



Construction of the International Space Station. Courtesy of NASA

HOW TO BECOME A SPACE ARCHITECT

Editors:

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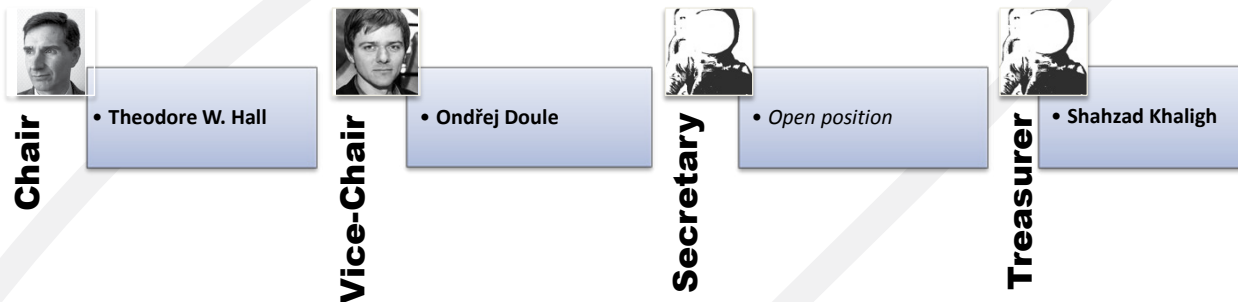
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SO YOU WANT TO BE A SPACE ARCHITECT?

Officers of American Institute of Aeronautics and Astronautics (AIAA) Space Architecture Technical Committee (SATC)



This flyer has been prepared for people wanting to learn more about the field of space architecture and to inform about first steps towards this field.

The flyer has been prepared by the Space Architecture Technical Committee (SATC) of the American Institute of Aeronautics and Astronautics (AIAA). The SATC is the first formal organization of aerospace architects and industrial designers in the world and is recognized and supported by the AIAA, the world's leading professional aerospace institute.

What we do:

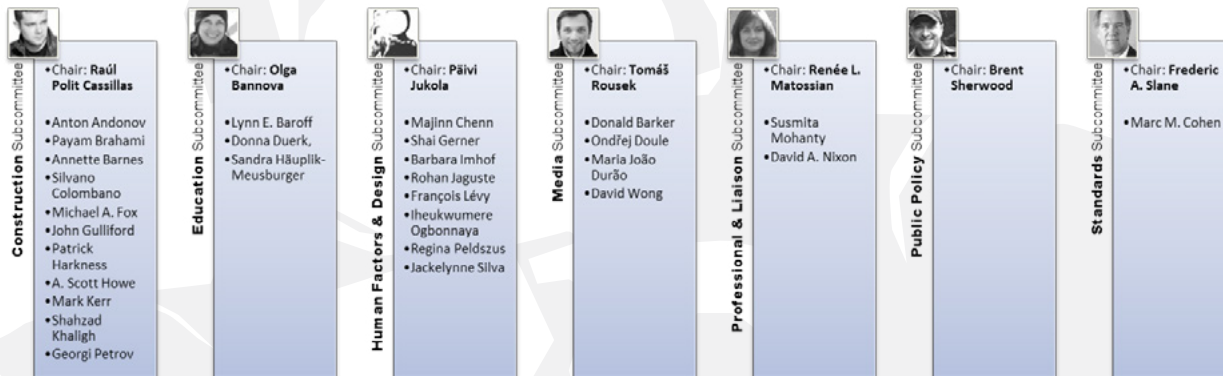
- organize aerospace architecture paper sessions at international space conferences;
- advise on the skills required to work in the aerospace architecture field;
- promote research on aerospace architecture topics;
- assist students with space architecture projects;
- provide liaison between aerospace engineering, architecture and industrial design disciplines.
- organize space architecture outreach events

For more information about SATC please visit our websites:

<http://www.spacearchitect.org>

<https://info.aiaa.org/tac/SMG/SATC/default.aspx>

AIAA SATC Subcommittees



THE FIELD OF SPACE ARCHITECTURE

What is the scope of Space Architecture?

Who are Space Architects and what do they do?

Who can become a Space Architect?

How is the field of space architecture related to terrestrial architecture and to design for extreme environments?

Can Space Architecture contribute to sustainable development?

The active participation of architects and industrial designers in the aerospace industry began in the 1960s. In the USSR, the studio of Vladimir Chelomei designed the Salyut 1 space station, which launched in 1971. In the USA in 1968, over objections from structural engineers, industrial designer Raymond Loewy persuaded NASA to include a window in the Skylab space station so that astronauts could see out and observe the Earth; Skylab launched in 1973.

Space architecture was born in the early 1980s with a handful of architects and designers working on the Space Station. Today, a growing international community of architects and industrial designers is at work across the space field. They are involved in all areas of space projects and mission development including robotic rover and probe design, lunar and Mars base design, launch facilities planning

and construction, mission payload definition and management, underwater and simulated microgravity testing, systems engineering, space mission control support, and extreme Earth environment habitat design and construction.

Fundamentally, space architecture is an extension of Earth architecture. Earth is a celestial body in space; so is Mars; so is the Moon. Space architecture beyond Earth distinguishes from terrestrial architecture by extreme environmental conditions: high radiation, low (or no) atmospheric pressure, low (or no) apparent gravity, and large temperature variations, to name just a few. Nevertheless, the goal is still the same: to provide a shelter that protects and supports good quality of life for the inhabitants. With the attitude of an architect, the task is to learn everything you can about the environment you're designing for – whether on or off the Earth – and learn the techniques for dealing with the extremes.

One of the biggest challenges that space architecture faces is lack of established infrastructure such as: power and water supply, sewage and waste recycling and transportation support. Once you learn how to design structures for harsh and unforgiving environments of space you will become aware of possibilities that Space Architecture offers for Earth applications and how it can contribute to sustainable developments right now...

So don't miss this opportunity to become a part of the space architecture community to improve living on "Spaceship Earth".

SALYUT 7
(with docked Progres spacecraft)



SKYLAB



SPACE ARCHITECTURE PUBLICATIONS

Our website features several books and a bibliography of over 600 technical publications on the field of Space Architecture:

<http://www.spacearchitect.org/>

Click “**publication**” in the left-side menu and follow the links from there. You can find books [\[link\]](#) and publications [\[link\]](#) related to Space Architecture on the website. *Aliter** public outreach events started in 2010 and a Facebook outreach site started in 2012.

***Where can I find publications
about Space Architecture?***



**ICES - INTERNATIONAL
CONFERENCE ON
ENVIRONMENTAL SYSTEMS**



**AIAA - AMERICAN INSTITUTE OF
AERONAUTICS AND ASTRONAUTICS
SPACE CONFERENCE**



**INTERNATIONAL
ASTRONAUTICAL FEDERATION
IAC - INTERNATIONAL
ASTRONAUTICAL CONGRESS**

aliter



THE ORBIT

**SPACE ARCHITECTURE
PUBLIC OUTREACH**

* *Aliter* means in latin “in another way” or “otherwise” - Aliter event was first time held by Spanish space architect Raúl Polit Casillas in Valencia (2010). its goal is to connect public and expert audience in other than conference settings.

Conferences and events where space architects present their work

WORKING AS A SPACE ARCHITECT

Where should I start?

What background can help in pursuing a Space Architecture career?

What about future employment?

Space Architecture is still an emerging discipline. Employment opportunities depend on governmental support of space exploration programs and commercial initiatives in the field that are still limited. The best attitude is to prepare yourself technically, and follow the news and developments to seize opportunities when and where they arise.

Some traditional architecture, engineering, and construction (AEC) firms have developed concept art for large-scale space development. Their dreams may still be decades away from realization. You can find the list of potential employment opportunities here [\[link\]](#).

Currently, most space architecture is conducted by governmental space agencies and major aerospace contractors. The “New Space” economy is bringing opportunities to more aerospace startups. All of these are dominated by aerospace engineers. A space architect must be prepared to speak their language and demonstrate an ability to contribute to a technical design team.

In addition to a professional education in terrestrial architecture, a space architect must develop an understanding of the space environment and its impact on human health and environmental design. The architect must be able to extrapolate technical design knowledge from typical terrestrial conditions to the extreme environments of space. Additional knowledge in engineering, or in architectural research devoted to the space environment, will help to open doors to employment.



Photograph credits: Ondrej Doule (2012)

Vehicle Assembly Building and launchpad #39 (top)

Orion re-entry vehicle engineering model (middle)

Space Shuttle Endeavour cockpit interior (bottom)

SPACE ARCHITECTURE EDUCATION

What education is needed to become a Space Architect?

Where can I go to study?

Do I have to have a professional degree in architecture or aerospace engineering?

Which post-graduate programs are available?

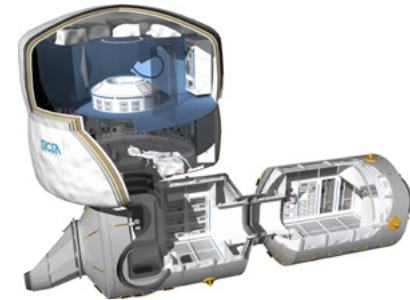
Space Architecture is an emerging discipline. For most of the current practitioners it is a self-made, self-directed career path. You must be well motivated and find a tutor or a team that suits you and your interests.

Among the members of SpaceArchitect.org, most have “regular” professional degrees in architecture (B.Arch or M.Arch.) or industrial design. Beyond that, a Space Architect needs to become familiar with all topics related to human space exploration.

People have taken different paths to that knowledge. Some of us have gone on to pursue doctoral degrees in architecture focusing on certain aspects of space design and construction. Others have gone for dual professional degrees in architecture and aerospace engineering. Others have managed to get involved in space architecture projects as traditional architects and have learned what they needed to know about space architecture through teamwork and immersion in the process.

At <http://www.spacearchitect.org/>, if you click on “members” in the left-side menu you can read a short biography for each member, including his or her education and work experience.

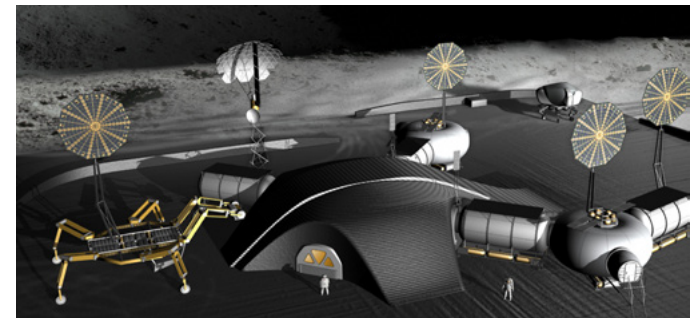
A list of schools and universities can be found on our website: <http://www.spacearchitect.org/> Click “resources” in the left-side menu and follow the links from there.



Transhabitat for Mission to Mars
Image credit: SICSA, Boeing, ILC Dover for NASA, 2008-2009
SICSA, Houston



Destination Moon Studio, Project Cyclops Hub: Benesch, Galonja, Milchram, Rossetti, 2012. Image credit: VUT Vienna, HB2-Emerging Fields



SinterHab (initiated at International Space University, Strasbourg), 2010, Image credit: Rousek, Eriksson, Doule

SPACE ARCHITECTURE COMMUNITY

How can I become a member of the SATC?

The Space Architecture Technical Committee (SATC) is one of about 70 Technical Committees (TC)s in the American Institute of Aeronautics and Astronautics (AIAA). The AIAA accepts TC member nominations on an annual basis and forwards them to the TCs in November each year. Membership in the AIAA is a prerequisite for membership in the SATC. AIAA members may nominate themselves for membership in any of the TCs. AIAA sets limits on the size of TCs to promote their function as committees in which each member takes an active role.

How can I become a member of SpaceArchitect.org?

We have several space-architect colleagues who are not current members of the AIAA or SATC. Some are alumni; others have tended to be more involved in other professional societies. For example, several of them are regulars at the Earth & Space conference organized by the American Society of Civil Engineers.

For this reason, we established SpaceArchitect.org as an independent organization to include space architects from various professional associations. Membership in SpaceArchitect.org is open to individuals who are professionally involved in the design of human habitats or space exploration systems, as evidenced by:

- membership in a professional design society;
- or, demonstrated professional design practice;
- or, enrollment in a design degree program.

By joining our group you will be connected to the international community of space architects and will have opportunities to learn and get involved in space architecture activities. You will get a chance to talk to the most experienced space architects on Earth and get feedback for your work, studies, research or ideas and activities.

AIAA - SATC



TO
SPACEARCHITECT.ORG

SPACE ARCHITECTURE TECHNICAL COMMITTEE CHAIR

Dr. Theodore W. Hall

Chairman statement

"If our designs for private houses are to be correct, we must at the outset take note of the countries and climates in which they are built."

— Vitruvius

"It seemed necessary to make this point to enable me to deal with the objection that people of this kind would never be found on the Earth but only in the mind of a moon-struck individual, one-third mentally deranged by fantasies of space travel and two-thirds lost to realities in a maze of mathematics."

— Hermann Oberth

"Such things do not exist and cannot exist and never have existed ... Yet when people see these frauds, they find no fault with them but on the contrary are delighted, and do not care whether any of them can exist or not."

— Vitruvius

"I am not in favor of compact designs which give an impression of solidity and recall heavy earthly buildings. Other laws prevail in space and there is no reason why the old architectural rules should be followed."

— Hermann Oberth

These are some of the quotes that I co-opted as tag lines for chapters of my dissertation. I especially enjoy the juxtaposition of Vitruvius and Oberth. Vitruvius wrote The Ten Books on Architecture in the First Century BC. Oberth wrote about space habitation 20 Centuries later. Sometimes they seem to agree; sometimes they seem to disagree; they're both usually right. This is the adventure of Space Architecture: bringing timeless design principles to bear on futuristic scenarios. Our designs must account for the climates in which they are to be built, or people will die. Those climates may be radically different than any we've designed for previously, and old architectural rules of thumb need to be reexamined and possibly discarded.

Space Architecture is not for the technically timid. To play this game, one needs to educate oneself about the harsh realities of life beyond Earth, and the science and technology for fashioning habitable bubbles in deadly environments. Only then is one prepared to stand toe-to-toe with the engineers and strive for architectural aesthetics that treat the human as more than a deterministic biochemical subsystem of a soulless machine.

Game on!



Analysis of artificial gravity



HOW TO BECOME A SPACE ARCHITECT

WORKING AS A SPACE ARCHITECT

Samples of space architects' work



Image credits:

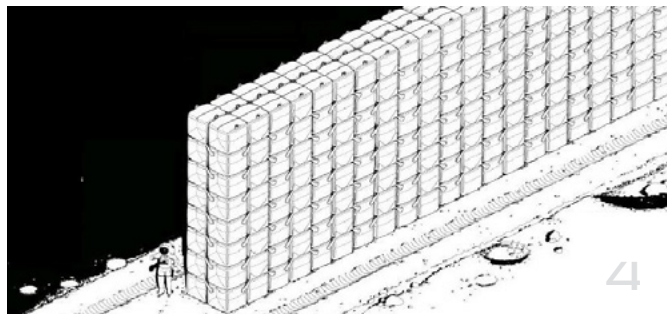
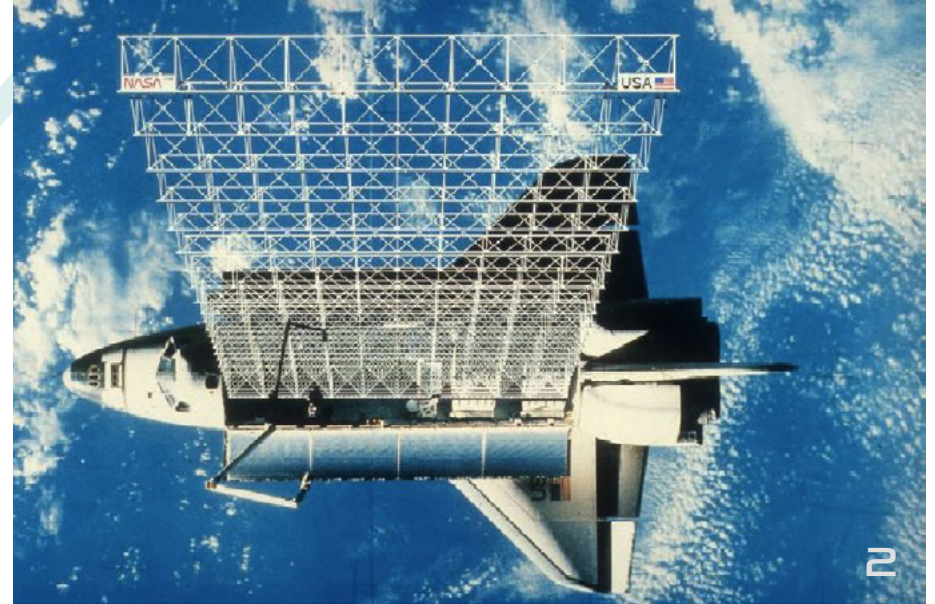
1 | *Portable-Wearable Workstation, Project for SpaceHab Inc, David Nixon, Joe Kennedy, Southern California Institute of Architecture, 1987*

2 | *Fold-out Structural Platform, Technical proposal for NASA, David Nixon, Jan Kaplicky, 1984*

3 | *Space Station Wardroom Table, Project for NASA ARC, David Nixon, OveArup & Partners, NASA ARC, 1988-89*

4 | *Moon Wall, David Nixon, Jane Wernick, 1991*

5 | *Lunar Base Radiation Shield Canopy, David Nixon, Jan Kaplicky, 1985*



WORKING AS A SPACE ARCHITECT

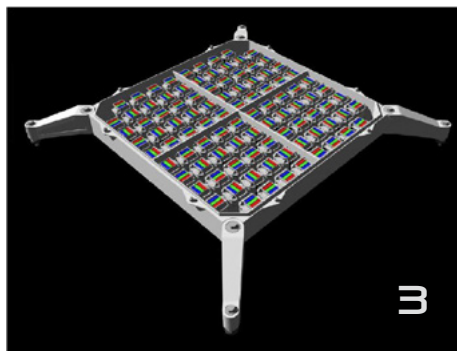
Samples of space architects' work

Image credits:

1 | *European Space Station, Proposal for European Space Agency, David Nixon, Nick Larter, Robin Huttenbach, 1987-88*

2 | *Space Station Wardroom Full-Scale Prototype, Project for NASA ARC, JSC, David Nixon, Southern California Institute of Architecture, 1987-88*

3 | *Small Science Experiment Carrier, Project for Astrocourier Ltd., David Nixon, Nick Larter, 2000-02*



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Samples of space architects' work

Image credits:

1 | ISS TransHab, NASA, Kriss Kennedy, Constance Adams, 1999-2000

2 | TransHab, TransHab vertical interior cut away view, NASA-JSC, Frassanito and Associates (graphics image), Kriss Kennedy, Constance Adams, et al., 1999-2000



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Samples of space architects' work

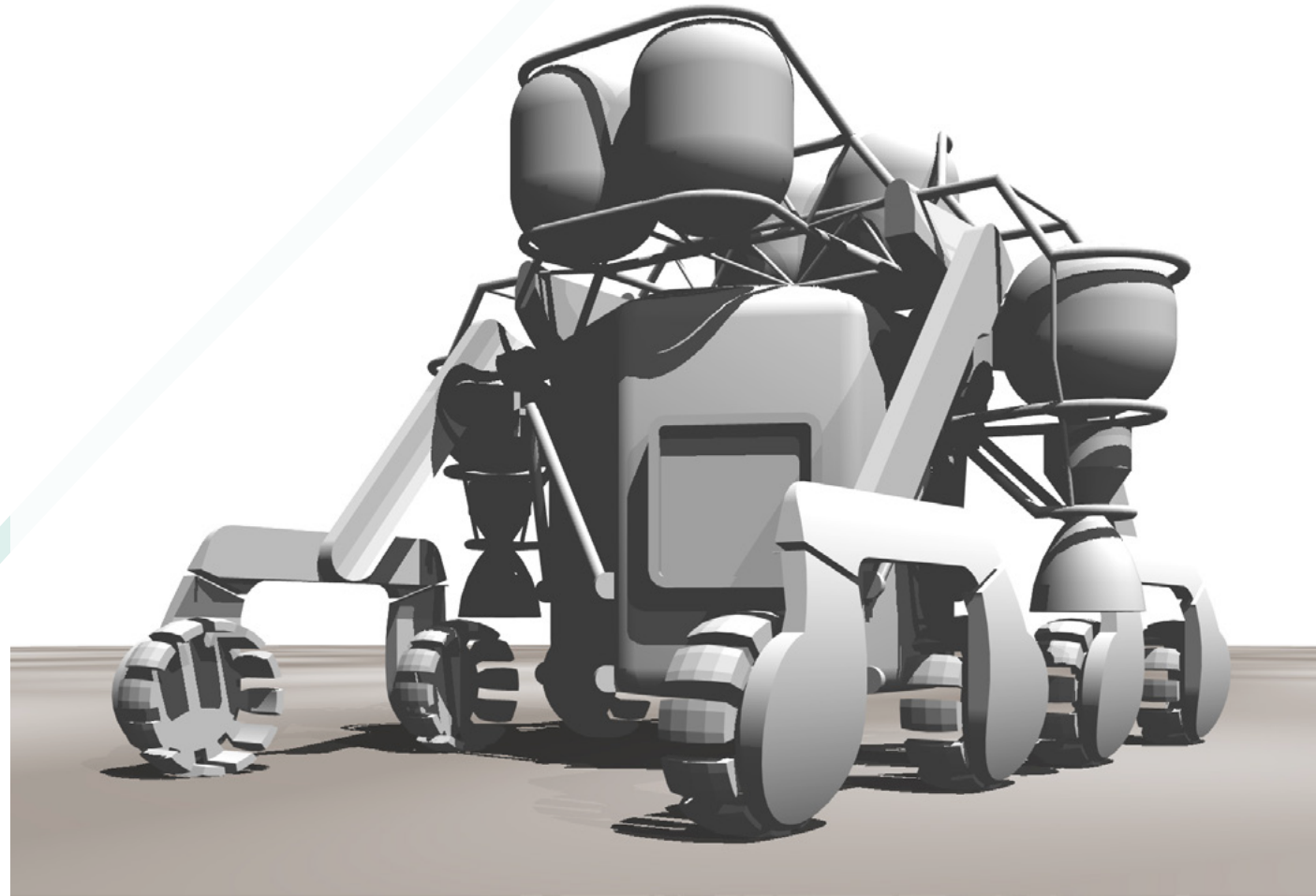


Image credit:

*Mobitat project (Mobitat on surface
with mobility system deployed),
Plug-in Creations, A. Scott Howe,
2005*

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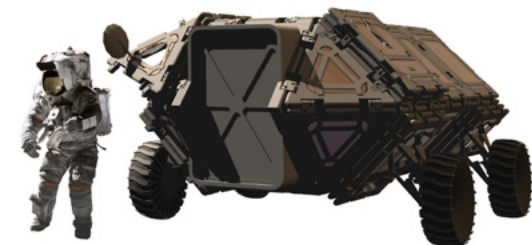
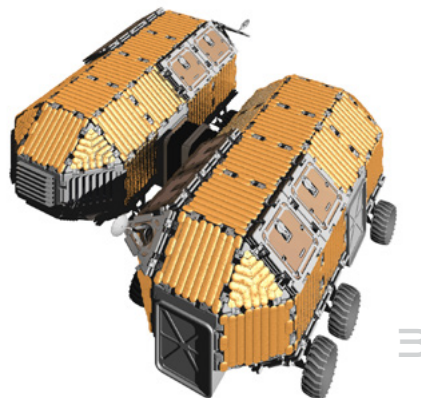
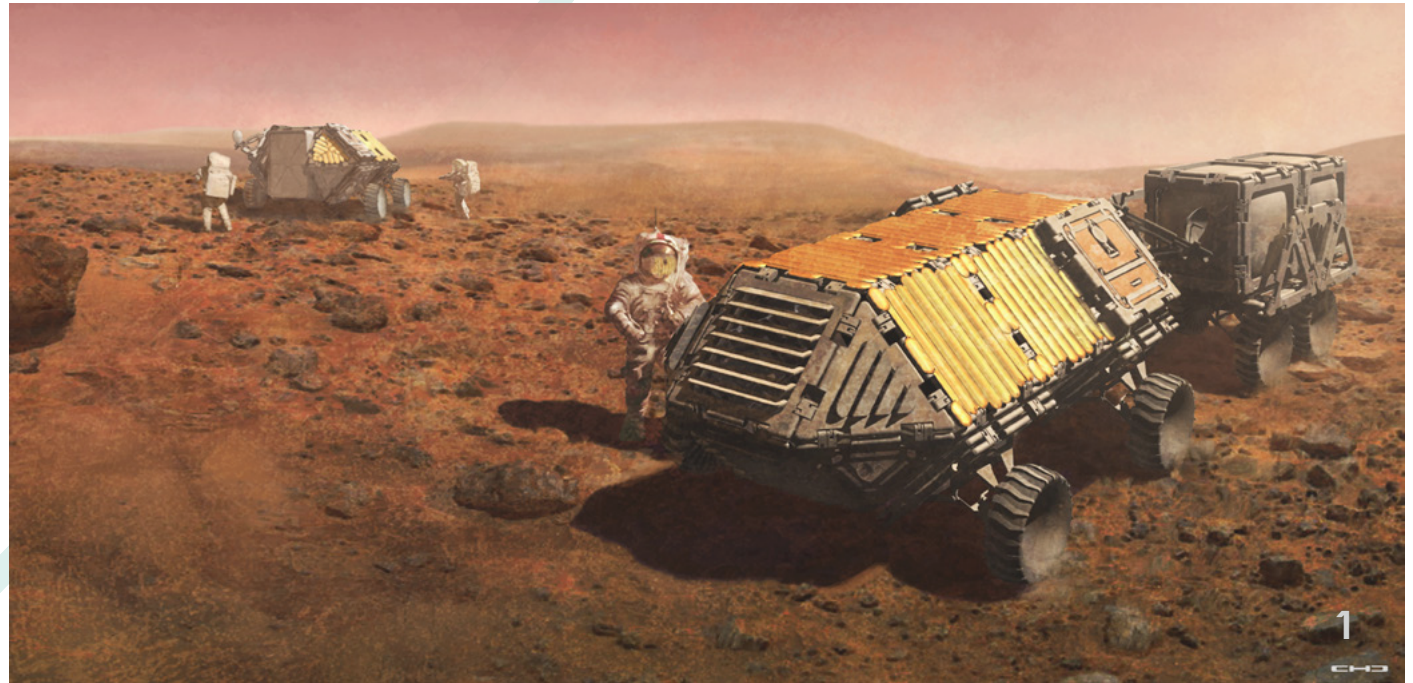
Samples of space architects' work

Image credits:

1 | Transformable Robotic Infrastructure-Generating Object Network TRIGON system (TRIGON-derived mobile habitats in docking mode), Plug-in Creations, A. Scott Howe, 2009

2 | Transformable Robotic Infrastructure-Generating Object Network TRIGON system (TRIGON-derived small pressurized rover), Plug-in Creations, A. Scott Howe, 2009

3 | Transformable Robotic Infrastructure-Generating Object Network TRIGON system (TRIGON-derived small pressurized rover on Mars surface), Plug-in Creations, A. Scott Howe; Image by Chris Howe Design, 2009



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Samples of space architects' work

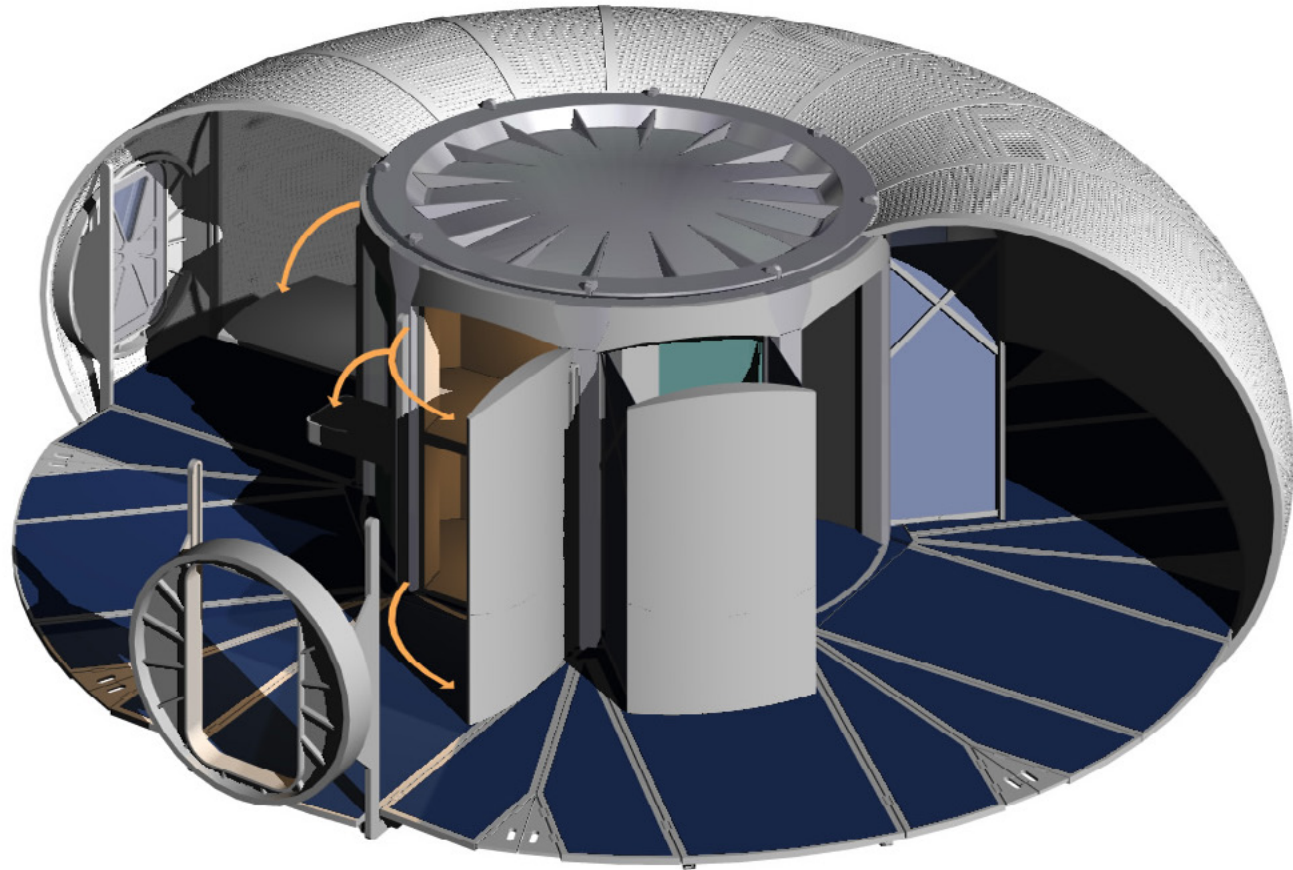


Image credit:

*Lunar Architecture Team studies,
Hybrid Inflatable Habitat isometric
internal view, NASA, Scott Howe,
Larry Toups, Kriss Kennedy, et al.,
2008-09*

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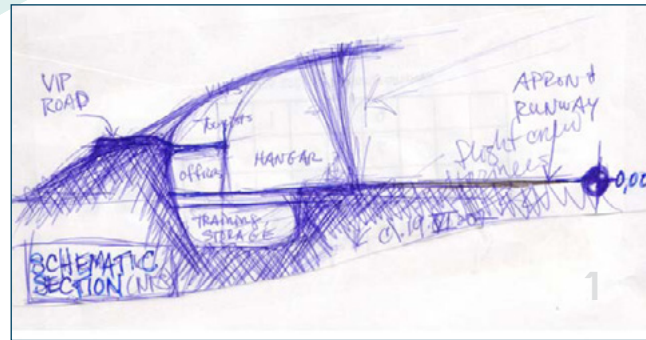


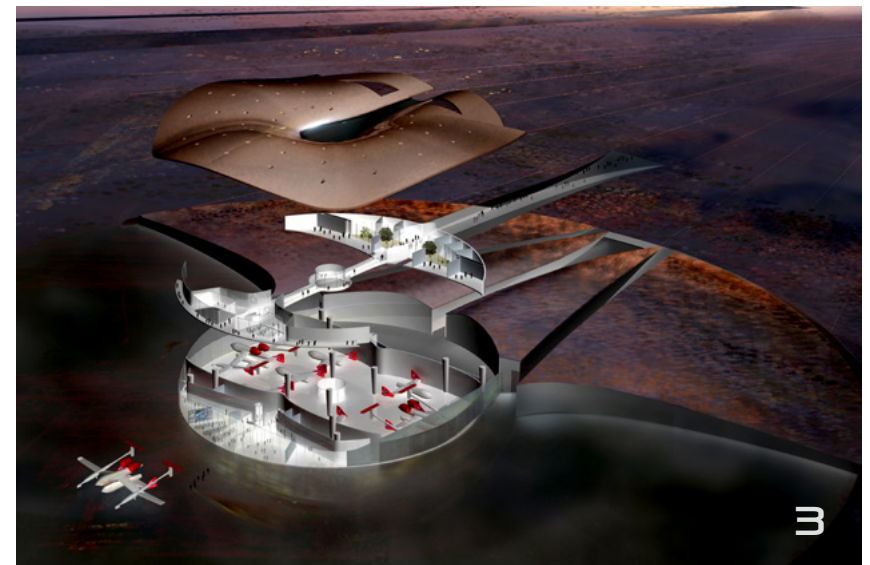
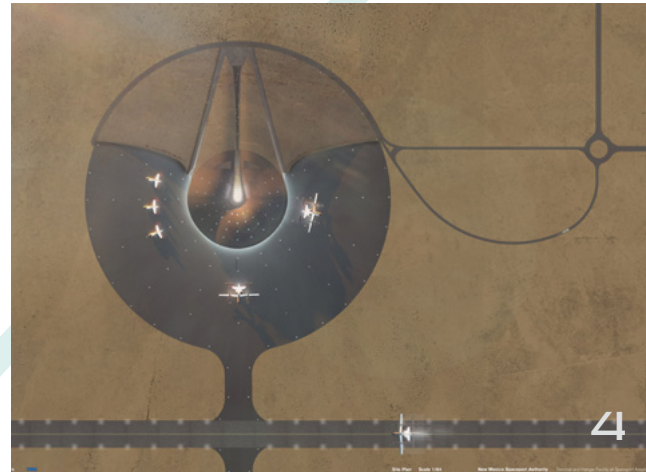
Image credits:

1 | Conceptual design for the SpacePort America Terminal and Hangar Facility Synthesis int'l, Constance Adams, 2007

2 | Schematic design drawing for the SpacePort America Terminal and Hangar Facility [1], Synthesis int'l and Foster+Partners, 2007

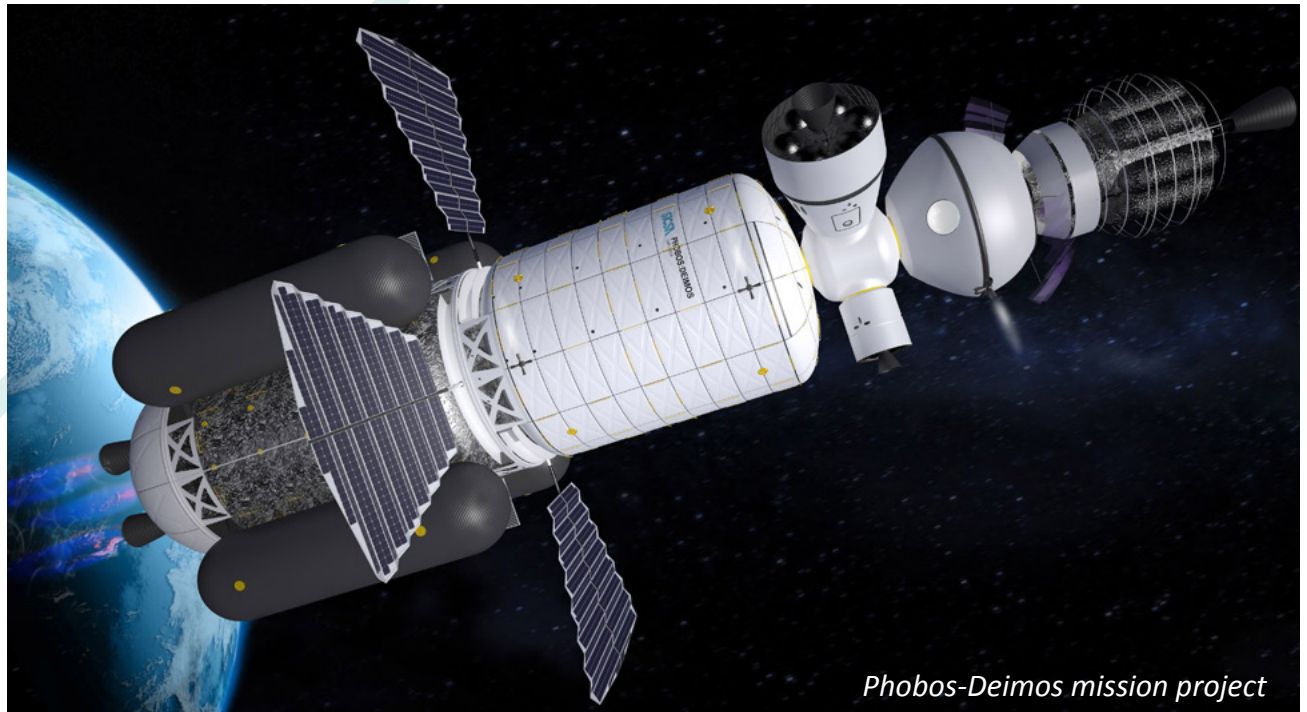
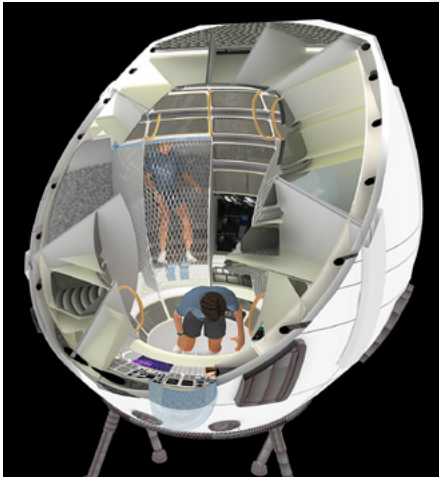
3 | Schematic design drawing for the SpacePort America Terminal and Hangar Facility [2], Synthesis int'l and Foster+Partners, 2007

4 | Schematic design drawing for the SpacePort America Terminal and Hangar Facility [3], Synthesis int'l and Foster+Partners, 2007

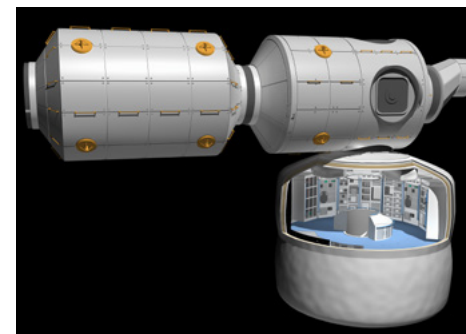


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Samples of space architects' work



Phobos-Deimos mission project



*Image credits: Sasakawa International
Center for Space Architecture, 2013*

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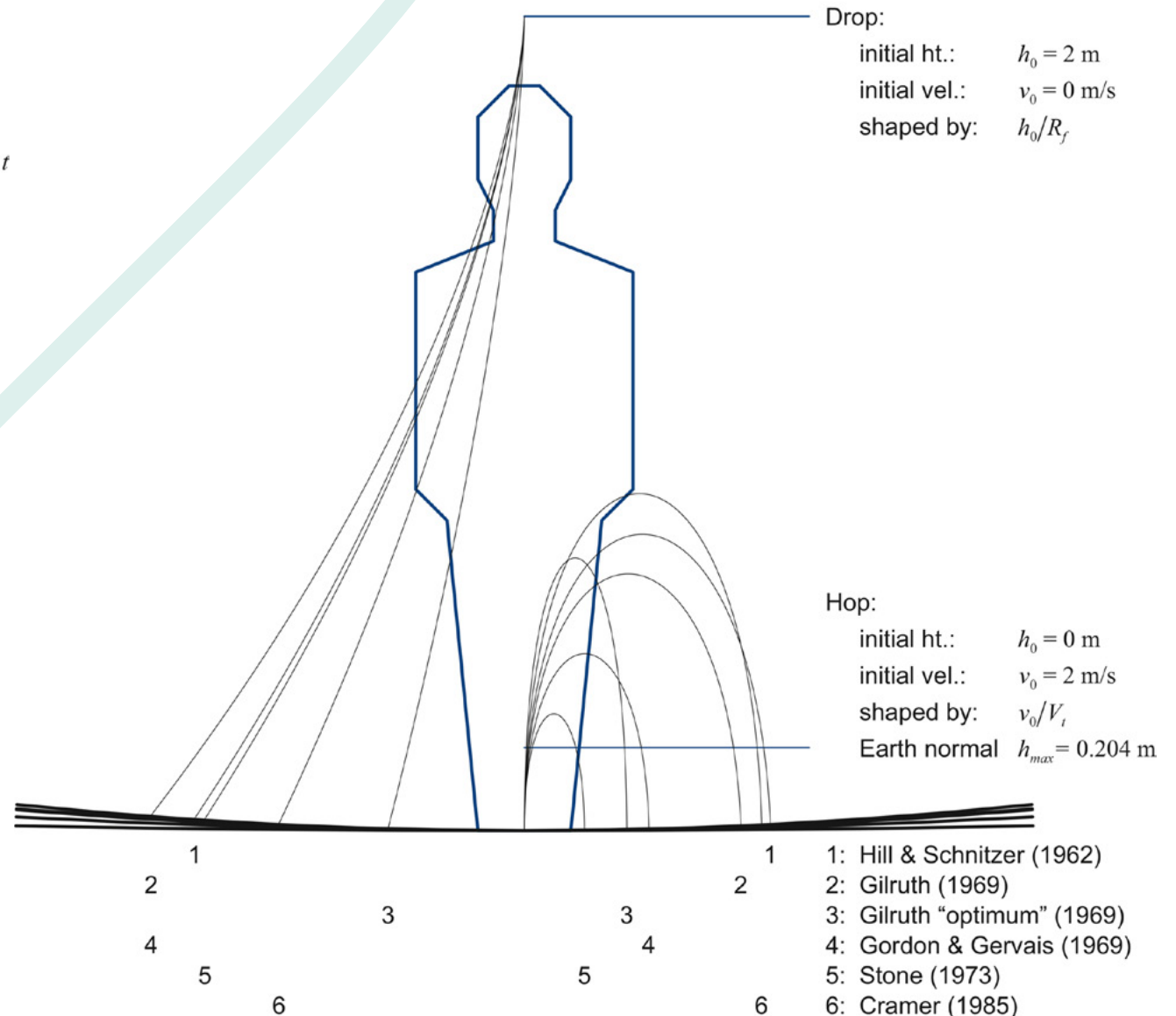
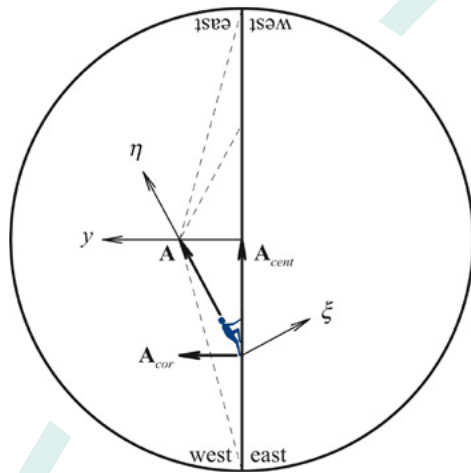
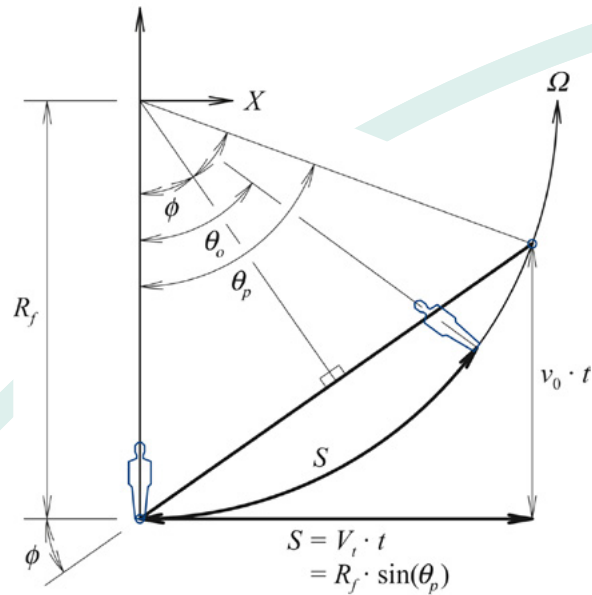
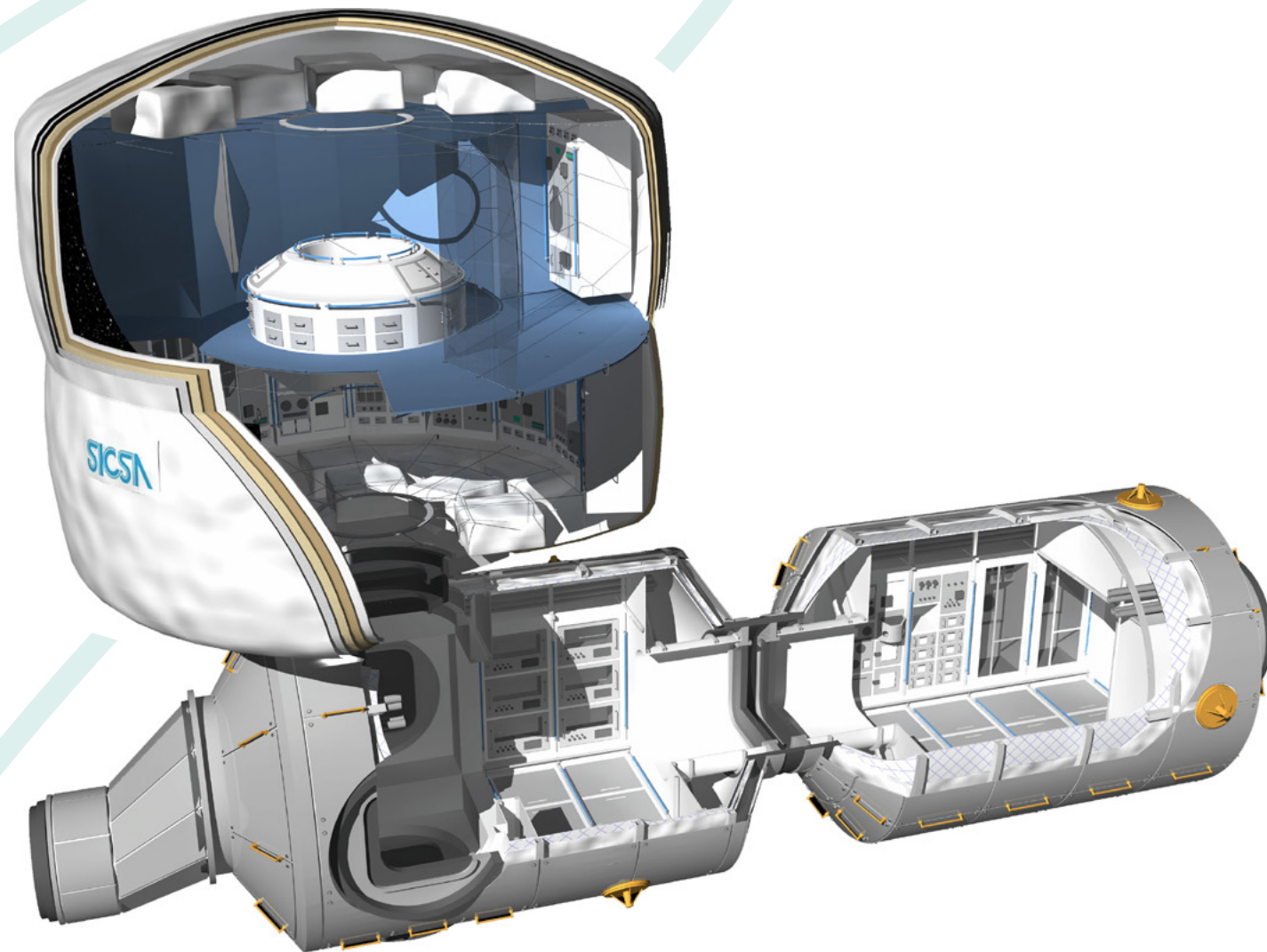


Image credits:
 Theodore W. Hall, *Artificial Gravity Environment*, 2013

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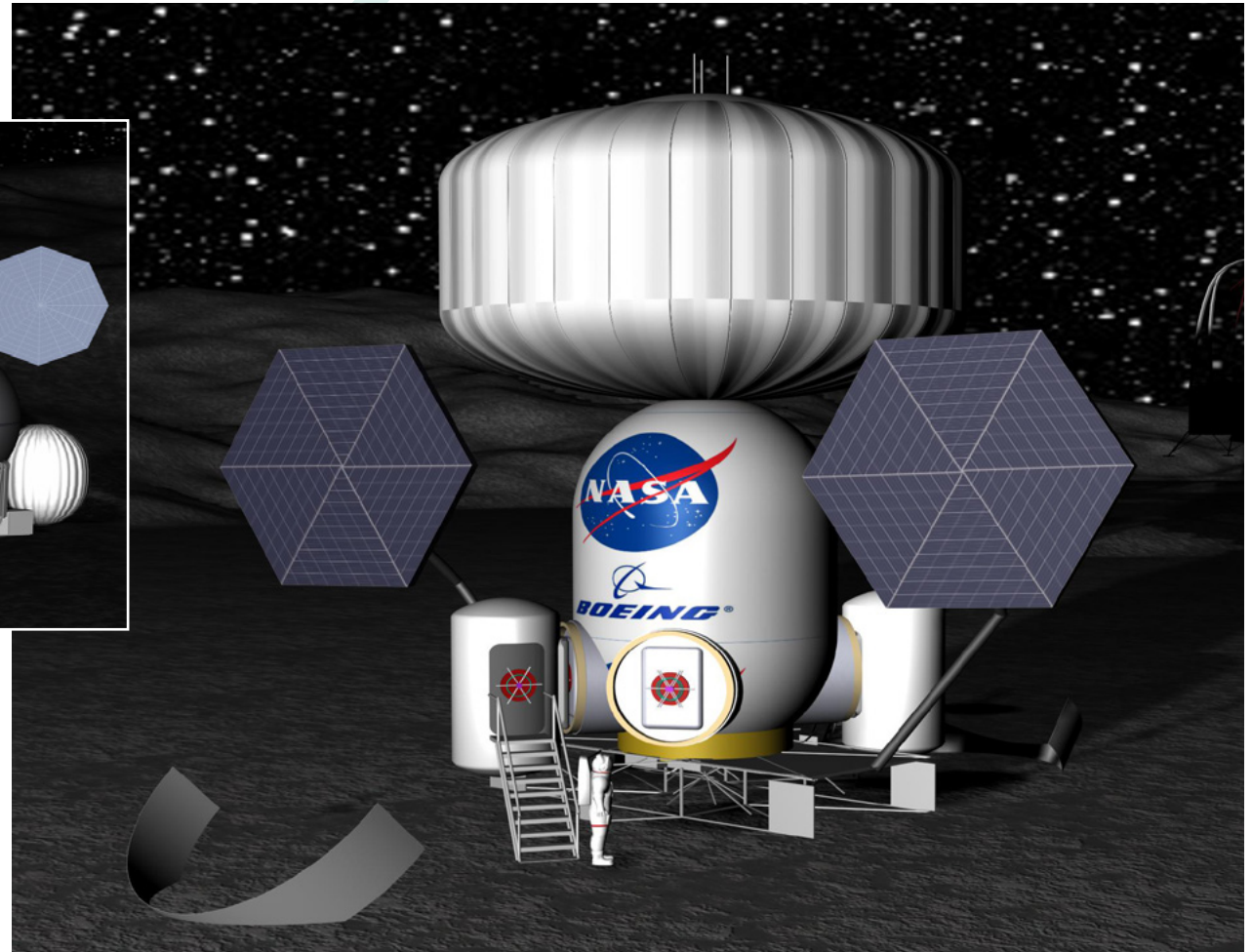
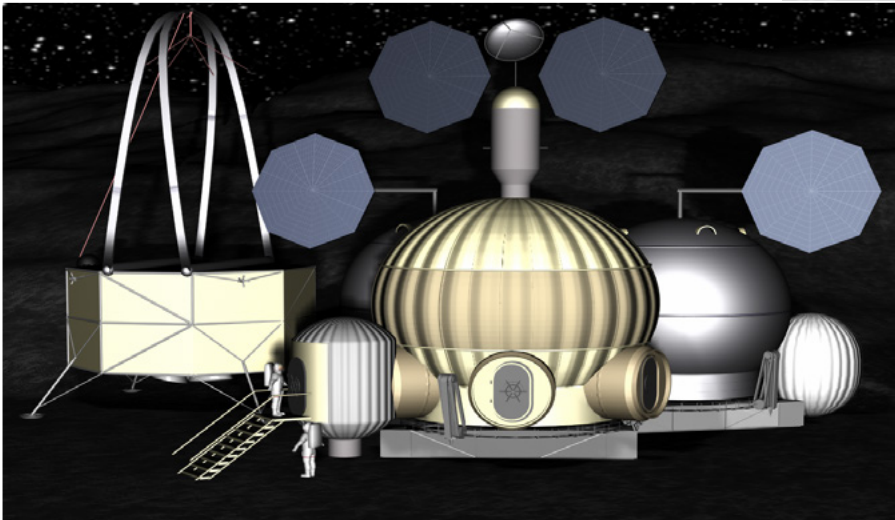
Samples of space architects' work



*Image credits: Sasakawa International
Center for Space Architecture, 2013*

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Samples of space architects' work



*Image credits: Minimum Functionality
Habitation Element, Sasakawa International
Center for Space Architecture, 2013*

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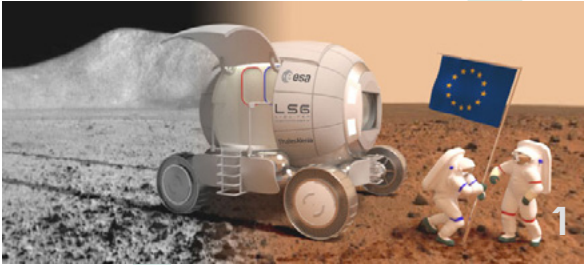


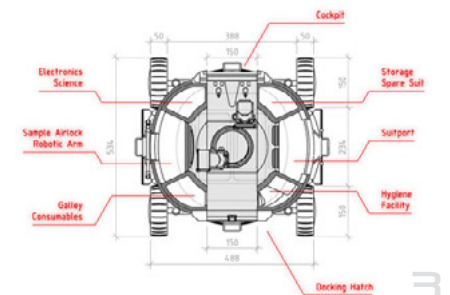
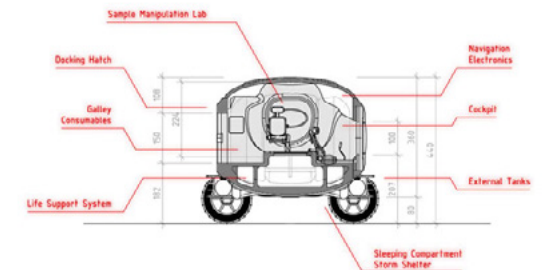
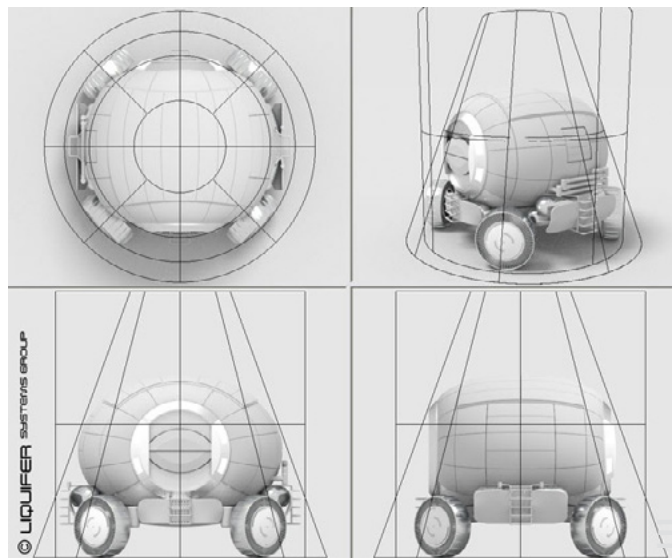
Image credits:

1 | RAMA - Rover for Advanced Mission Application, LIQUIFER Systems Group, rendering René Wacławicek, 2009

2 | MEDUSA from subsea to Mars, COMEX Fr, LIQUIFER Systems Group, A. Vermeulen, rendering LIQUIFER Systems Group [René Wacławicek], 2012

3, 4 | RAMA - Rover for Advanced Mission Application, Fairing, vertical, horizontal section, LIQUIFER Systems Group, rendering René Wacławicek, 2009

5 | ISS-SLEEP-KIT, astronaut sleeping bag 3D-rendering, LIQUIFER Systems Group, rendering Kjell Herrmann, 2011



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Samples of space architects' work

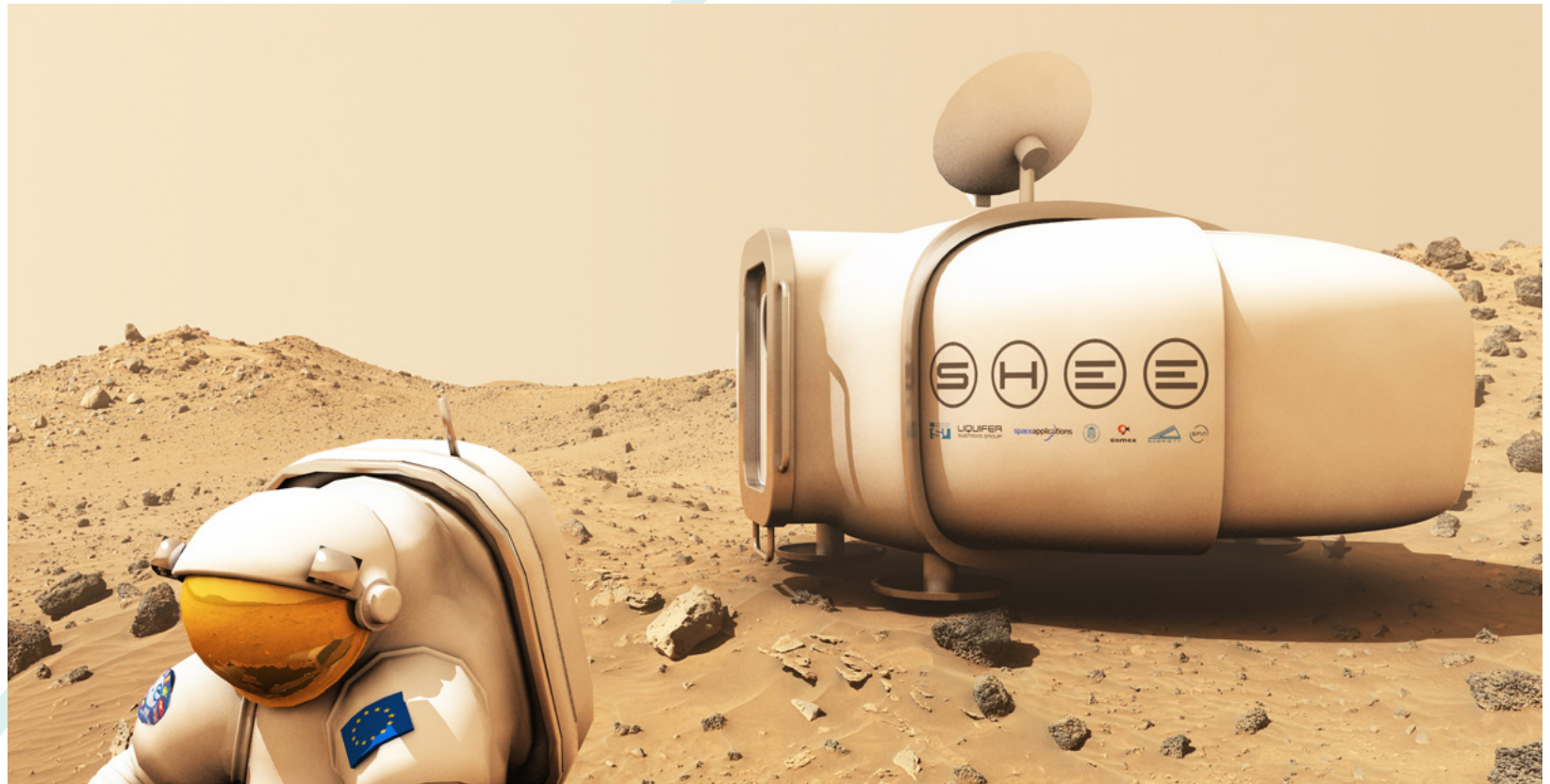


Image credits:

Self-deployable Habitat for Extreme Environments [SHEE] concept, SHEE consortium 2013, www.shee.eu

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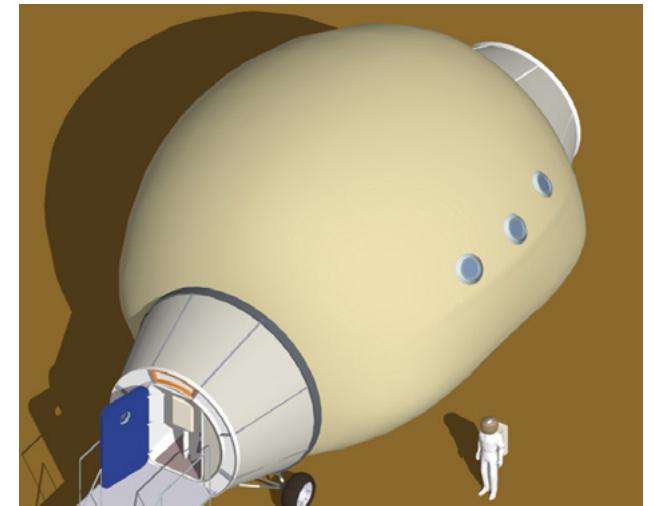
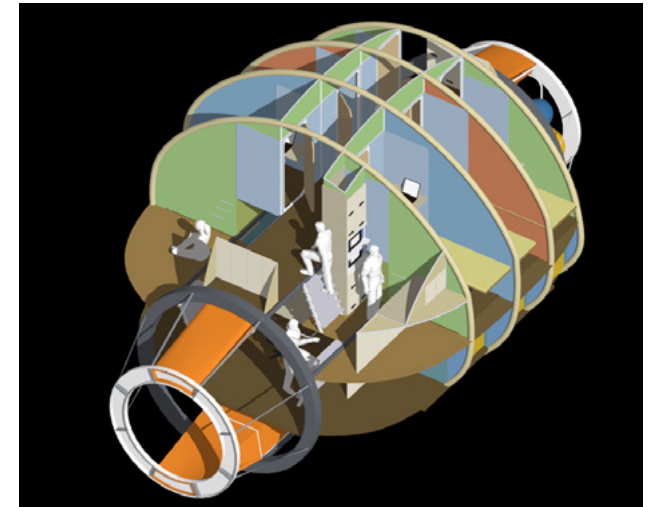
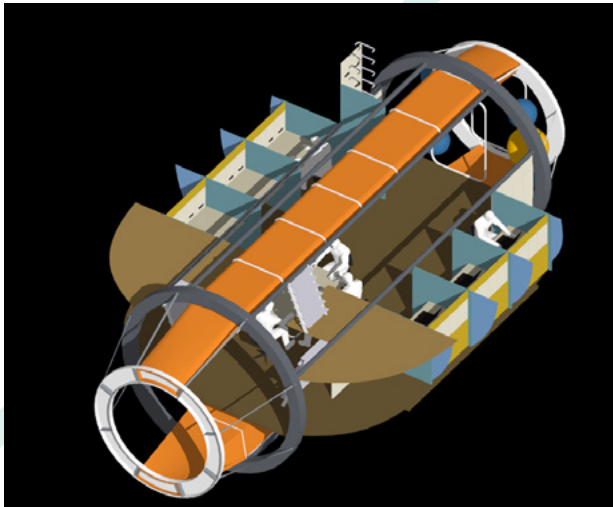
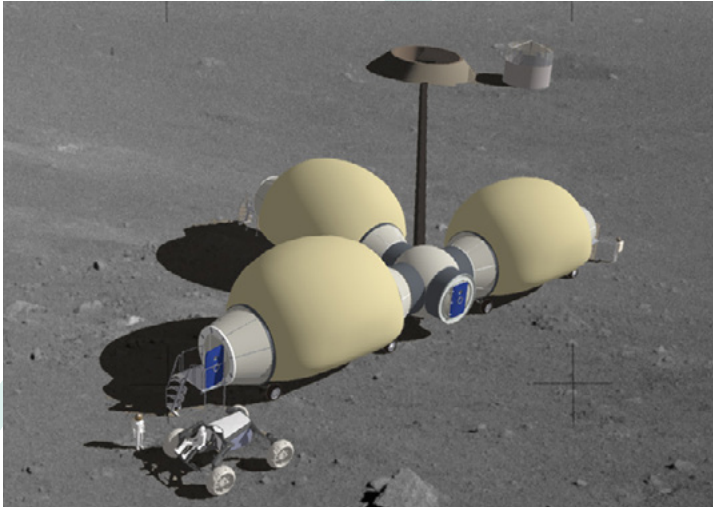
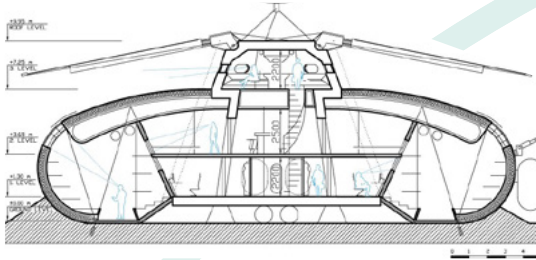


Image credits:

*Surface Endoskeletal Inflatable
Module, Synthesis Int'l, Georgi
Petrov, Constance Adams, 2010*

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Samples of space architects' work



1

Image credits:

1 | Mars Base 10, Section of Mars Base 10, Space Innovations, 2008

2 | Silverbird, suborbital rocketplane interior concept design, Space Innovations, 2008

3 | Mars Base 10, Mars base concept design for crew of ten, Space Innovations, (visualisation) A-ETC, 2009

4 | Lunar Base 10, Lunar base concept design for crew of ten, Space Innovations, 2010

5 | Silverbird, suborbital rocketplane concept design, Ondrej Doule, Martin Kubicek, 2010



2



5



3



4