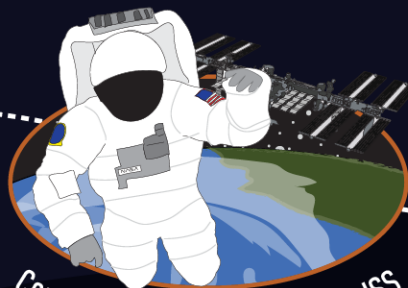


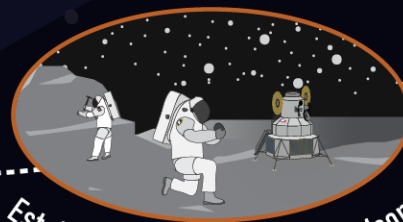


EVA Operational Testing Status

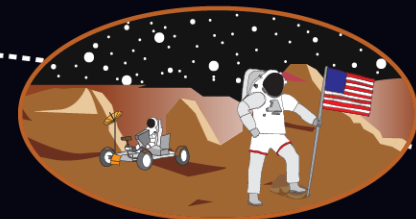
Kelsey Young and Daren Welsh
on behalf of the xEVA Operations Testing Team
Exploration EVA Technology Workshop
October 14, 2021



Continue EVA Advancement on ISS

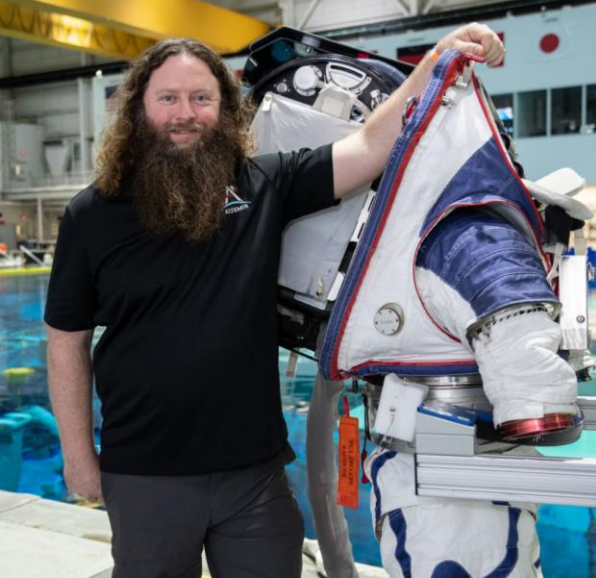
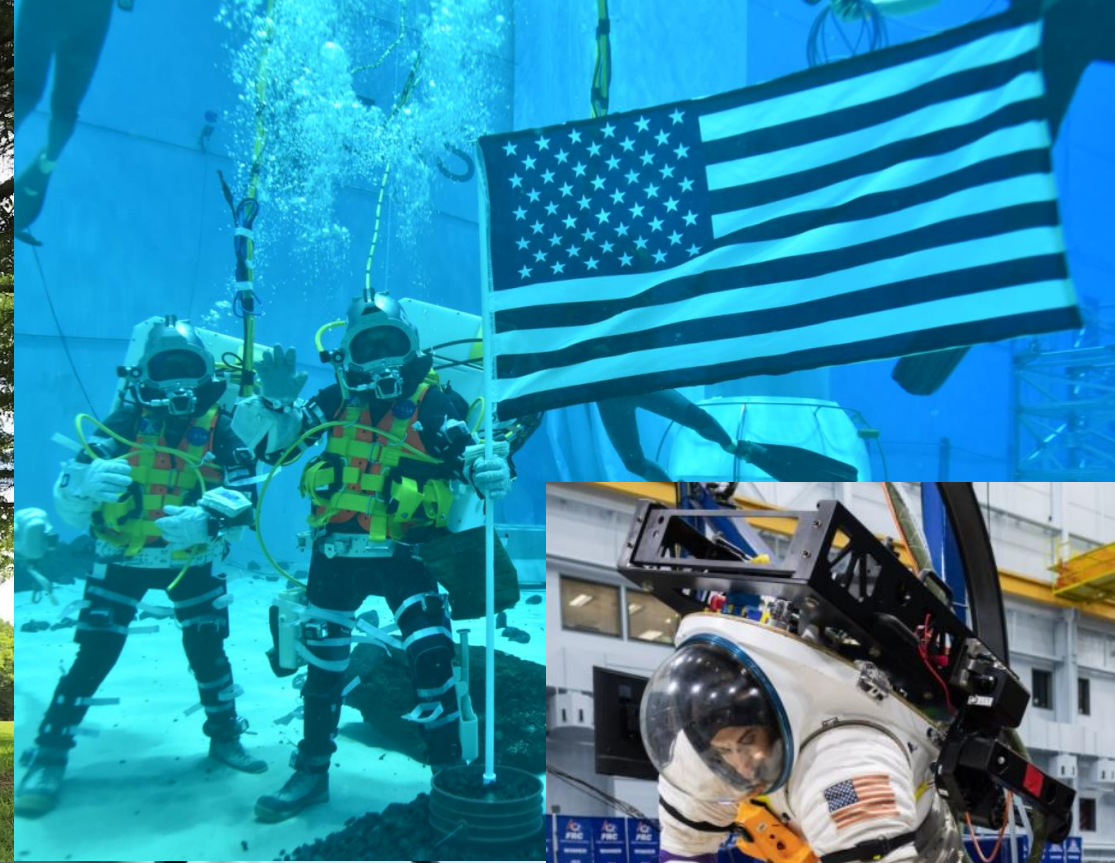


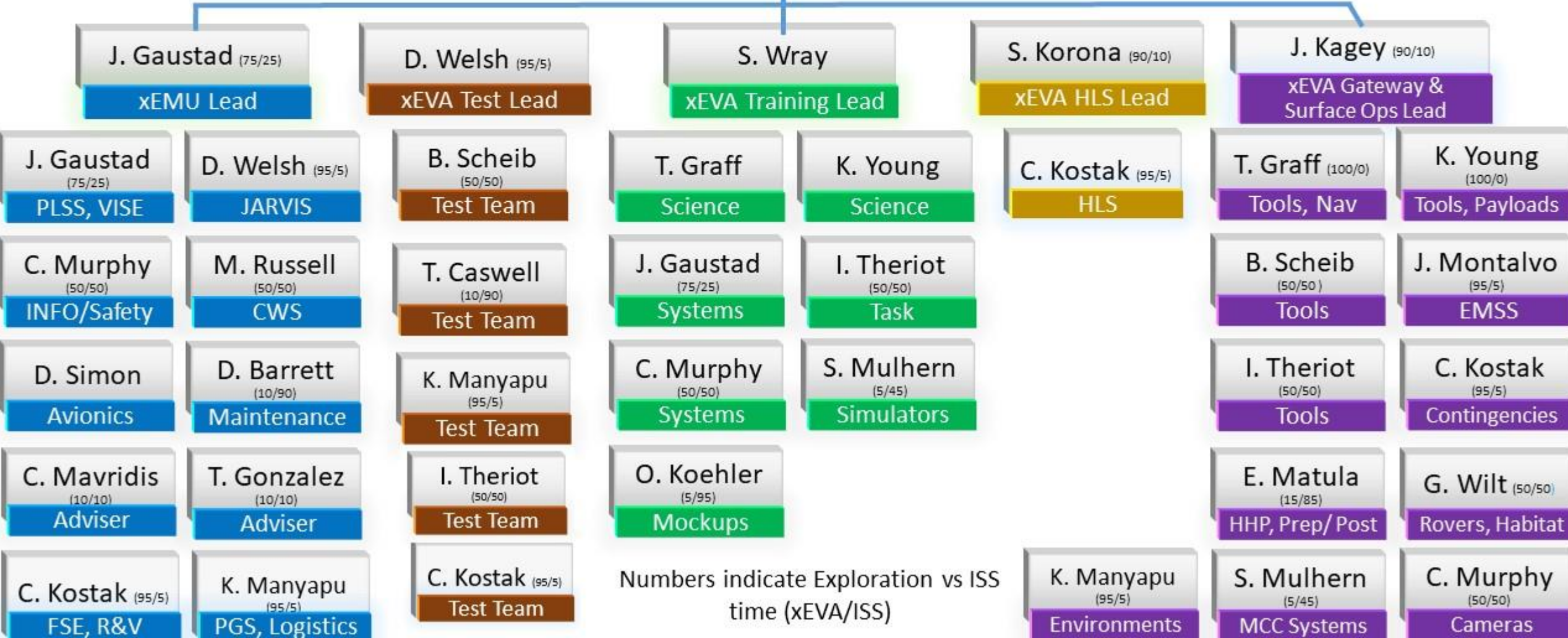
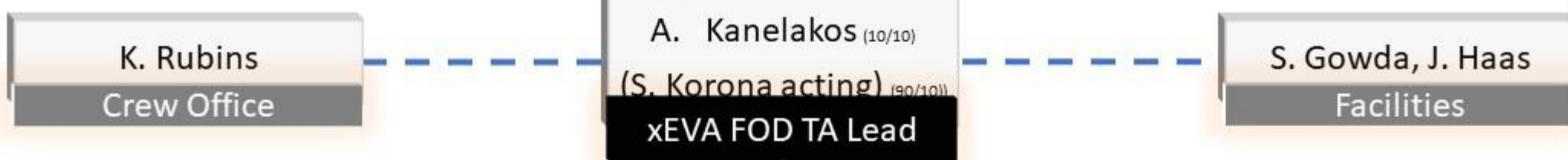
Establish EVA Presence on the Moon



Exploration EVA on Mars

xEVA Ops Testing in Action





The EVA Operations Team



Integrating
the xEVA System
with Artemis
science objectives

Roles

- Crew
- Instructors
- Flight Controllers
- Planners

Perspectives

- Human operations
 - How does this all integrate for the crew and ground team?
- Hardware design feedback
 - Suits
 - Vehicles
 - Tools and payloads
- Training
 - Facilities, lesson plans, training flows
- Mission planning and execution



JSC Rock Yard

- Low overhead
- Quick iteration
- Tools, lighting, sampling con ops



JSC Rock Yard – Lessons Learned



From this ...

Objectives

- End-to-end sampling protocol and success criteria
- Lunar lighting implications
- EVA tool and logistics development including supplemental lighting
- Real-time comm and imagery requirements definition
- Roles and responsibilities across the xEVA System (EV, IV, ESO, etc.)
- Procedures and cuff checklist development
- Development of rock yard as training facility

Major Take-aways

- Rock yard is valuable to efficiently advance tool design and ops con work in between larger test events
- We have established a baseline tool configuration on the suit
- Initial feedback on ops techniques and supplemental lighting necessary to effectively work in Lunar lighting environment
- Procedures and task tracking products continue to evolve

... we inform this, and iterate

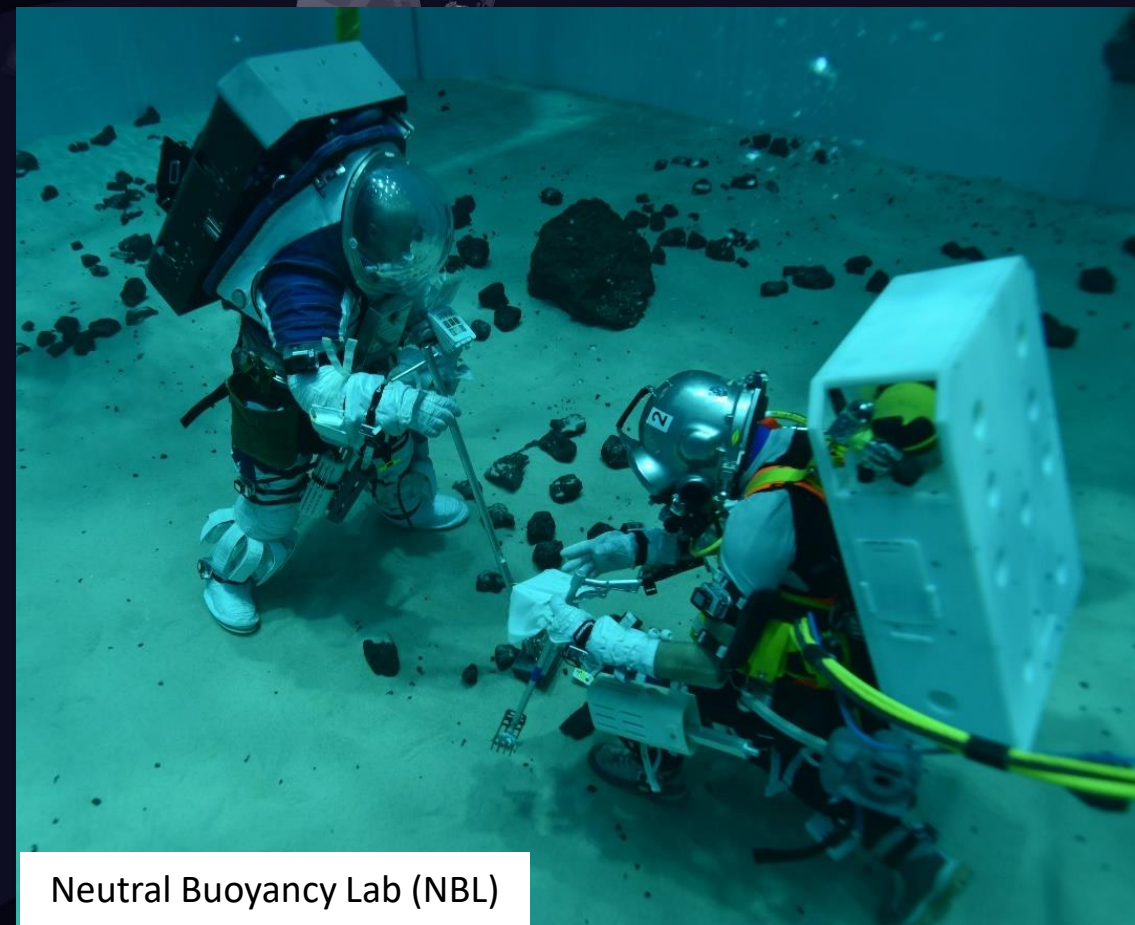


NBL and ARGOS

- Lunar gravity offload
- NBL offloads multiple things and has larger test space
- ARGOS is a dry environment



Active Response Gravity Offload System (ARGOS)



Neutral Buoyancy Lab (NBL)



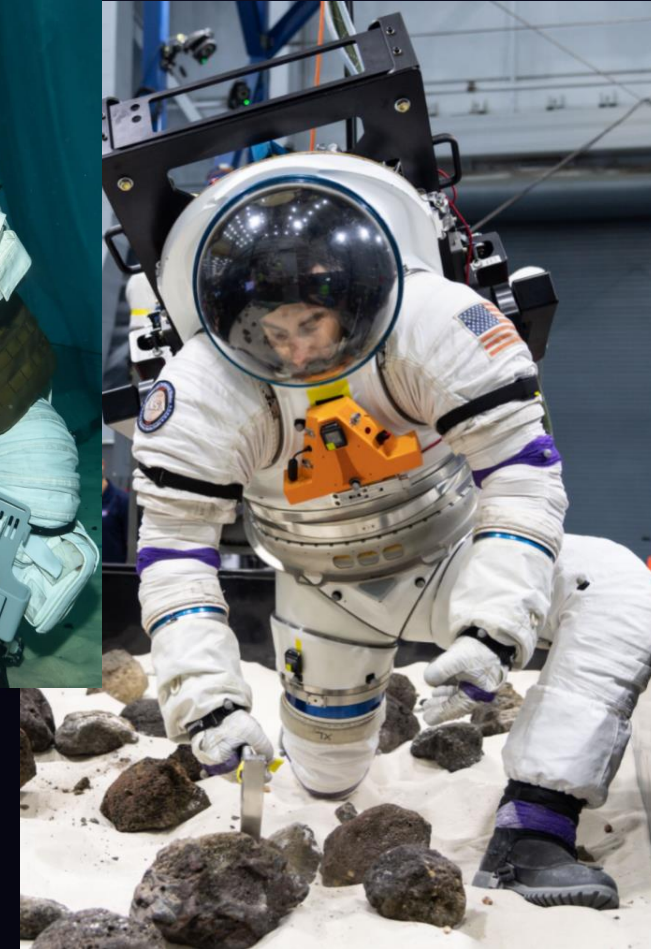
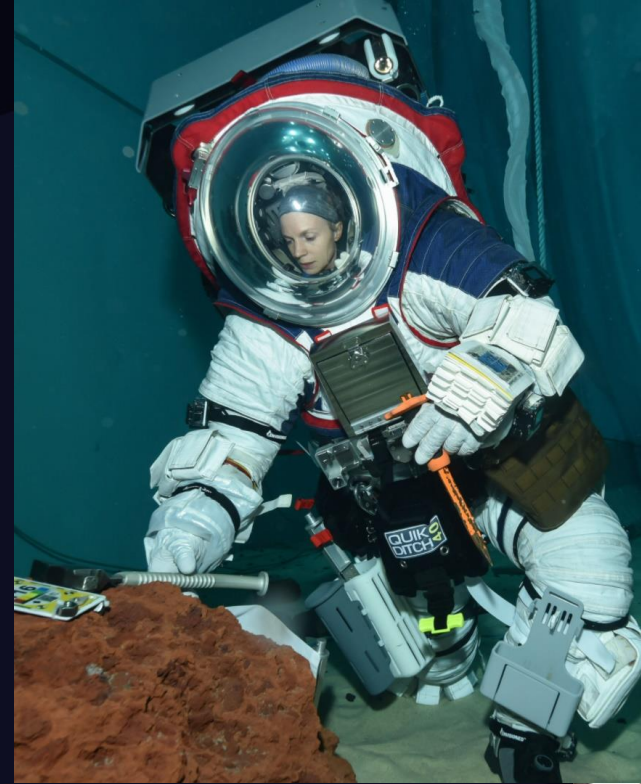
NBL and ARGOS

Objectives

- The same ops from the rock yard, but with pressurized suits and gravity offload
- Check any assumptions made in rock yard ops against suited mobility
- Development as training facilities

Major Take-aways

- Con Ops and hardware designs are demonstrated in pressurized suited ops with gravity offload
- Feedback on the ops and tool designs help refine that development
- There is forward work underway to incorporate more Lunar terrain including slopes
- Validation of CG and weigh-out is improving



Continue EVA Advancement on ISS



Establish EVA Presence on the Moon



Exploration EVA on Mars

Flight Control Sim Using VR



Continue EVA Advancement on ISS

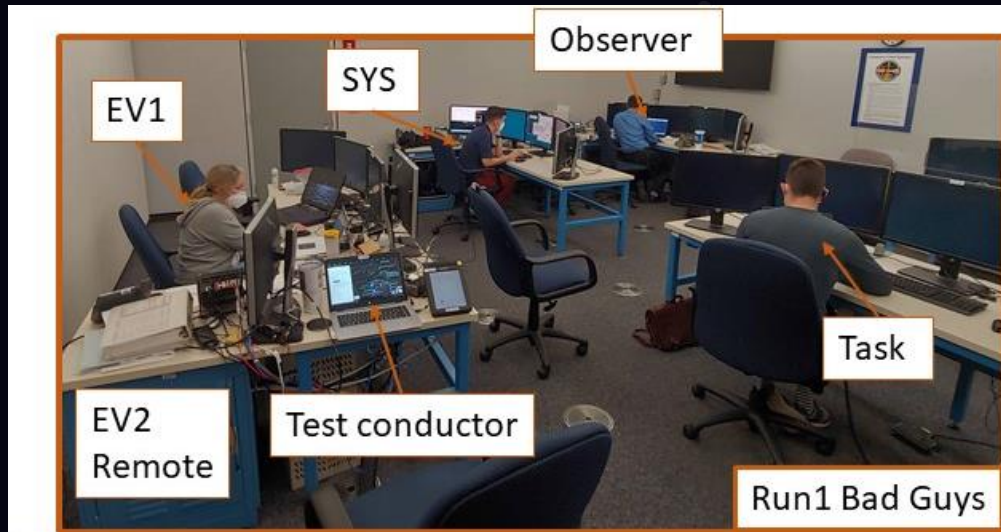


Establish EVA Presence on the Moon



Exploration EVA on Mars

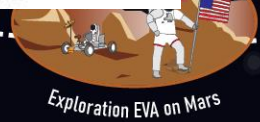
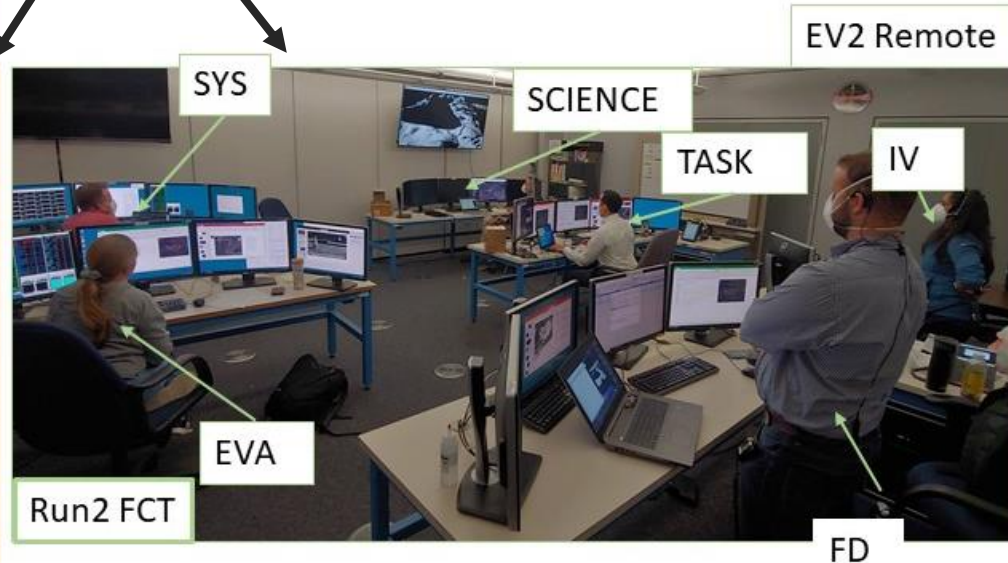
Flight Control Sim Using VR



- Different rooms used based on roles

EV crew and test team

Flight controllers



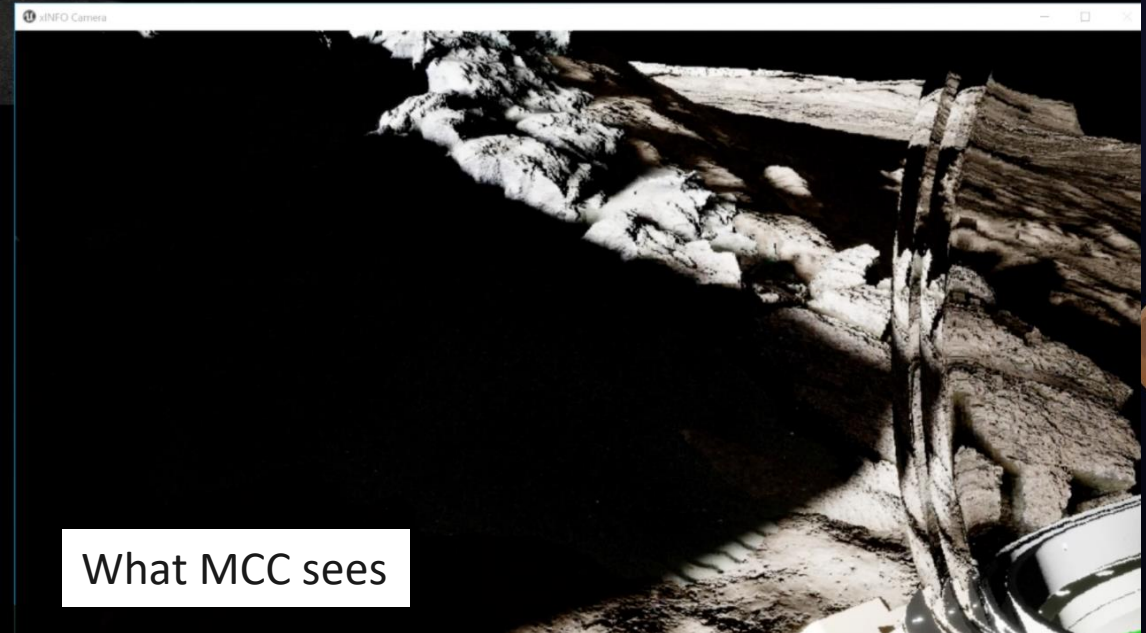
Flight Control Sim Using VR



What EV1 sees



Real world source for VR



What MCC sees



Continue EVA Advancement on ISS



Establish EVA Presence on the Moon



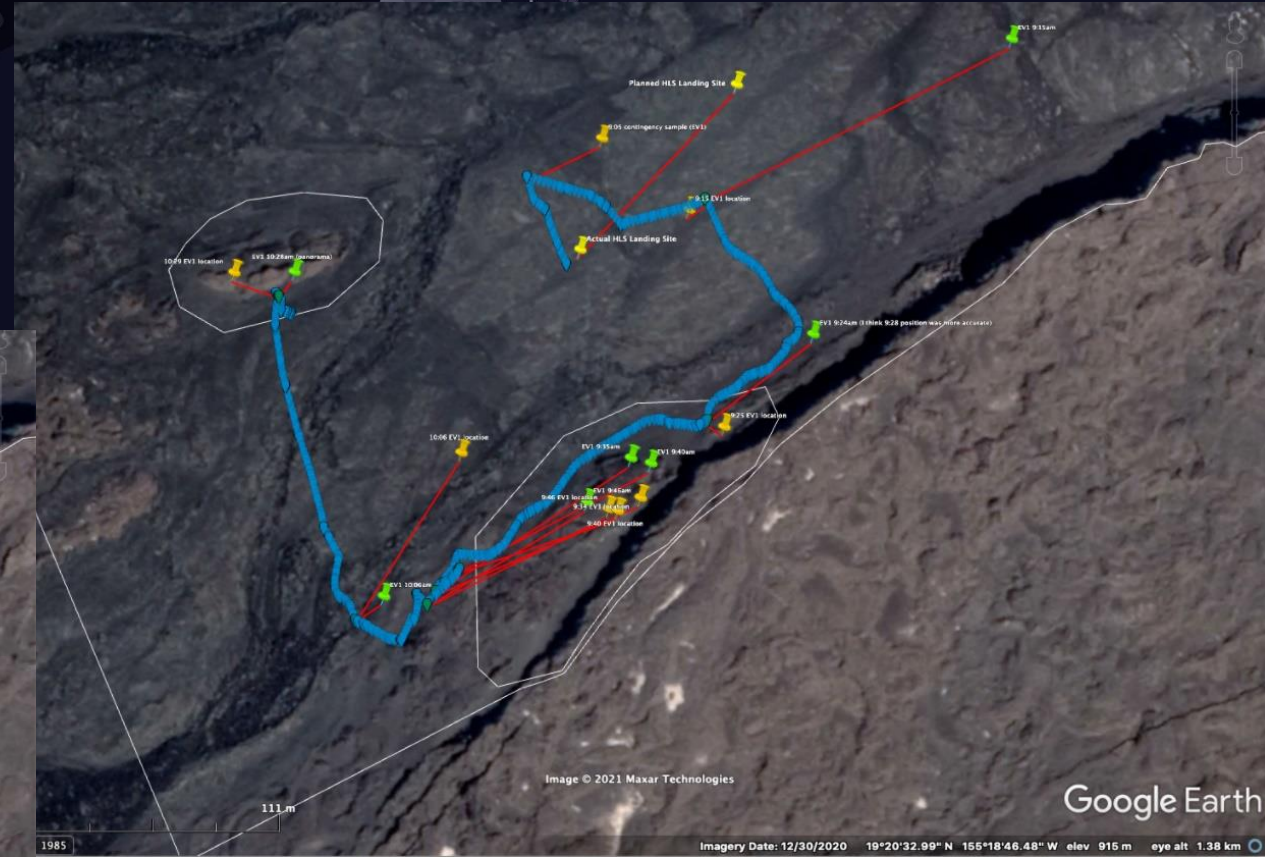
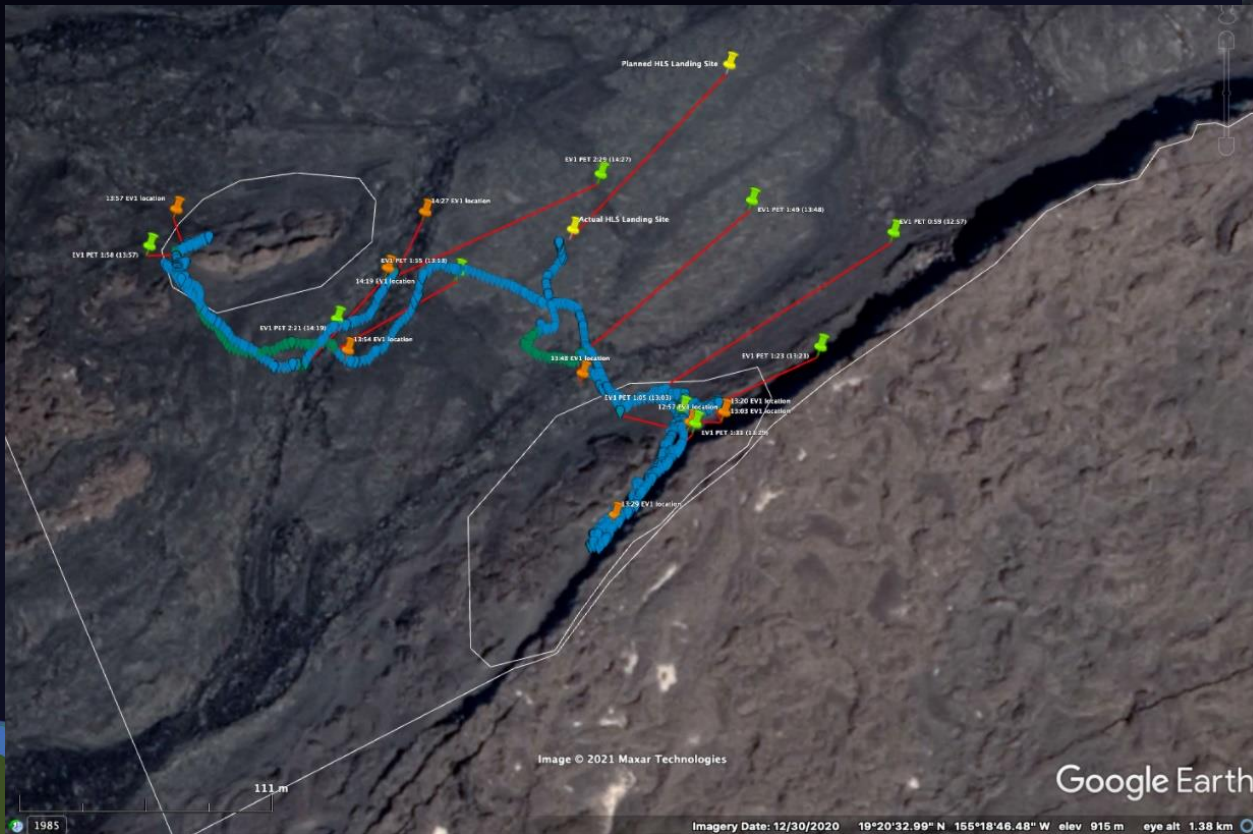
Exploration EVA on Mars

Flight Control Sim Using VR



1 of 2 environments where we can evaluate ops teamwork & navigation at Artemis scale with relevant science context

- Blue dots = actual EV1 location
- Green dots = where MCC thinks EV1 is located
- Orange dots = where EV1 thinks they are located



What Objectives Are the Ops Team Focused On?



- How do EVA ops change as the focus shifts from engineering tasks to scientific exploration?
- How do the EVA roles & responsibilities evolve?
- What changes are necessary to work in polar Lunar lighting?
- How do we ensure we know EV crew location and path to a safe haven at all times?
- How do we ensure the crew have the tools and information they need to succeed?
- How do MCC tools and products need to evolve to support exploration EVA?
- What is the most effective use of these facilities to train crew?
- What feedback can we provide to EVA hardware design?

