AIAA Sponsored 'Space Architecture Gathering'

Space Architecture @ the Tipping Point

Kriss J. Kennedy, Architect

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Three (3) degrees in Architecture
- One in Space Architecture

Worked on over 45 designs and projects

Written ~ 60 publications, papers, or chapters in books

published in numerous magazines, periodicals & books

Have two patents and numerous NASA Technology Brief Awards. NASA Invention of the Year-2017

Recognized by his architect peers as one of the new upcoming architects in Texas as published in the millennium issue January 2000 Texas Architect magazine.

First space architect awarded the prestigious Rotary National Award for Space Achievement in March 2000

Registered licensed architect in the State of Texas since 1995

Human Exploration Destinations

sustained human presence... Earth Independence...

Deep Space Exploration

- Asteroids
- **Near Earth Objects**

Remote Earth Destinations

Antarctica

Lunar Missions

Lunar Orbit

Lunar Surface

Ocean Exploration

Mars Missions

- Human Mars Missions
- Mars Moons
- Mars Surface

Low-Earth Orbit

- International Space Station
- Commercialization
- **In-Space Manufacturing**
- Entertainment Destination

Near-Earth Space

- **High Earth Orbit**
- **Cis-Lunar Space**

Interplanetary Transportation

- **Cis-Lunar Spacecraft**
- **Deep Space Habitats**
- **Mars Spacecraft**

Human Exploration Operations



Crew Operations - IVA

Sustain crew on exploration mission. These functions are necessary to insure the safety of the crew. It also includes providing the functions necessary to sustain the crew from a physiological and psychological well-being.



<u>Crew Operations – Supporting EVA</u>

Enable Redundant EVA Function & Enhanced EVA Capability. These functions are necessary to provide the crew with additional means to conduct routine exploration EVAs. The extent provided is driven by the mission duration and the number of EVAs required to conduct that mission.



Mission Operations

Enable Enhanced Mission Operations Capability. These functions are those that enable the exploration crew to conduct mission operations in concert with the Earth based mission control. For longer and more distant ops, the Ops should establish autonomy from the Earth based "mission control" enabling command and control with other exploration assets such as rovers, landers, etc.



Science Operations

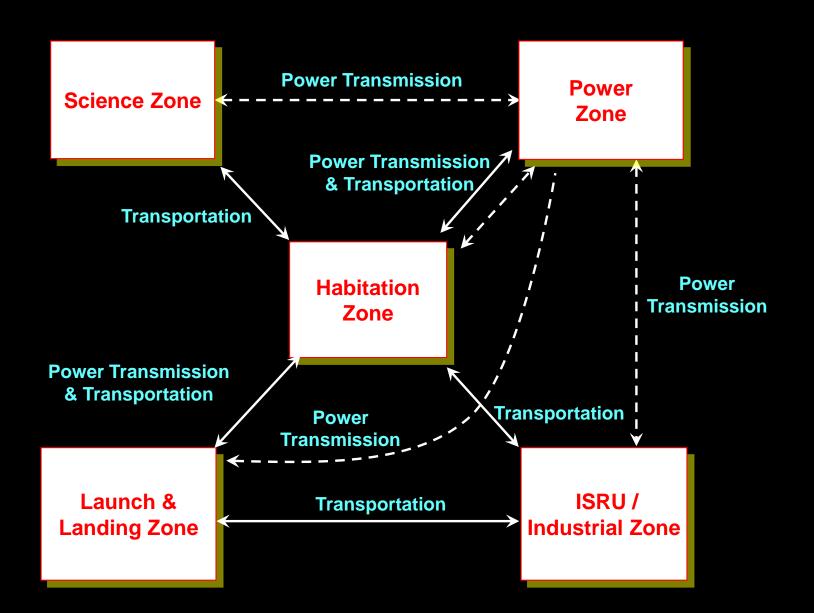
Enable IVA Biological and Life Science & GeoScience Capability. These functions are necessary to conduct the exploration science involved with the mission. It can include sample collection, sample analyses, sample prioritization and storage, and any sample returns. It also is meant to include any specific "environmental" requirements specific to Life Science or GeoScience.



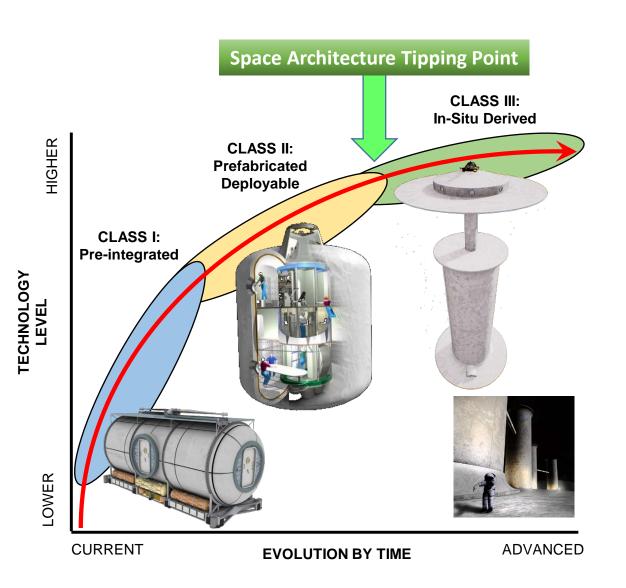
Logistics & Maintenance Operations - IVA & EVA

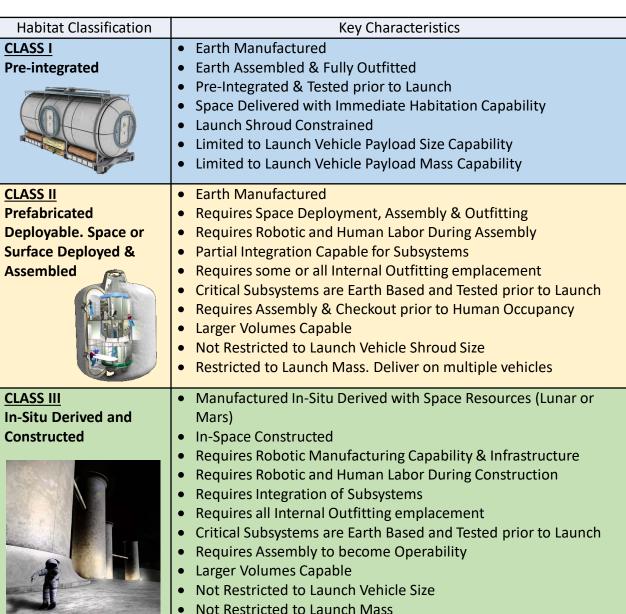
Enable Maintenance, Resupply, & Spares Cache. These exploration functions are those that allows for maintaining the exploration assets during recognized maintenance intervals. It also includes those functions necessary to resupply the habitat(s) with consumables (both pressurized and unpressurized) to support the crew for the mission. Lastly, it also includes the functions necessary to deliver and store the necessary spares related to the maintenance as well as unexpected failures. In-Situ Resource Utilization of local resource should be considered.

Surface Base Organization, Zoning, & Site Infrastructure



Space Habitation Classifications

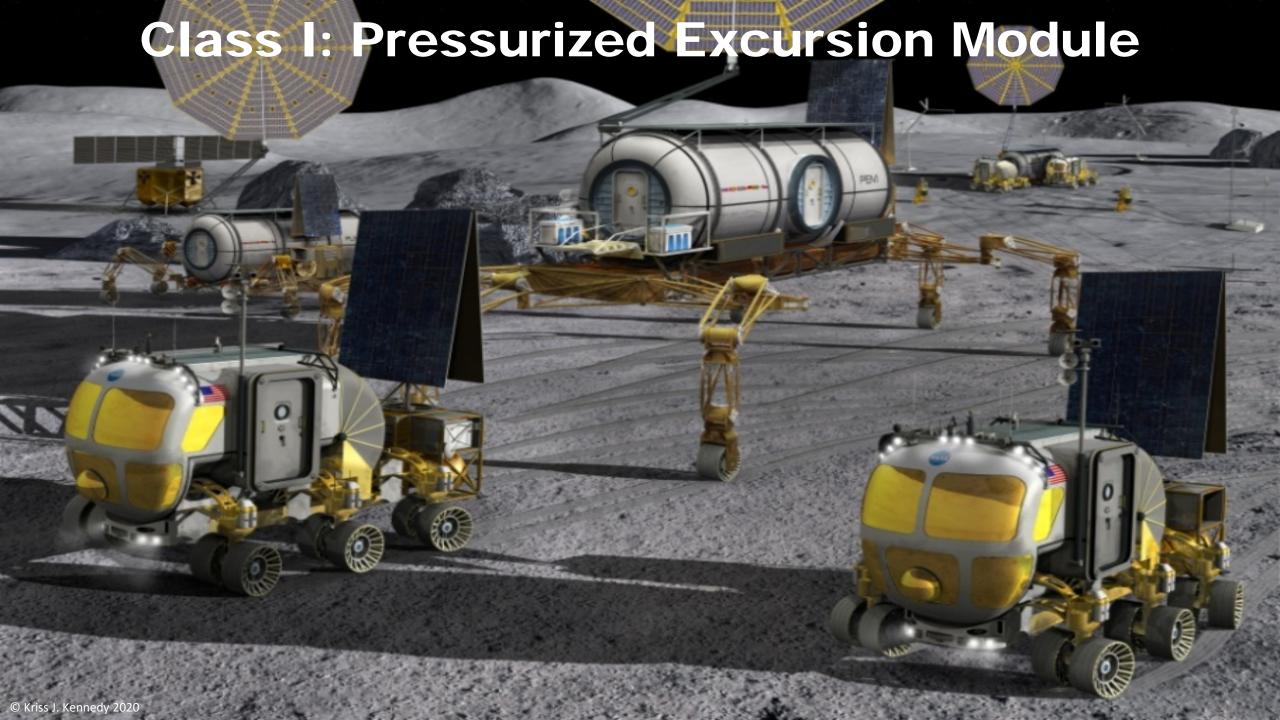




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Space Architecture @ Tipping Point Homo sapiens Modern Humans Homo habilis Homo erectus **Class III In-Situ Space Habitation Human Evolution Is the Tipping Point for Space Architecture** Nature is part of Human DNA **Multi-Planet Species Space Architecture** Convergence **Planetary Habitats** (partial-gravity) Psychology of Internal Architecture • Biophilia: "Bring" Nature with Us • Bio-Inspired Technologies **Space Station** • Human Needs (9) **Architecture Evolution** Caves Cave Arch Cathedrals Cities (micro-gravity) Human Senses Nomadic **Human Shelter** Living & Working Environments

<u>Biophilia</u>: bringing nature into the built environment. Patterns found in nature comfort humans. Like wood grain patterns, plants, lighting, art, color. It has a positive affect on human beings. It stimulates the senses and promotes "active" physiological restoration. Satisfaction of Basic Human Needs!



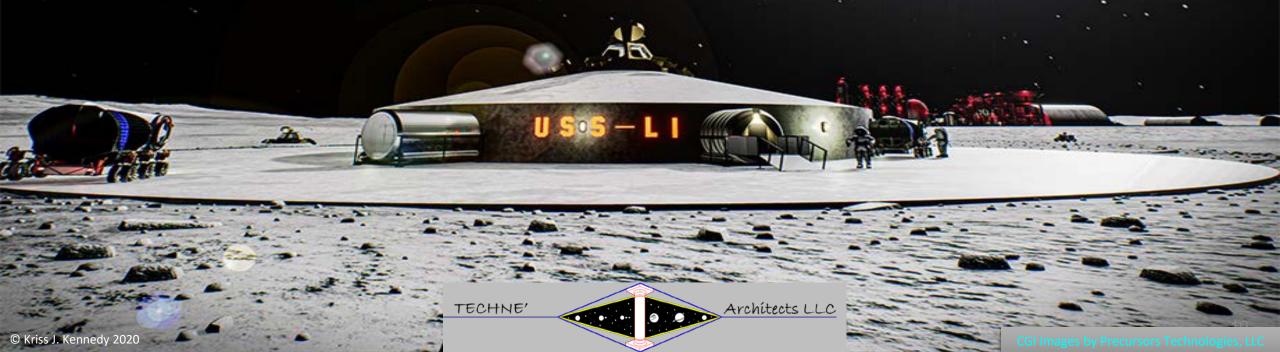


Class III: Lunar Lava Tube Tower Facility Architecture

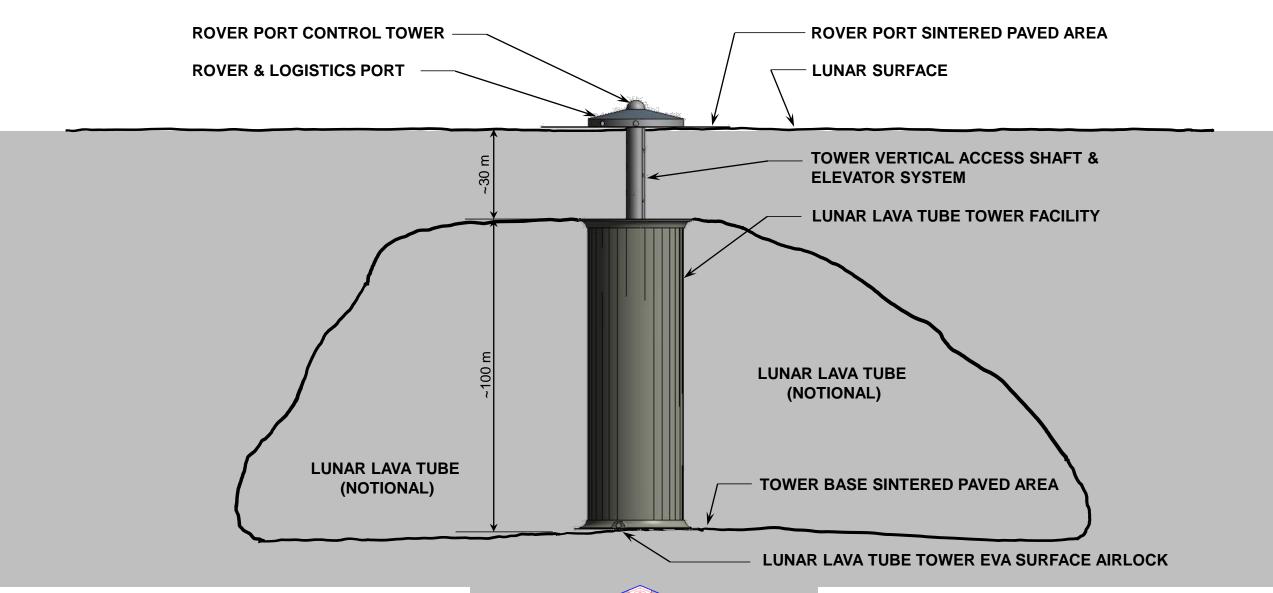
Client: United Space Structures

<u>Vision</u>: Providing habitation capabilities to enable a space commerce to thrive in support of human exploration and resource consumption to become Earth-independent while establishing permanent sustainable human presence on the Moon and Mars.

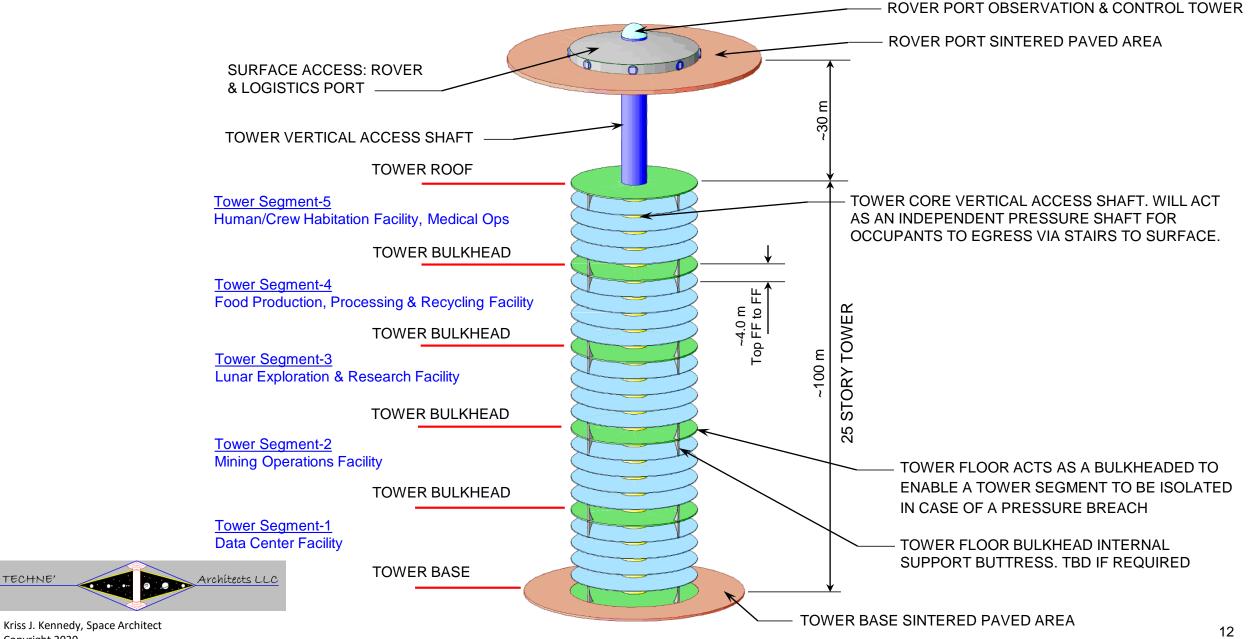
<u>Mission</u>: Design and development of a Planetary Architecture capability that enables a thriving space economy to support humans working and living on the Moon within a decade while establishing a permanent presence on the Moon and enabling humanity to become a multi-planet species.



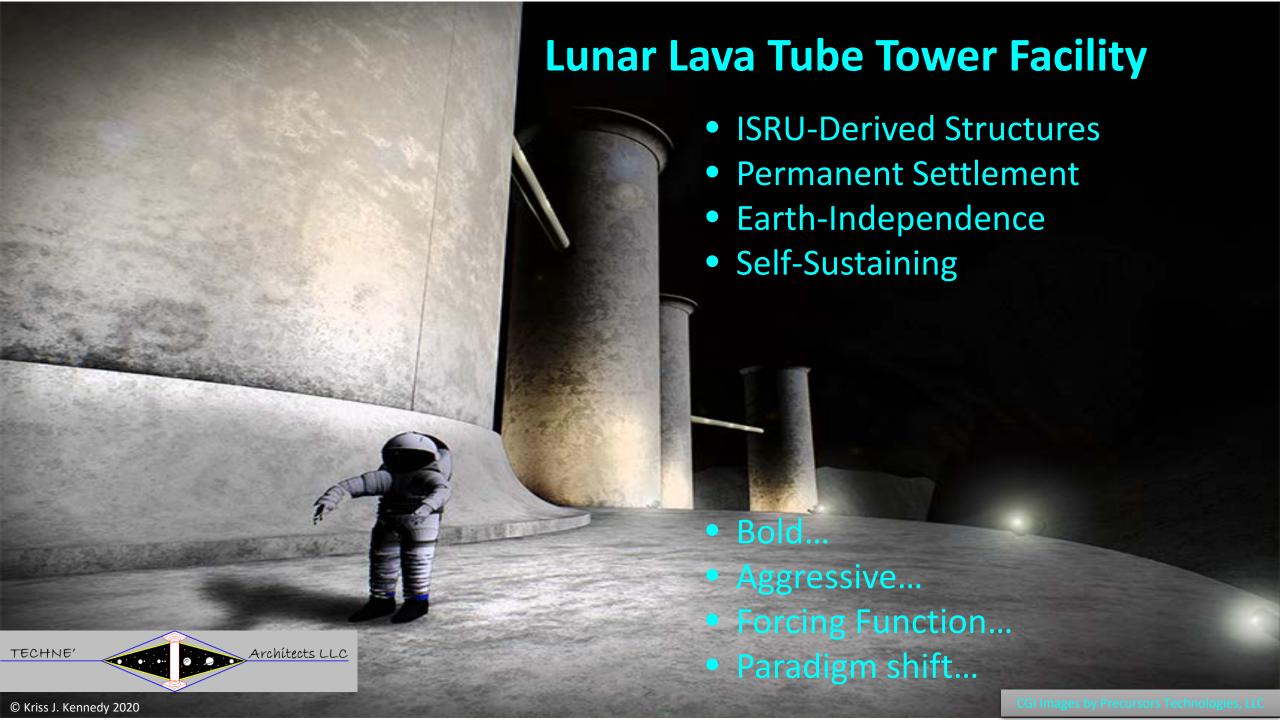
Lunar Lava Tube Tower Facility Architecture



Tower Facility Architecture



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Space Architecture...



Setting the standards for human exploration and settlement of space.

The ability to develop human support systems and architectures.

Human space mission requirements definition.

Human Systems Integration

Adapt to all levels of exploration and spiral development activities.

Experts in providing human systems, habitation systems, and space architecture design & planning.

space architecture @ the tipping point

- With the tremendous growth of Space Commerce and new "start-up companies," the profession of Space Architecture has moved to the forefront of design and development planning for space agencies and private industry.
- 2. Space Architecture is a renaissance of traditional architecture. A rebirth of the profession, getting back to the basics of providing humans shelter, protection, and physiological / psychological well-being.
- 3. Architecture has evolved along side humanity. From the early beginnings as shelter and protection for the environments...caves, cliff dwellings, nomadic shelters in the form of sticks and skins. As humans evolved, so has architecture. We are at the tipping point of space commercialization and a space architecture convergence to enable humans to become a multi-planet species.
- 4. Psychology of Internal Architecture. Humans need physiological and psychological well-being. An internal architecture requires psychological features to promote human health and well-being.
- 5. Space Architecture Paradigm Shift: Lunar and Mars <u>partial-gravity</u> Planetary Architecture should evaluate shifting to use of Earthderived hybrid MEP systems.

