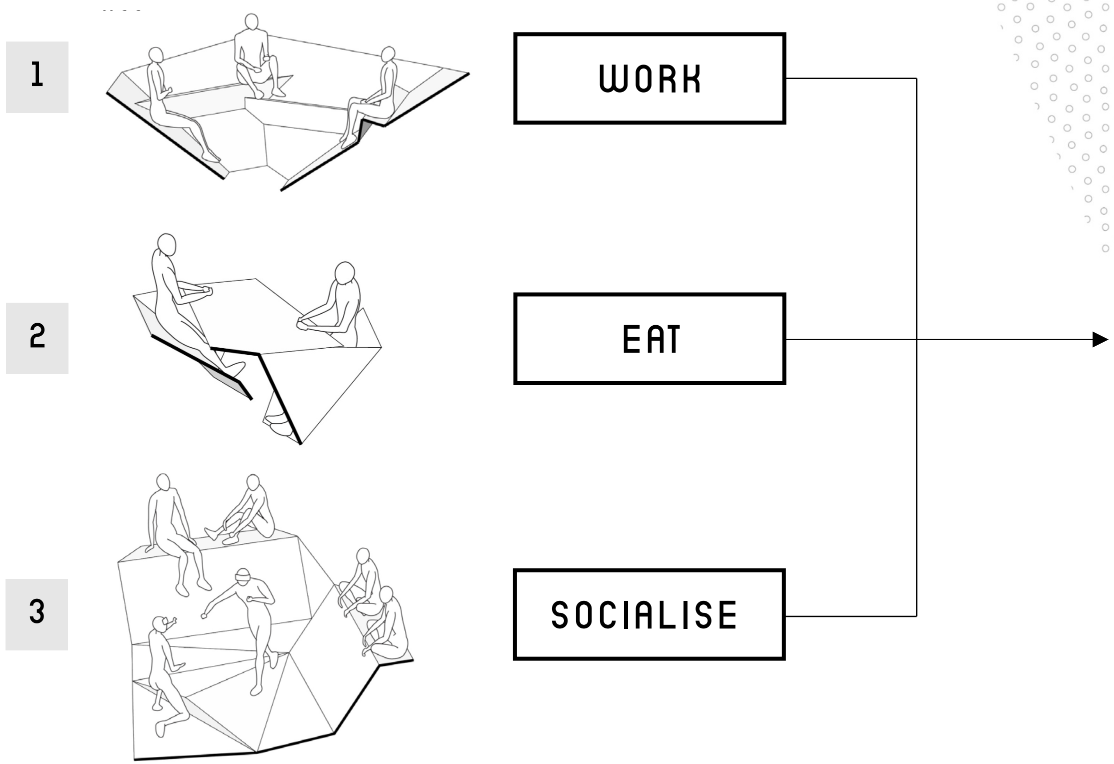
VIEWS, BODY ENGAGEMENT

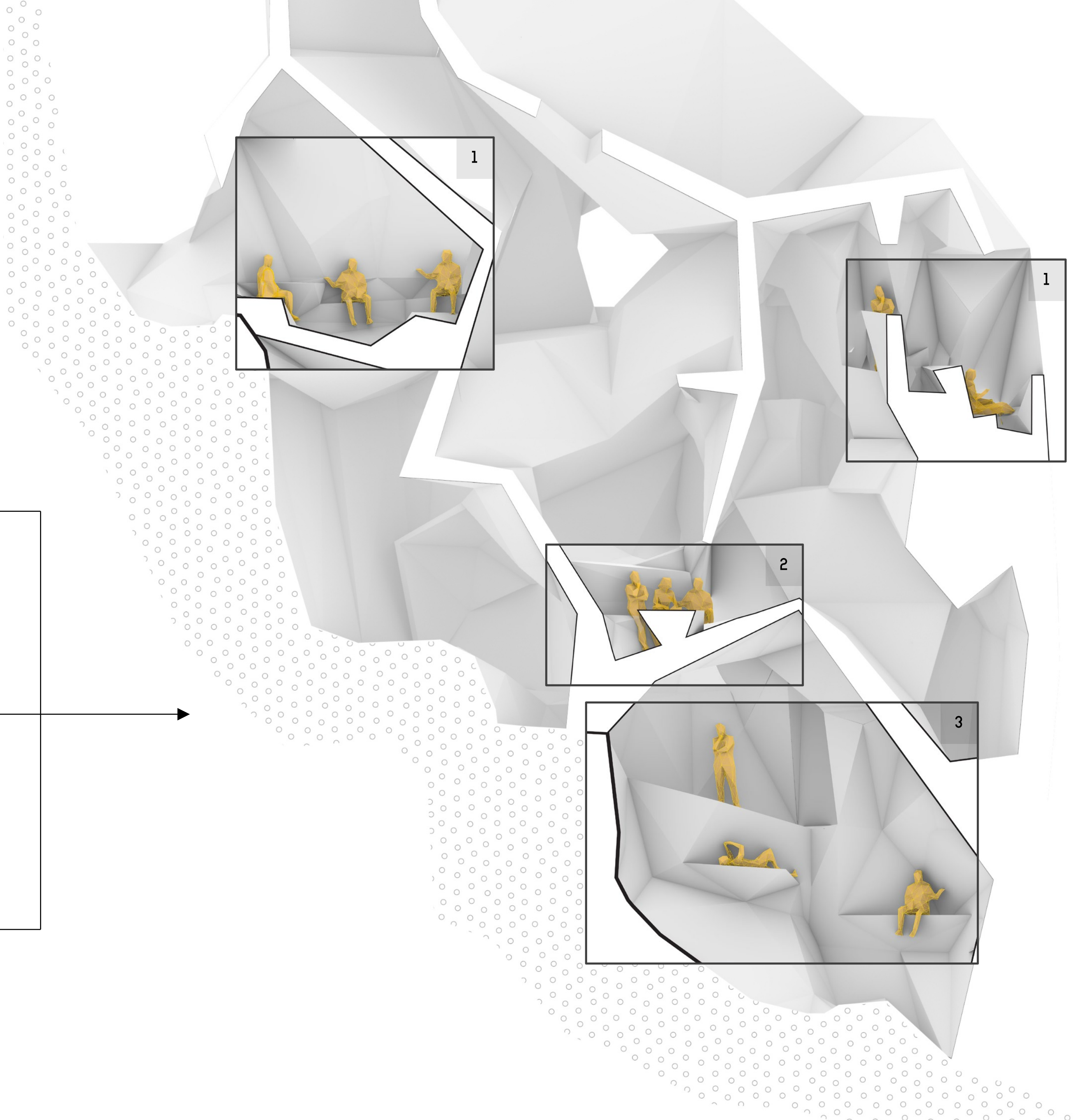
1	WORK ZONE
2	EAT ZONE
3	SOCIALISE ZONE
4	INTERNAL RAMPWAY

activities to furniture integration

(zoom in to 1:50)

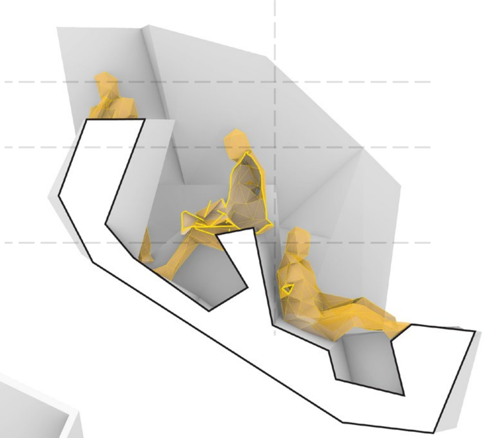
HUMAN BASIC ACTIVITIES AT THE MAIN ATRIUM

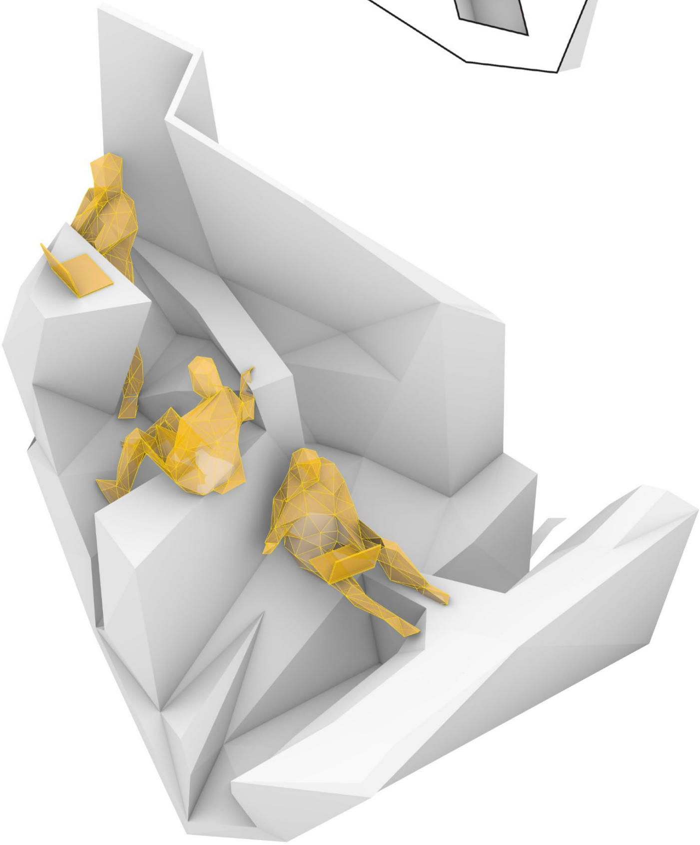




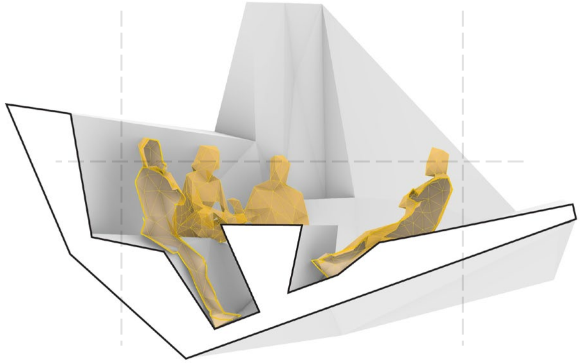
furniture integration design: levels and zoning

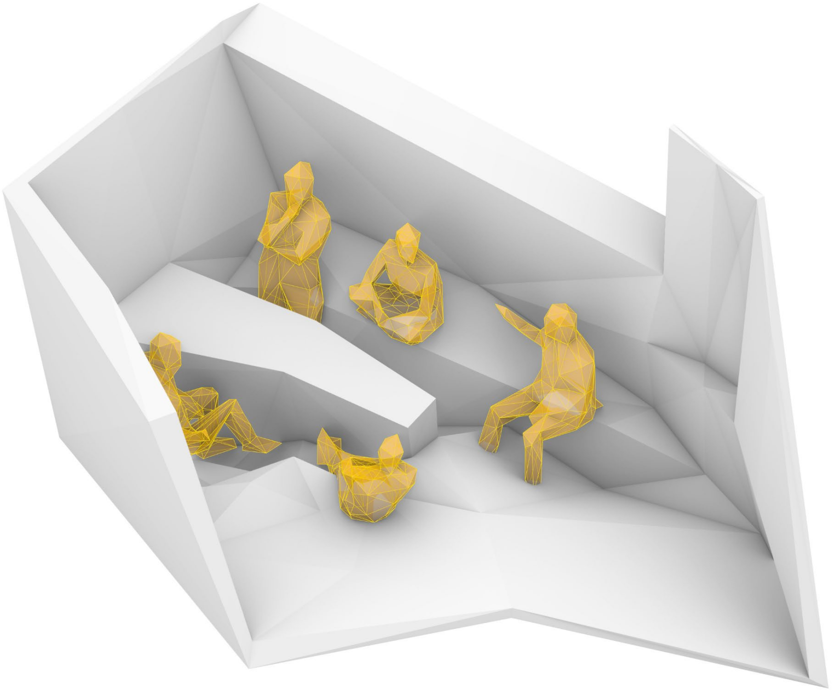
WORK (DESKTOP)





EAT





RESOLUTION/ SPECIFICITY OF SURFACES

STABLE SURFACES I.E. FOR FOOD/ LAPTOP

SPATIAL ZONING

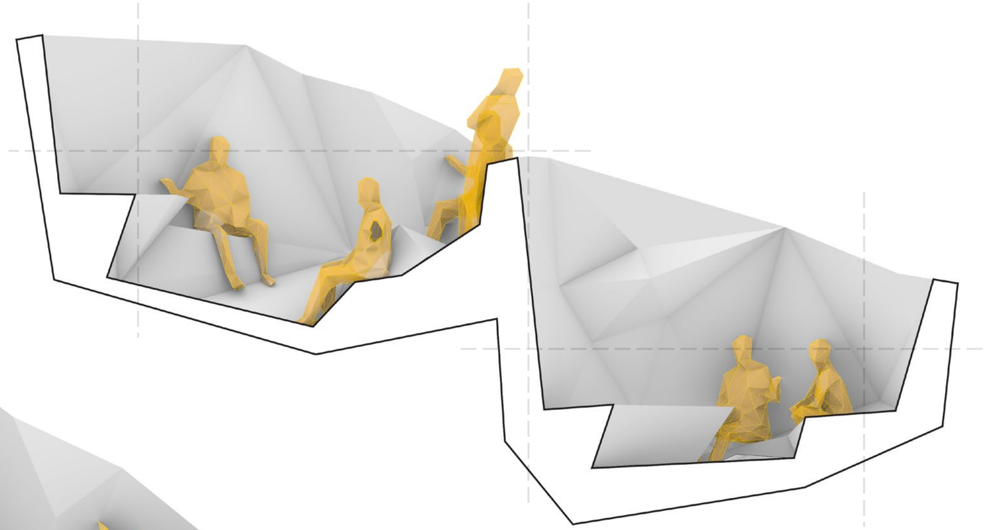
PRIVACY LEVELS
SPECIFIC PREDETERMINED FUNCTION **VS**
FLEXIBILITY FOR FURTHER DEVELOPMENT

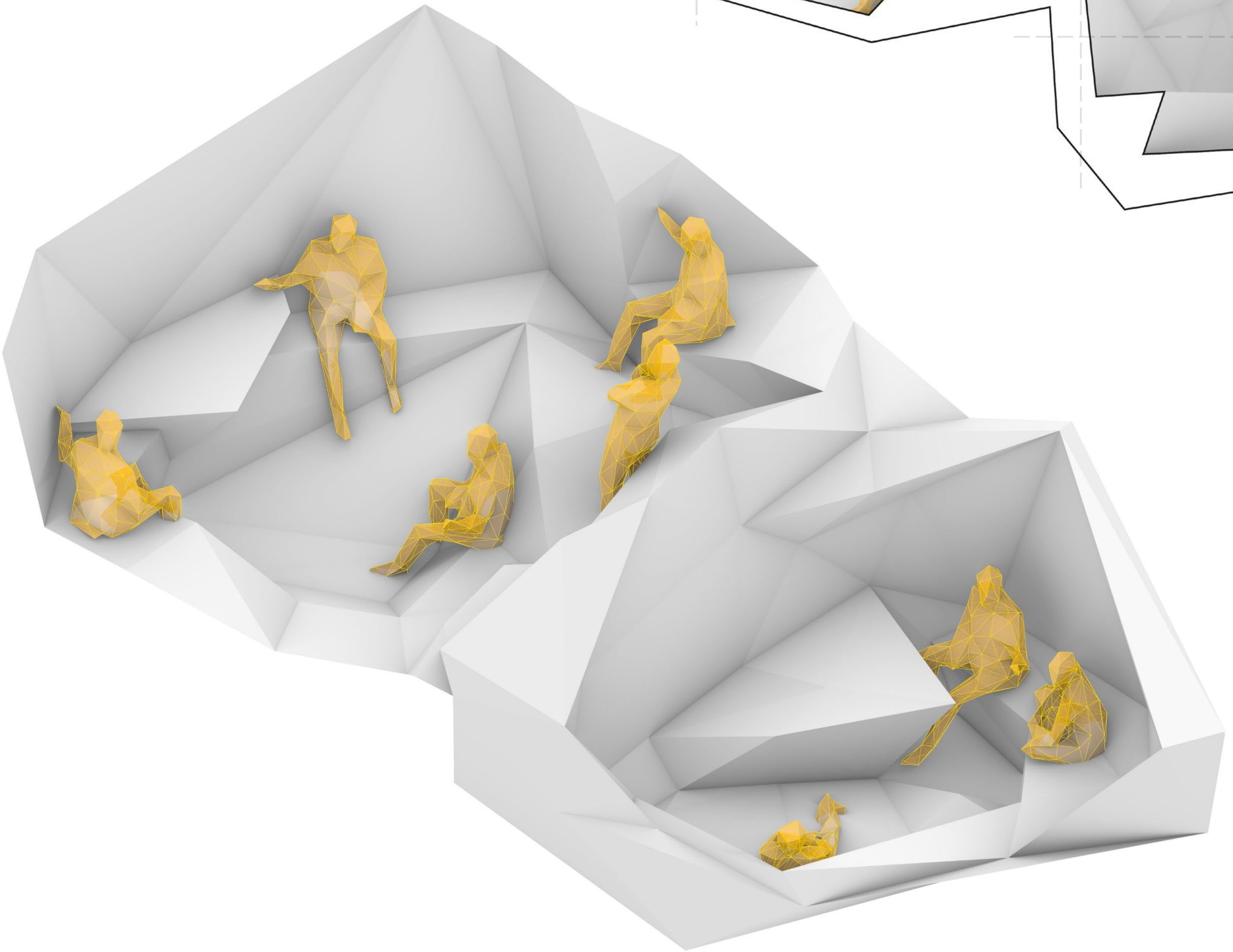
SPACE <-> BODY

SIZE, LEVEL DIFFERENCE,
DEGREE OF OPENNESS

furniture integration design: levels and zoning

WORK (DISCUSSION)





RESOLUTION/ SPECIFICITY OF SURFACES

STABLE SURFACES I.E. FOR FOOD/ LAPTOP

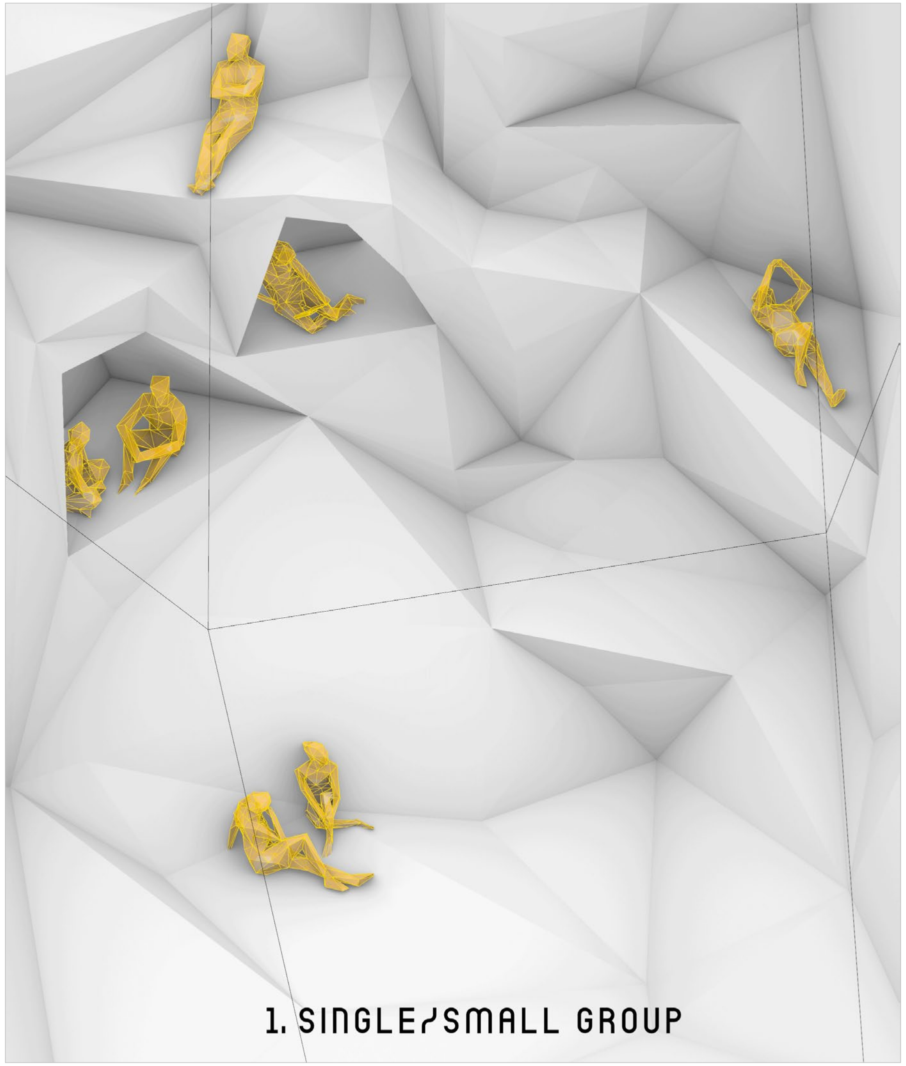
SPATIAL ZONING

PRIVACY LEVELS
SPECIFIC PREDETERMINED FUNCTION **VS**
FLEXIBILITY FOR FURTHER DEVELOPMENT

SPACE ↔ BODY

SIZE, LEVEL DIFFERENCE,
DEGREE OF OPENNESS

furniture design:
various configurations



1. SINGLE/SMALL GROUP

SMALL GROUP

MOVIE

ARENA/ VR GAMES

RESOLUTION/ SPECIFICITY OF SURFACES

SPATIAL ZONING

SPACE <--> BODY

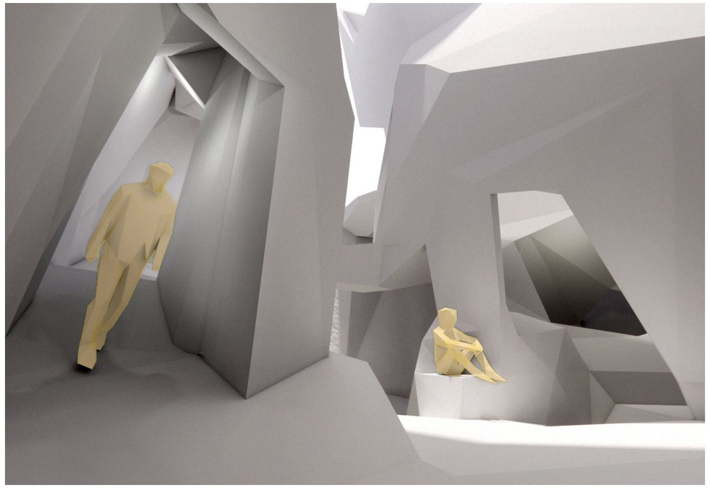
VARIOUS SURFACES LEAD TO PERSONAL INTERPRETATIONS & PREFERENCES OF STATIONARY POSTURES

impressions

VERTICAL CONTINUITY

DESIGN

impressions

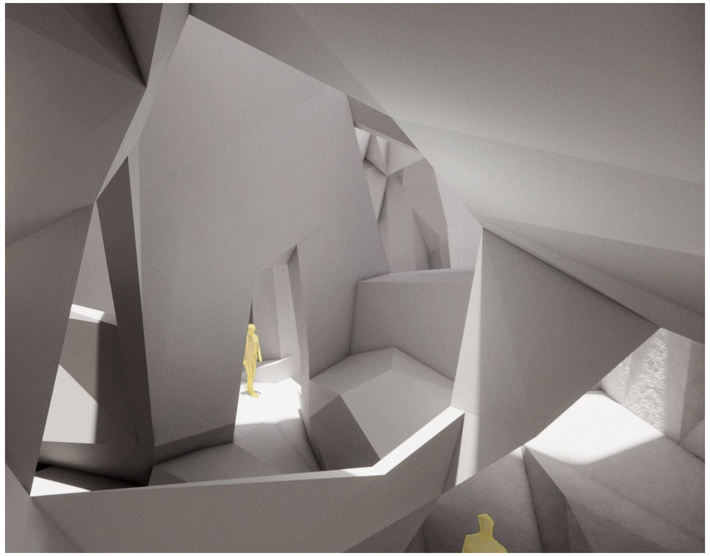


THICK WALL CIRCULATION

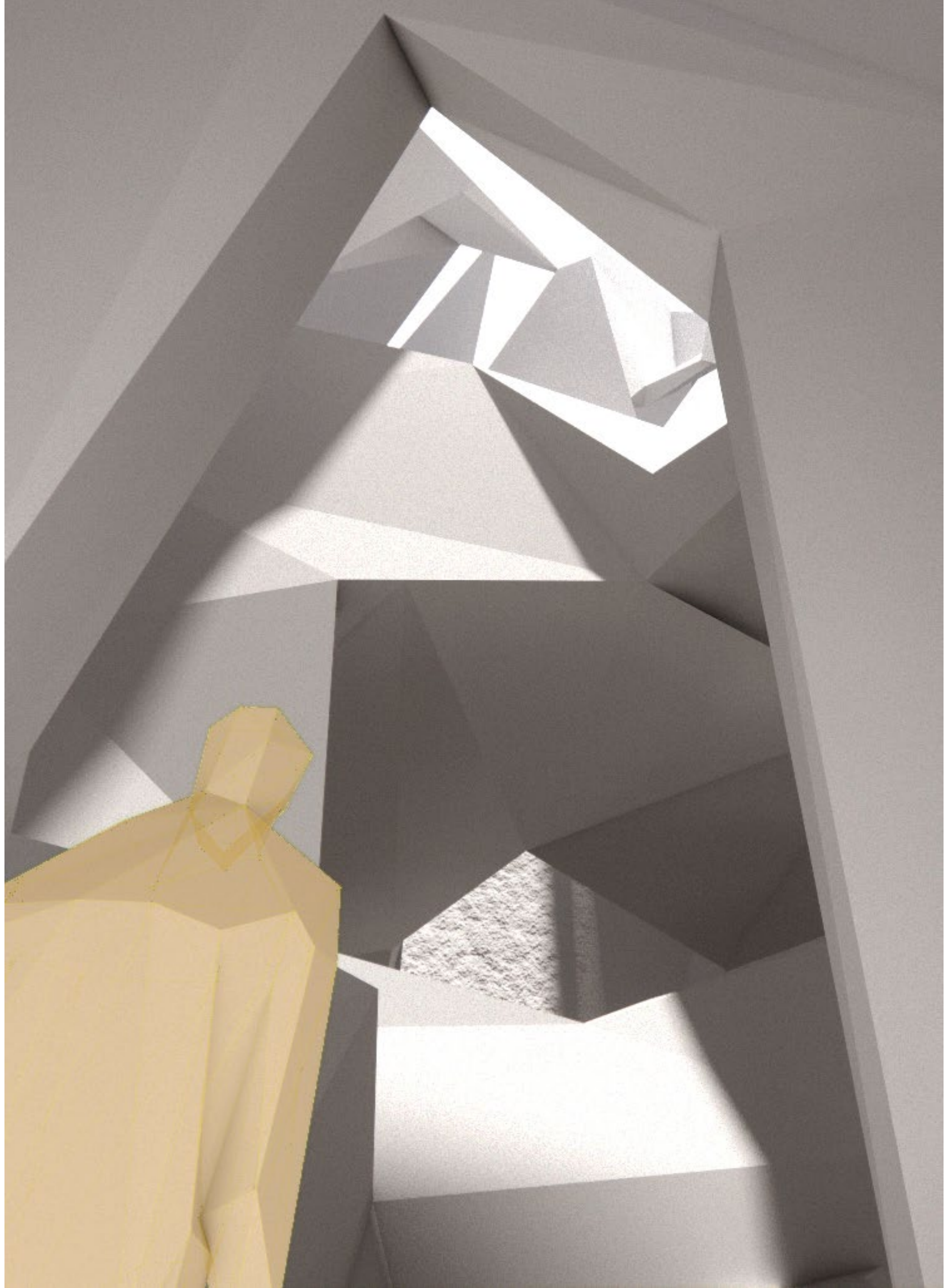
impressions

LIGHT FROM VERTICAL SHAFT

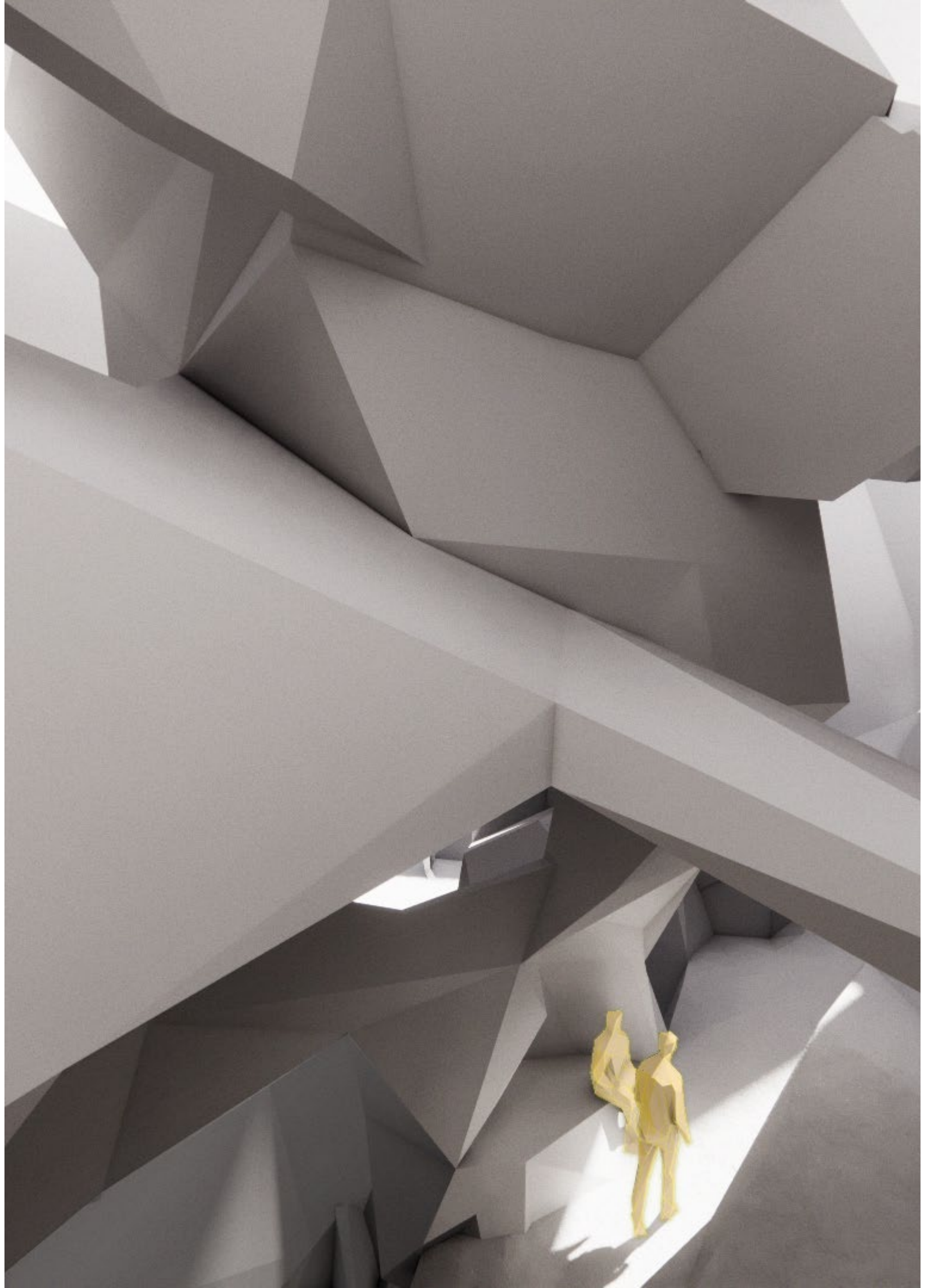
impressions

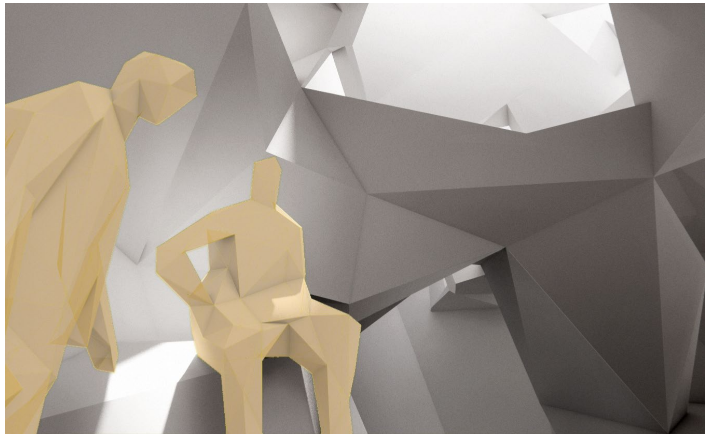


FRAMES AND OPENINGS



impressions

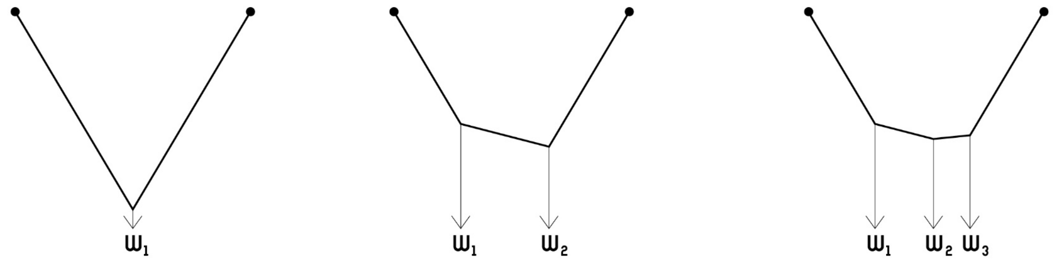




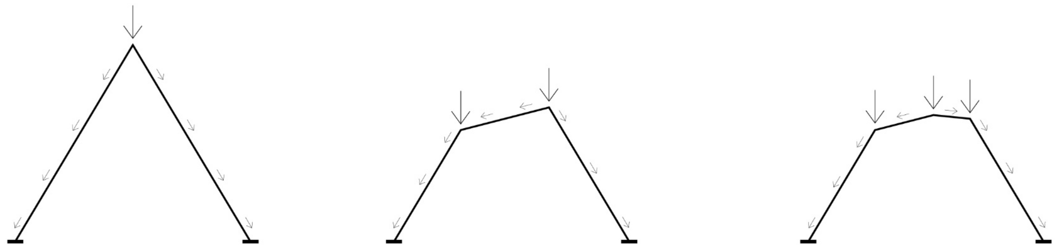
MEETING AND SOCIALISING

construction & materialisation

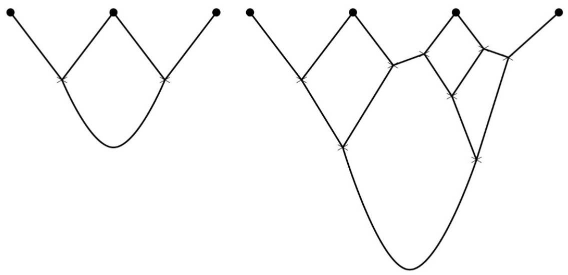
(inverted) catenary structure relationship



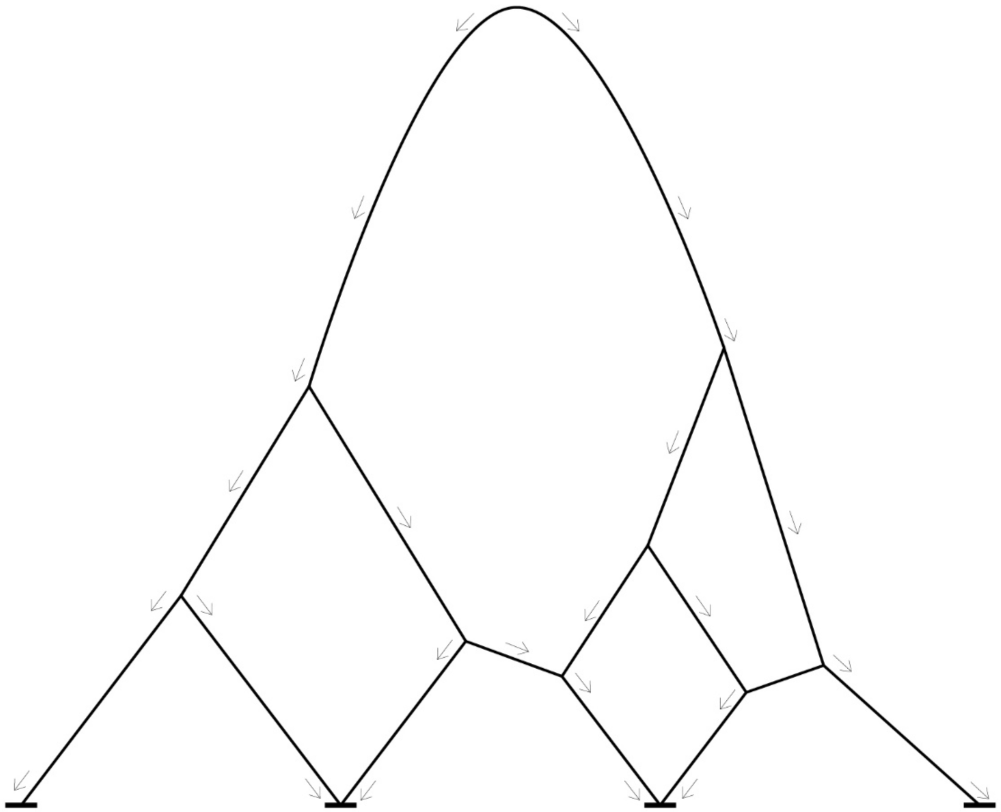
HANGING CHAINS (CATENARIES)



INVERTED CATENARIES = VORONOI THRUST LINES



NESTED CATENARIES

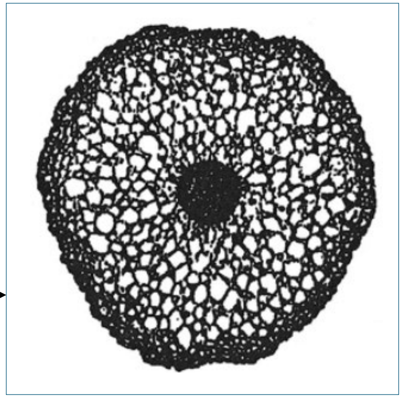


INVERTED NESTED CATENARIES

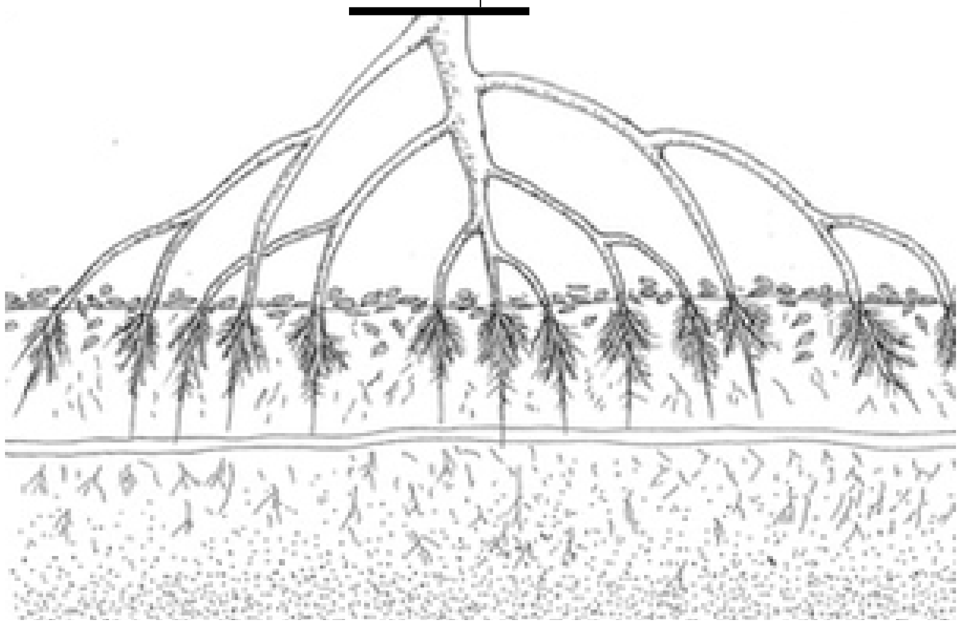
inverted nested catenaries in nature

MANGROVE TREE ROOTS

SOURCE: JOURNAL OF PLANT RESEARCH (2004), PLANTSNAP



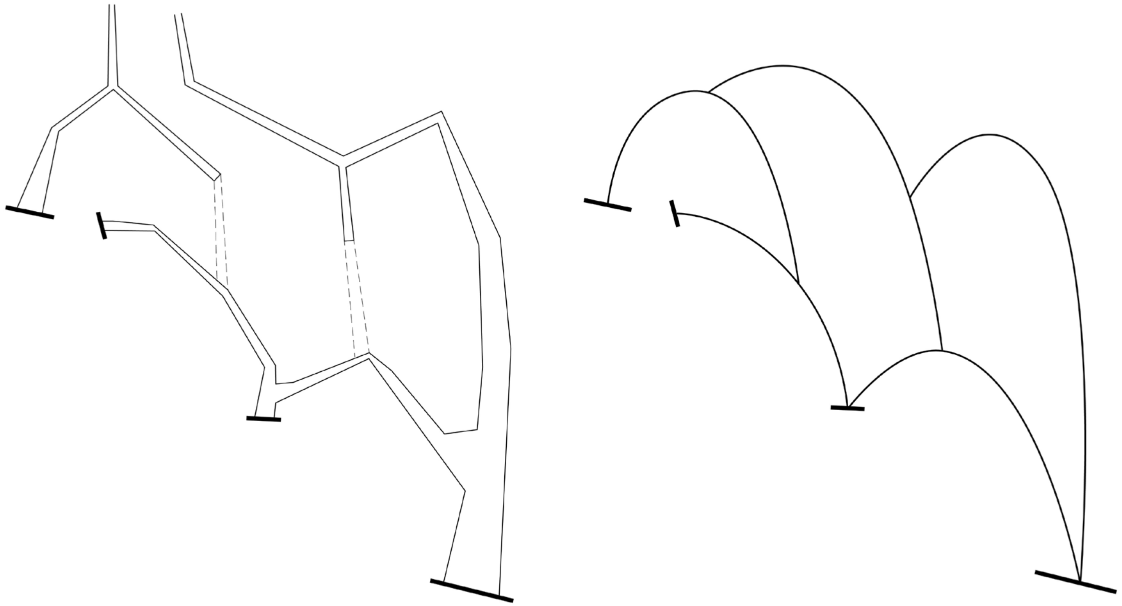
MICRO-STRUCTURE THAT RESEMBLES VORONOI



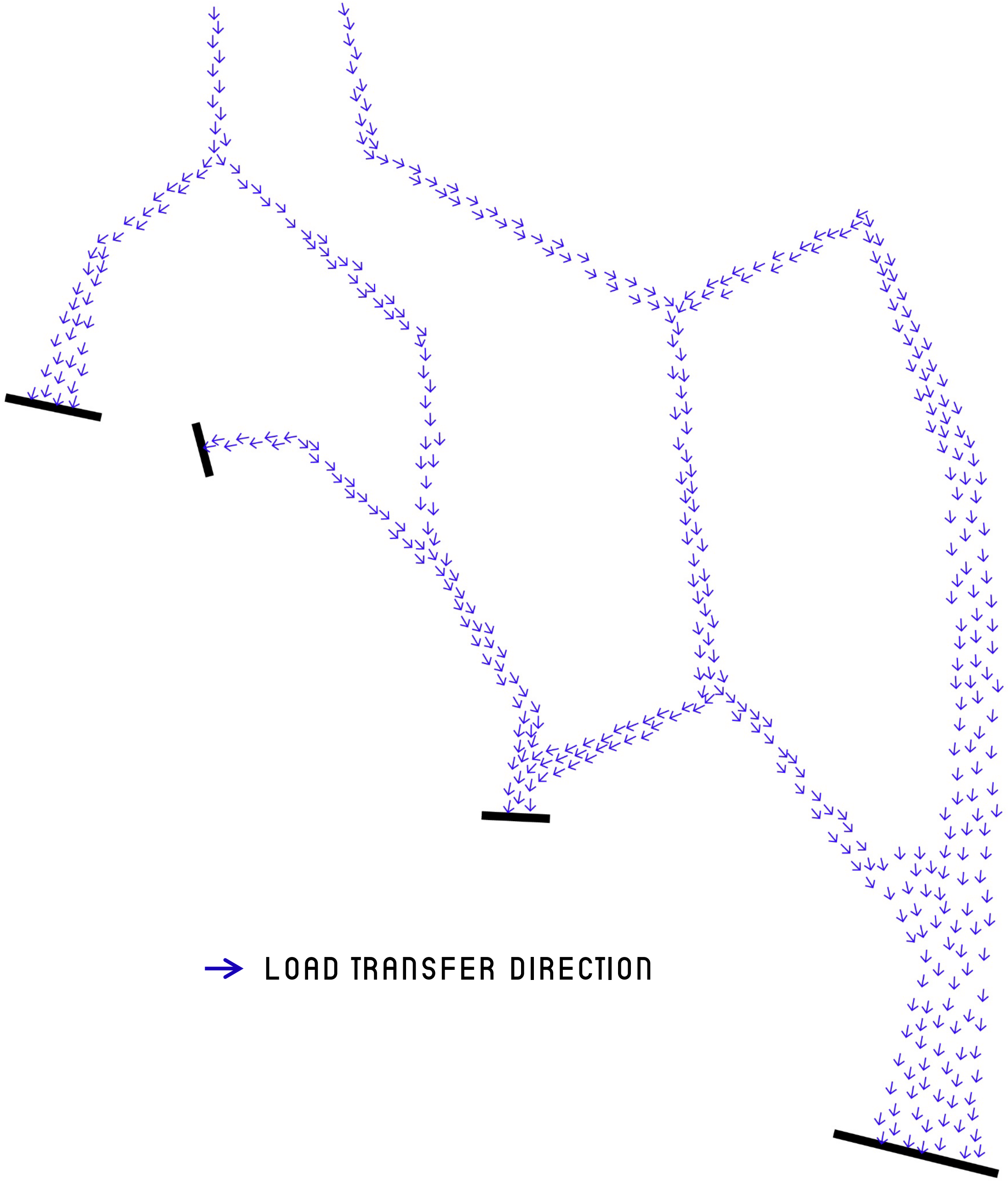
STILT-ROOT = STRUCTURE THAT GROWS AND EXPANDS OVER TIME

SOURCE: PROCEEDINGS OF THE NATIONAL ACADEMY OF SCIENCES (2016)

overall structural logic

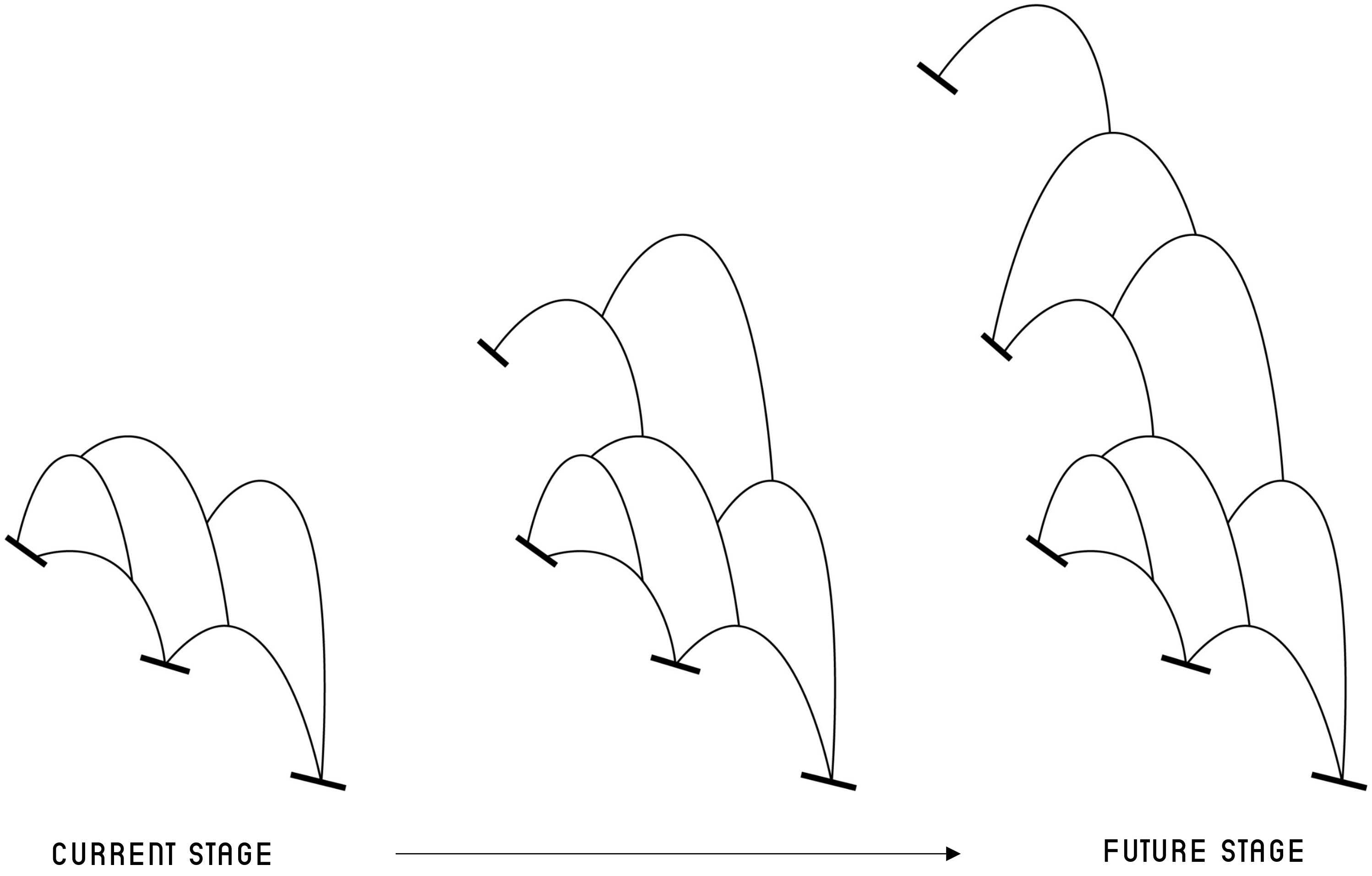


INVERTED NESTED CATENARIES TRANSLATION



→ LOAD TRANSFER DIRECTION

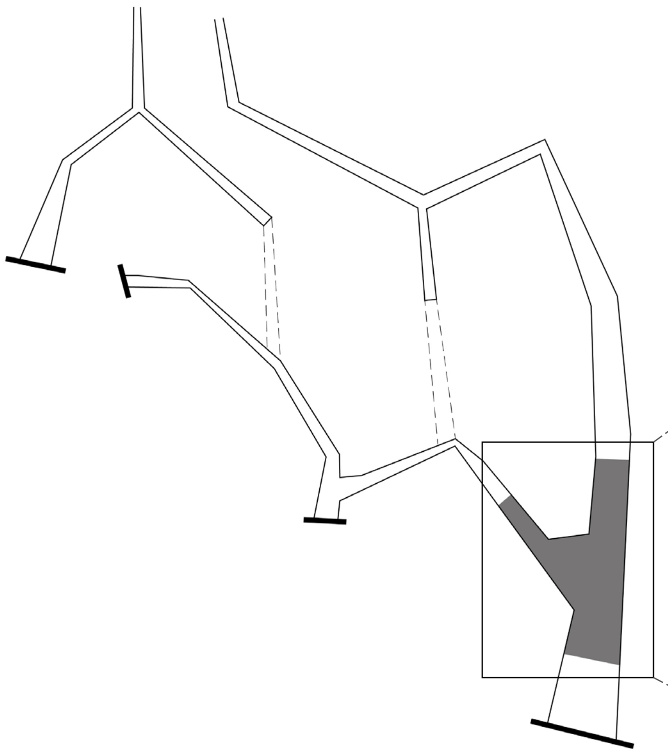
habitat expansion overtime

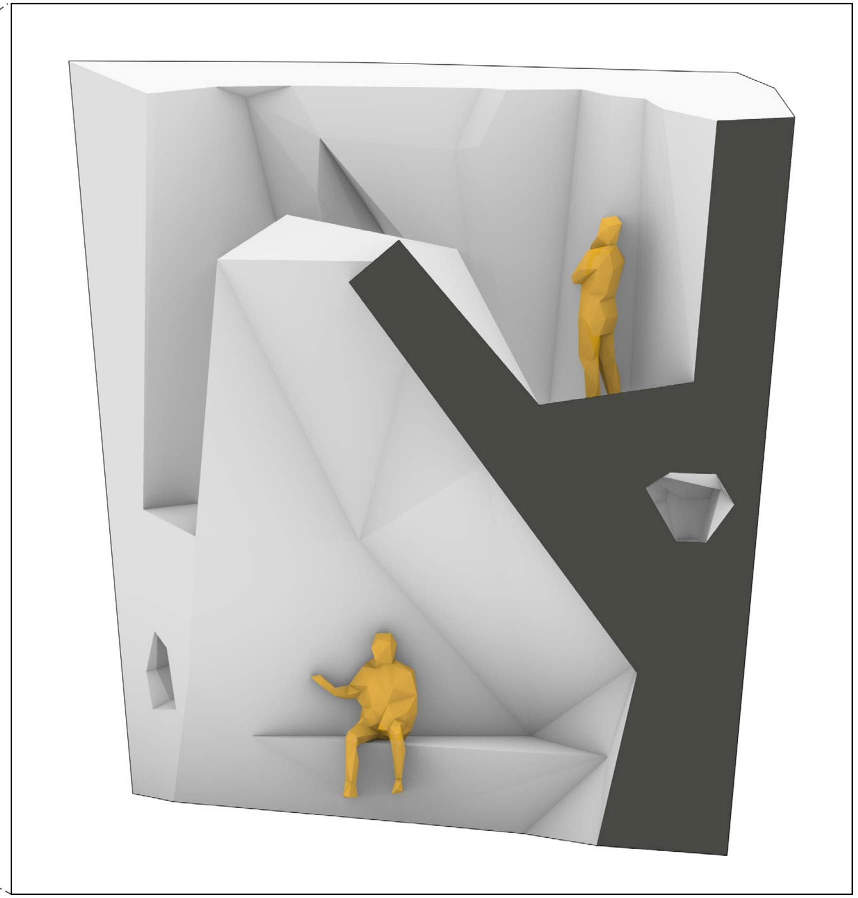


NESTED CATENARIES STRUCTURE IS EXPANDABLE OVERTIME

wall fragment for assembly

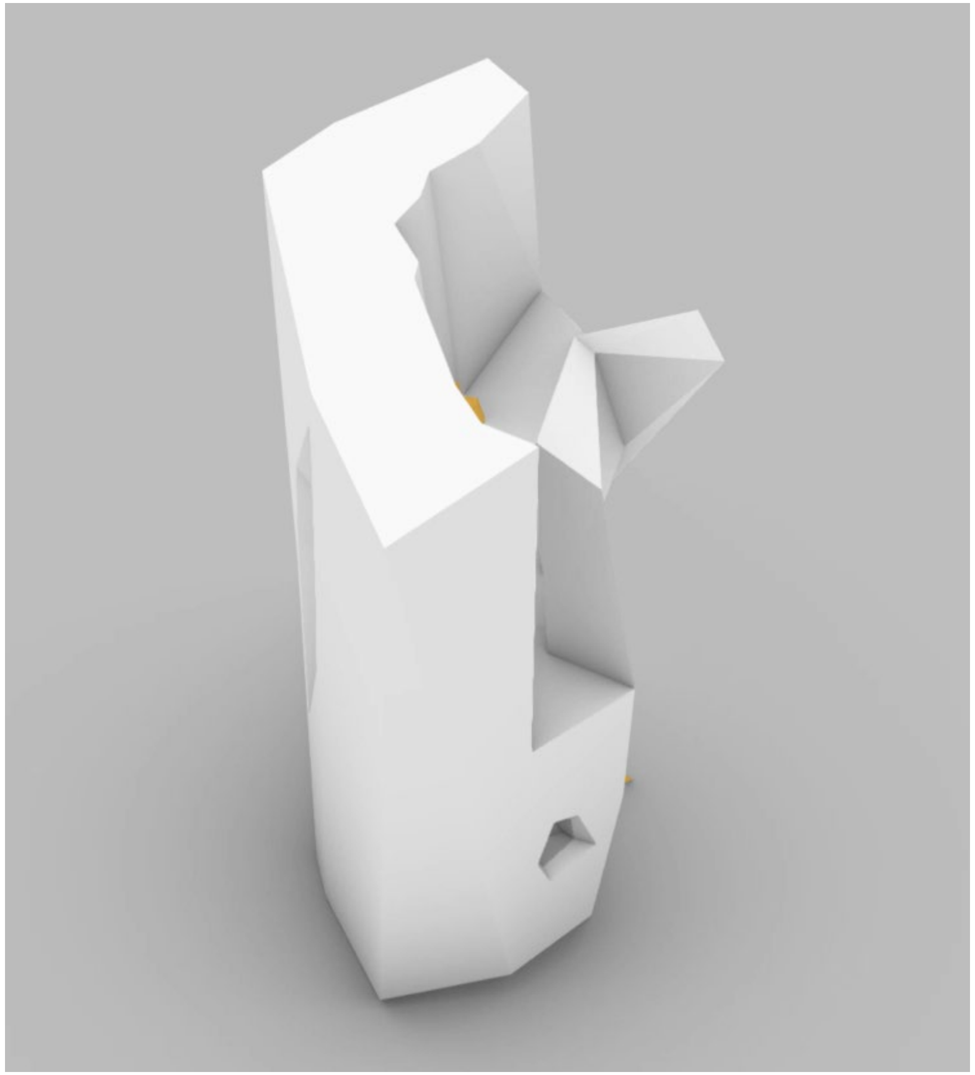
(zoom in to 1:20)



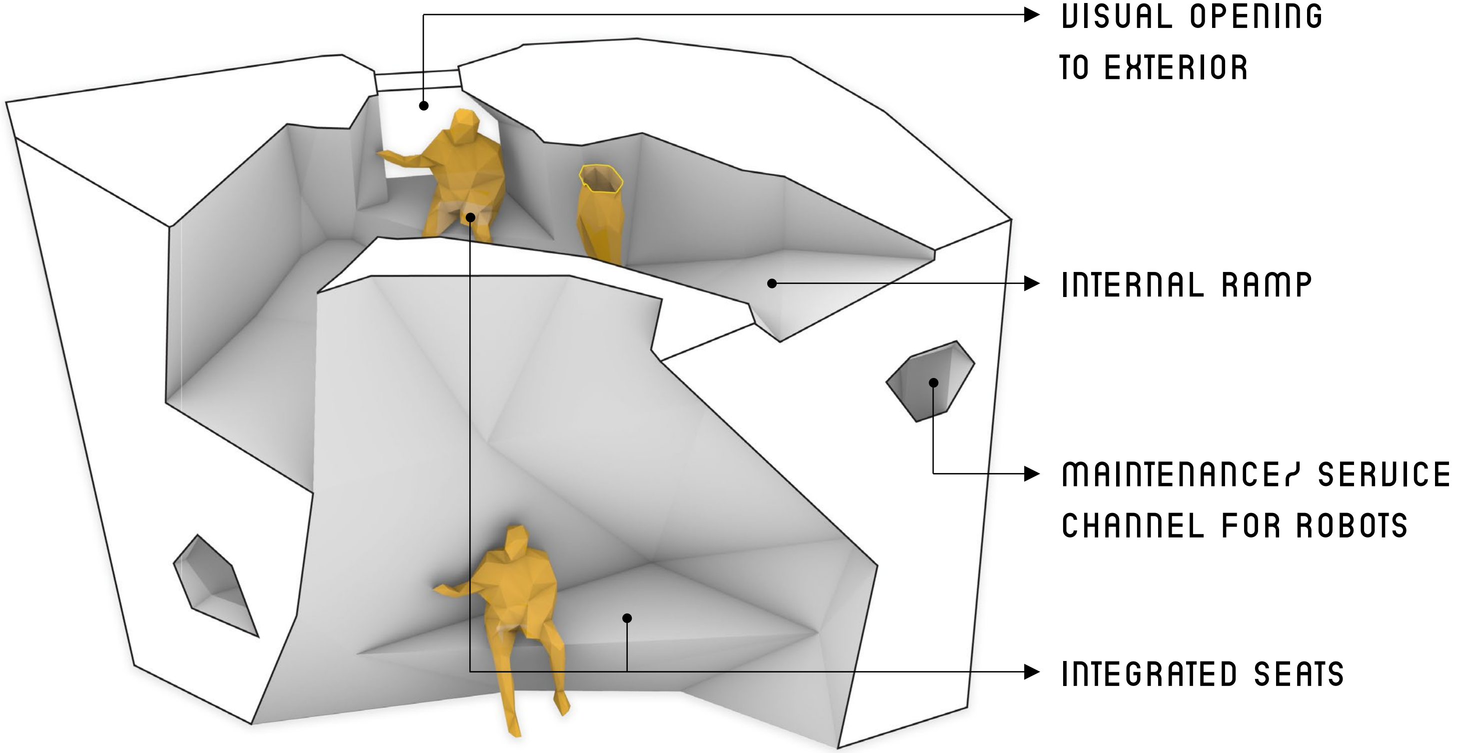


SELECTED WALL FRAGMENT

wall fragment for assembly



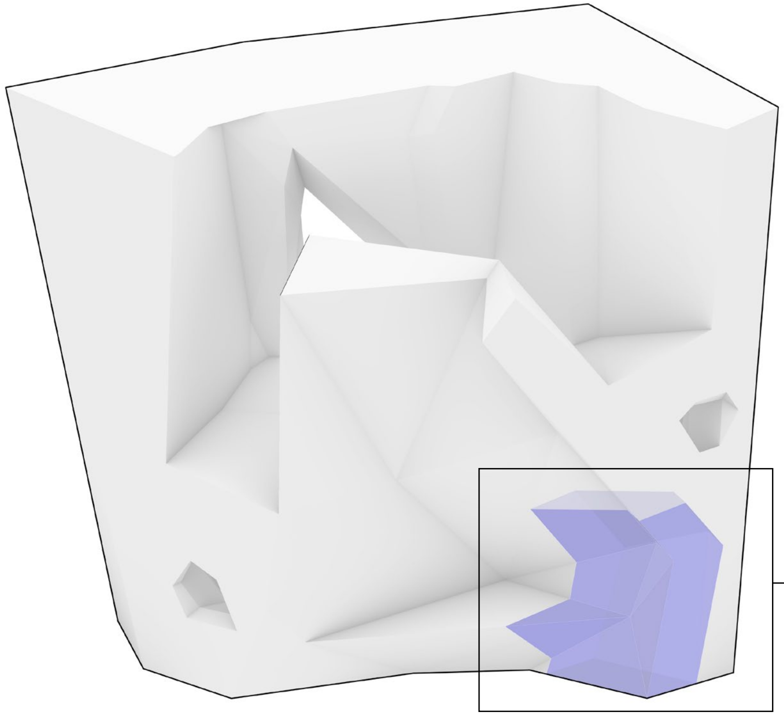
WALL FRAGMENT OVERVIEW



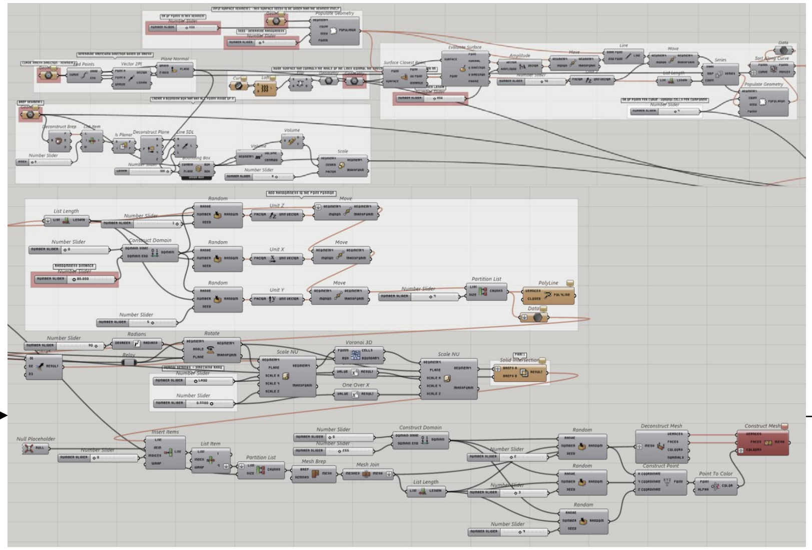
INTEGRATED FUNCTIONS

components design generation

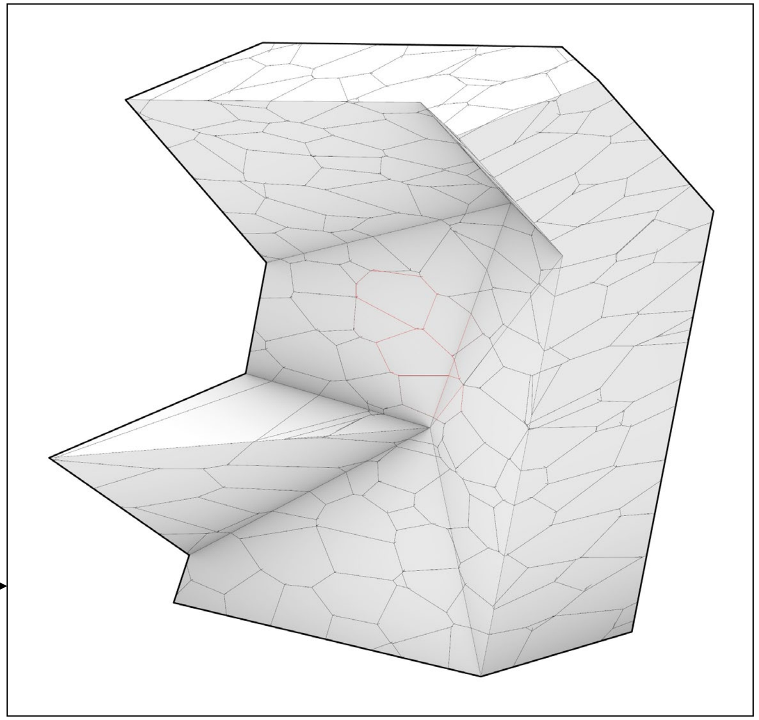
(zoom in to 1:5)



SUB-FRAGMENT SELECTION

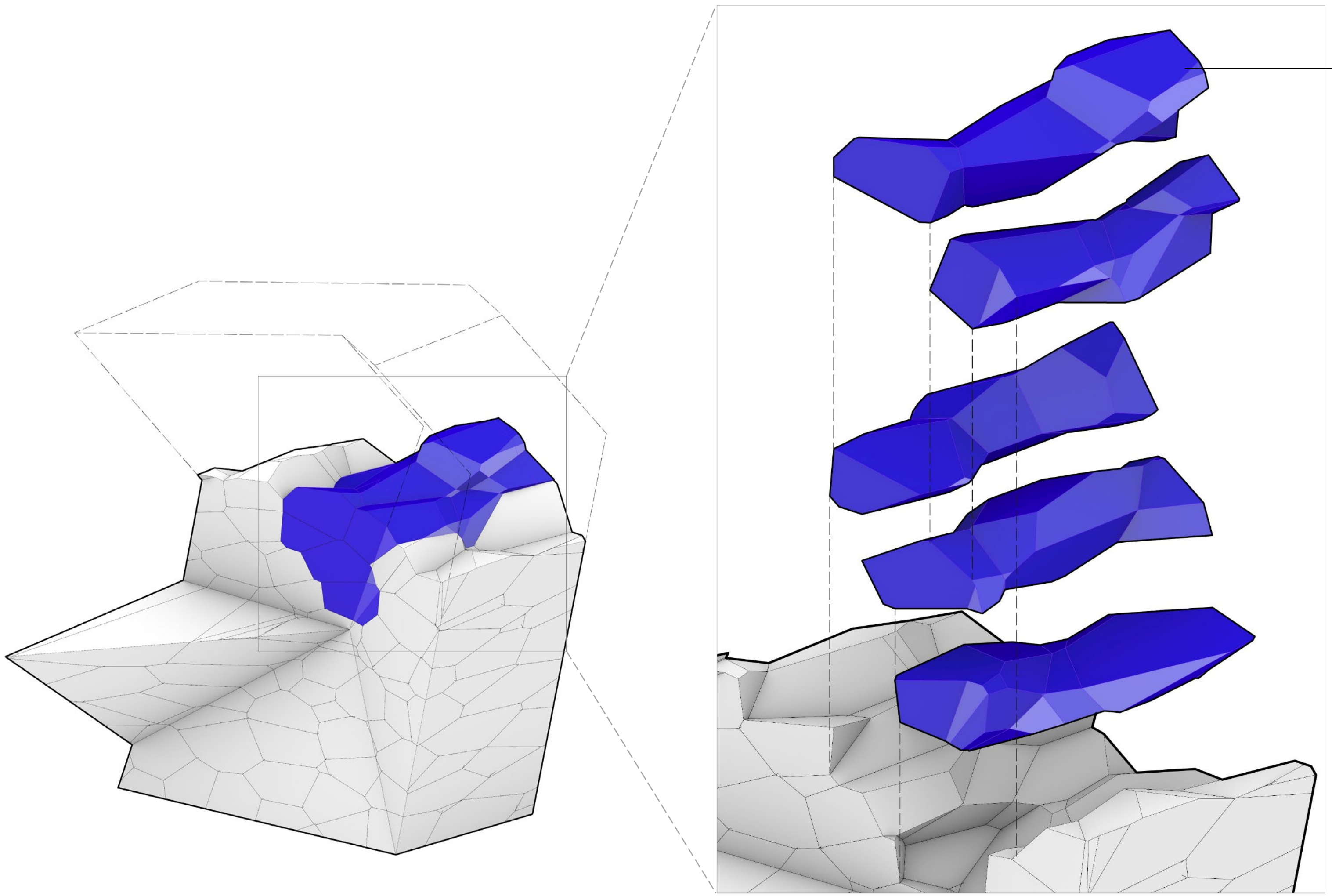


COMPUTATIONAL SCRIPT TO GENERATE COMPONENTS



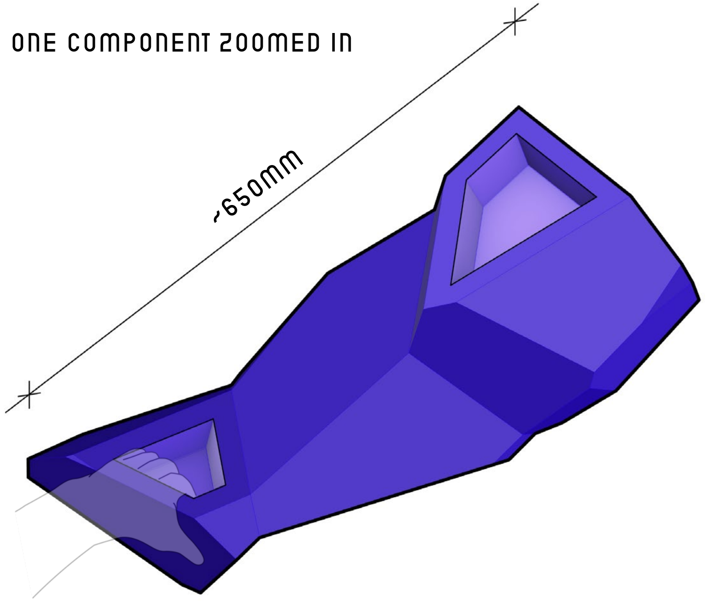
COMPONENTS RESULTS

component integration details



COMPONENTS ARE STACKED & 3D INTERLOCKED GEOMETRICALLY

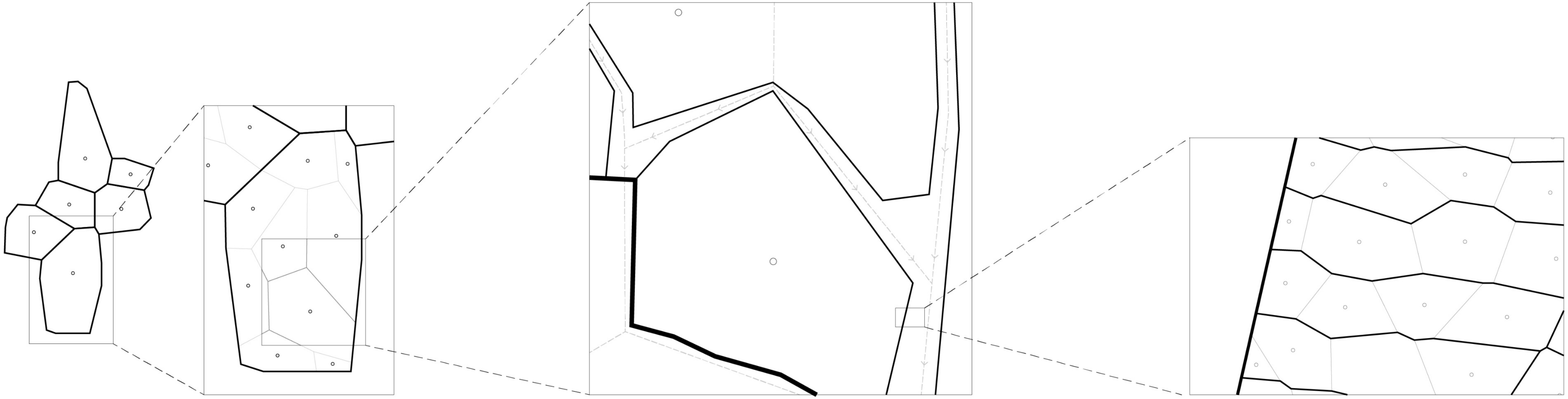
SOURCE: FANG CHE CHENG ET AL.(2016)



HOLE FOR GRABBING THE COMPONENTS

Voronoi as the overarching design system

DESIGN LANGUAGE CONSISTENCY ON RAPID COMPUTATION IN THE OVERALL DESIGN SCALES



ARCHITECTURAL DESIGN

- SCALABLE/ RE-SIZEABLE SYSTEM WITH ADJACENCIES
- FLEXIBLE INTEGRATION WITH VARIOUS ELEMENTS (I.E. FURNITURE)

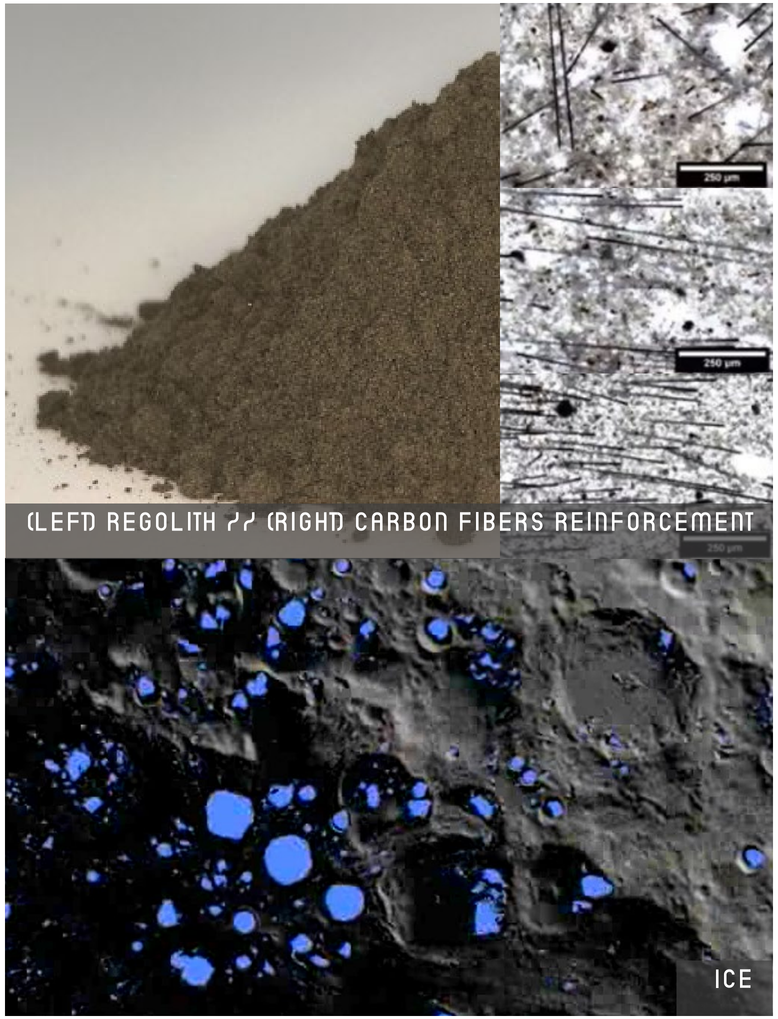
STRUCTURAL DESIGN

- RESEMBLANCE TO NATURE
- ADEQUATE STRUCTURAL INTEGRITY ON GENERATED FORMS (RESEMBLANCE TO CATENARY ACTIONS)

MATERIAL DESIGN

- EFFECTIVE MATERIAL USE (WITH TOOLPATH DESIGN IN CASE OF 3D PRINTING)
- INTERLOCKING PROPERTIES SUITABLE FOR STACKING

In Situ Resource Utilisation (ISRU)



(LEFT) REGOLITH // (RIGHT) CARBON FIBERS REINFORCEMENT

ICE

SOURCE: ESA, MATTHIAS RUTZEN (U AUGSBURG)

REGOLITH :

- **STRUCTURAL BLOCKS** (HIGH COMPRESSION STRENGTH), 3D PRINTED WITH
- **CARBON FIBERS** AS STRUCTURAL REINFORCEMENT MATERIAL (TENSILE STRENGTH IMPROVEMENT) SOURCE: DIRK VOLKMER (2016), RUTZEN ET AL. (2021)

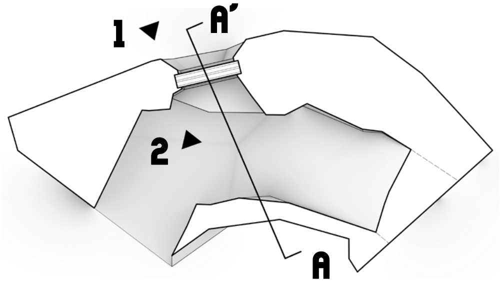
EXTRACTED FROM REGOLITH :

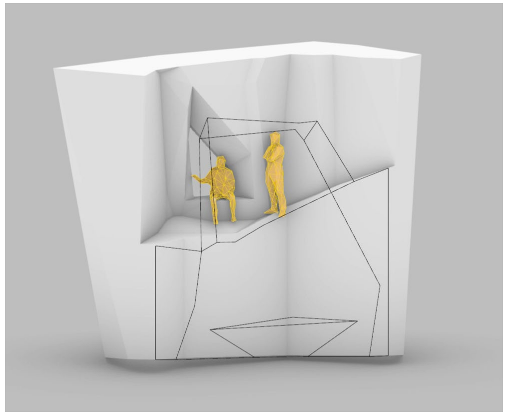
- 40-45% **OXYGEN** FOR COMBUSTION & LIFE SUPPORT
- 42-48% **SILICON** PRODUCTS: **GLASS FIBRE, AEROGELS** FOR SEAL MATERIALS, FOR INSULATION LAYER (NASA)
- **METAL ALLOYS (ALUMINIUM)** FOR FRAME

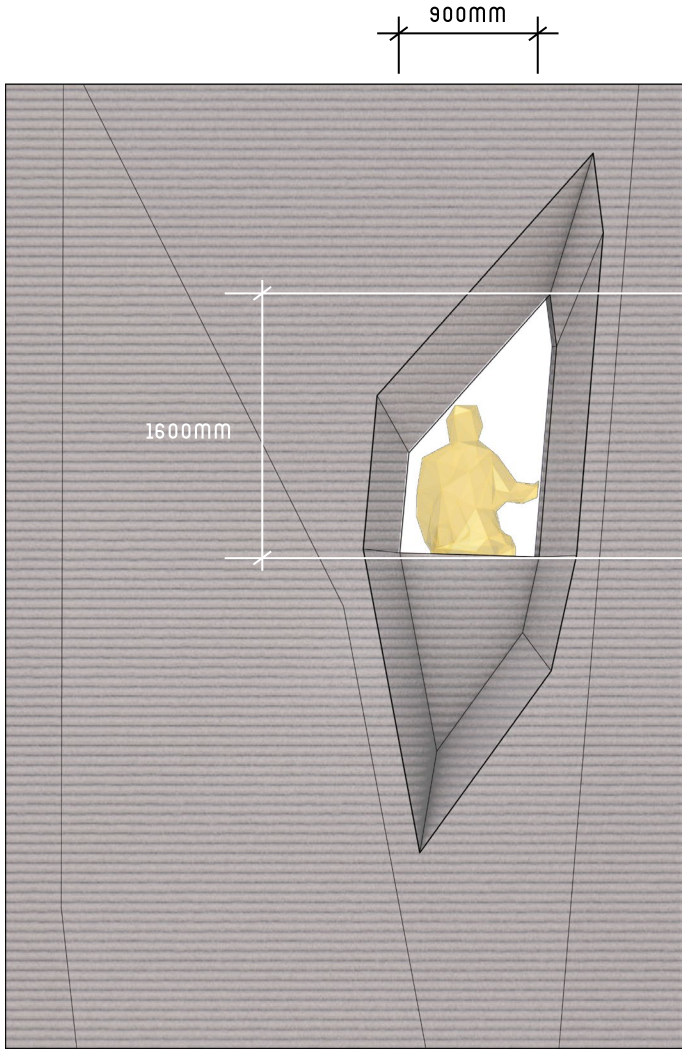
ICE :

- LIFE SUPPORT MATERIALS (**WATER, OXYGEN, HYDROGEN**) SOURCE: ESA, NASA

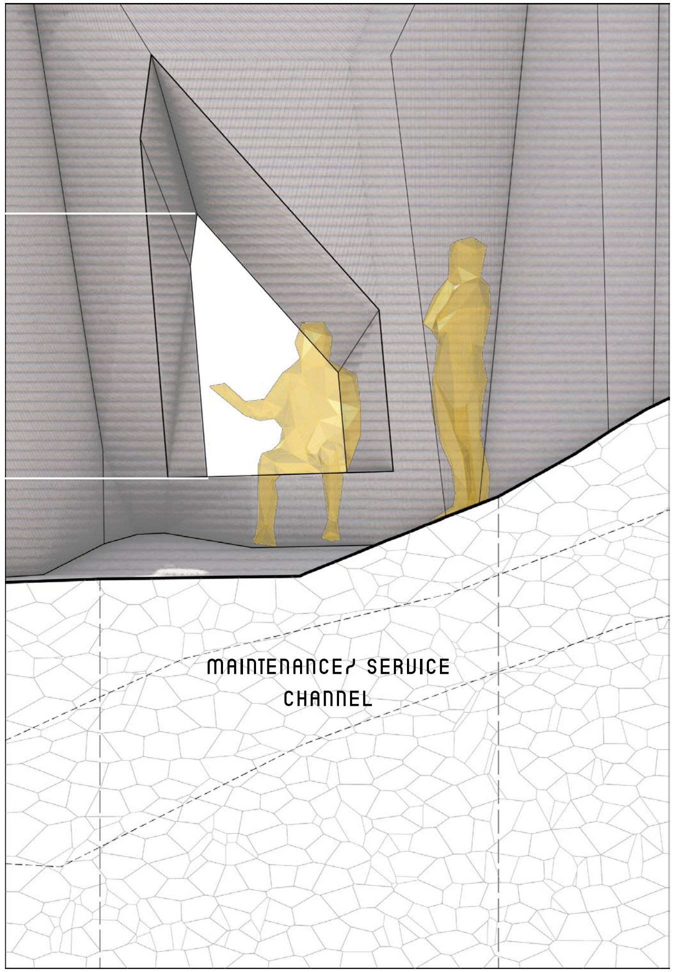
wall fragment



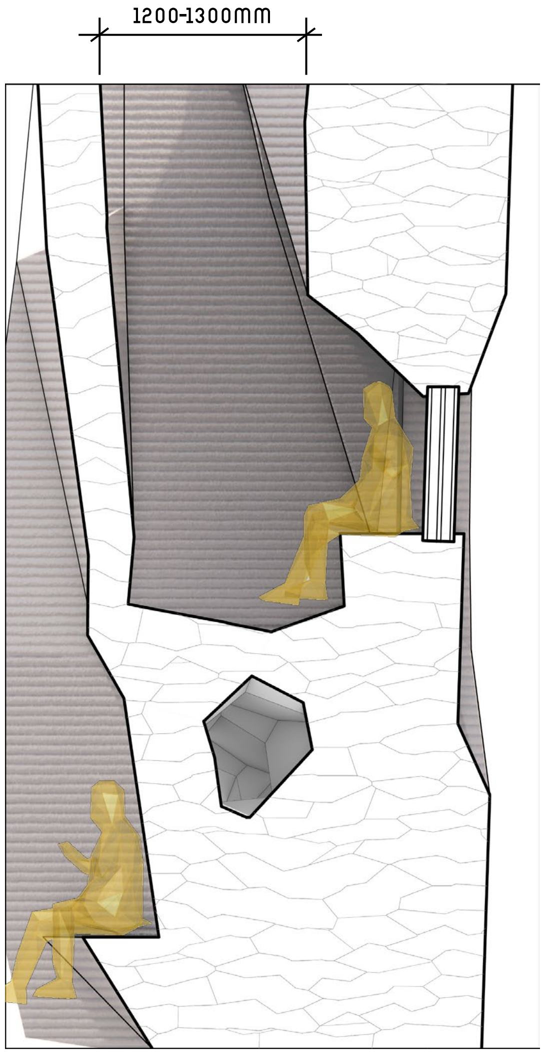




1. EXTERIOR FACADE

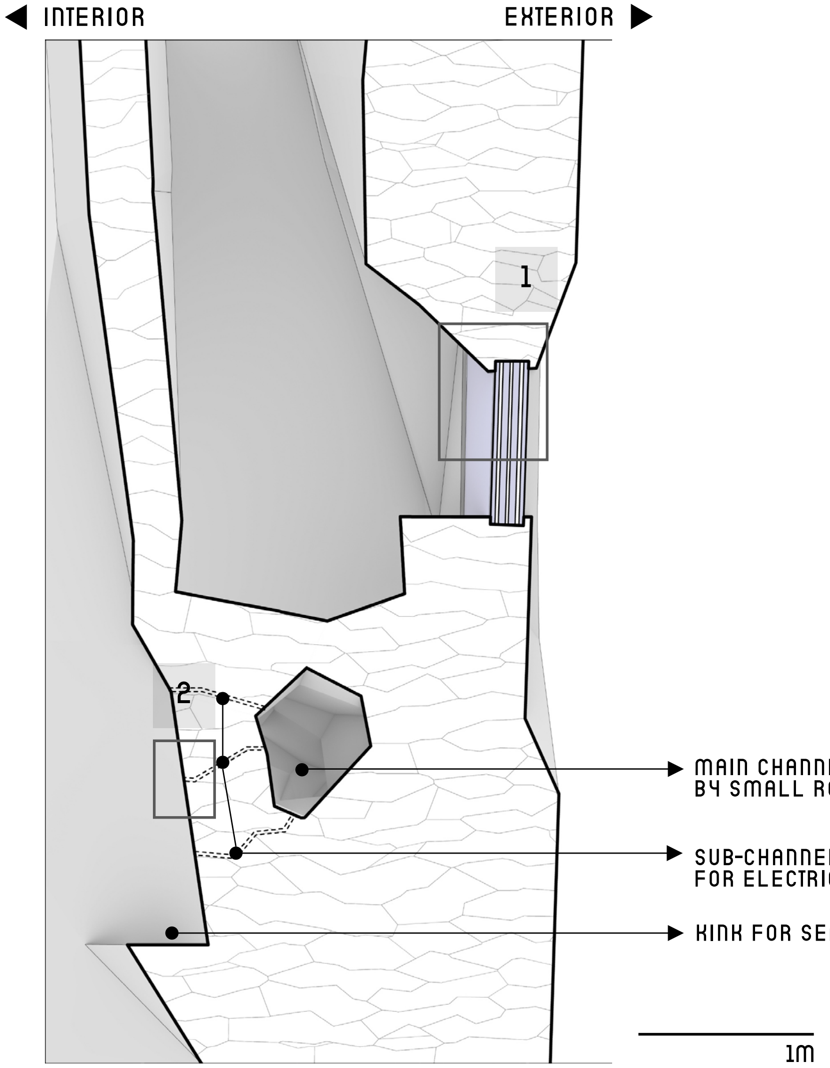


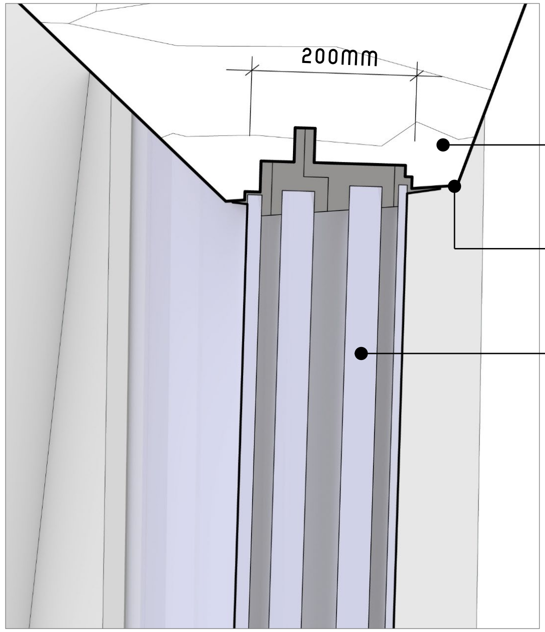
2. INTERIOR FACADE

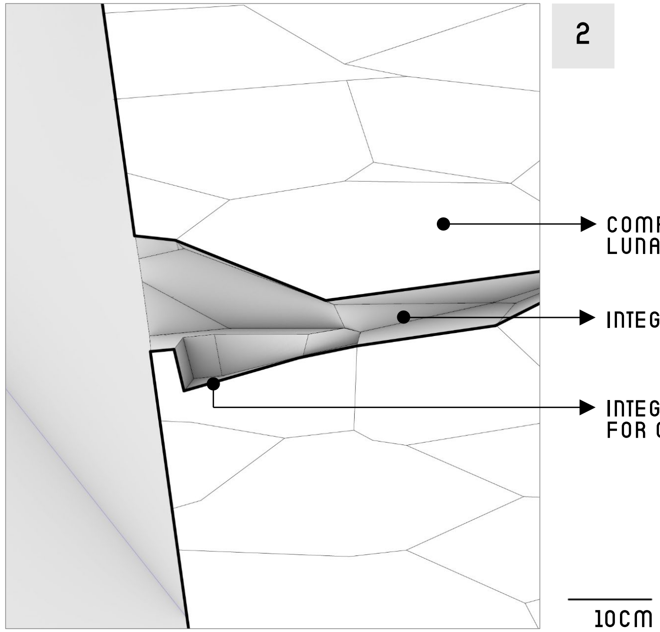


SECTION A-A´

fragment details

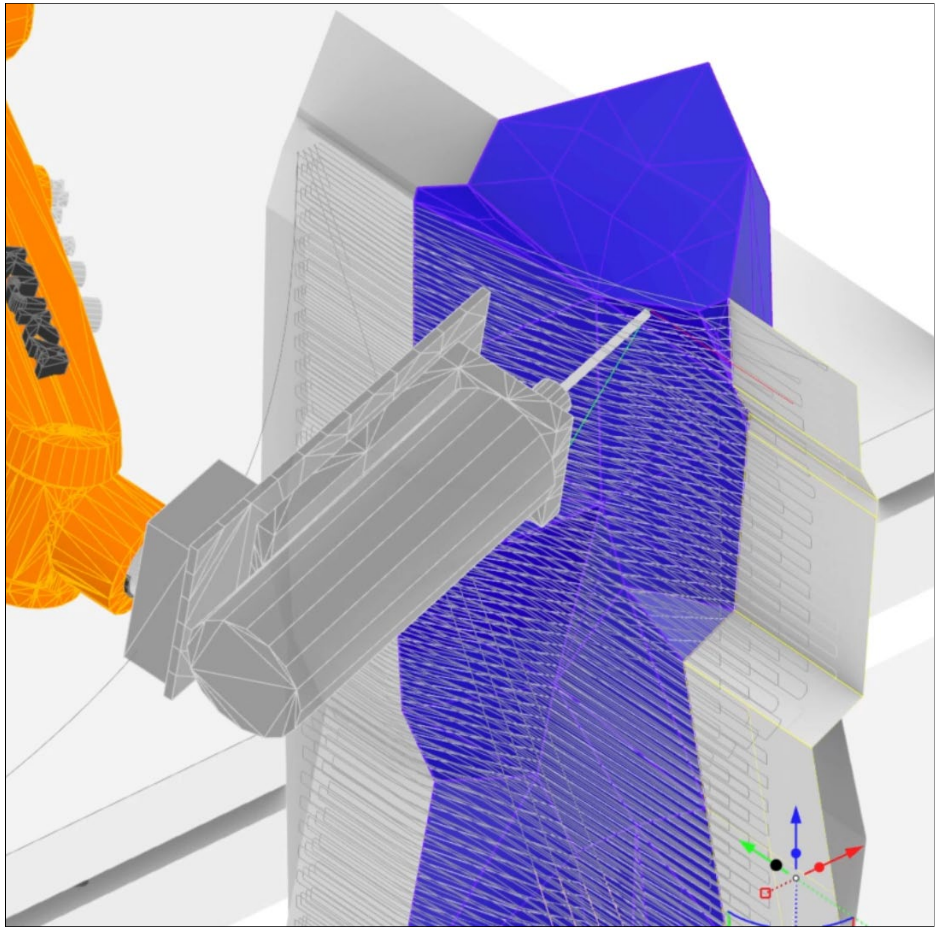






fabrication: mock-up

(zoom in to 1:1)



1:1 FABRICATION MOCK-UP (EPS FOAM)

SUBTRACTIVE PROCESS
(MILLING OUT MATERIAL)

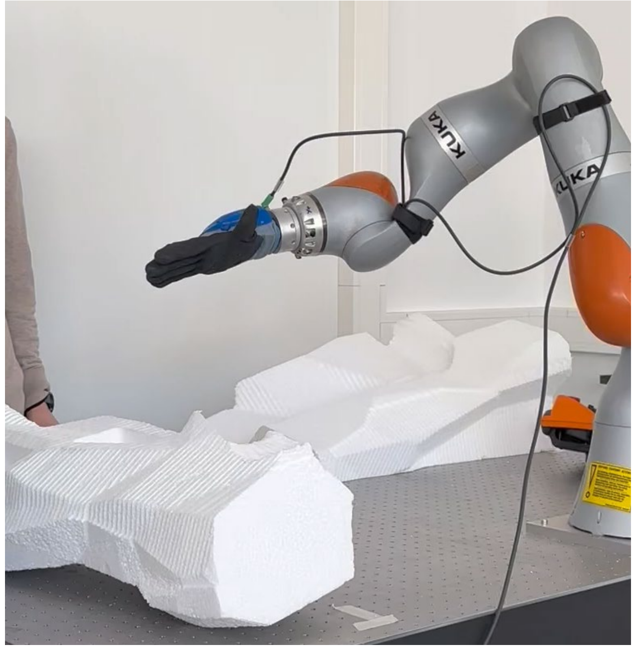
fabrication: 3D printing technology

ADDITIVE PROCESS AND RESULT
(CONCRETE 3D PRINTING AT VERTICO, EINDHOVEN)

COMPARATIVE LESSON FROM WORKSHOP: TOOLPATH DESIGN PROCESS ON THE COMPUTATIONAL TOOL

assembly mock-up: Human-Robot Interaction (HRI)

ROBOTIC PROCESS SUPPORTED BY COMPUTER VISION (CV)

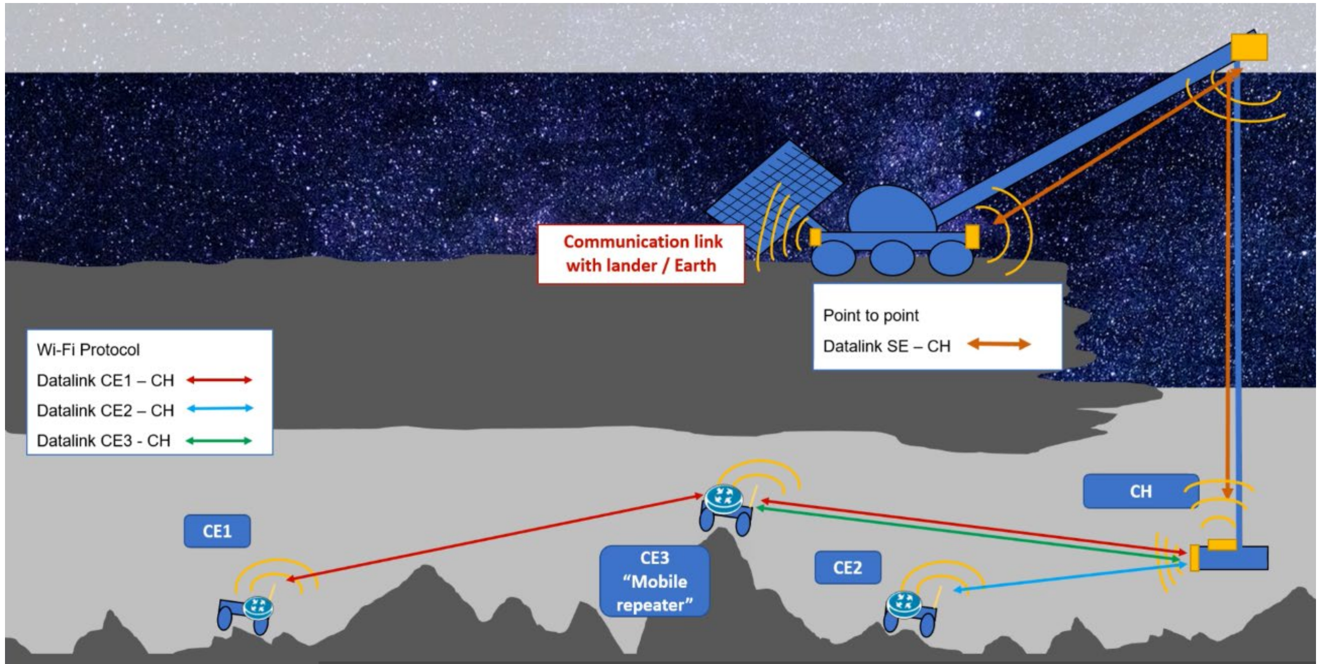


1. APPROACHING COMPONENT

1. APPROACHING COMPONENT
2. PICKING COMPONENT (ASSISTED)
3. TRANSPORTING COMPONENT TO DESIGNATED POINT

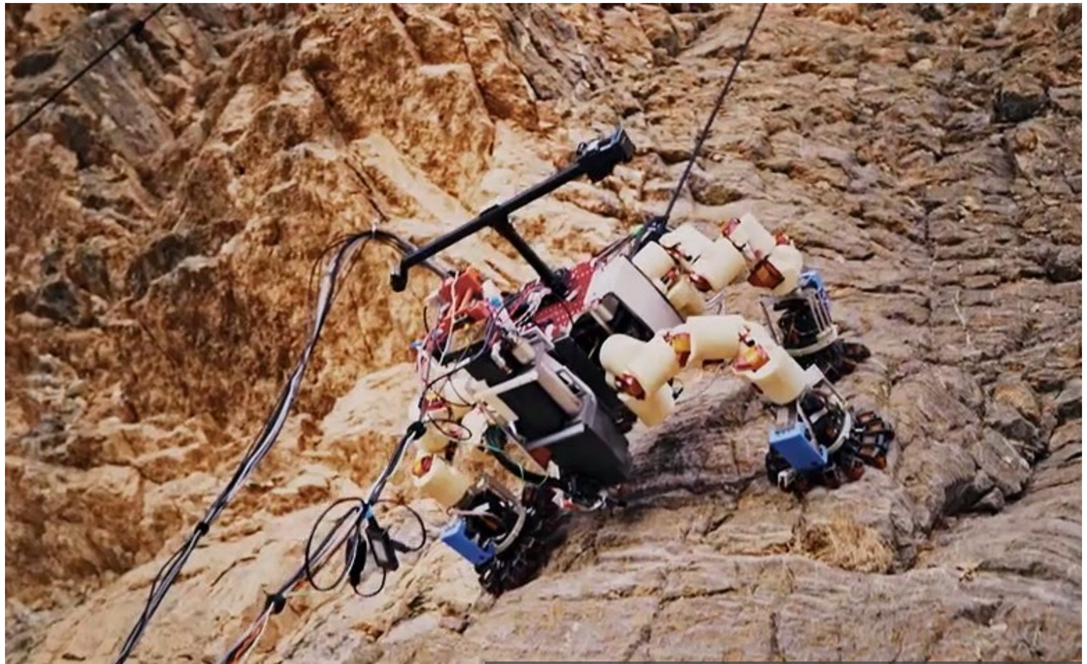
1. APPROACHING COMPONENT
2. GRABBING COMPONENT (ASSISTED)
3. TRANSPORTING COMPONENT TO DESIGNATED POINT
4. ADJUSTING COMPONENT
5. PLACING COMPONENT (ASSISTED)

robotic crane and climbing robots



CRANE SYSTEM TO DEPLOY SMALLER UNITS AND TRANSMIT ENERGY
DEVELOPED BY ESA WITH OVIEDO UNIVERSITY

SOURCE: ESA.INT

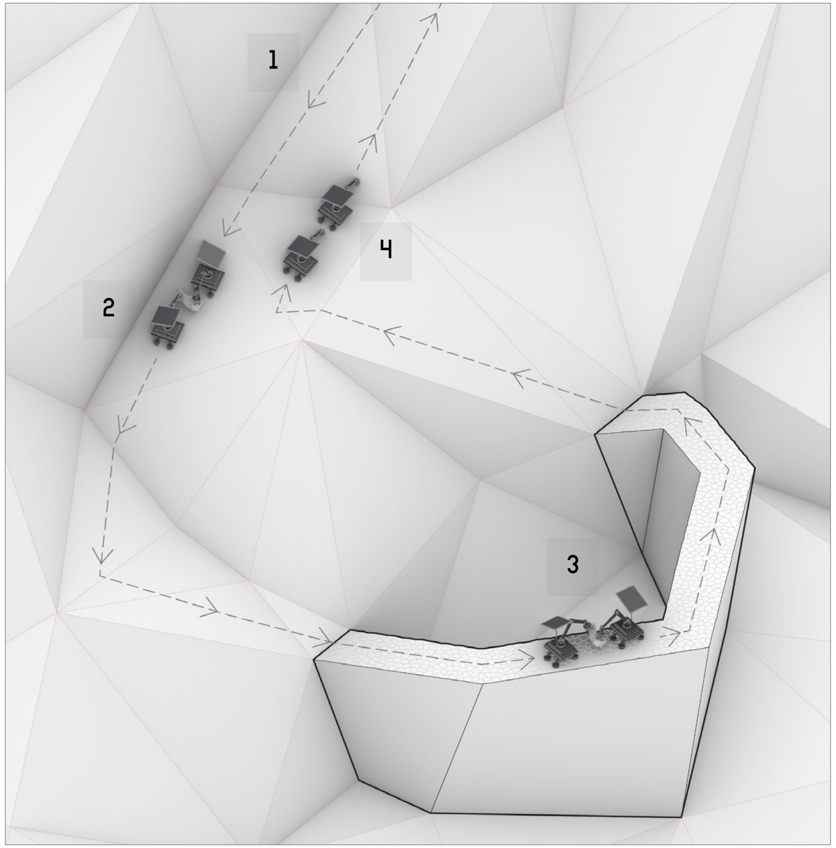


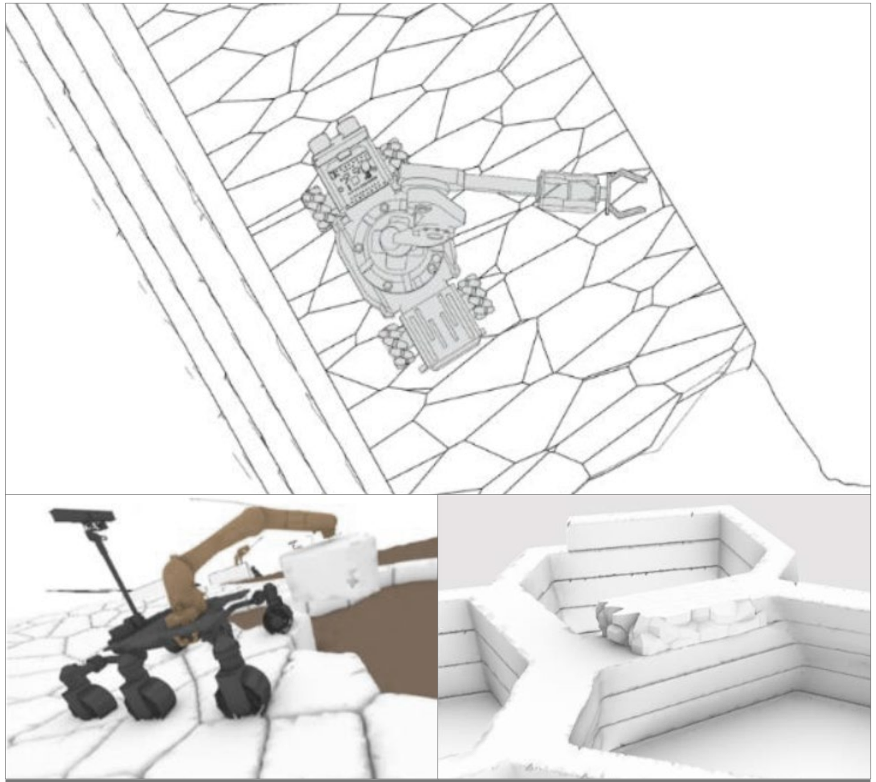
LEMUR BY NASA
TESTED IN DEATH VALLEY, CALIFORNIA

SOURCE: NASA.GOV

PROPOSED SYSTEMS FOR EXPLORING LUNAR UNDERGROUND PITS

assembly during construction



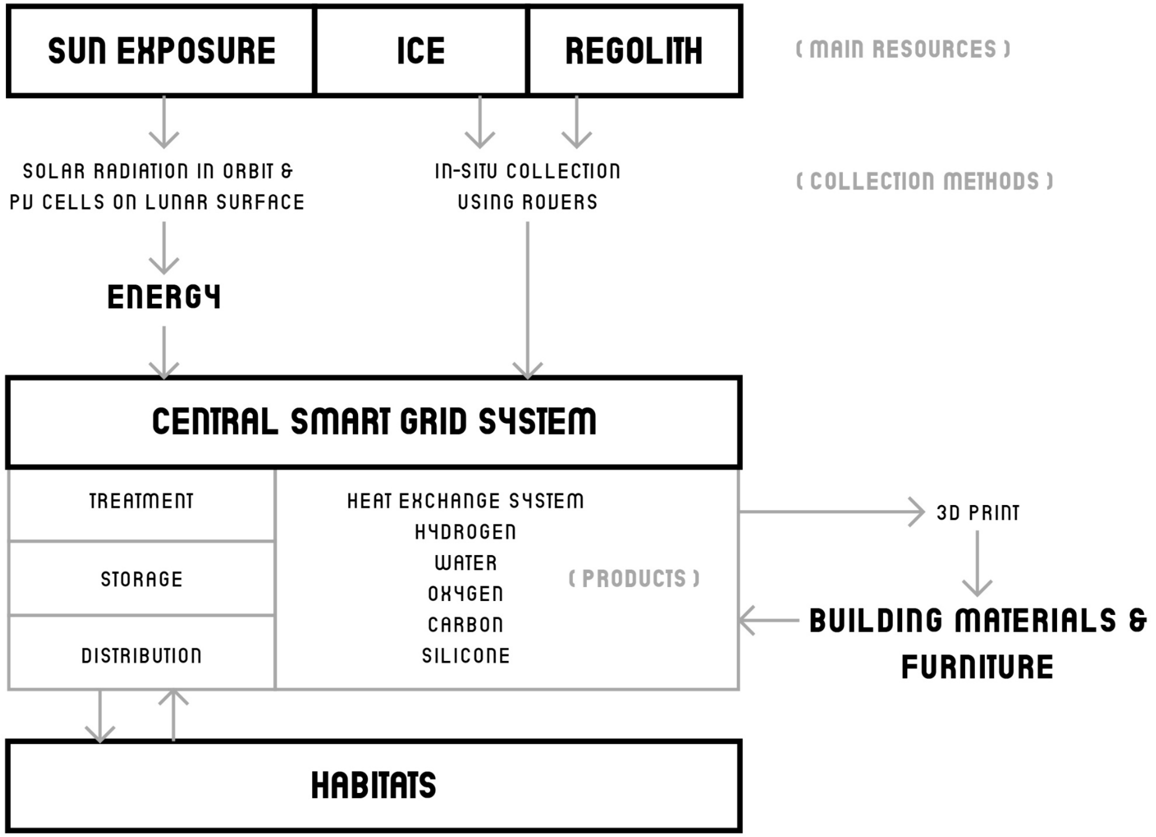


STACKED COMPONENTS CREATE WALKABLE PATH FOR THE ROBOTS

SOURCE: FANG CHE CHENG ET AL.(2016)

1. DEFINING PATH & CREATING MINOR SITE ADJUSTMENTS
2. TWO ROBOTS TRANSPORTING ONE COMPONENT DOWN
3. PLACING COMPONENTS AT DESIGNATED PLACE
4. RETURNING UP & PICKING NEXT COMPONENT, REPEAT

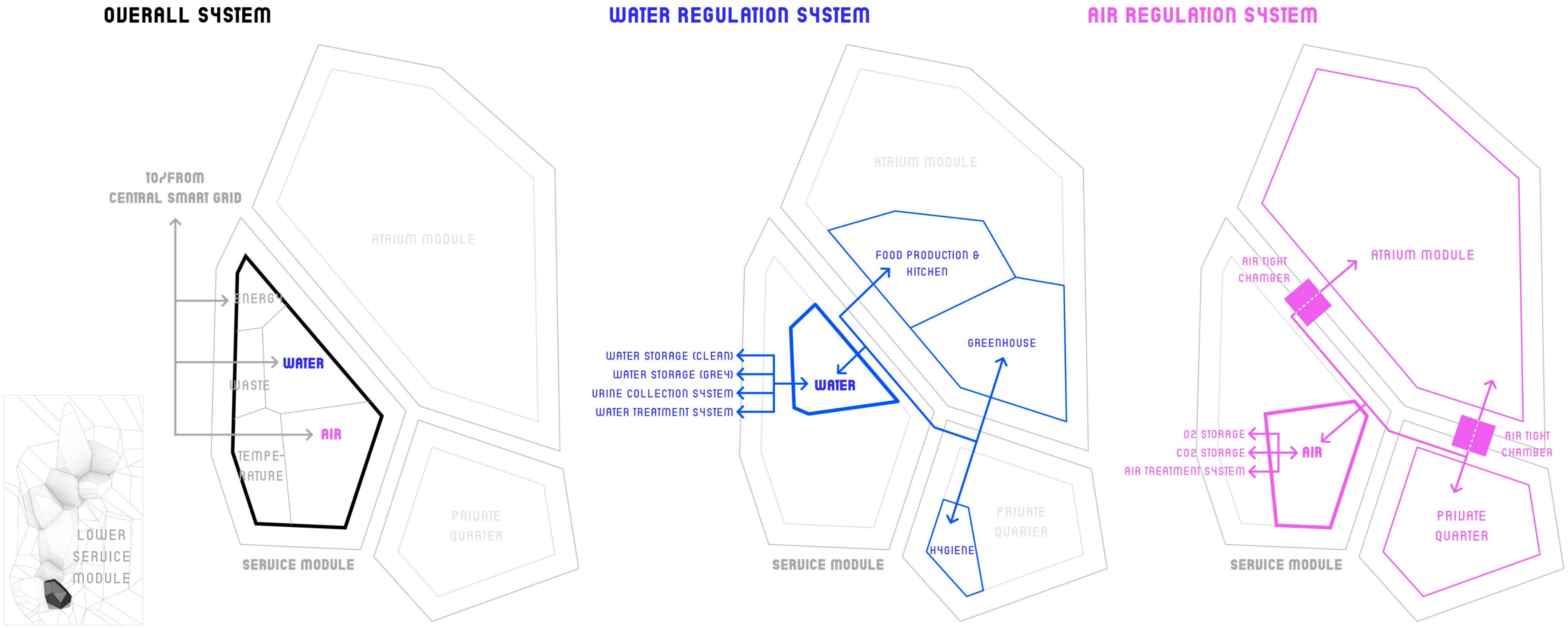
energy & resources collection/ distribution



SWEEPER ROBOT
DEVELOPED IN WAGENINGEN UNIVERSITY & RESEARCH

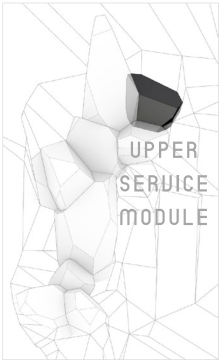
SOURCE: YOUTUBE.COM/WATCH?V=DUGJFAYYECE

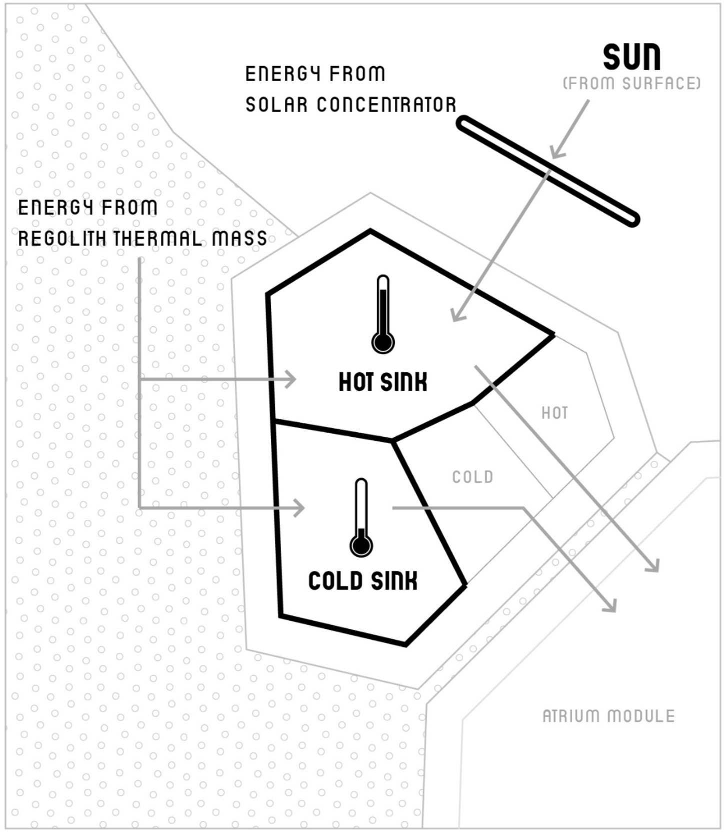
building service/ life support systems



climate control strategy

PROPOSED HEAT EXCHANGE SYSTEM





SOURCE: ESA

(MACRO)

HEAT EXCHANGE SYSTEM

USE OF THERMAL MASS (CAPACITY TO STORE AND RELEASE ENERGY DURING DAYLIGHT & NIGHT) OF LUNAR REGOLITH FOR HEATING & COOLING

SITE & BUILDING ENVELOPE

LAVA TUBE, THICK REGOLITH WALLS
AEROGEL INSULATION LAYER

FURNITURE-INTEGRATED SYSTEM

ADJUSTABLE POWER FOR SMALL ENVIRONMENT

CLOTHING-INTEGRATED FEATURES & WEARABLE SENSORS

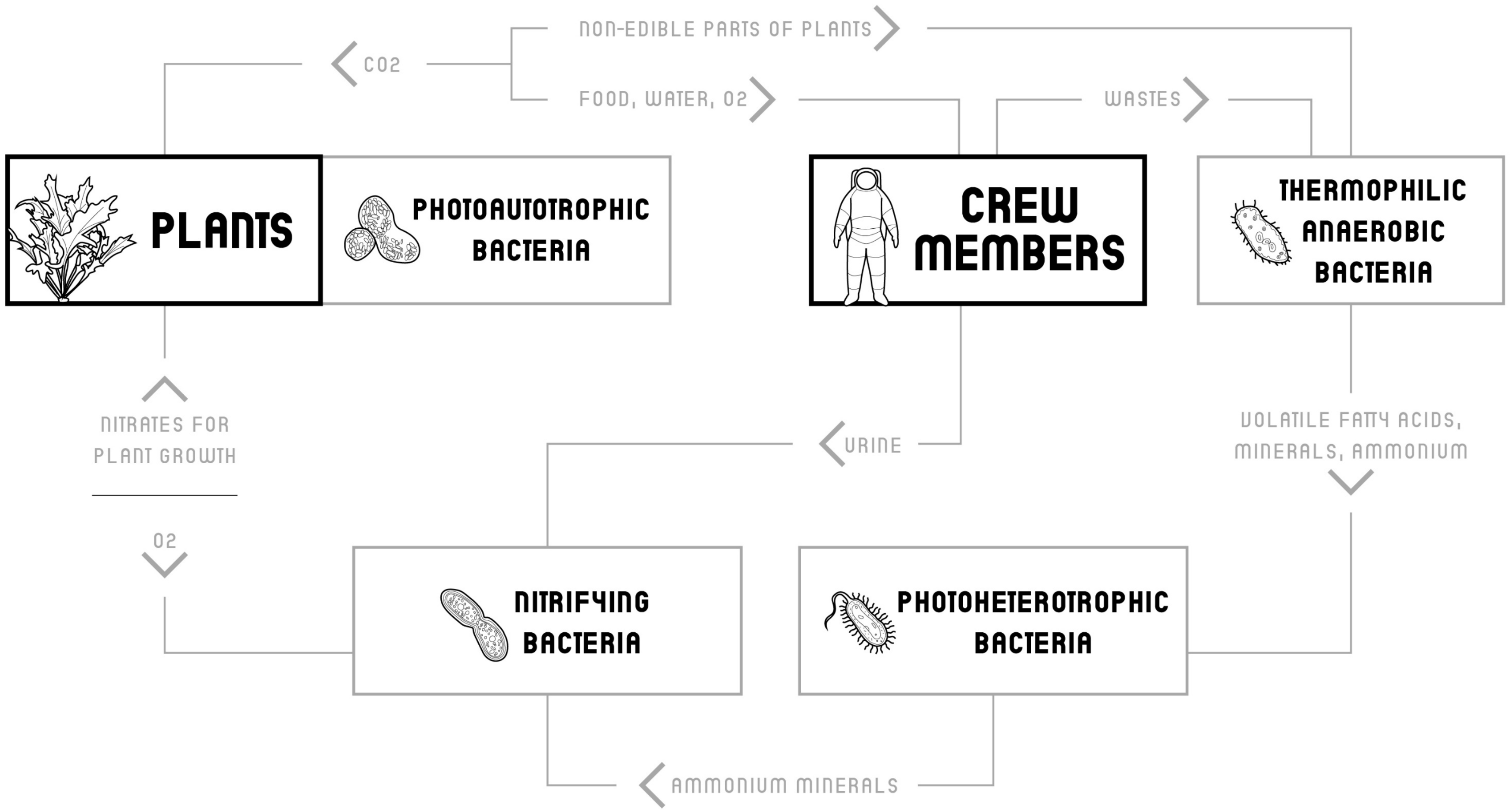
ANTI-BACTERIAL PROPERTIES
HEAT TRANSFER & SWEAT MANAGEMENT

(MICRO)

SOURCE: NASA

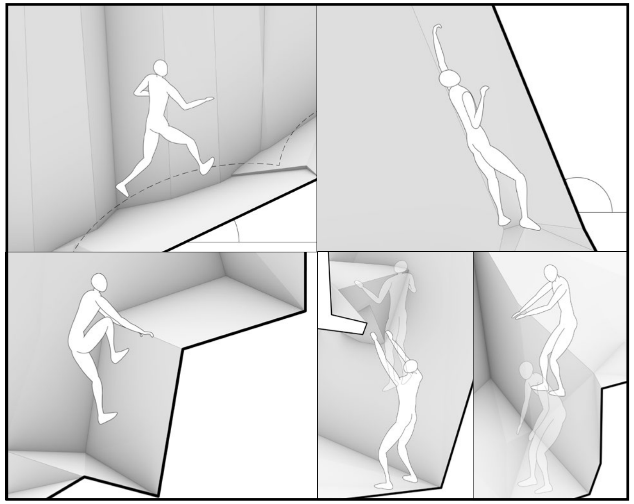
closed-loop life support system

The Micro-Ecological Life Support System Alternative (MELiSSA)

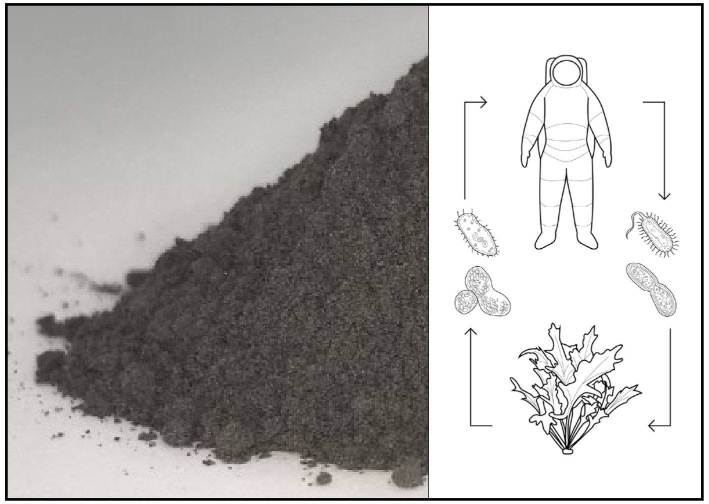


SOURCE: MELISSA FOUNDATION, ESA

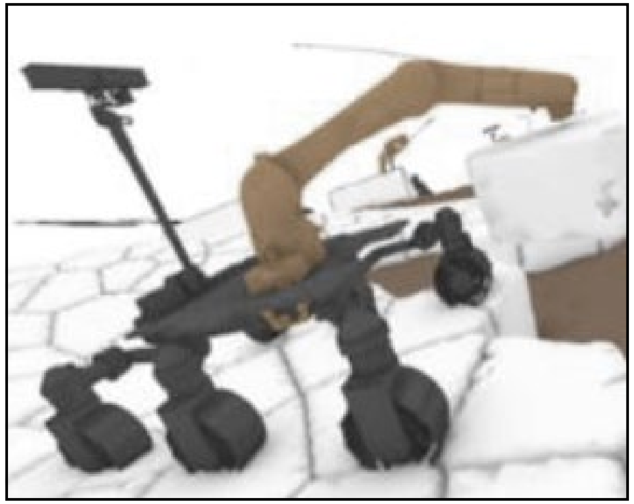
summary & takeaways



BODY & MUSCLES INTEGRATION
IN SPATIAL DESIGN

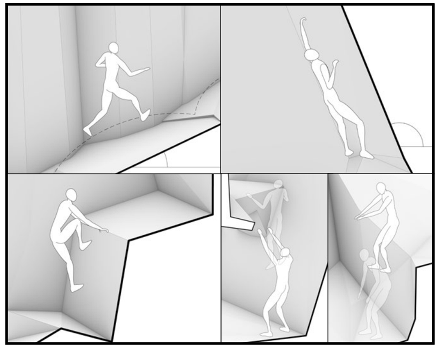


IN-SITU RESOURCE UTILISATION (ISRU) &
CLOSED-LOOP LIFE CYCLE

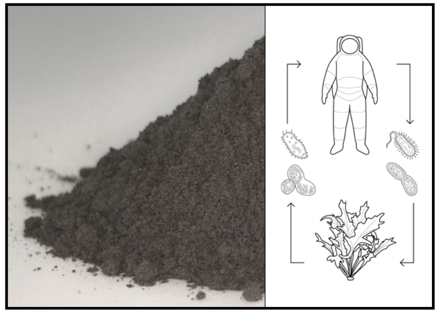


ROBOTIC &
CLEAN CONSTRUCTION

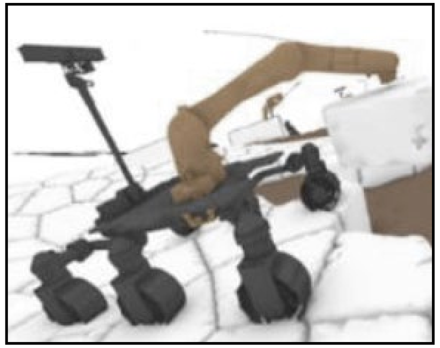
societal relevance



BODY & MUSCLES INTEGRATION



ISRU



ROBOTIC CONSTRUCTION

KNOWLEDGE TRANSFER LOOP

TO
ON/OFF-EARTH
ARCHITECTURE

ERGONOMICS & HUMAN BODIES:

- RETHINKING SITTING POSITION TO RAISE AWARENESS ON BODIES
- MOVEMENT/POSTURE-BASED ARCHITECTURE INSTEAD OF FUNCTION-BASED ARCHITECTURE

CIRCULAR DESIGN AND LIFESTYLE:

- EXEMPLARY TOWARDS OFTEN THEORETICAL CIRCULAR DESIGN ON EARTH
- IN-SITU RESOURCE UTILISATION & AUTOMATED CONSTRUCTION
- CLOSED LOOP LIFE CYCLE LEARNT FROM MELISSA


Q & A