

# Carnegie Mellon University

# SPACE ARCHITECTURE

Kriss J. Kennedy  
Architect



# Carnegie Mellon University

## Space Architecture

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- 2.3.16 Space Studio CMU: Mars and Architecture Beyond the Atmosphere
  - A traditional architecture studio focusing on a "post-pioneering" settlement (a first step research station with an emphasis on material, resources, closed-loop systems, as well as programmatic network and spatial considerations) for the surface of Mars or for Earth-Mars transit.
- Kriss Kennedy
  - History of Human Spaceflight/Space Stations and TransHab

**Three (3) degrees in Architecture**

**Worked on over 42 designs and projects**

**Written over 40 publications, papers, or chapters in books**

**published in numerous magazines, periodicals & books**

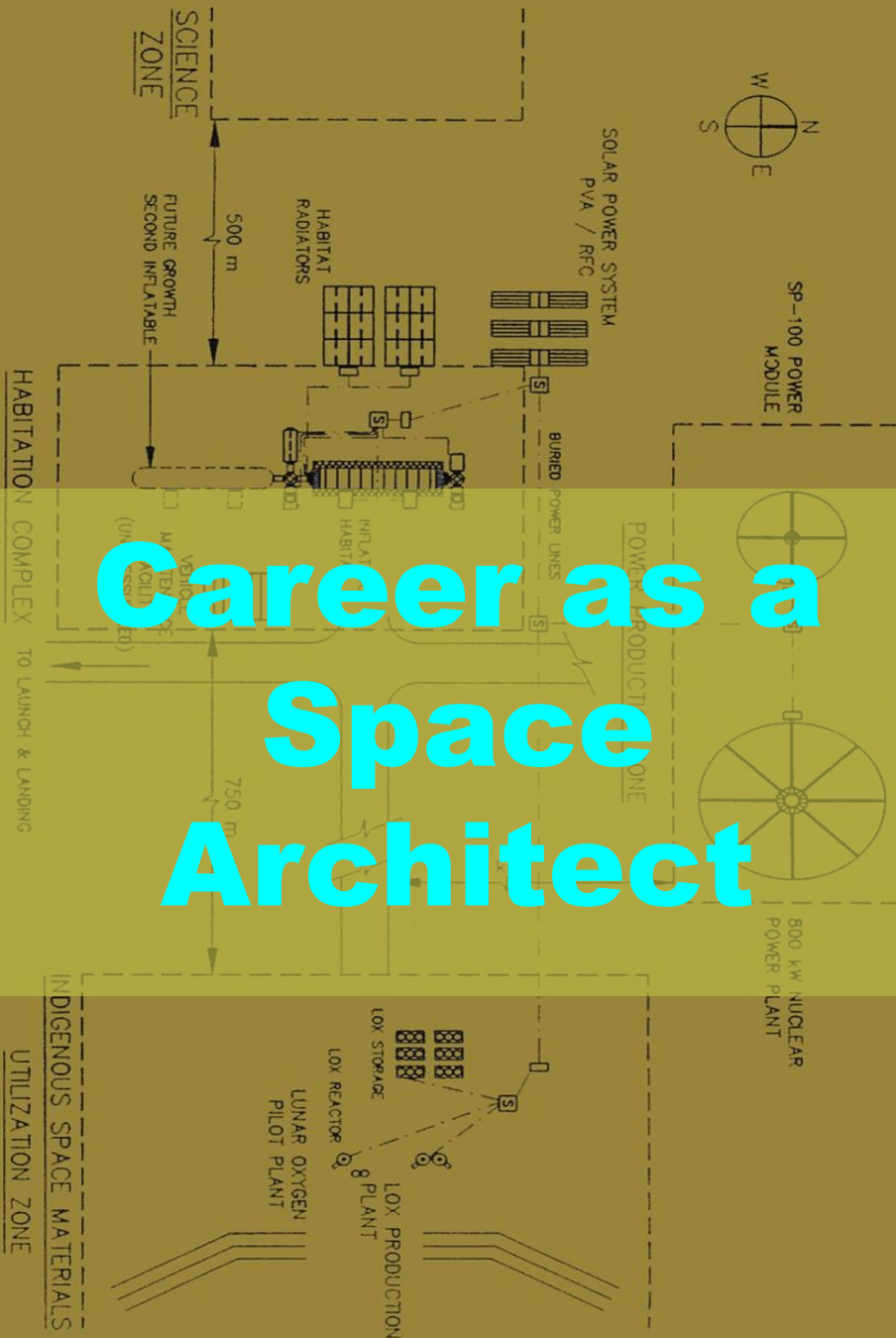
**Has two patents and numerous NASA Technology Brief Awards**

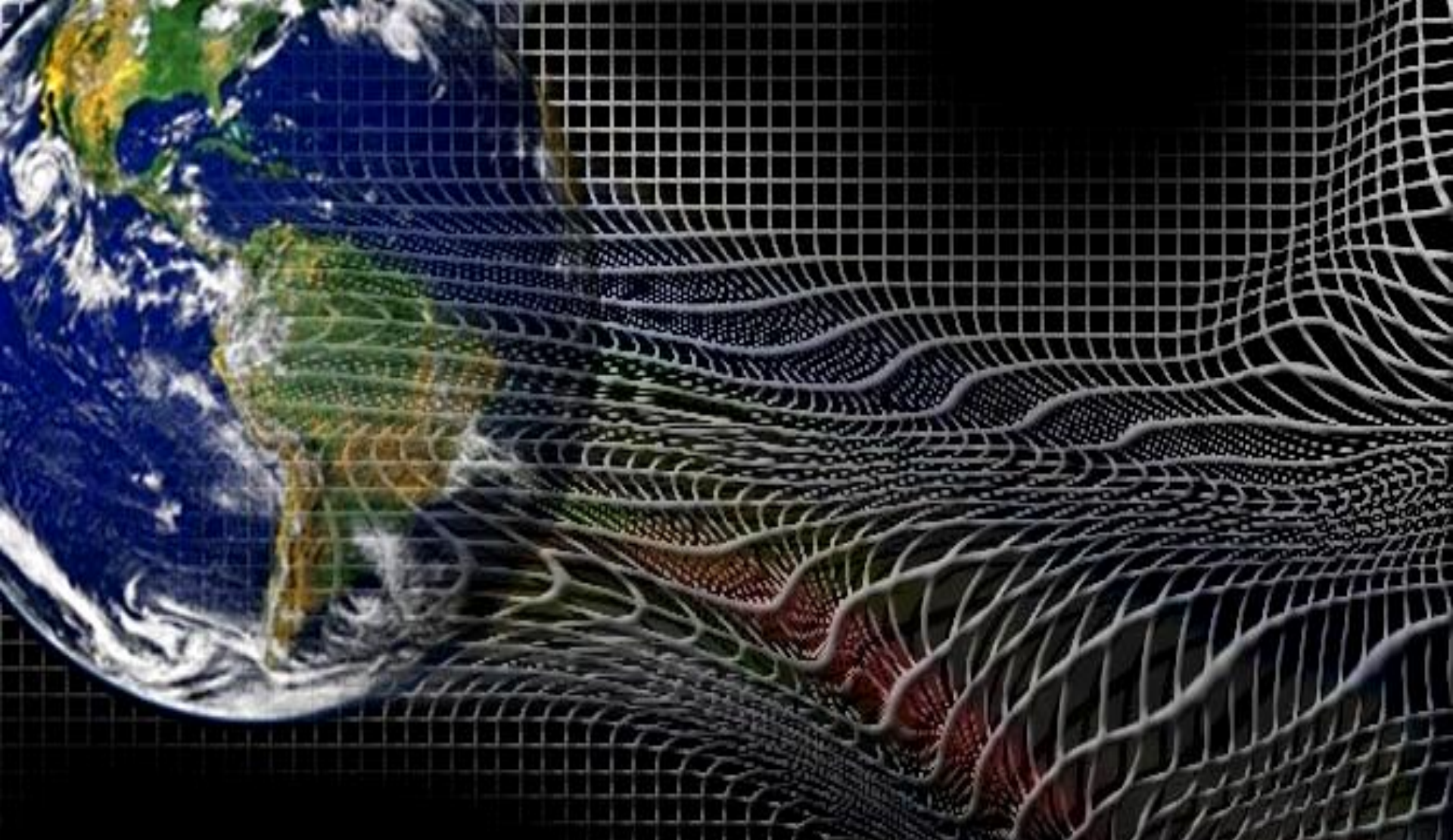
**Recognized by his architect peers as one of the new upcoming architects in Texas as published in the millennium issue January 2000 Texas Architect magazine.**

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

**Registered licensed architect in the State of Texas**

# Career as a Space Architect





**Space Studio CMU: Mars and  
Architecture Beyond the Atmosphere**  
History of Human Spaceflight/Space Stations and TransHab

# Space Architecture...

...theory and practice of designing and building inhabited environments in outer space...

...design of living and working environments in space related facilities, habitats, surface outposts and bases, and vehicles...



# Human Spaceflight Evolution

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- Russia: Yuri Gagarin, the first person in space, and the first person to orbit the Earth, 1961
- Alan Shepard, the first American in space, 1961
- John Glenn, the first American to orbit the Earth, 1962
- Valentina Tereshkova, the first woman in space, 1963
- Neil Armstrong, the first person to set foot on the surface of the Moon, 1969



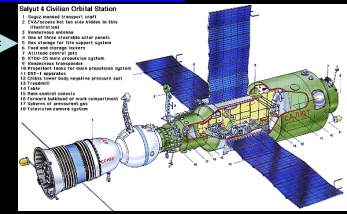
# Human Spaceflight

Suborbital human spaceflight		
Name	Years	Flights
<a href="#">Mercury</a>	1961	2
<a href="#">X-15</a>	1963	2
Soyuz <a href="#">18a</a>	1975	1
<a href="#">SpaceShipOne</a>	2004	3
Orbital human spaceflight		
Name	Years	Flights
<a href="#">Vostok</a>	1961—63	6
<a href="#">Mercury</a>	1962—63	4
<a href="#">Voskhod</a>	1964	2
<a href="#">Gemini</a>	1965—66	10
<a href="#">Soyuz</a>	1967—present	126 as of December 2015
<a href="#">Apollo</a>	1968—69	2
<a href="#">Skylab</a>	1973	3
<a href="#">Apollo-Soyuz</a>	1975	1
<a href="#">Space Shuttle</a>	1981—2011	135
<a href="#">Shenzhou</a>	2003—present	5
Lunar human spaceflight		
Name	Years	Flights
<a href="#">Apollo</a>	1968—72	9



# History of Space Stations

- Soviet/Russia: Salyut 1-7: 15 years from 1971 to ~1990



- Salyut 1, the first station in the program, became the world's first crewed space station

- USA: Skylab 1973 - 1979



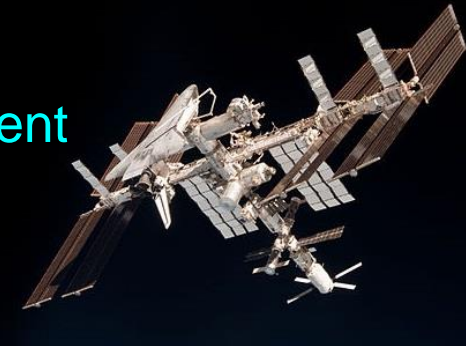
- Soviet/Russia: Mir 1986 - 2001



- USA: Shuttle/SpaceLab 1981 - 2011

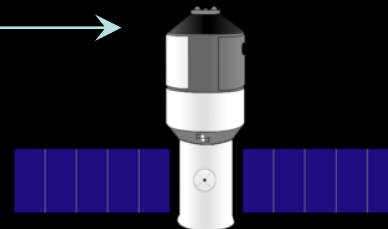
- USA/RSA/ESA/JAXA: ISS 1998 (assembly began) - current

- Continually human occupied and operated for 15+ yrs (2000)



- China: Tiangong-1 2011 - current.

- Testbed for a larger station in ~2023



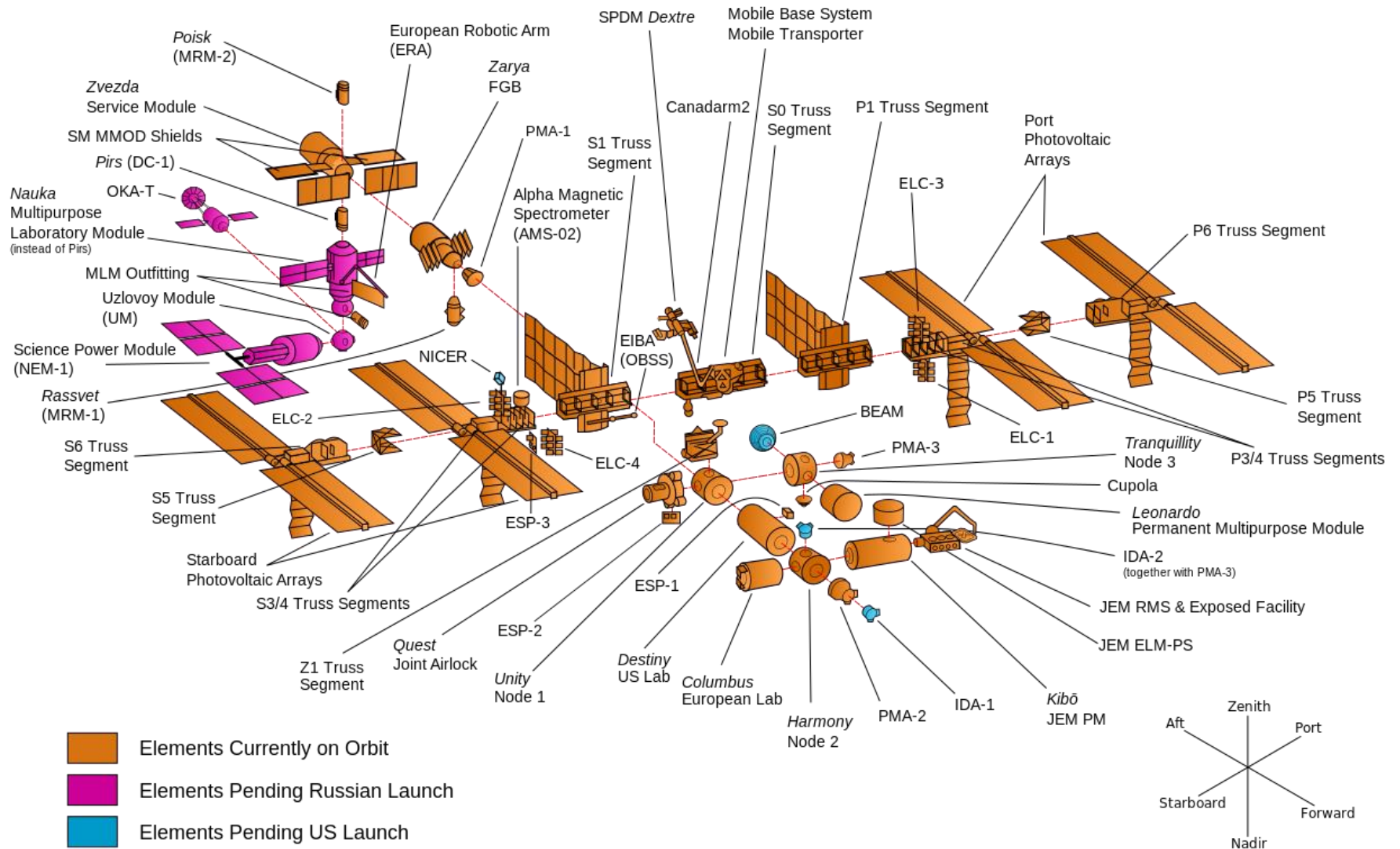


# International Space Station

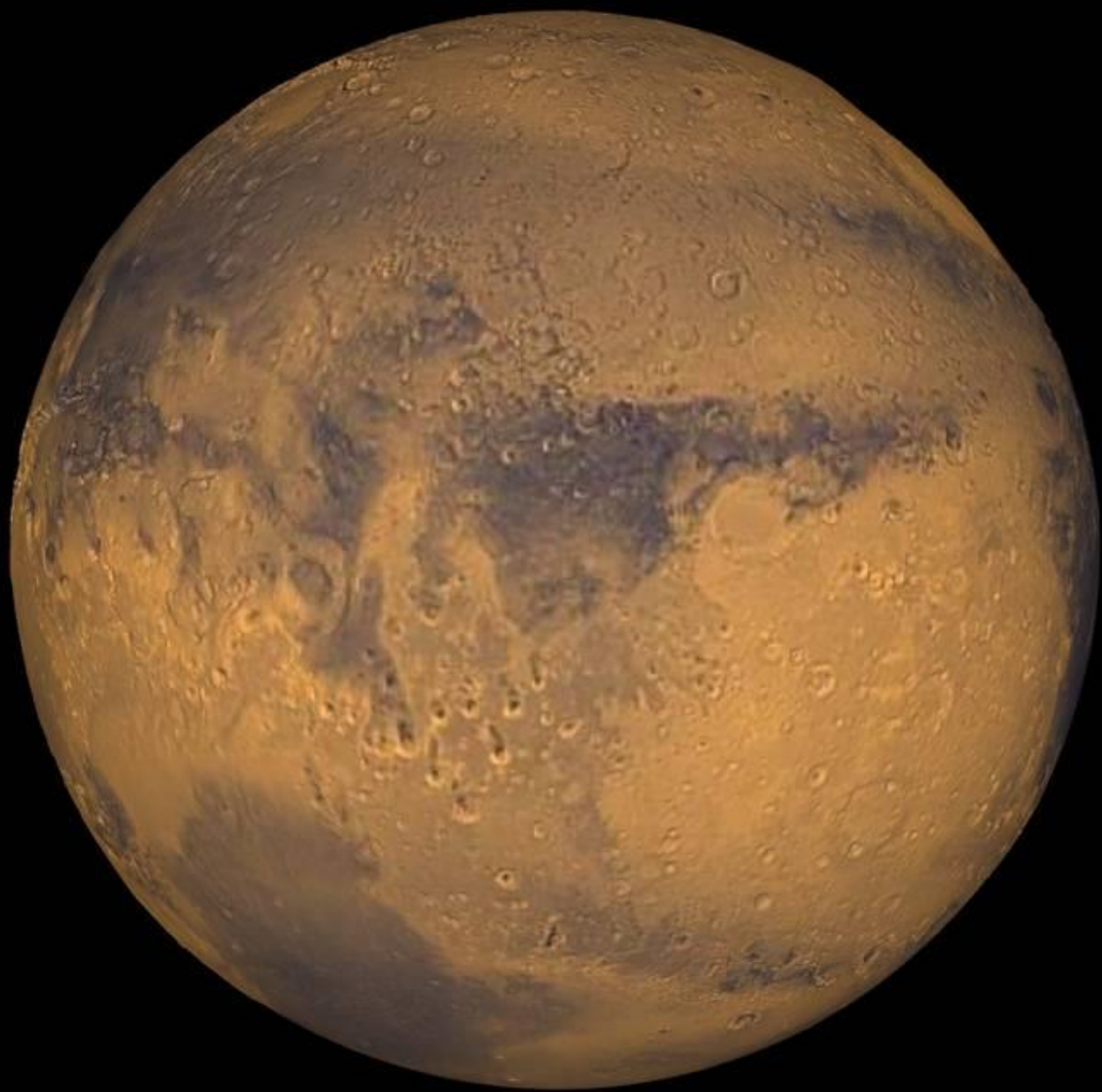
Continually human occupied and operated for 15+ yrs

## ISS Configuration

As of late May 2015









# *Space Environmental Factors*

<b>Consideration</b>	<b>Earth Orbital</b>	<b>Lunar/Mars Transfer</b>	<b>Lunar/Mars Surface</b>
<b>1. Vacuum</b>	<b>Pressurized enclosure</b>	<b>Pressurized enclosure</b>	<b>Pressurized enclosure</b>
<b>2. Debris</b>	<b>Requires Shielding</b>	<b>None</b>	<b>Launch and Landing</b>
<b>3. Gravity</b>	<b>Microgravity</b>	<b>Microgravity Induced gravity</b>	<b>Partial (less than 1 earth g) changes interior architecture</b>
<b>4. Radiation</b>	<b>Protected by Van Allen Belts South Atlantic Anomaly potential problem</b>	<b>Lunar transfer protection probably not required Mars transfer protection required</b>	<b>Lunar protection required Mars: TBD protection required</b>
<b>5. Dust</b>	<b>None</b>	<b>None</b>	<b>Lunar dust is a design challenge Mars dust a potential issue</b>



# Human Exploration Destination Systems

*a sustained human presence*



**Lunar Missions**  
 lunar orbit, lunar surface

- Landing systems
- Nuclear power
- In-situ resource utilization
- Surface Habitation
- Autonomous Operations
- Surface Rover
- Surface EVA mobility

**Deep Space**  
 LaGrange Points, NEOs and beyond

- Crew support for 30-60 + days (habitat)
- Radiation protection (habitat)
- Life support (habitat)
- Deep space propulsion
- Cryogenic fluid management
- Supportability & maintenance
- Autonomous Hab Operations

**Mars Missions**  
 Lunar missions plus:

- Mars entry & landing systems
- Advanced propulsion
- Partial-gravity countermeasures

**Remote Earth Destinations**  
 Antarctica, Deep-Water

- Analogs
- Operations Concept Validation
- Science & Mission Ops
- Autonomous Hab Operations
- Hardware/Software Demos
- Closed-loop life support
- Inflatable Hab Demos
- Environmental monitoring
- Supportability & Maintenance



**Low-Earth Orbit**  
 Commercialization

- Zero-g research platform
- Autonomous Hab Operations
- Inflatable Hab Module
- Closed-loop life support
- Environmental monitoring
- Supportability & Maintenance concepts

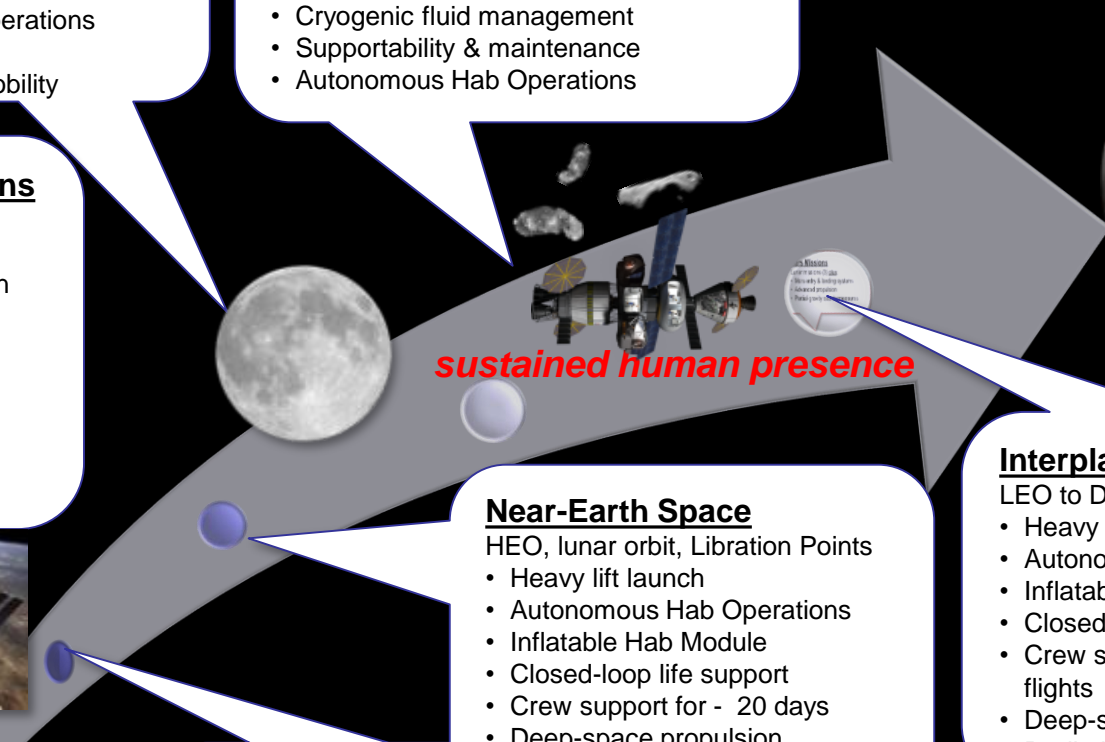
**Near-Earth Space**  
 HEO, lunar orbit, Libration Points

- Heavy lift launch
- Autonomous Hab Operations
- Inflatable Hab Module
- Closed-loop life support
- Crew support for - 20 days
- Deep-space propulsion
- Radiation protection



**Interplanetary Transportation**  
 LEO to Destinations

- Heavy lift launch
- Autonomous Hab Operations
- Inflatable Module
- Closed-loop life support
- Crew support for long-duration flights
- Deep-space propulsion
- Radiation protection





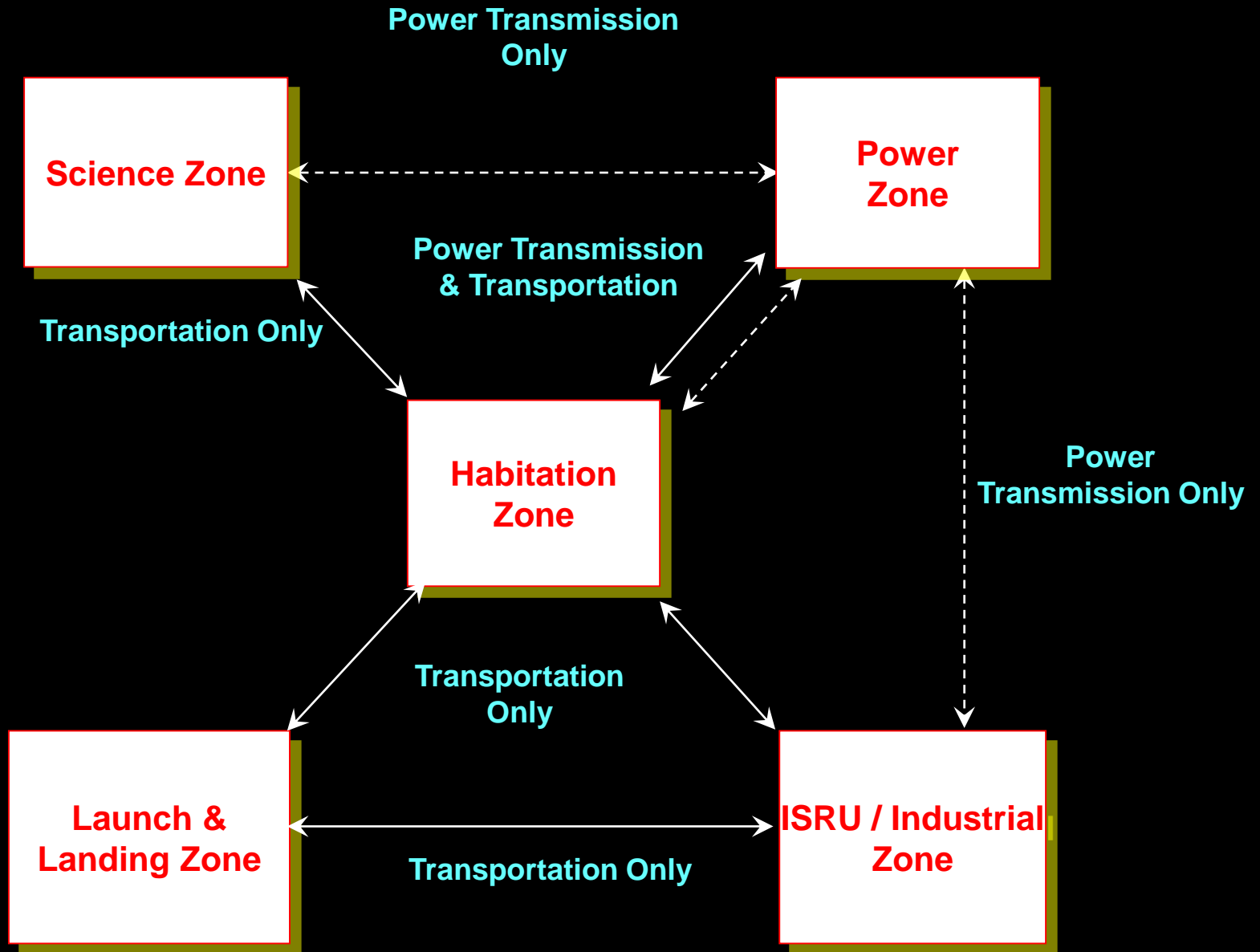
# Surface Exploration Development Phases

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- **Surface Exploration Sorties**
- **Base Planning**
- **Surface Research Outpost**
- **Initial Outpost**
- **Resource Production & Utilization**
- **Surface Base**
- **Industrialization / Exploitation**
- **Sustained Human Presence**

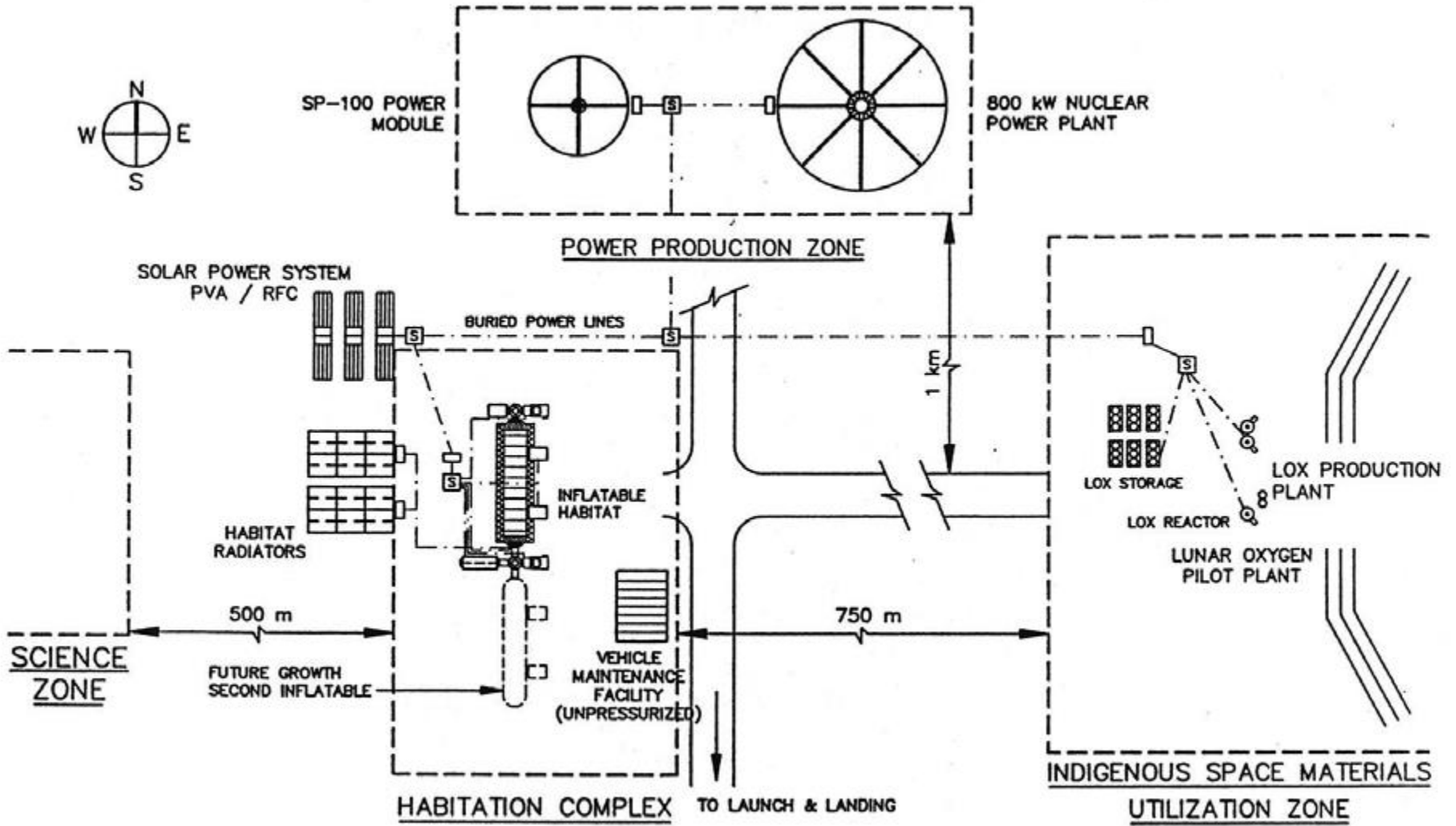


# Surface Outpost Organization and Layout





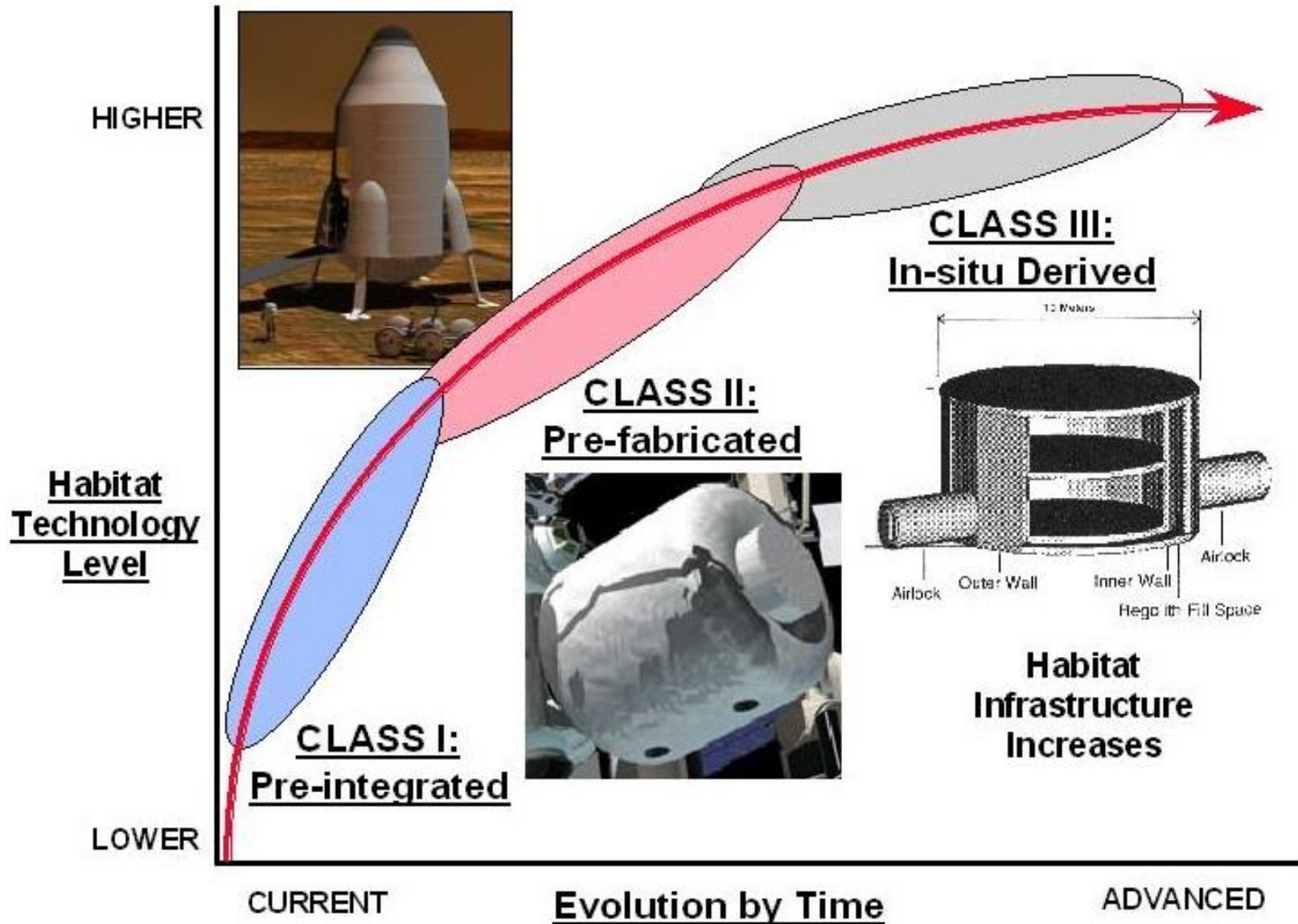
# Surface Base Concept





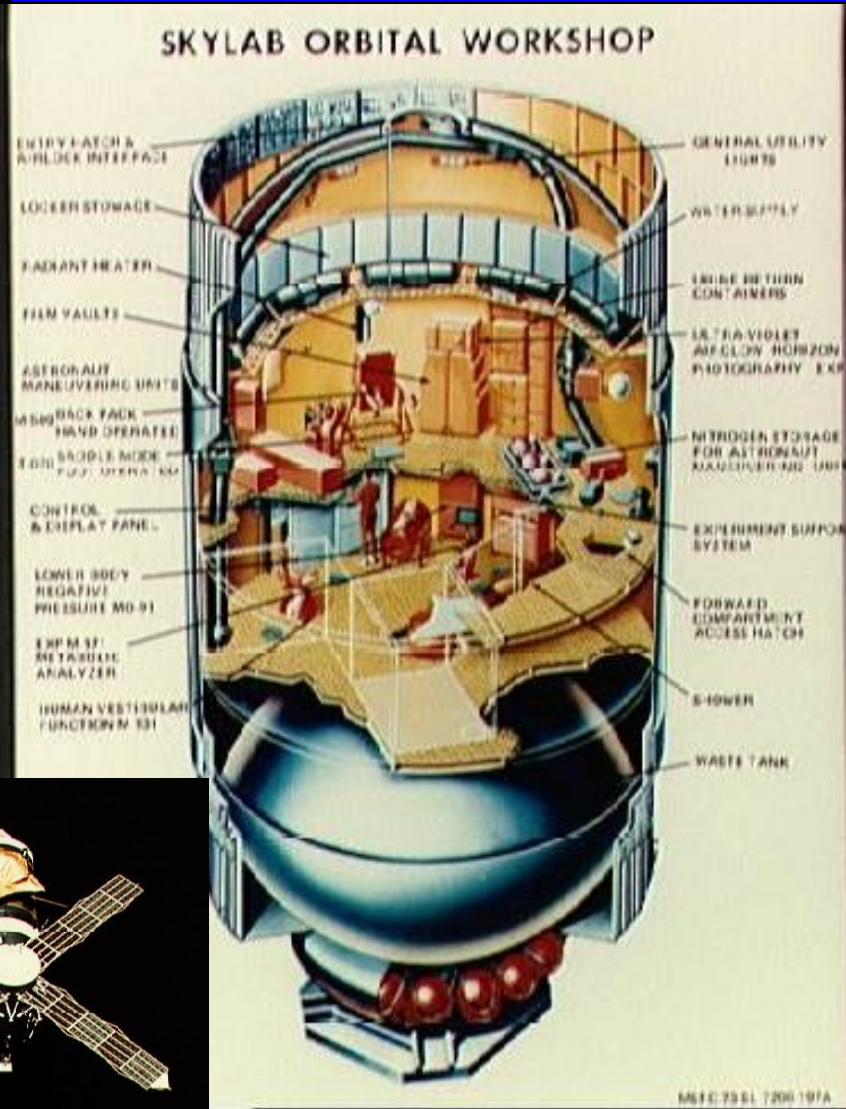


# Space Habitat Classifications





# Orbital Habitats



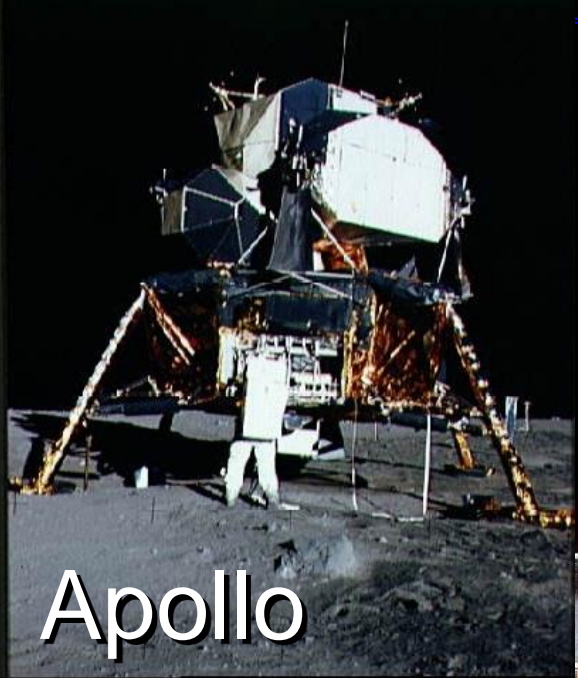
SKYLAB



US HAB



# Planetary Habitats



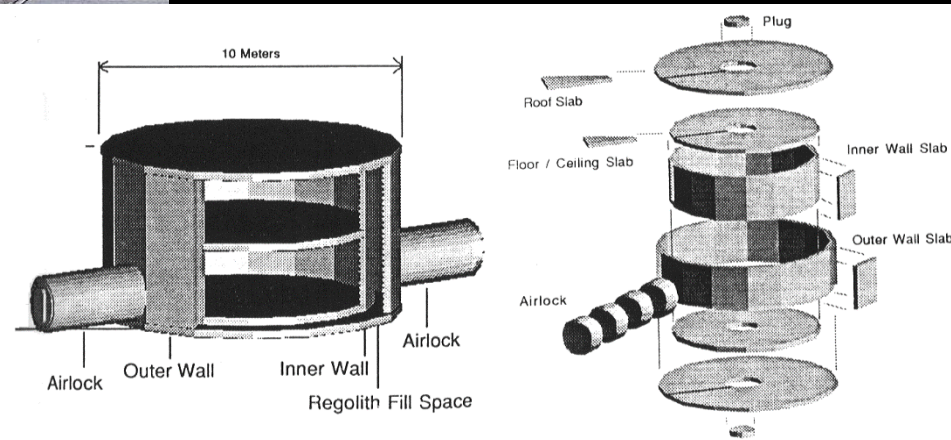
Apollo



1<sup>st</sup> Lunar Outpost



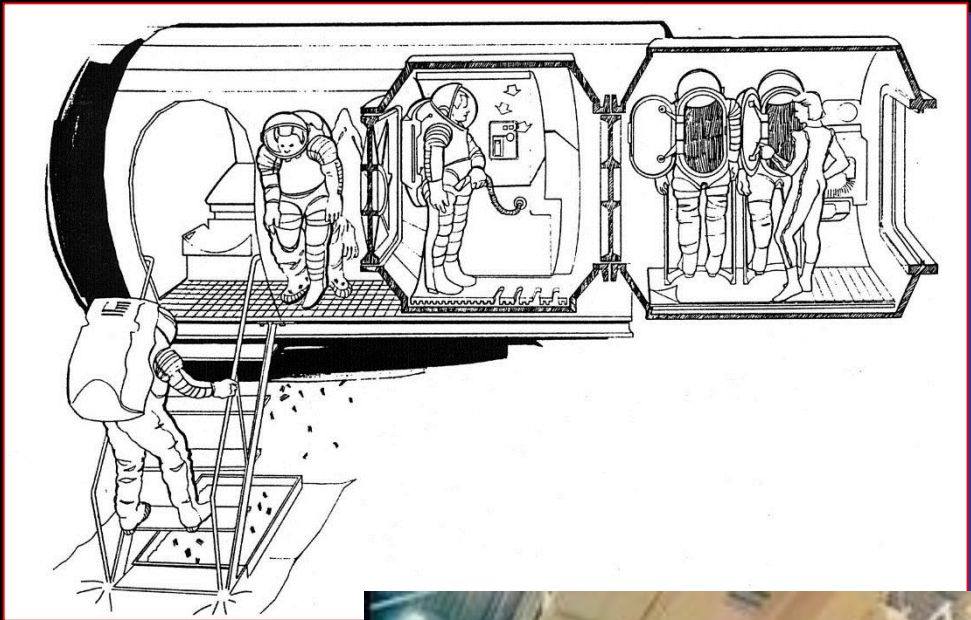
Inflatable



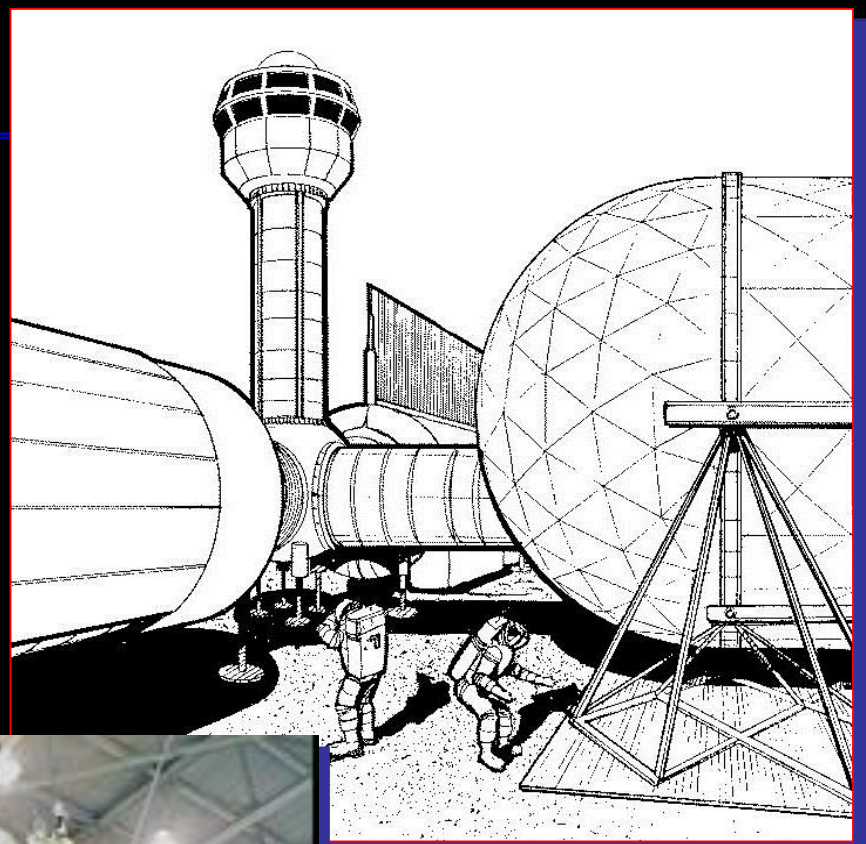
ISRU Hab



# Airlocks & Nodes



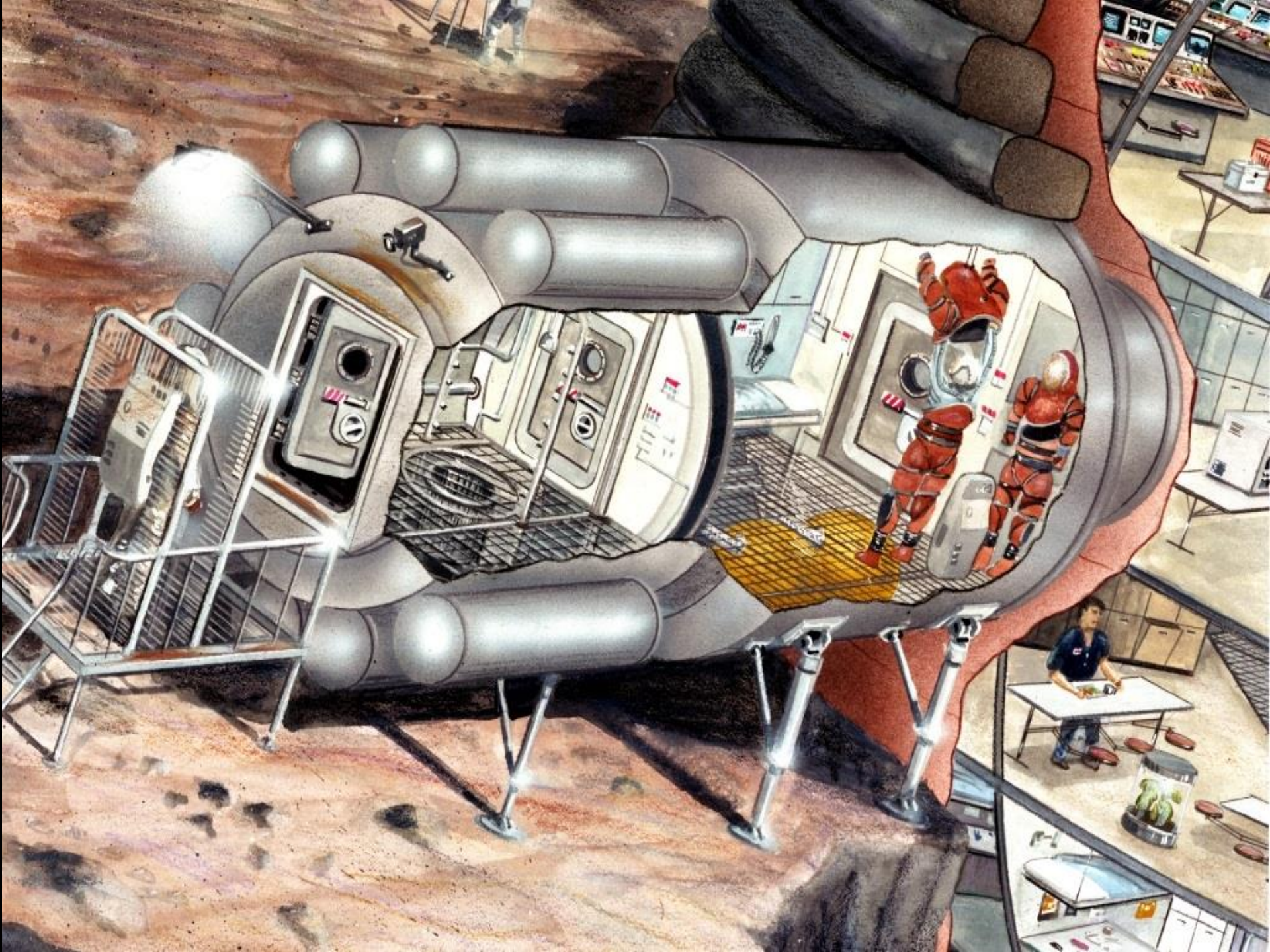
Planetary  
Airlock



Planetary  
Node



ISS Airlock





# Human Exploration Systems

## Elements

- Crew Return Vehicle
- Deep Space Habitat (DSH)
- Space Exploration Vehicle
- Propulsion Stage
- EVA Capabilities
- Power Generation & Storage
- Deep Space Communications

## Exploration Habitat Systems

- Environmental Protection
- Life Support
- Power Management & Distribution
- Thermal Control
- Crew & Medical Systems
- Laboratory Systems (Geo & Life Science)
- Logistics, Repair & Manufacturing





# Habitation Operations

## Crew Operations - IVA

**Sustain crew on lunar surface for 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 health and well being perspective.

## Crew Operations – Supporting EVA

**Enable Redundant EVA Function & Enhanced EVA Capability.** These functions are necessary to provide the crew with additional means to conduct routine 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 lunar surface crew to conduct surface operations in concert with the Earth based mission control. For longer surface stays it should also establish autonomy from the Earth based "mission control" enabling command and control with other surface assets such as rovers, landers, etc.

## Science Operations

**Enable IVA Bio/Life Science & GeoScience Capability.** These functions are necessary to conduct the science involved with the mission. It can include sample collection, sample analyses, sample prioritization and storage, and any sample return required. 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 functions are those that allows for maintaining the surface 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.





# Habitation Functional Elements and Operations

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**Crew Operations** (enable sustainability of 4 crew on lunar surface for 7-180 days)



**EVA Operations** (enable redundant EVA function & enhanced EVA capability)



**Mission Operations** (enable enhanced mission operations capability)



**Science Operations** (enable enhanced IVA bio & geo science capability)



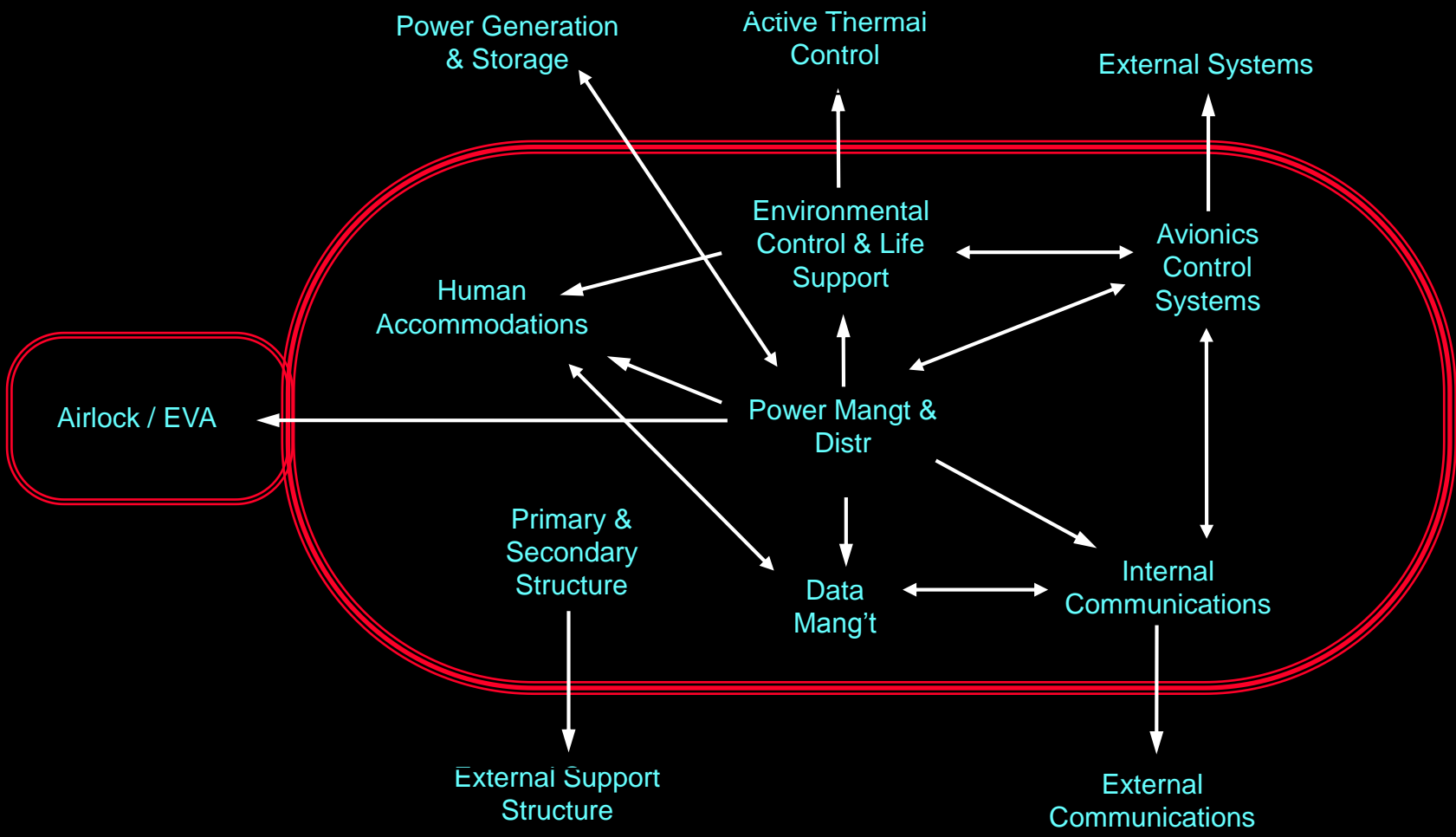
**Logistics Operations** (enable resupply & spares cache)

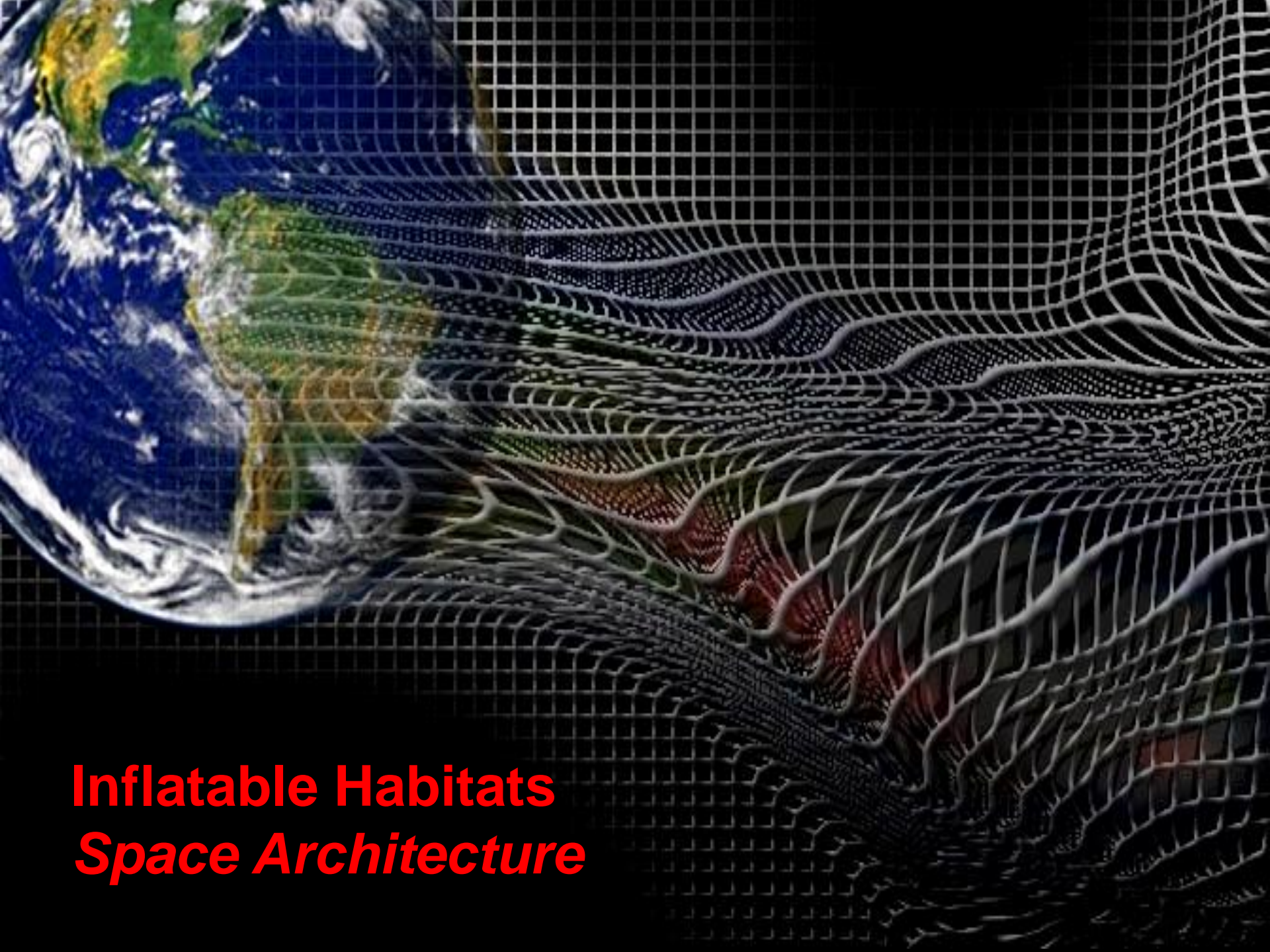
- Structure and Environmental Protection
- Power Management and Distribution
- Life Support
- Thermal Control
- Lunar Surface Science and Technology Demonstrations
- Communications
- EVA Support
- Crew Accommodations





# Habitation Elements & Interfaces





**Inflatable Habitats**  
***Space Architecture***

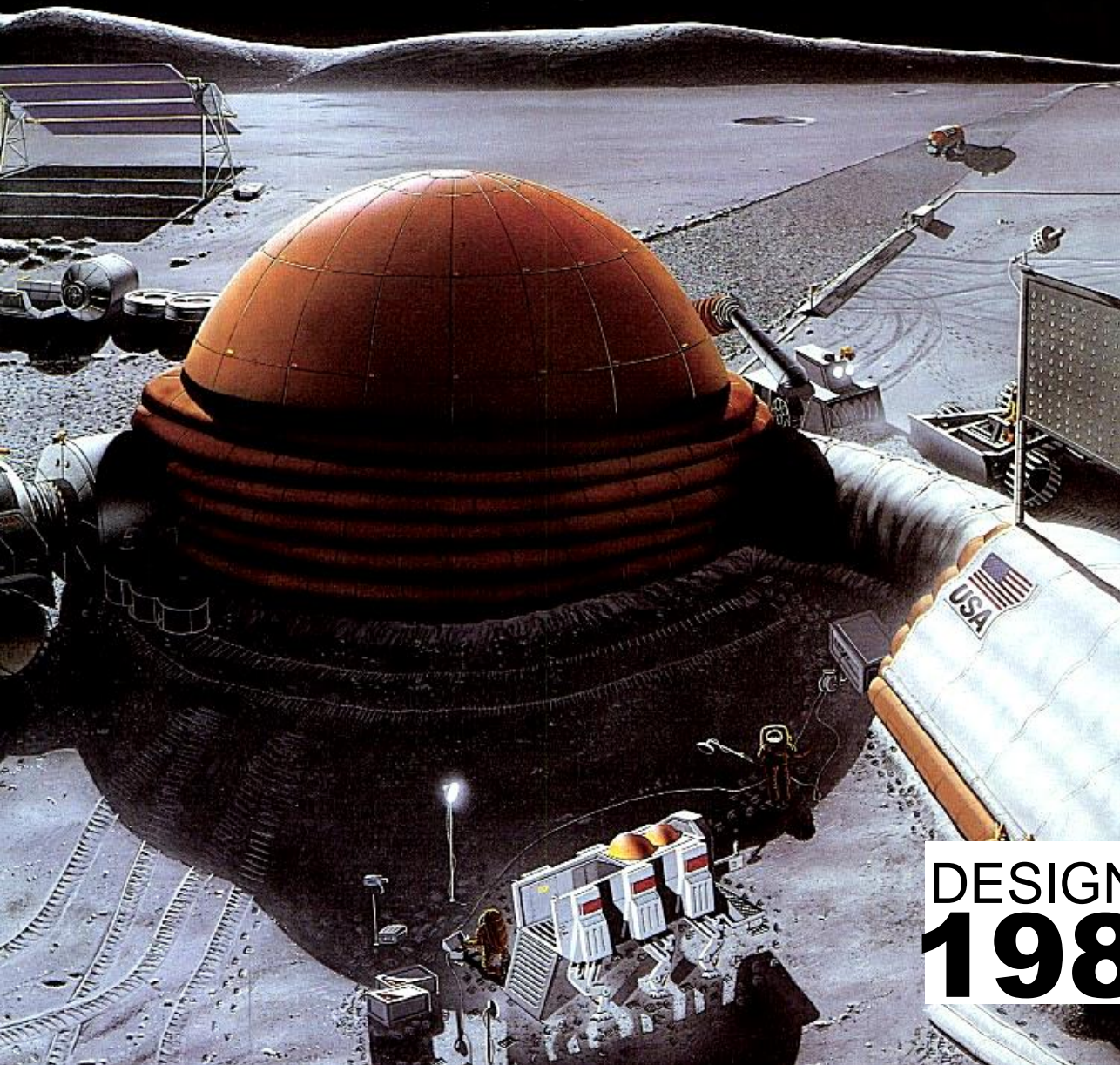


# Inflatable Structures Overview

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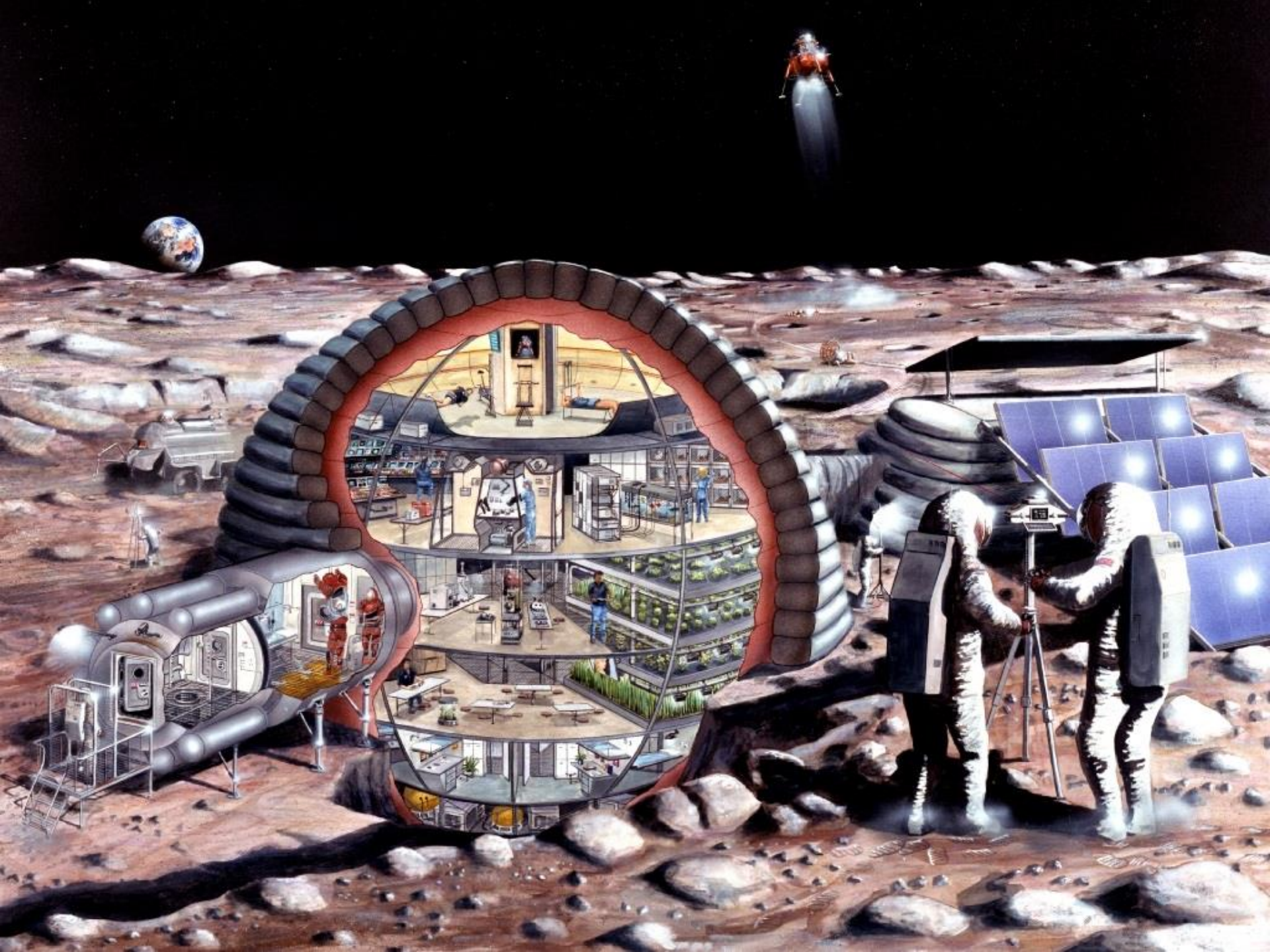
- **Materials:**
  - Kevlar
  - Vectran
  - new tensile fabric materials
- **Construction:**
  - “basket weave” w/ Clevis Pins
  - wound spun fibers on a mandrel like a tube sock
  - Bladder Seal: Marman Clamp
- **Assembly:**
  - Pure Inflatable
  - Hybrid (hard and soft materials)
  - Packaging
  - Deployment
  - Internal Assembly
  - Outfitting
  - Checkout and initial ops. Verify human occupancy ready
- **Interfaces:**
  - Fabrics to hard end caps or bulkhead. termination
  - Airlock, other modules, Common Berthing Mechanism (ISS derived)
  - Structural Nodes
  - Surface: Foundation or support
- **Design:**
  - Pressure Vessel shapes
    - Sphere, cylinder, torus, hybrids
- **Architecture:**
  - External Protection
  - Internal Layout
  - Utilities Distribution
  -

# Inflatable Lunar Habitat



DESIGNED  
**1989**





# Inflatable Lunar Habitat



DESIGNED  
**1992**









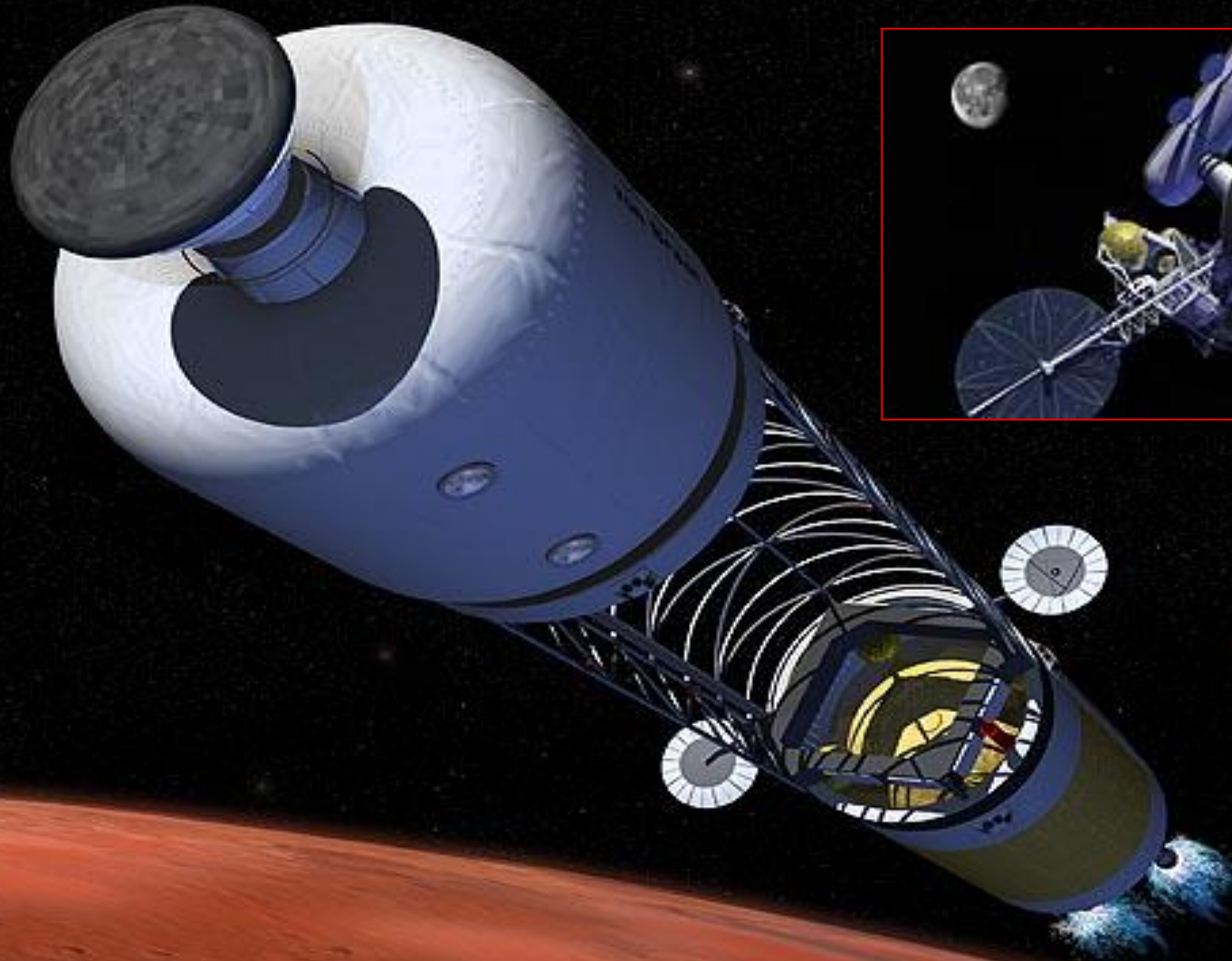
**Mars Base &  
Mission  
Planning**

**1996**





# *Inflatable Structures in Space*



# TransHab (Inflatable Space Habitat)

- U.S. Patent granted

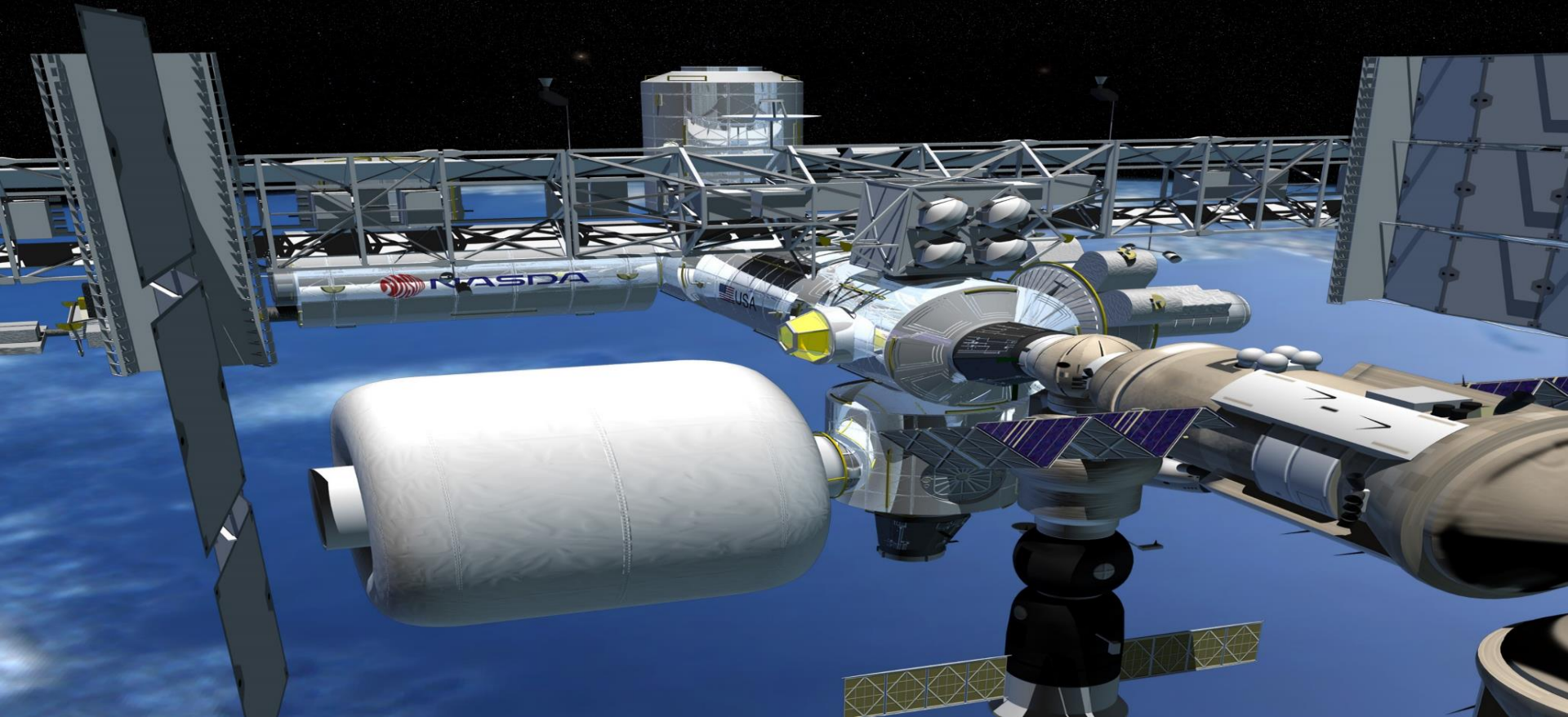
DESIGNED  
**1997**





# NASA TransHab Concept

- TransHab was a light weight inflatable habitation module for space applications
- Original 1997 concept for light weight habitat module for human mission transit to Mars
- Proposed to the International Space Station (ISS) Program as a replacement for a Hab Module





# ISS TransHab *Full Scale Shell Development Unit (SDU-3)*



**First Inflation: November 17, 1998**



# ISS TransHab

Hatch Door

Inflatable Shell

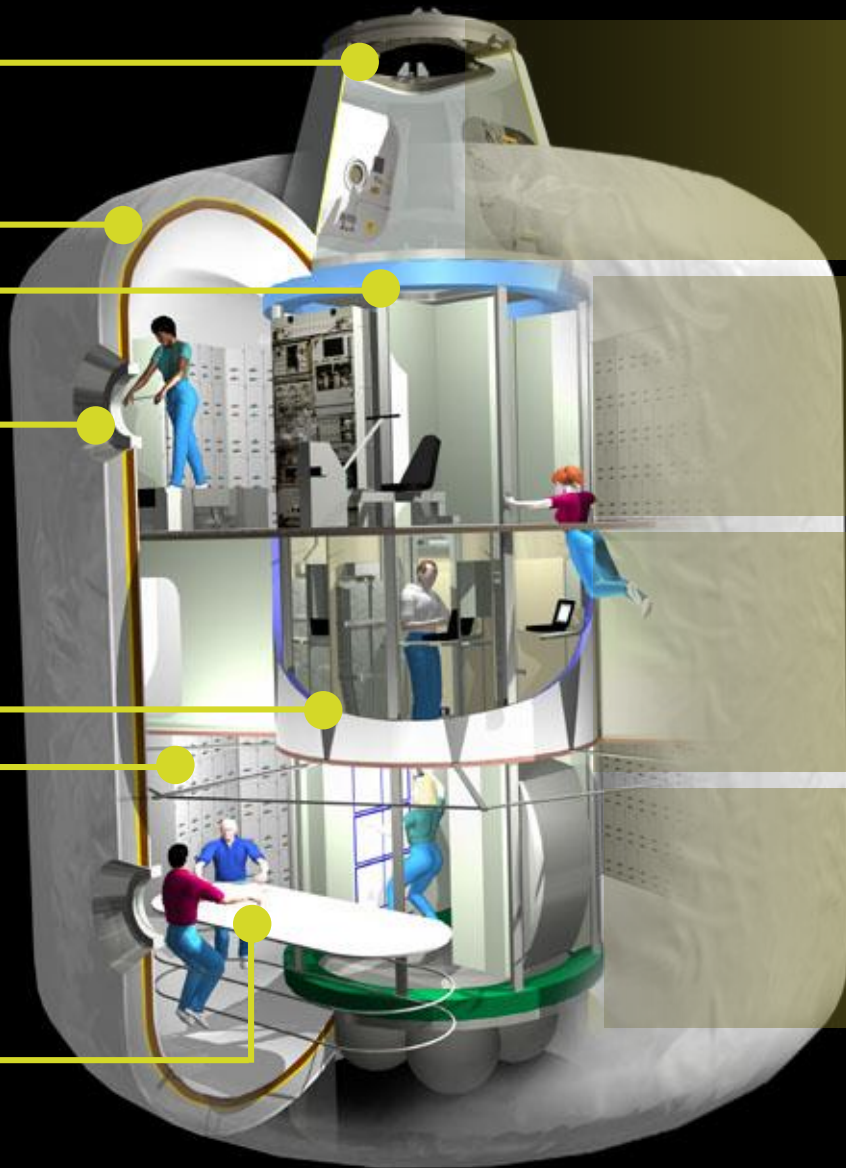
Central Structural Core

20" Window (2)

Integrated Water Tank

Soft Stowage Array

Wardroom Table

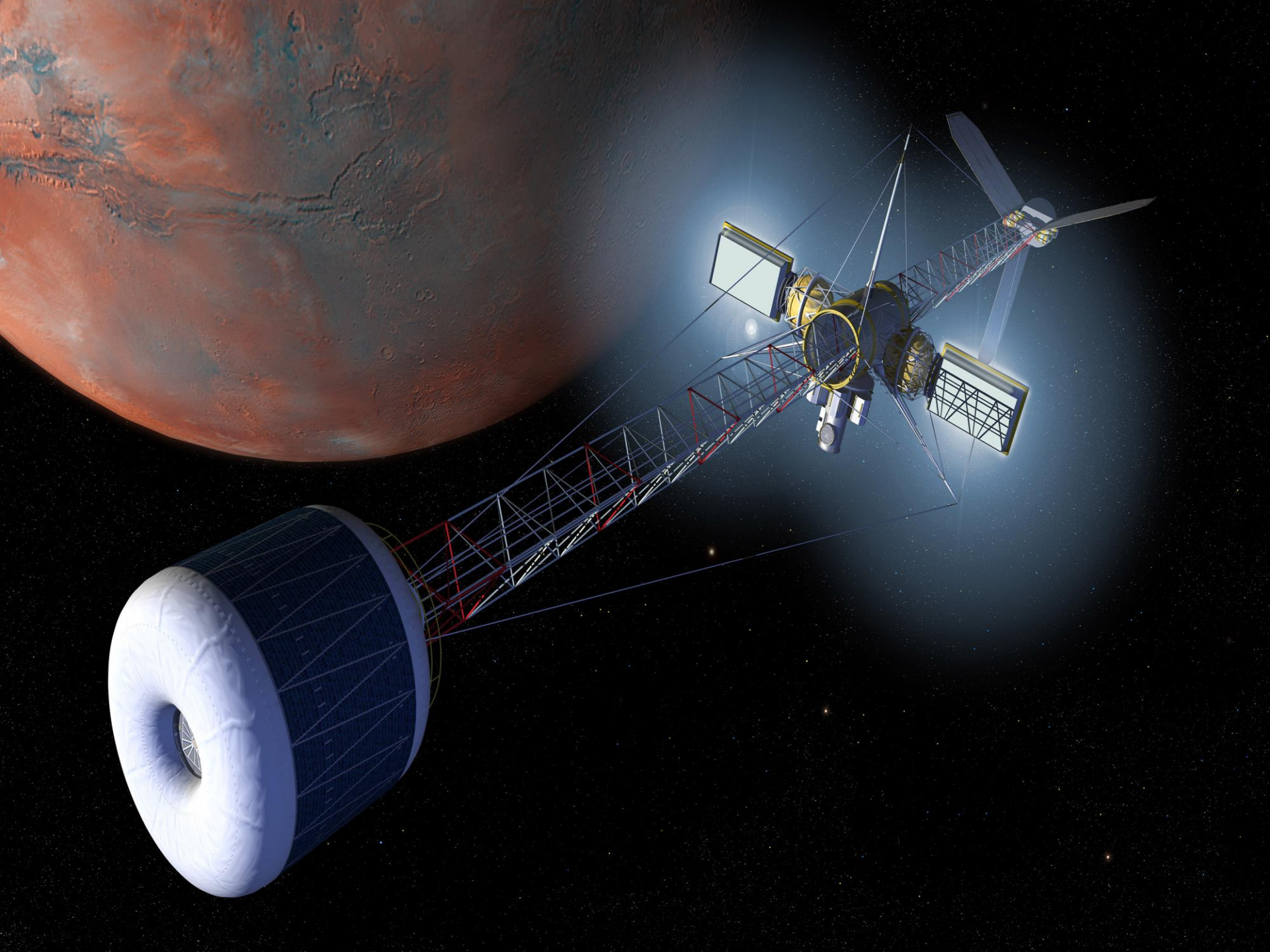


Level 4: Pressurized Tunnel

Level 3: Crew Health Care

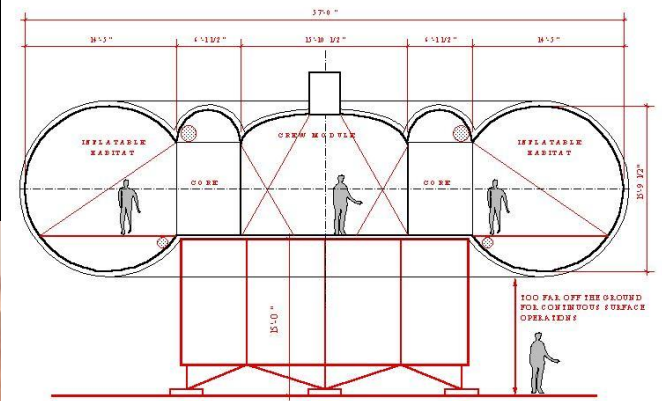
Level 2: Crew Quarters and Mechanical Room

Level 1: Galley and Wardroom





# Mars Surface Hab/Combo Lander



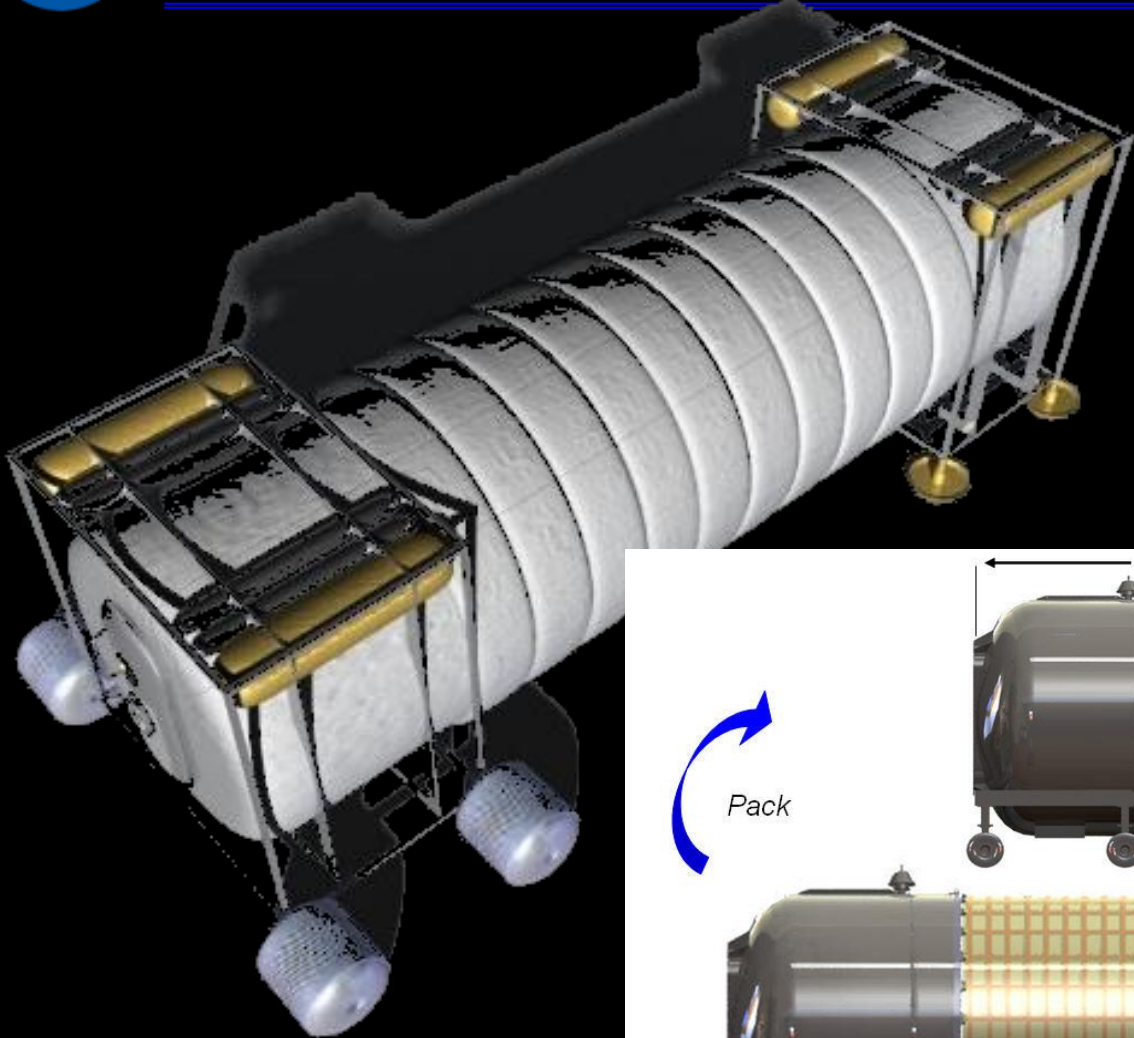
MARS SURFACE HABITAT CROSS SECTION

DESIGNED  
**2000**

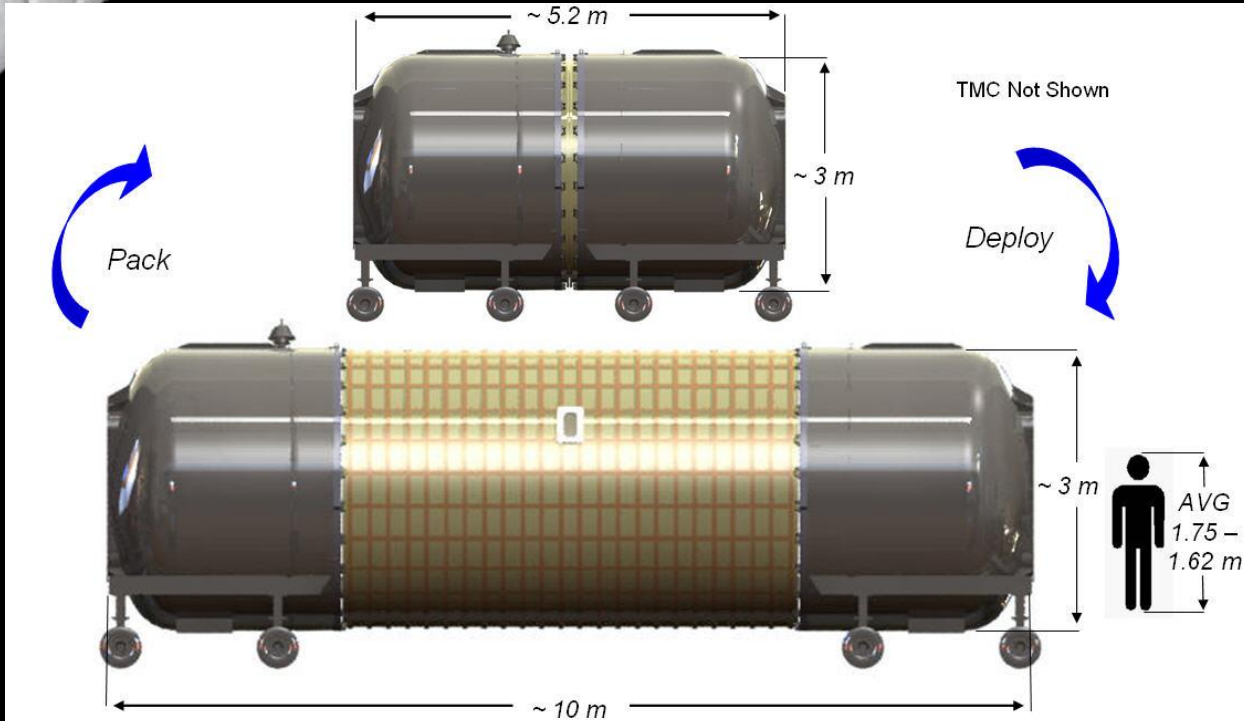




# Mid-Expandable Habitat Concept

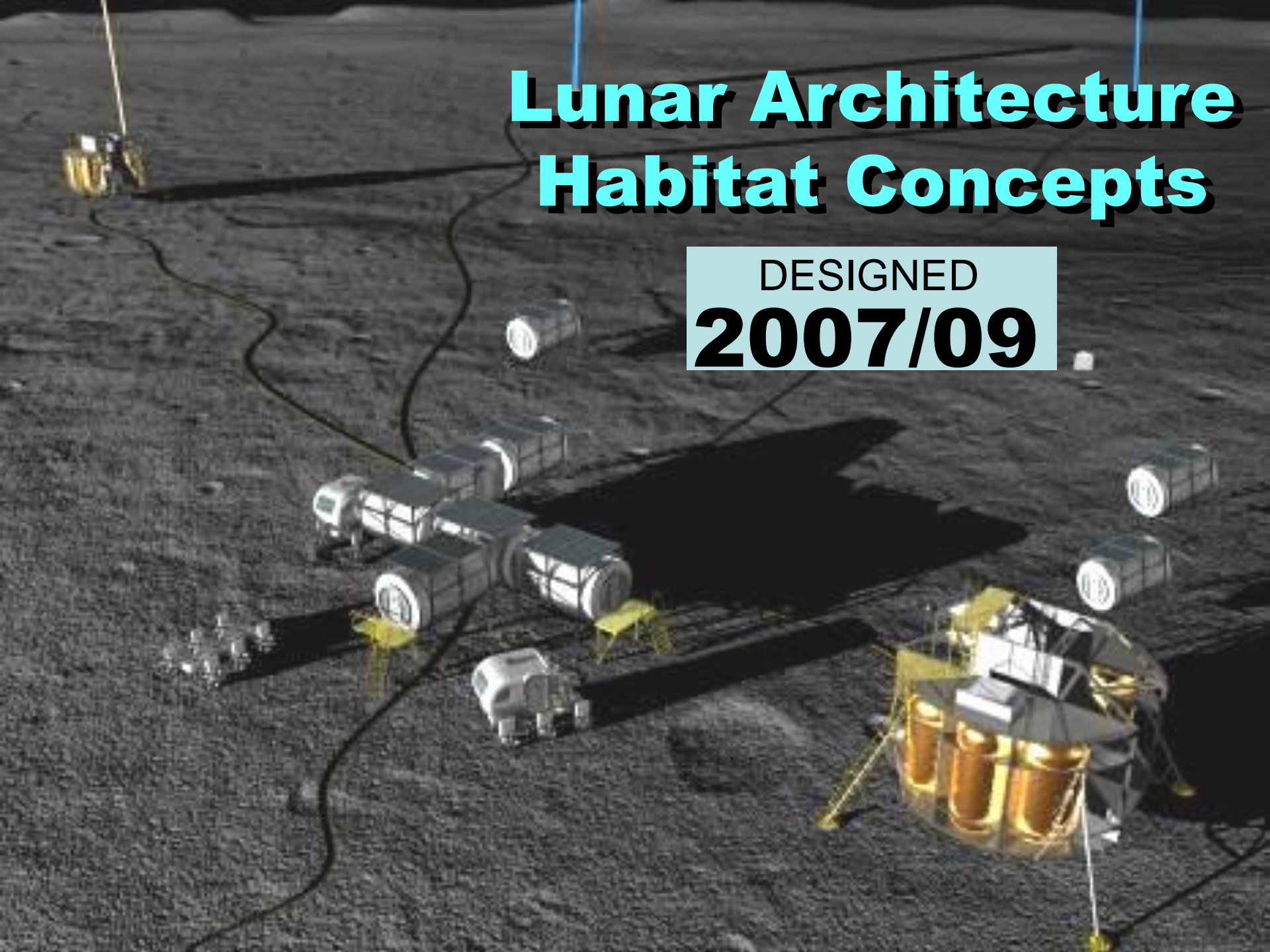


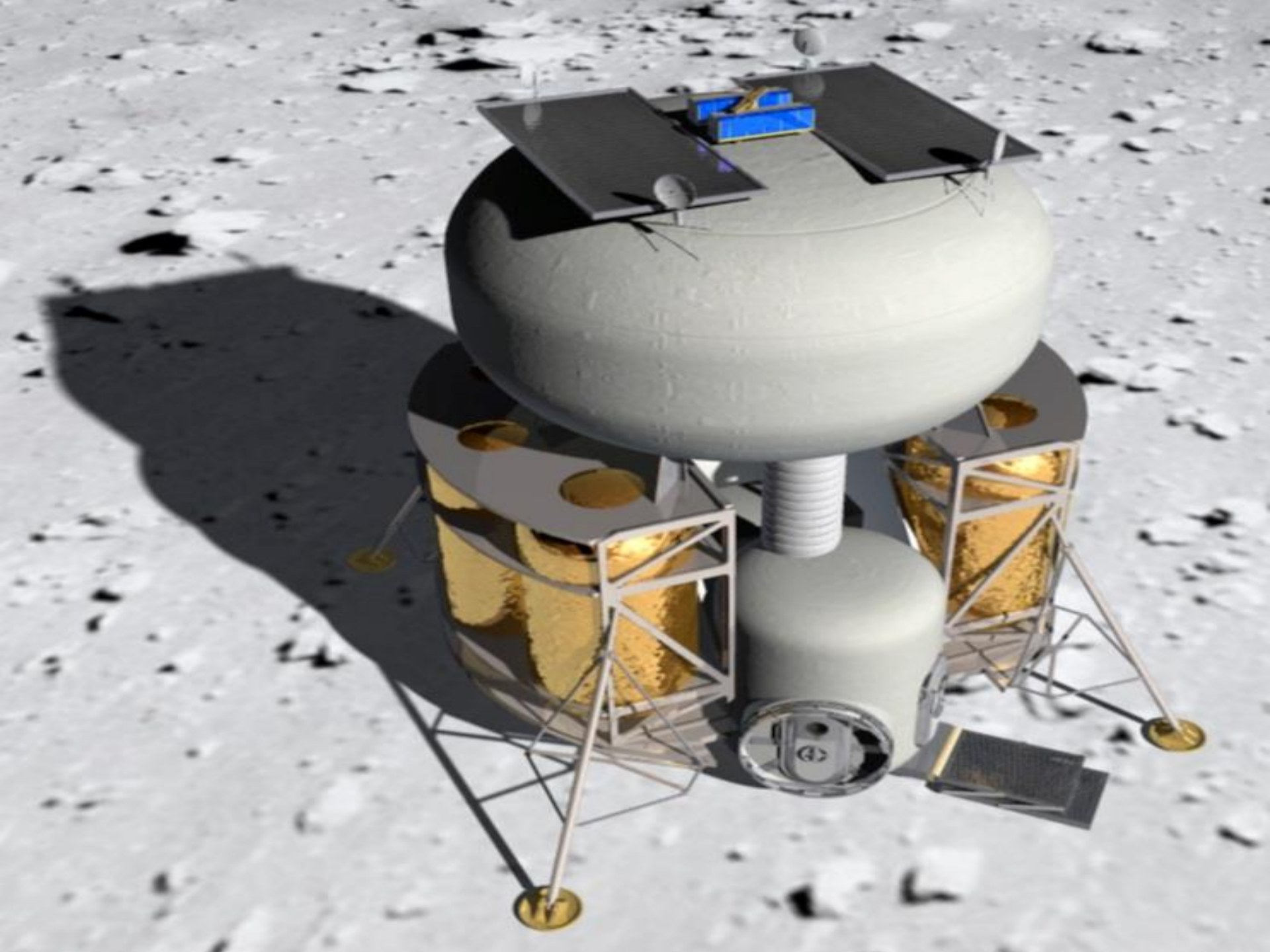
DESIGNED  
**2008**



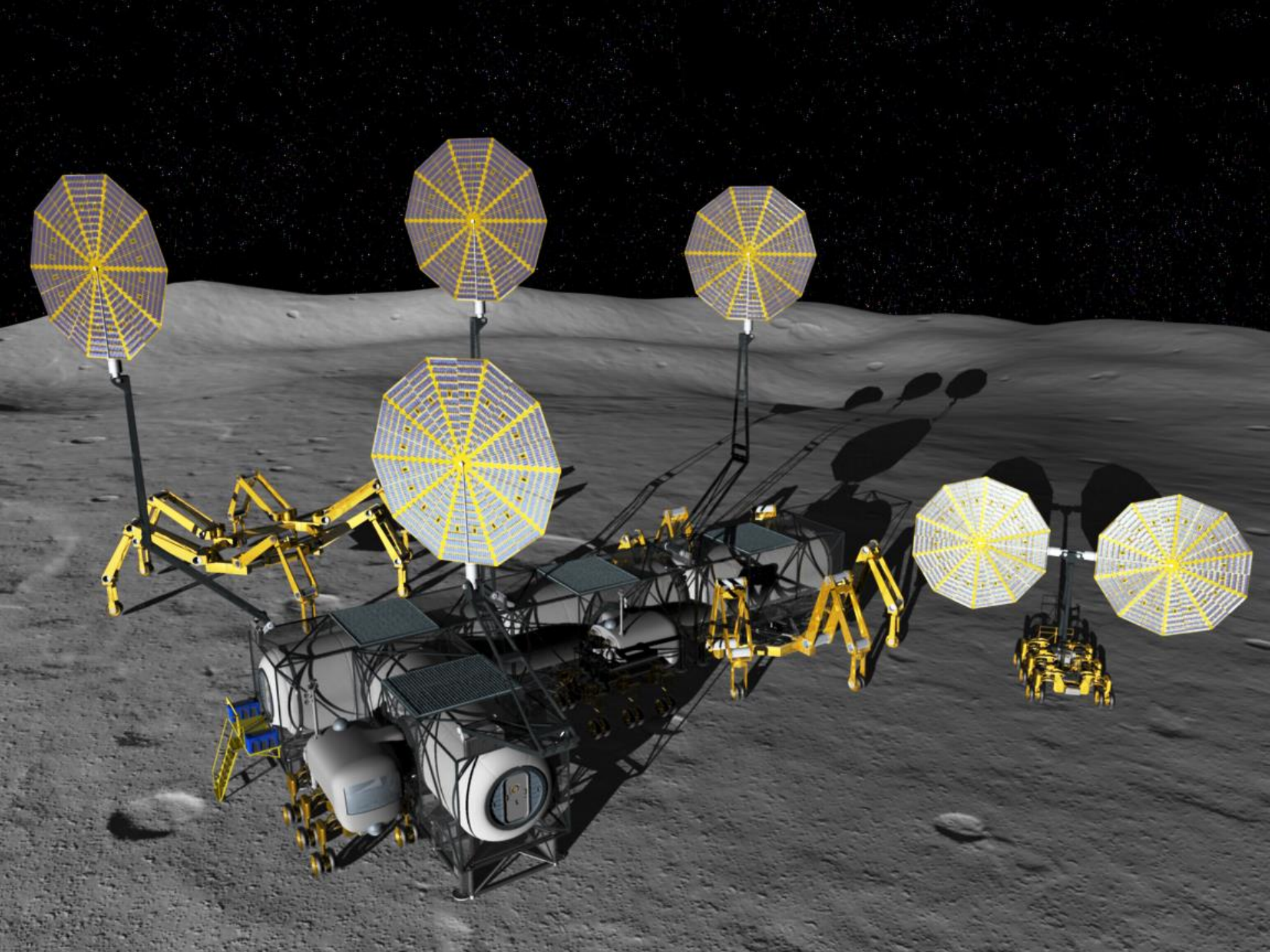
# Lunar Architecture Habitat Concepts

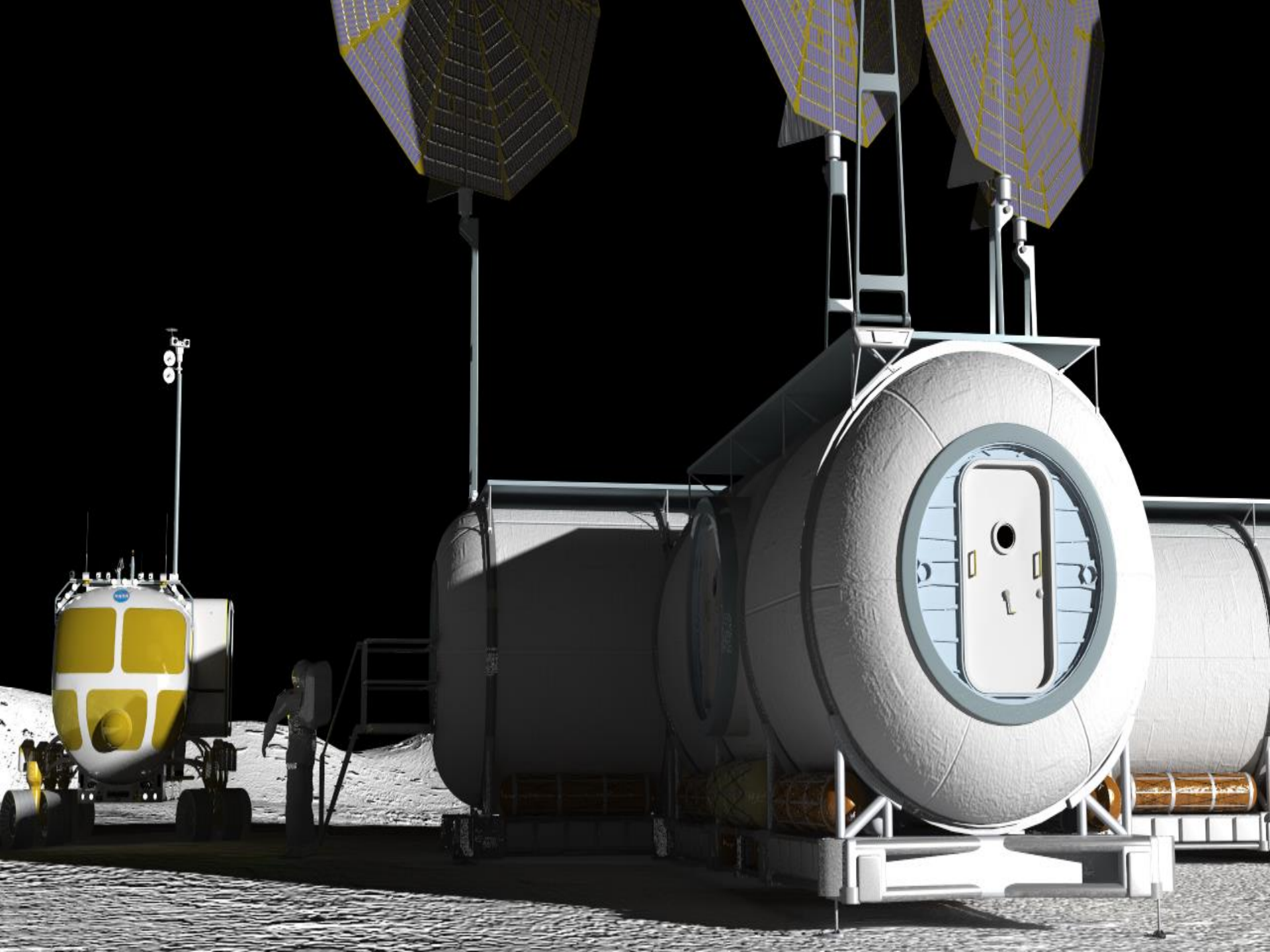
DESIGNED  
**2007/09**

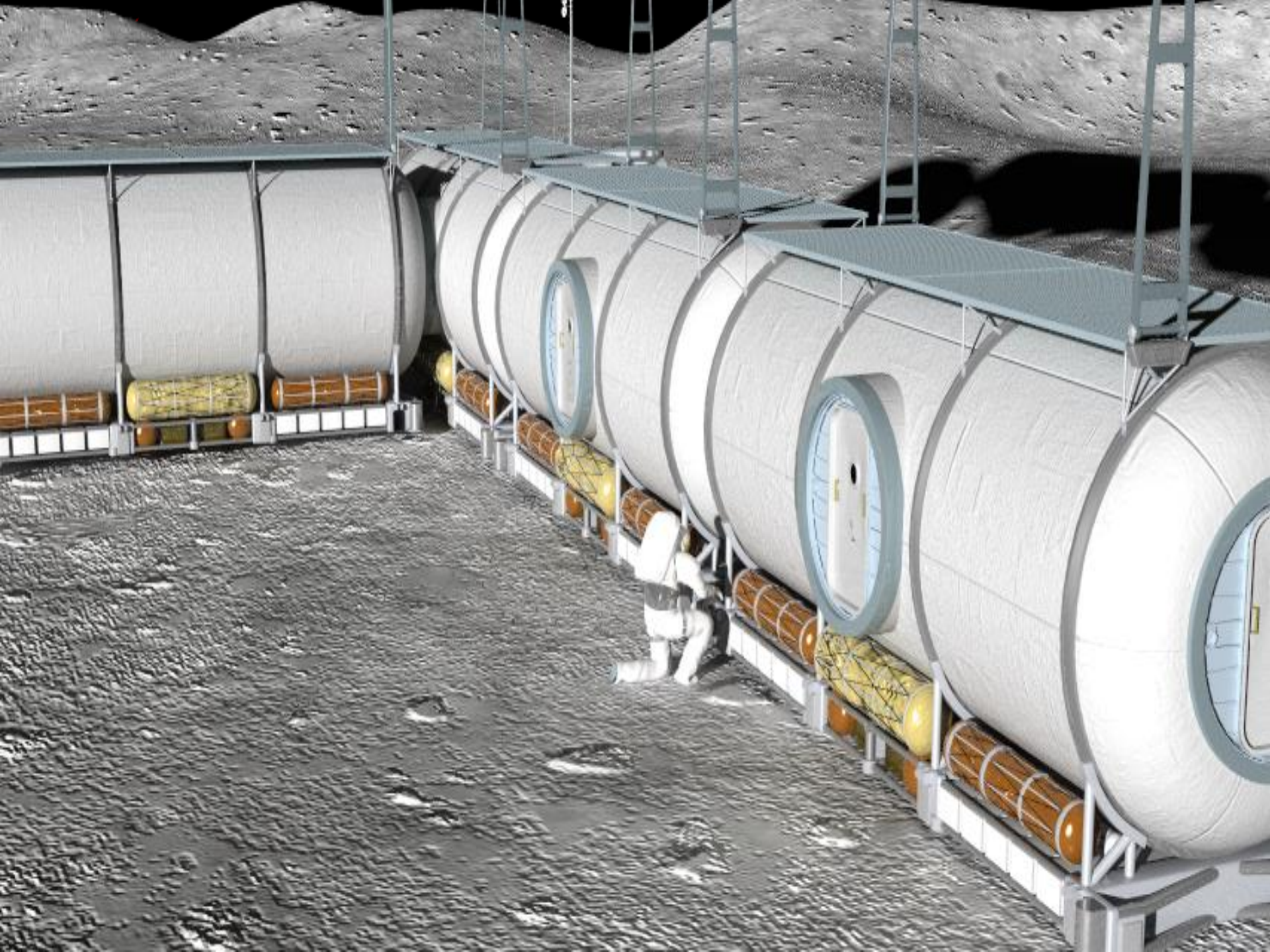




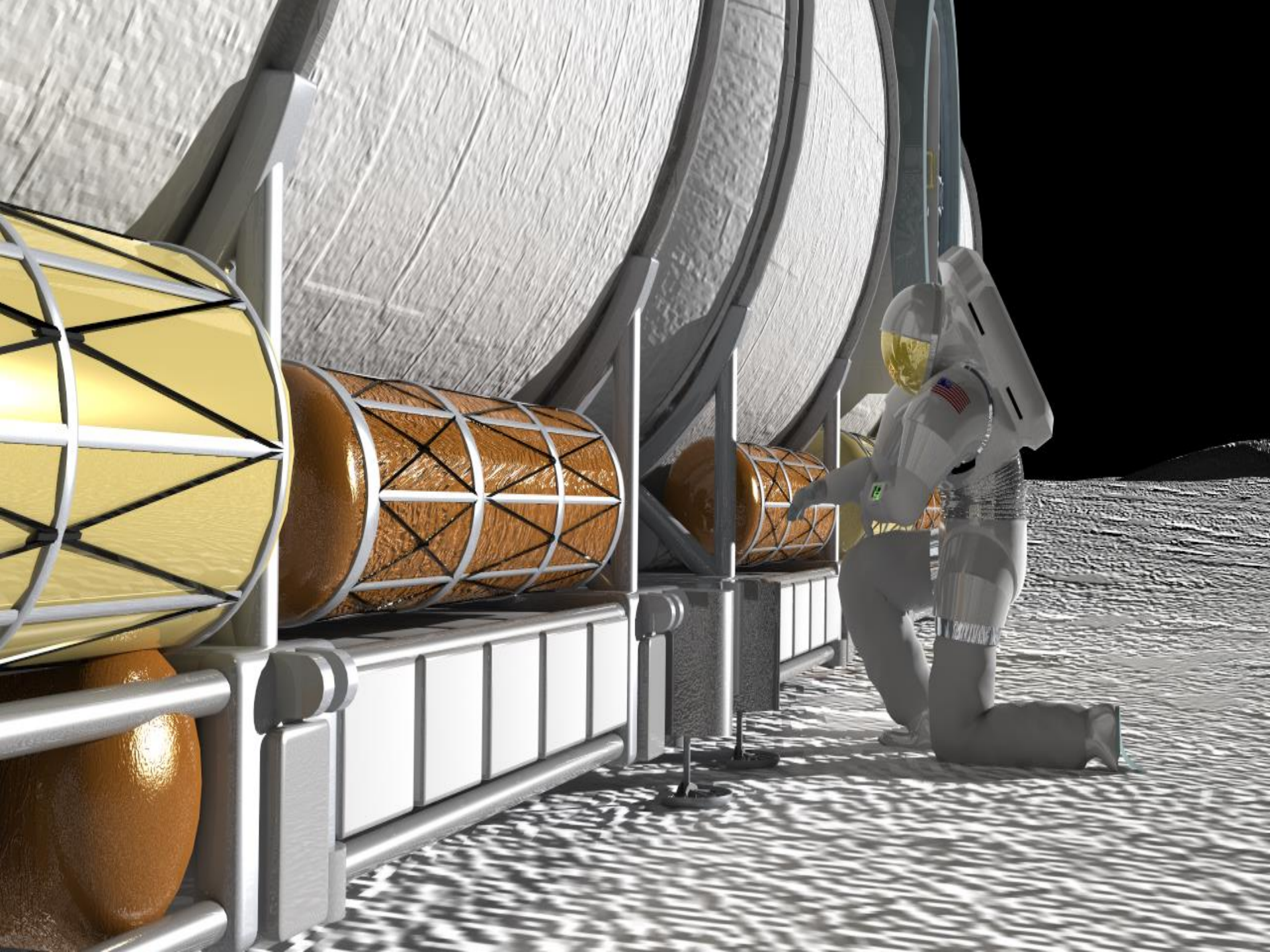


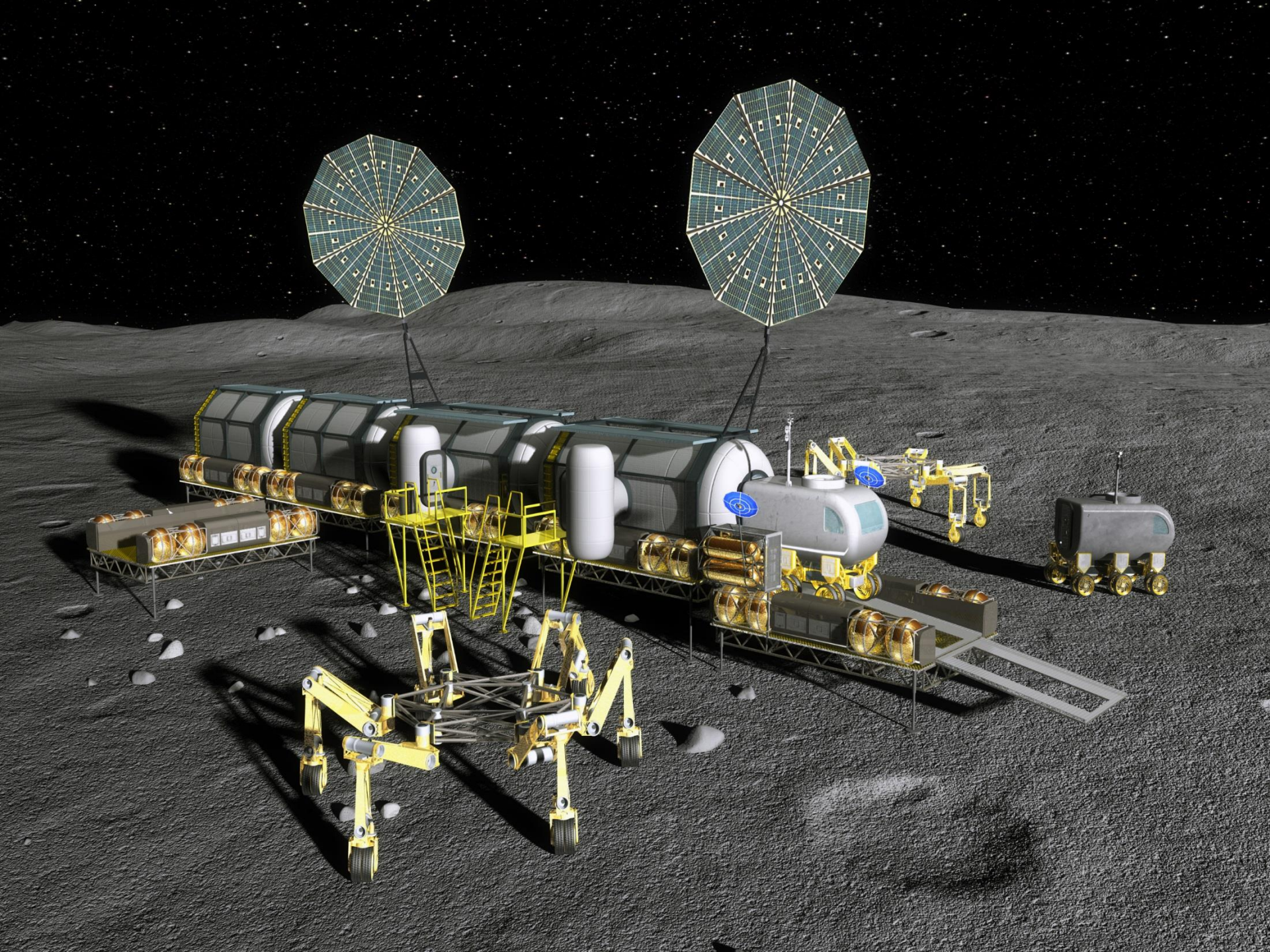




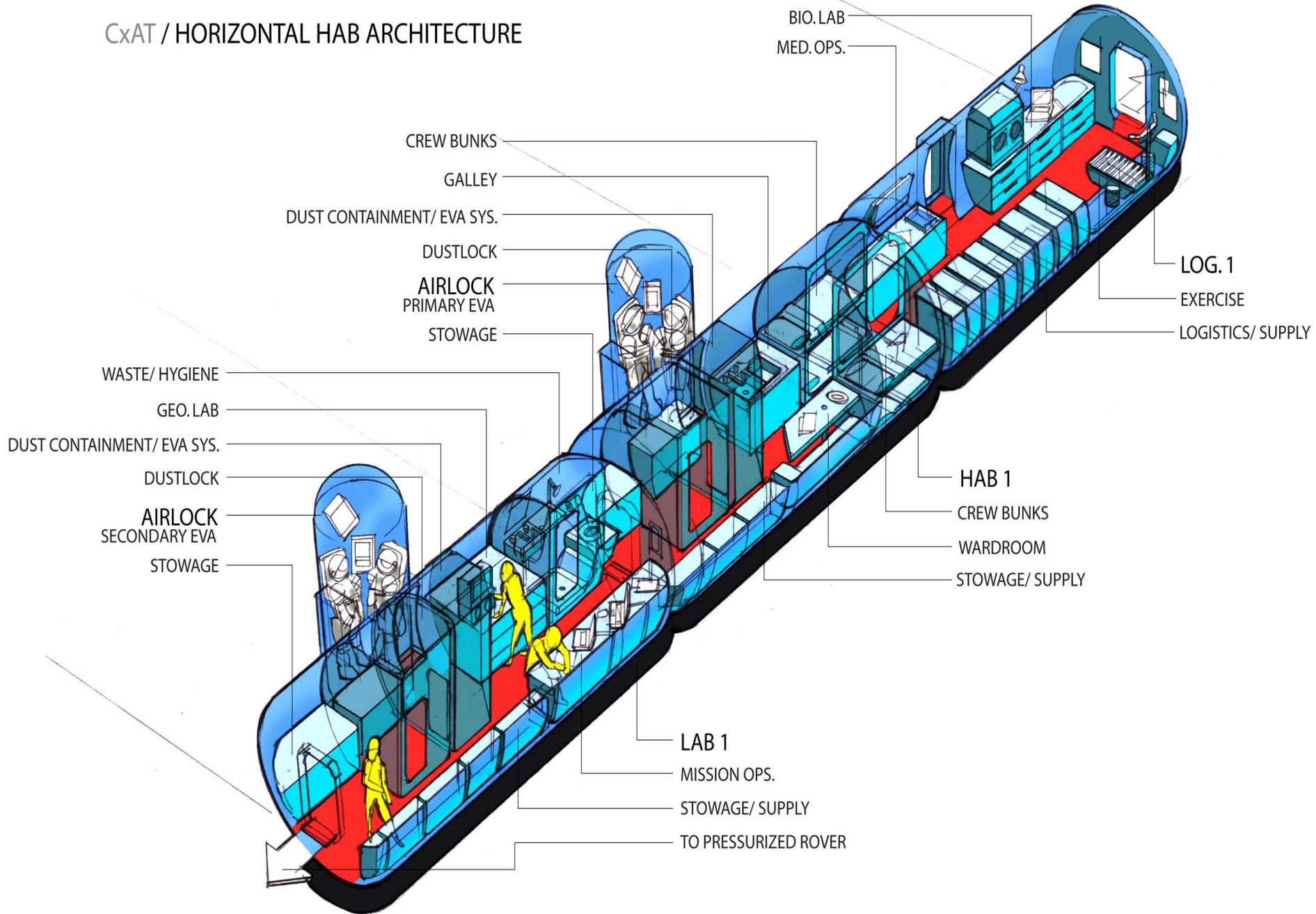


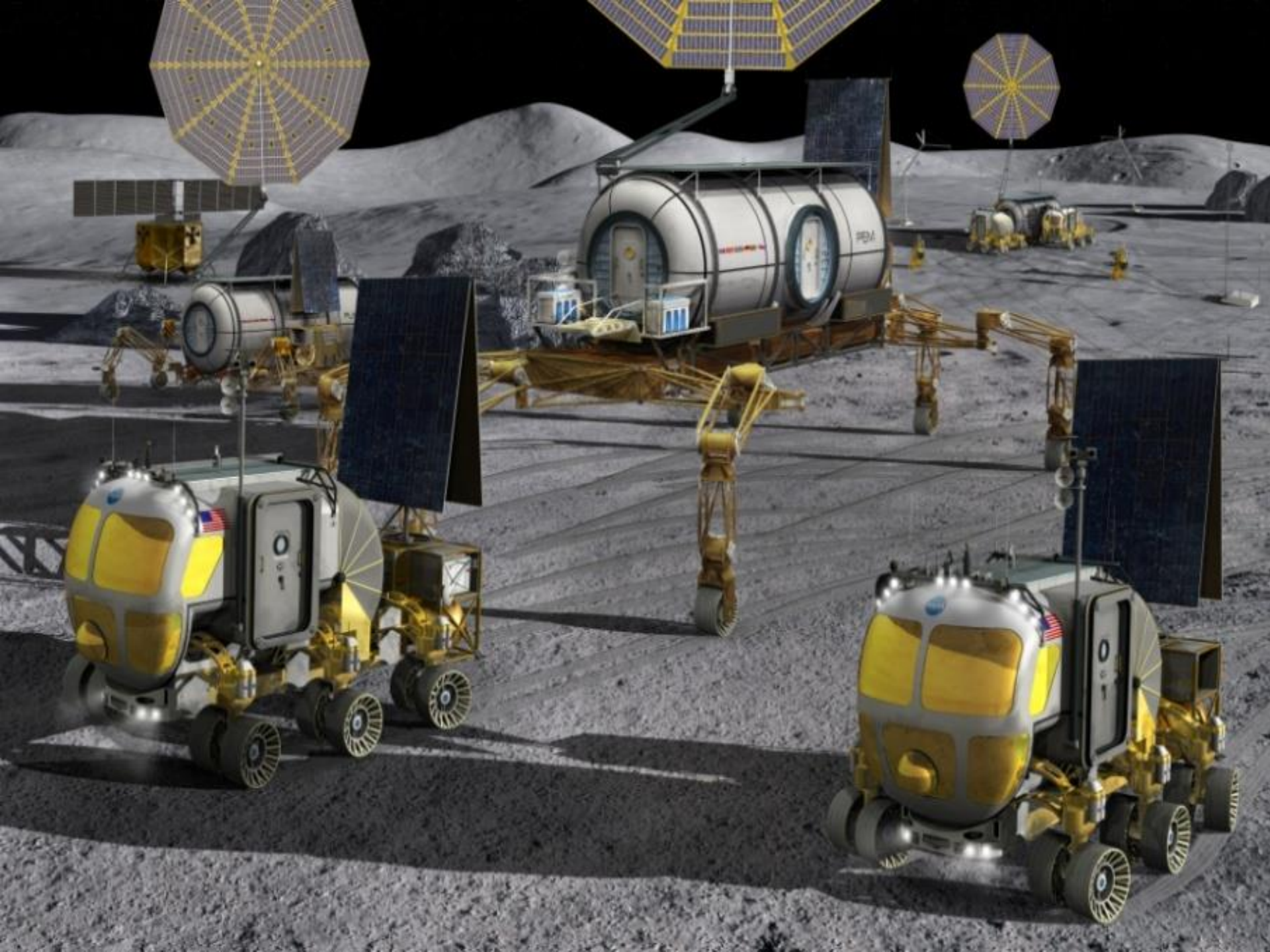


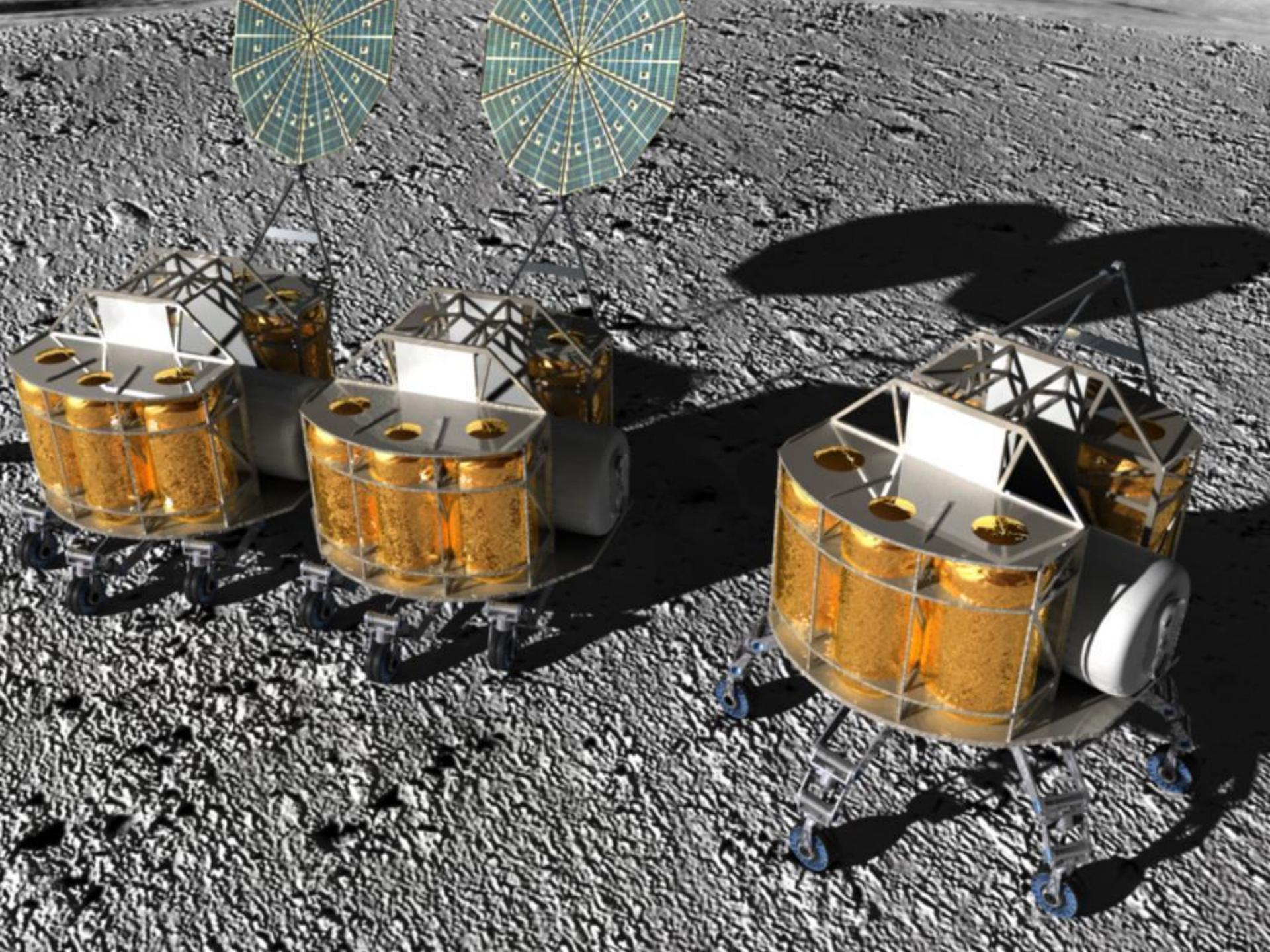




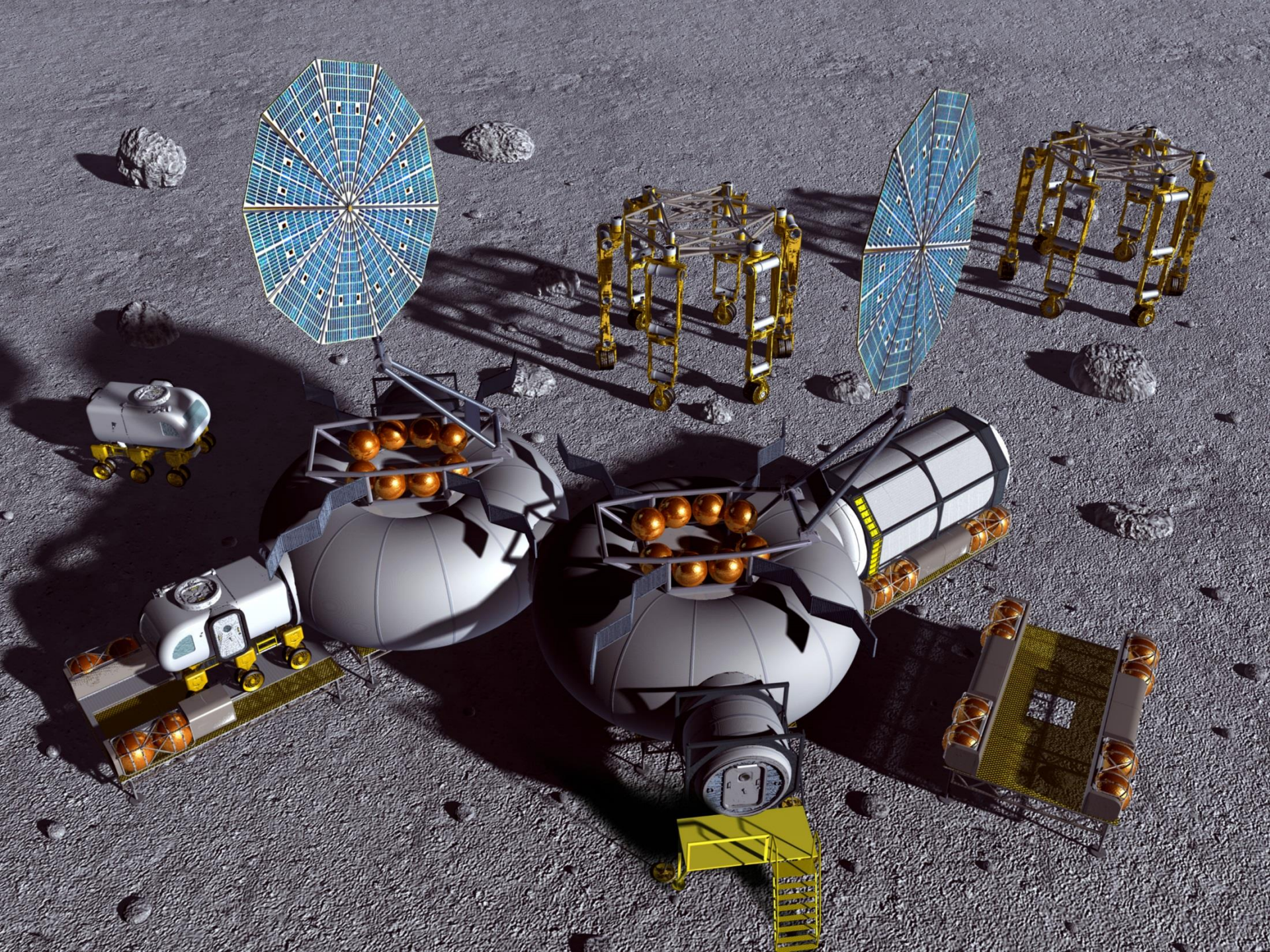
# CxAT / HORIZONTAL HAB ARCHITECTURE

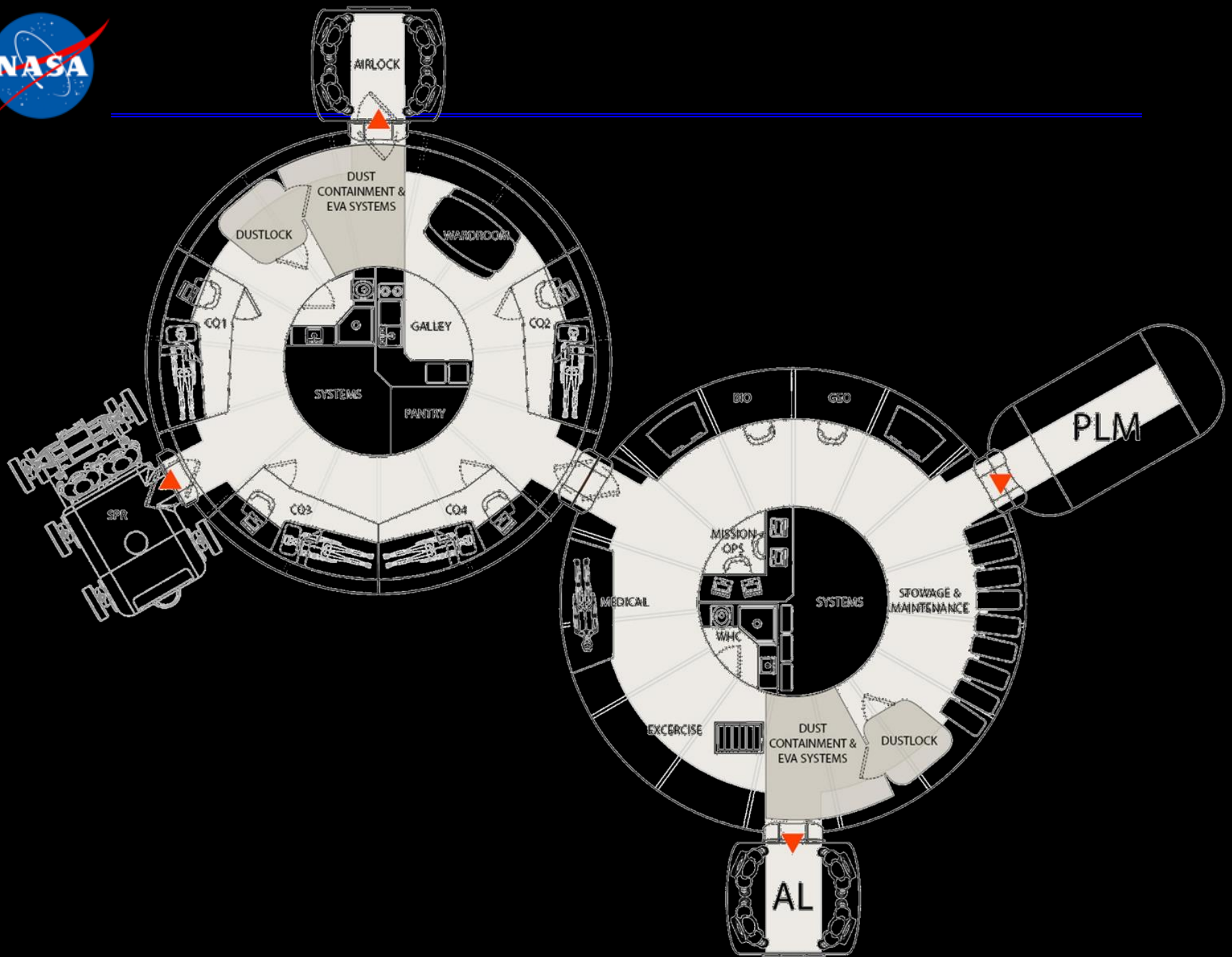




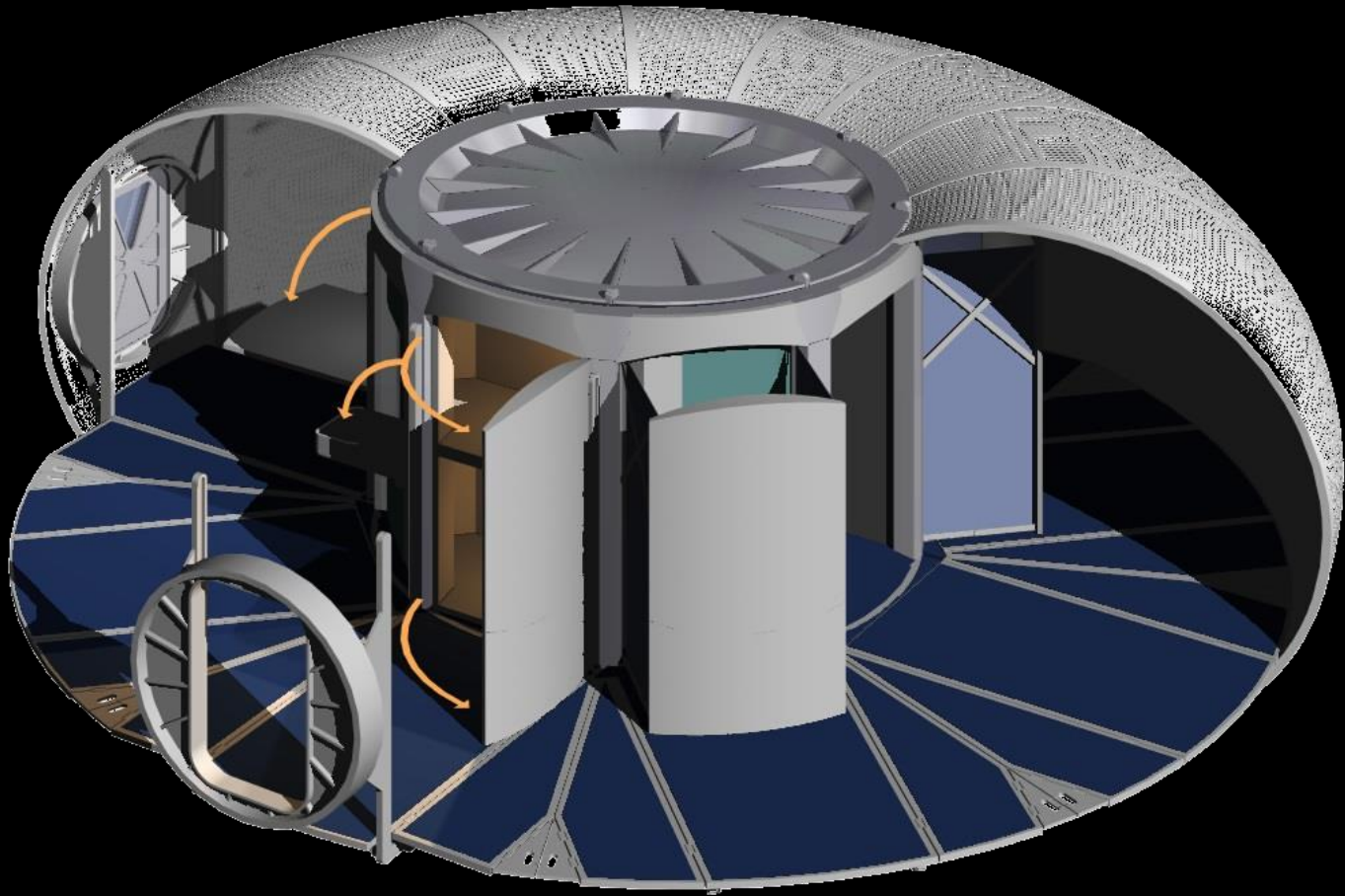
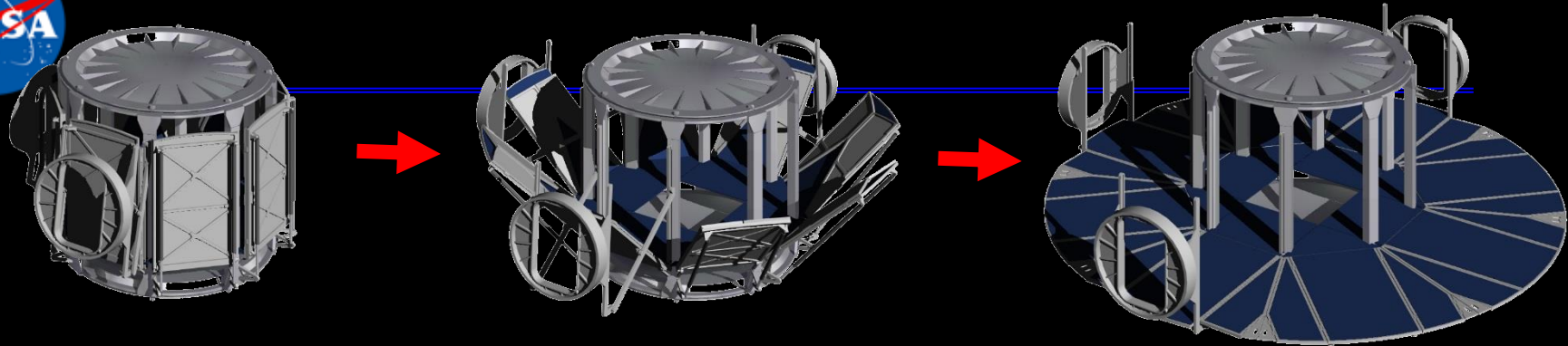


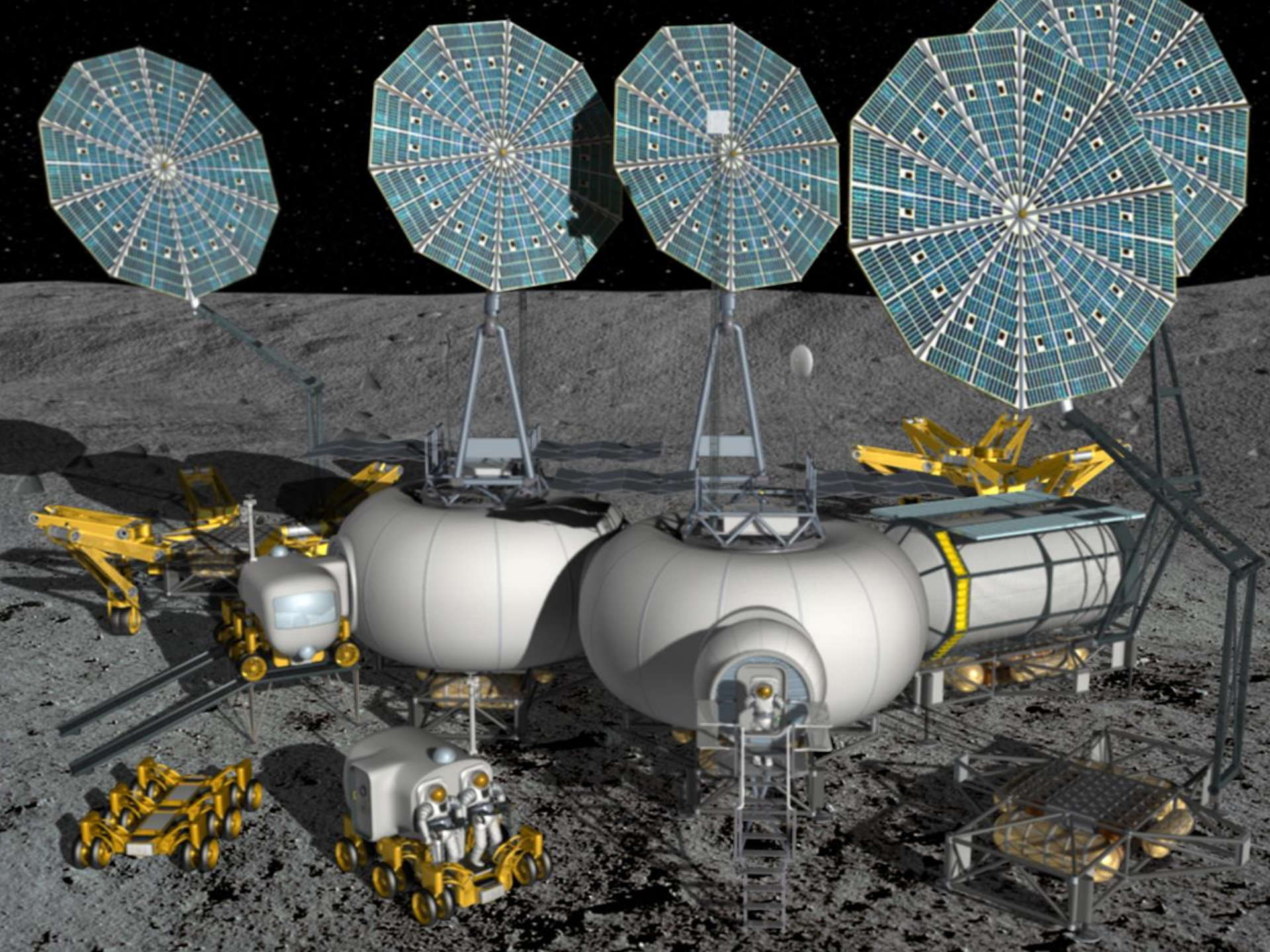












Providing the knowledge, the hardware, and the materials to support human life beyond our world



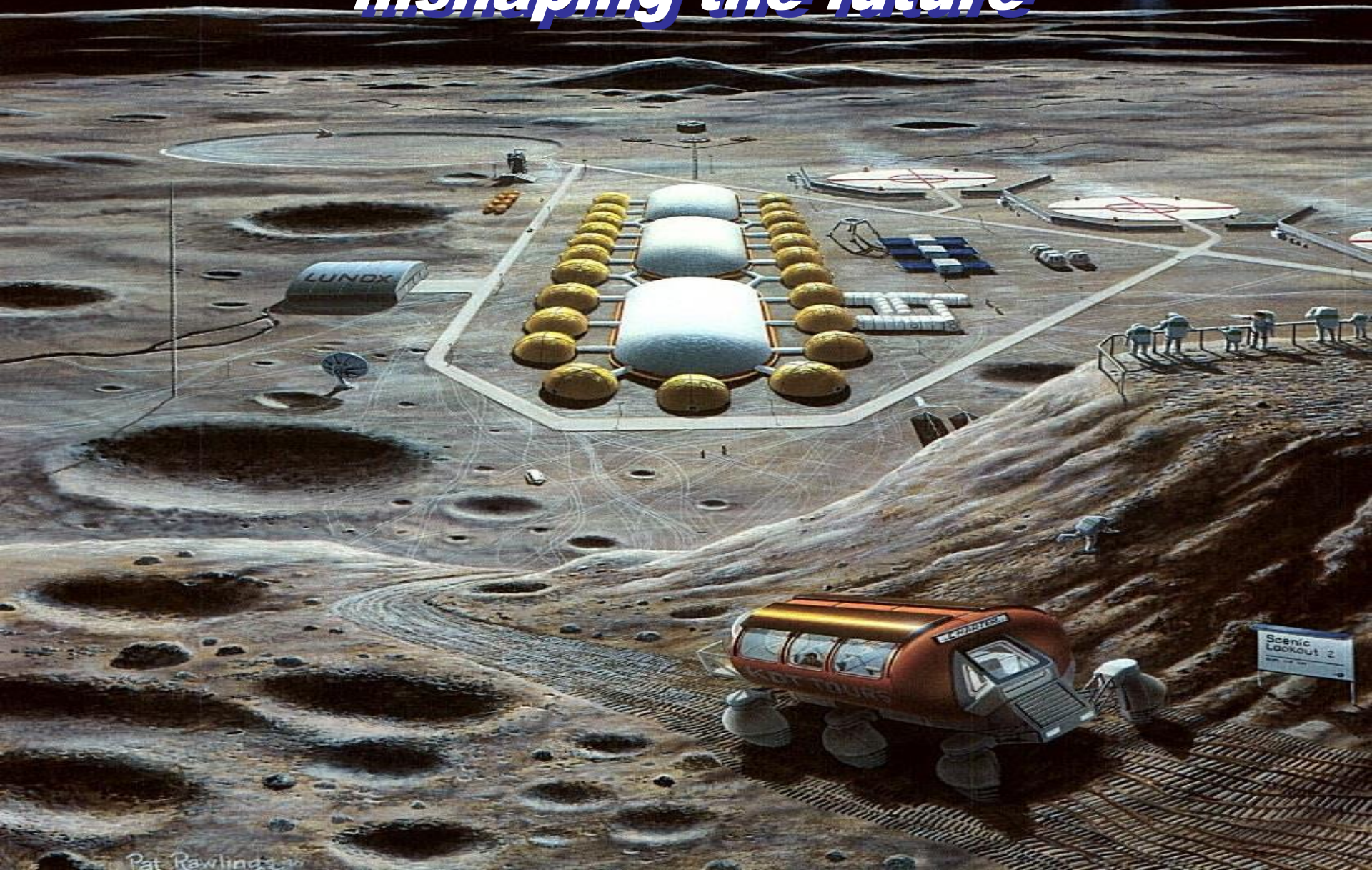
# DRIVE – DESIRE – DETERMINATION



# Moon, Mars, Beyond...



# ***Space Architecture ...shaping the future***



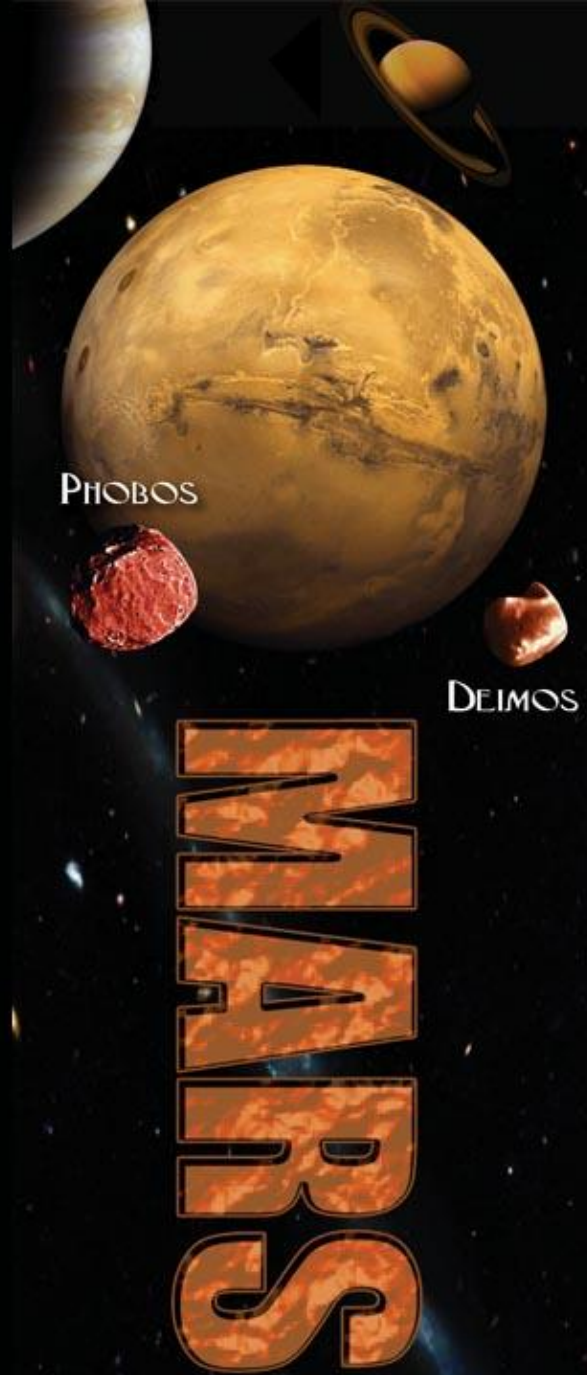
A surreal landscape featuring a large, glowing blue sphere in the sky, resembling a planet or moon. The foreground is a rocky, brownish terrain with several small, rounded hills and a winding path. The background is a dark, starry sky with a faint, glowing band of light, possibly a nebula or galaxy. The overall scene is dreamlike and inspiring.

***Be inspired...***

***...inspire others***







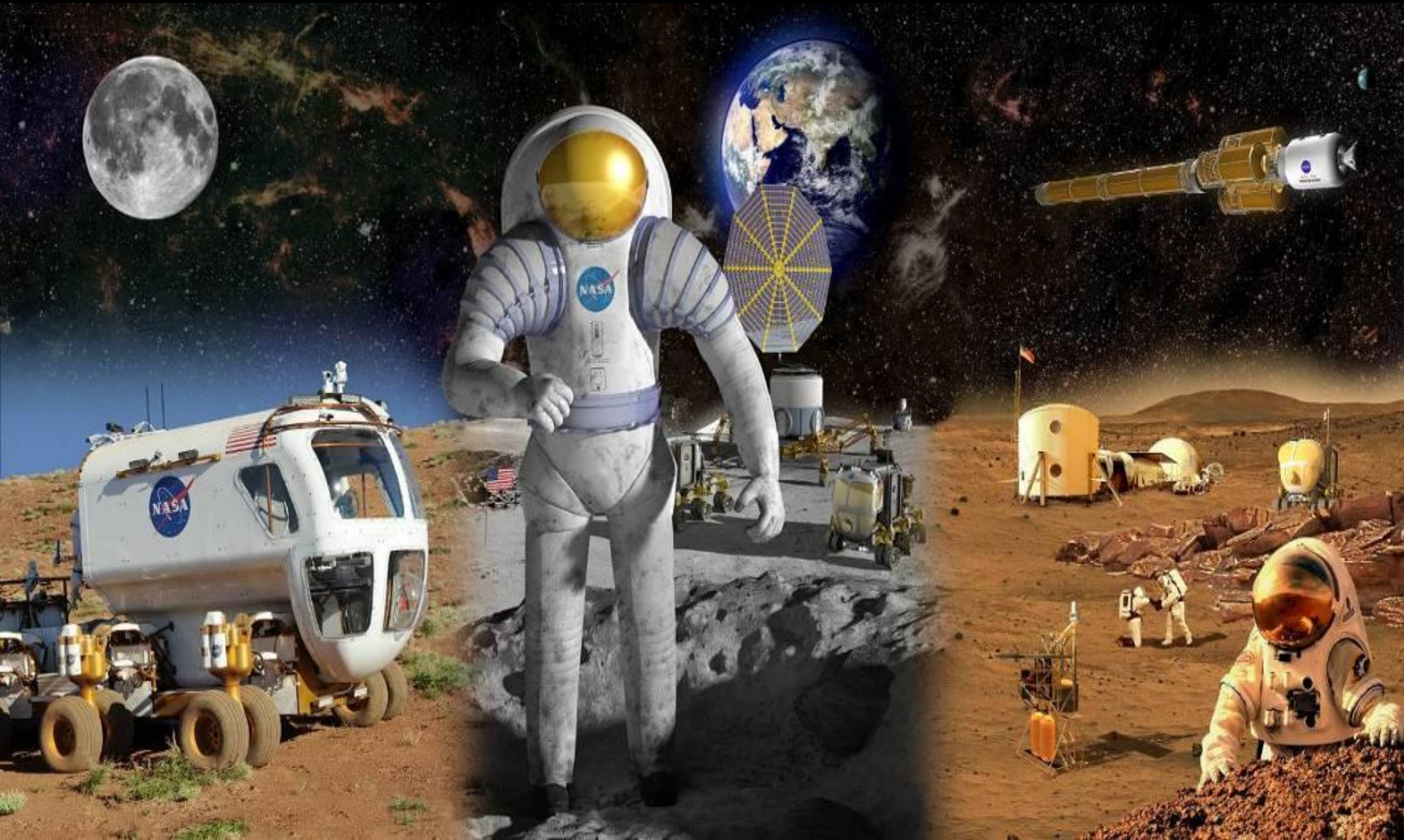


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# BACKUP



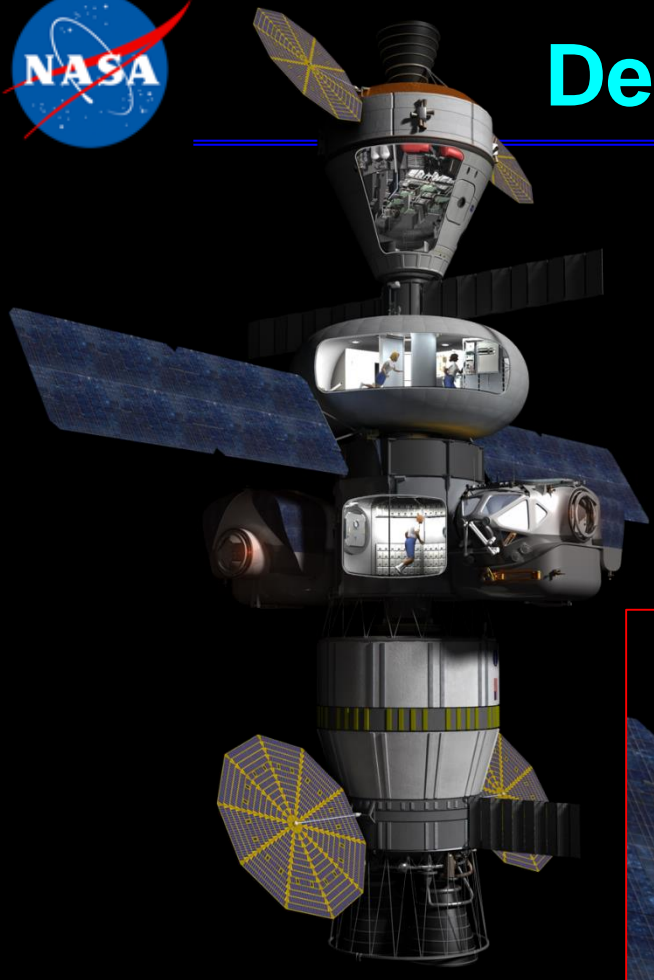
# Earth Analog Testing





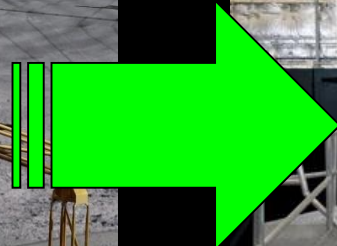
# Deep Space Habitat

DESIGNED  
**2010**





# RAPID PROTOTYPING



*Habitat Demonstration Unit*



STARTED  
**2009**



# Habitat Demonstration Unit

## Rapid Prototyping







# Habitat Demonstration Unit

## 2010 Fit Check w/ Rover





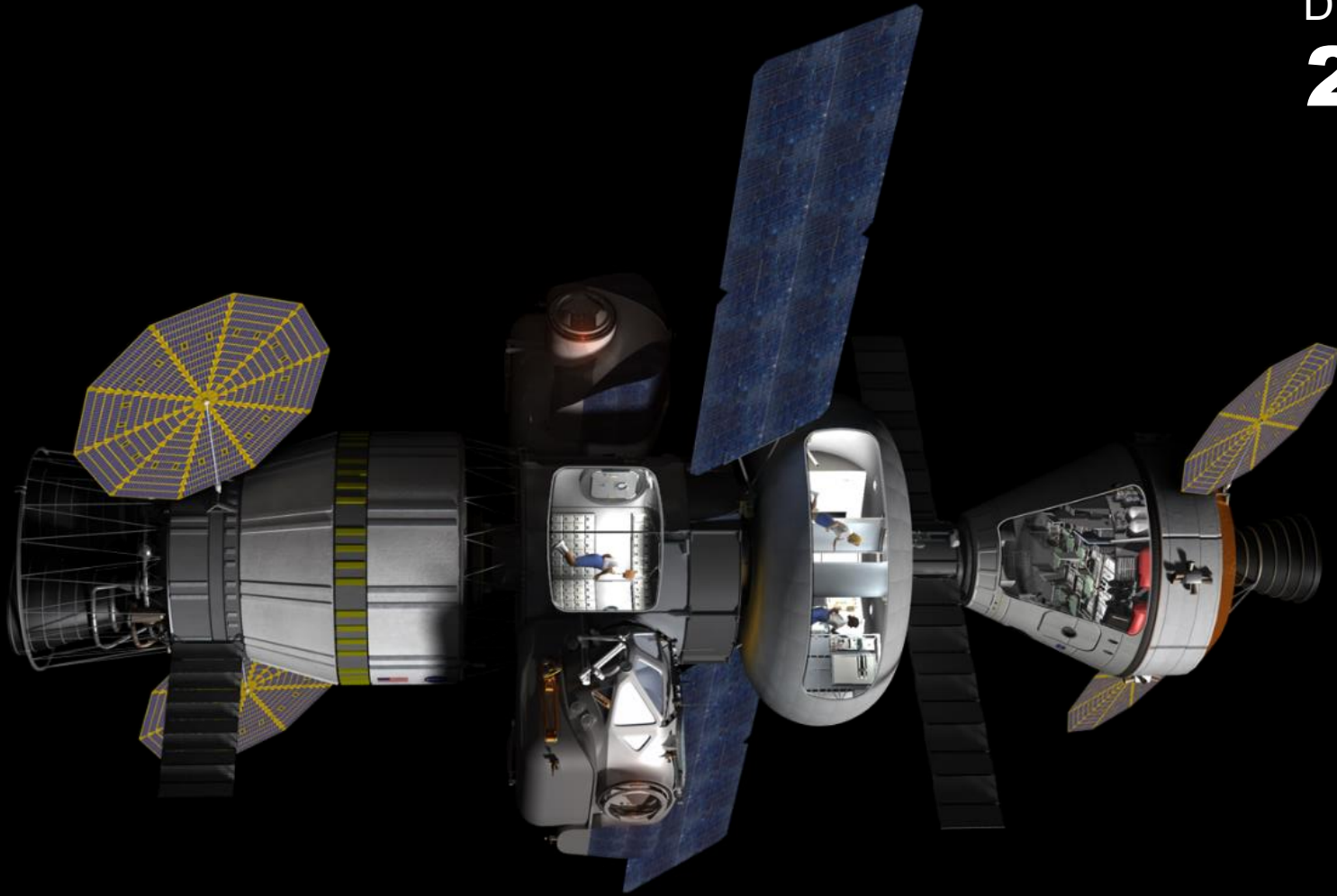




# Deep Space Habitat

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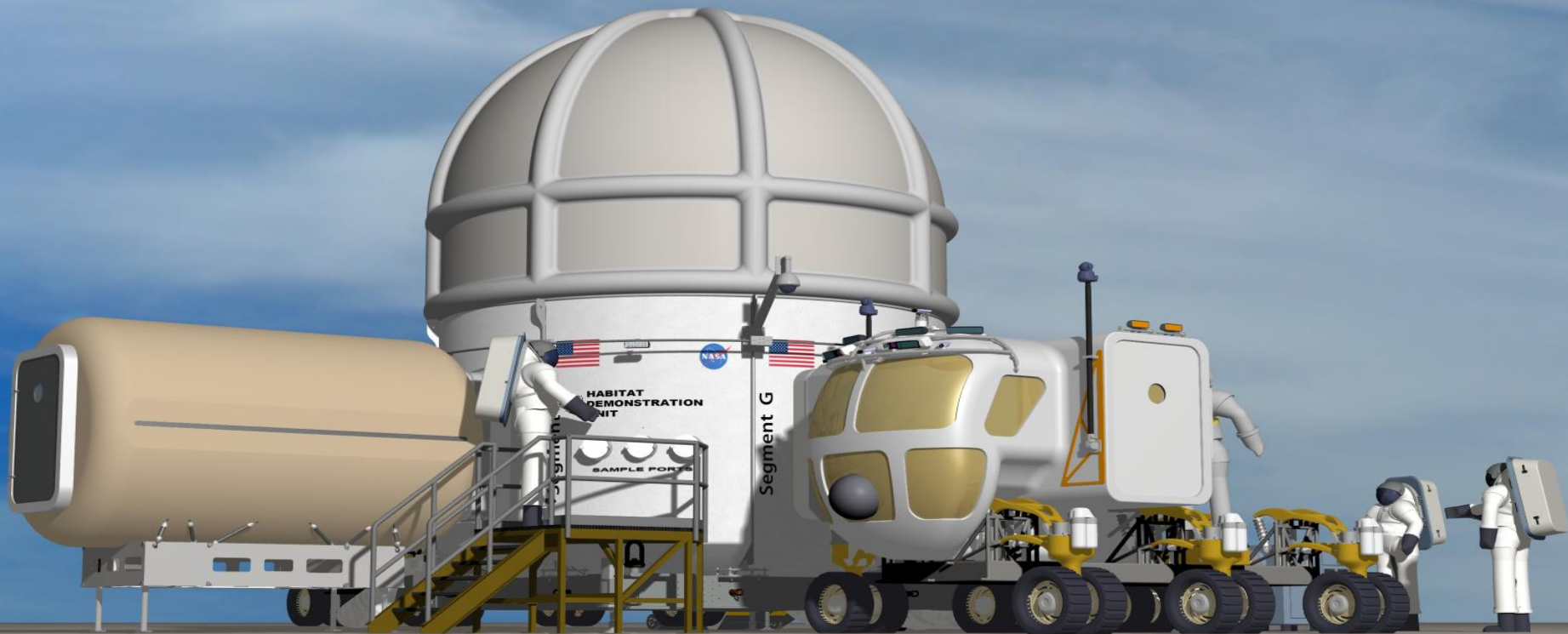
DESIGNED  
**2010**





# Deep Space Habitat Inflatable Loft added

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# Exploration Habitat Academic Innovation Challenge

Started  
**2010**



**ACADEMIC INNOVATION  
CHALLENGE**



DEEP  
SPACE  
HABITAT



HYGIENE MODULE



Segment B  
DSH

Segment A







**HABITAT  
DEMONSTRATION  
UNIT**

**segment H**



**segment H**

**segment H**



