



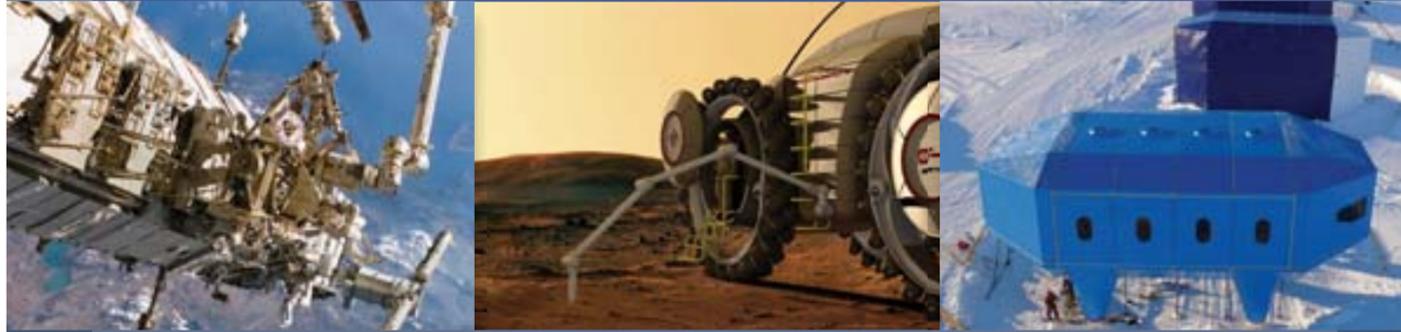
OUT OF THIS WORLD

THE NEW FIELD OF SPACE ARCHITECTURE

OUT OF THIS WORLD: THE NEW FIELD OF SPACE ARCHITECTURE
HOWE AND SHERWOOD, EDITORS

"Space architecture is an emerging field that has not yet coalesced into a fully coherent discipline. This book has several virtues important to speeding up the process. First, it provides historical perspective, both in traditional architecture and in historical space systems, to facilitate bridging the gap between the present and the new. Second, it has great breadth and diversity of ideas, concepts, and points of view, vital at the present stage of development of the field. Finally, it has lots of good visuals, essential because architecture is defined by how its products look as well as how they work."

Gordon Woodcock, space systems engineer



ABOUT THE BOOK

This collaborative book compiles thirty chapters on the theory and practice of designing and building inhabited environments in outer space. True to the highly visual nature of architecture, the book is rich in diagrams, design drawings, digital renderings, and photographs of models and of executed and operational designs.

Written by the global network of practicing space architects, the book introduces a wealth of ideas and images explaining how humans live in space now, and how they may do so in the near and distant future. It describes the governing constraints of the hostile space environment, outlines key issues involved in designing orbital and planet-surface architecture, surveys the most advanced space architecture of today, and proposes far-ranging designs for an inspiring future. It also addresses earth-based space architecture: space analogue and mission support facilities, and terrestrial uses of space technology.

In addition to surveying the range of space architecture design, from sleeping quarters to live-in rovers to Moon bases and space cities, the book provides a valuable archival reference for professionals. Space enthusiasts, architects, aerospace engineers, and students will find it a fascinating read.

ABOUT THE EDITORS

A. Scott Howe, a licensed architect, is a senior systems engineer with the exploration systems concepts group, mission systems concepts section, at NASA's Jet Propulsion Laboratory. He earned Ph.D.s in industrial and manufacturing systems engineering from Hong Kong University and in architecture from the University of Michigan School of Architecture and Urban Planning, an M.S. from the University of Michigan School of Architecture, a Master of Architecture from the University of Utah Graduate School of Architecture, and a B.S. from the University of Utah.



Brent Sherwood, a space architect living in the Los Angeles area, manages strategic planning and project formulation at NASA's Jet Propulsion Laboratory. He earned an M.S. in aerospace engineering from the University of Maryland, after a Master of Architecture from the Yale School of Architecture, and a B.A. from Yale University. He writes and speaks in fields related to the human settlement of space.



Cover image: Moon 2000 A.D., by Syd Mead, 1976. Used with permission. Visual futurist Syd Mead has inspired many of the space architects who authored this book. He was a member of the Skylab interior outfitting design team and defined the look of the future for *Blade Runner*, *TRON*, *Star Trek: TMP*, and many marketing campaigns. He lives and works in Pasadena, California. www.sydmead.com



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Web site: www.aiaa.org

ISBN: 978-1-56347-982-3

ISBN 978-1-56347-982-3 \$119.95



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Editor-in-Chief