ANASTASIA PROSINA

NSS NORTH HOUSTON SPACE SOCIETY

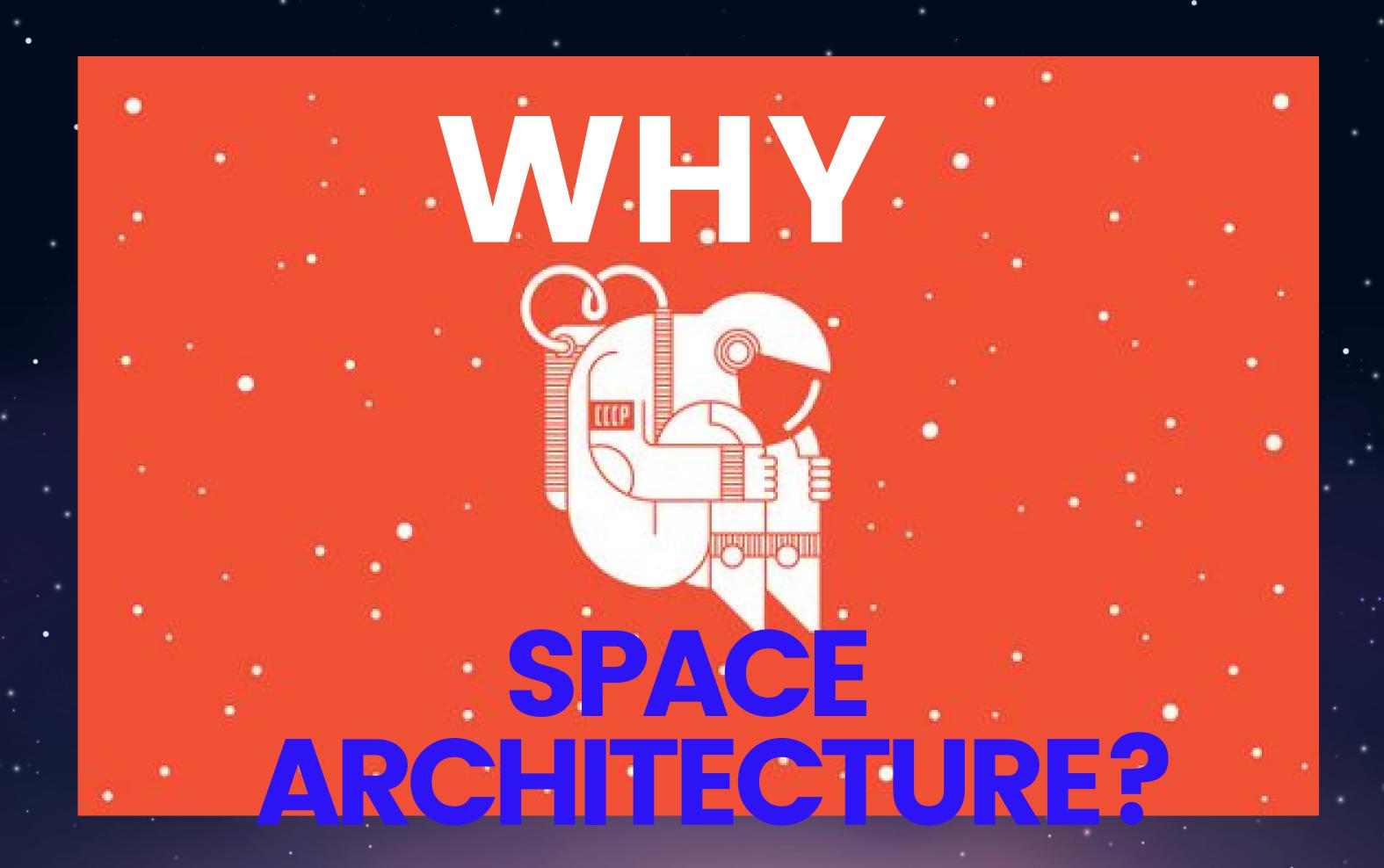
# Architecture

+ Space Architecture H My Works + Mars Analog Habitat

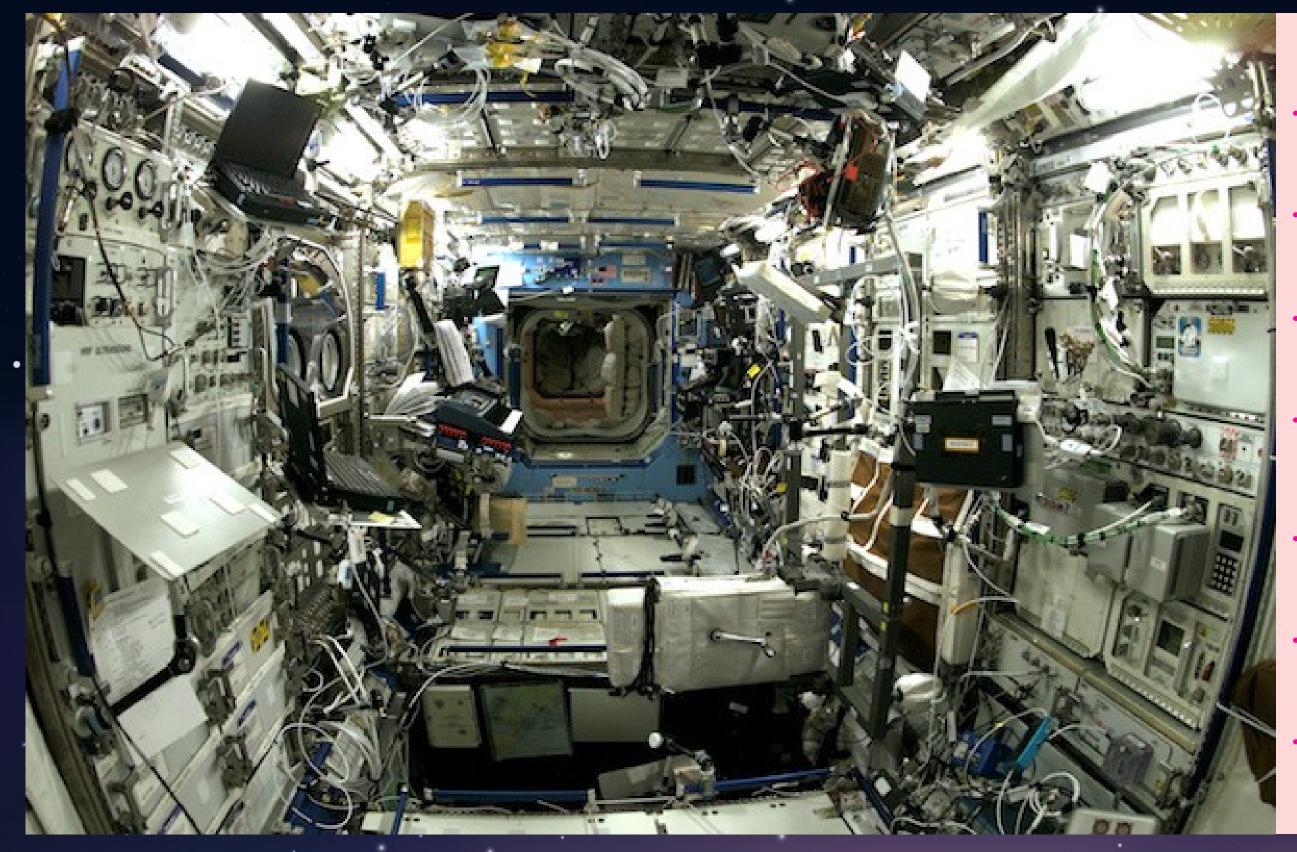


# Space Architecture is the theory and practice of designing and building inhabited environments in outer space









- + ARTIFICIAL LIGHT
- + VISUAL DISORDER
- + CROWDEDNESS
- + NOISE
- + SMELLS
- + LACK OF COLOR
- + NO WALKS OUT

- Stress- Anxiety - Discomfort- Aggression

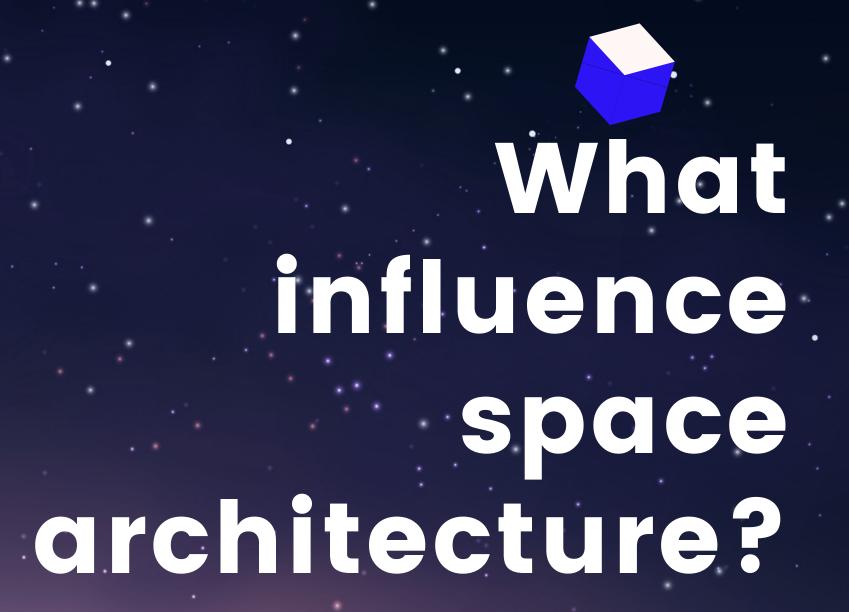


ENVIRONMENTAL FACTORS

SIZING: NUMBER OF CREW/MISSION DURATION

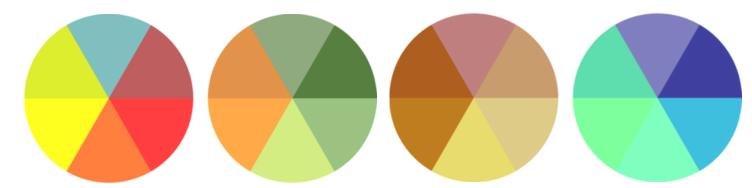
THE INFLUENCE OF THE TRANSPORTATION SYSTEM

HUMANS IN WEIGHTLESSNESS

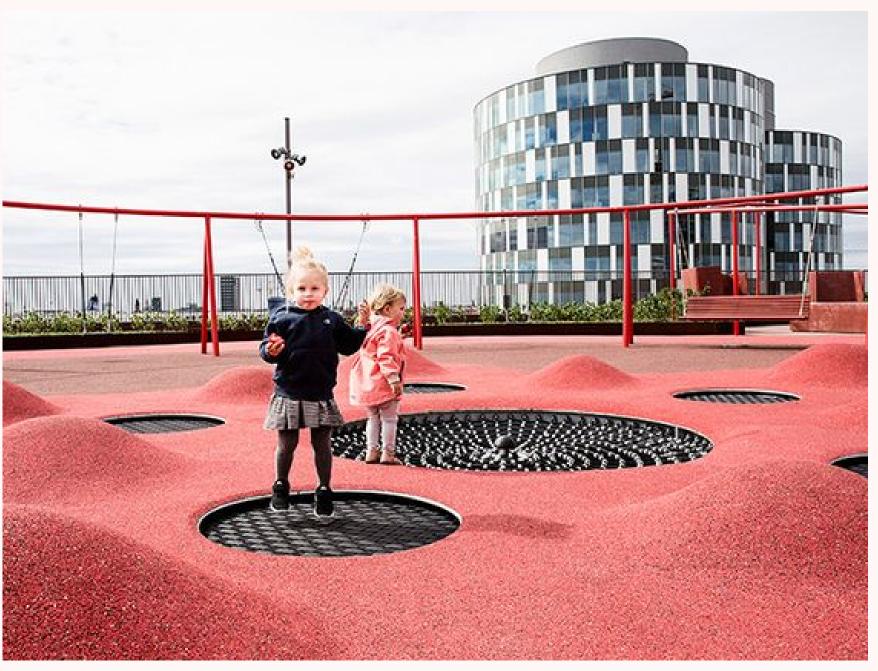




### COLORS THAT MAKE YOU FEEL HOME









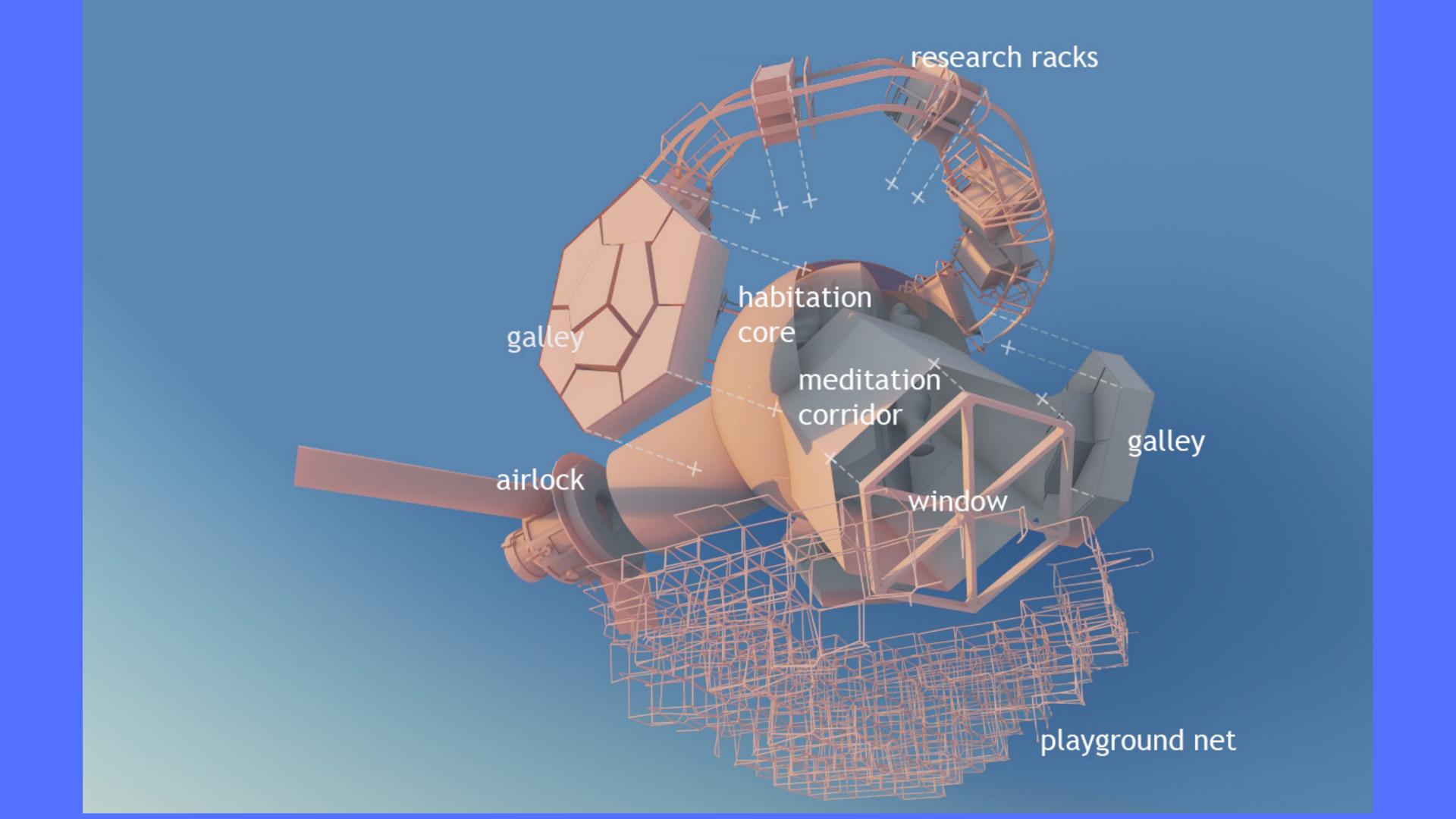


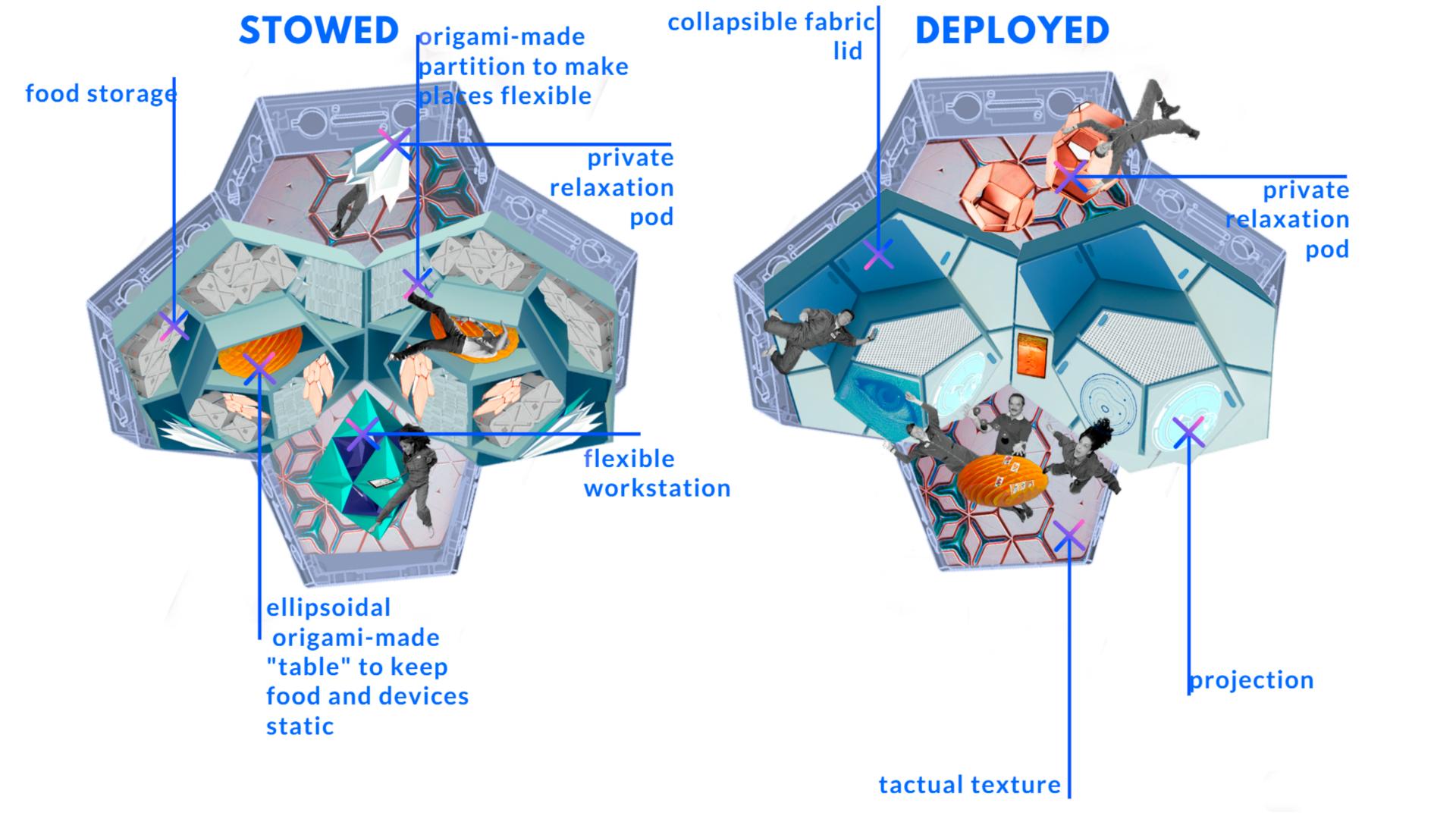


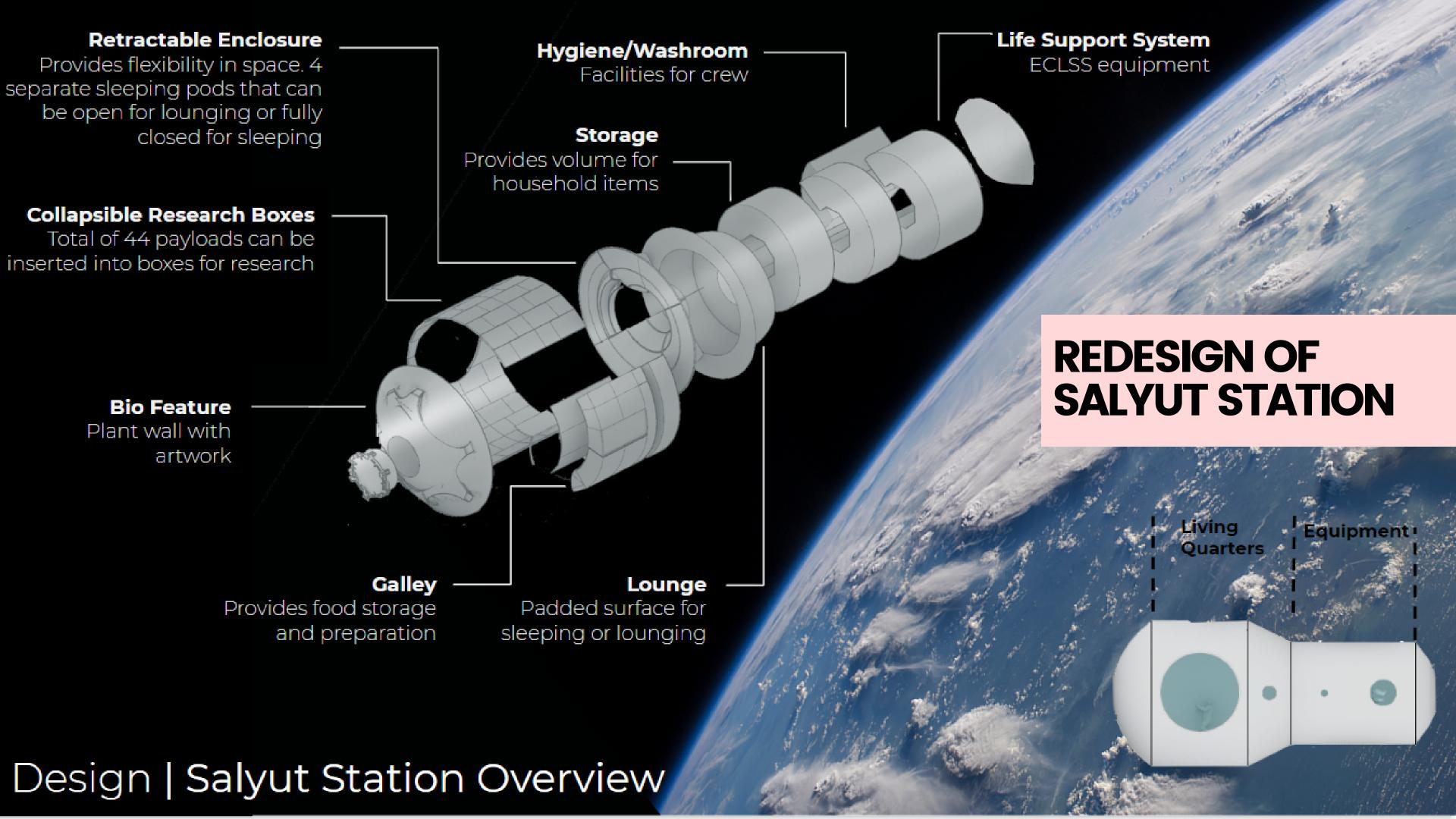
## An Interior for the Self-Assembling Space Station



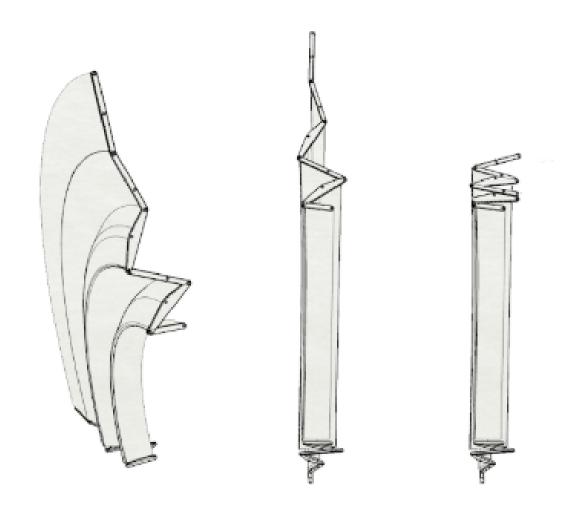


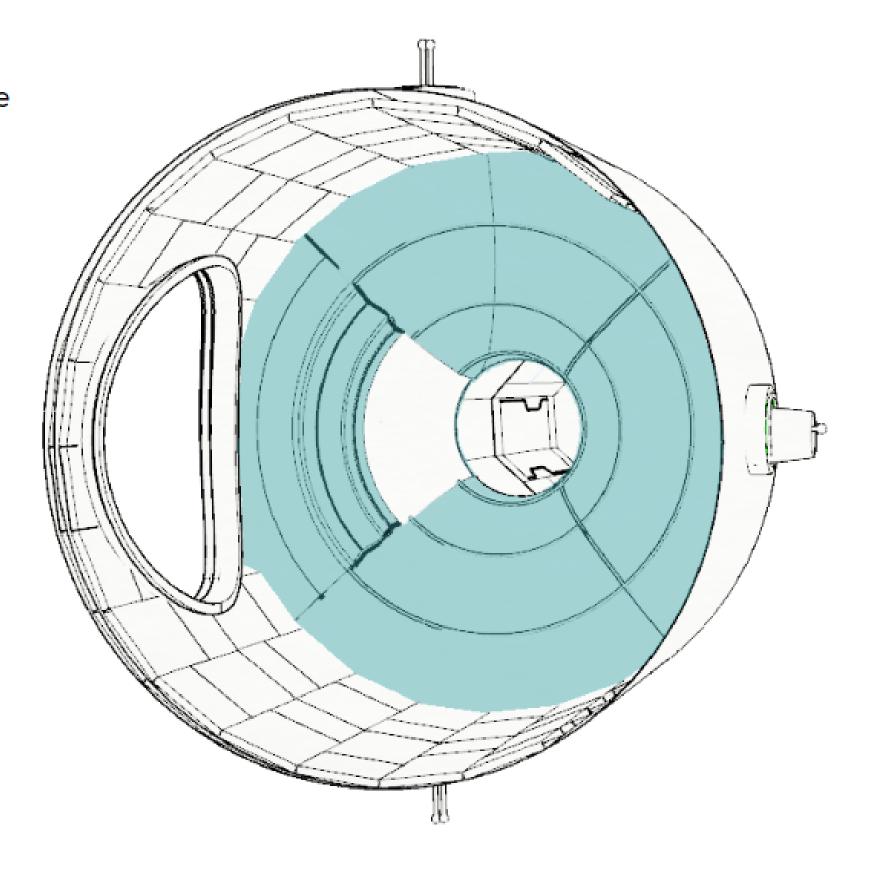






- Retractable sleeping quarter reduces volume to create universal space
- Properties
  - Automated and/or manual operations
  - Stowable
  - Sleeping bag momento
  - Lounge during nonuse



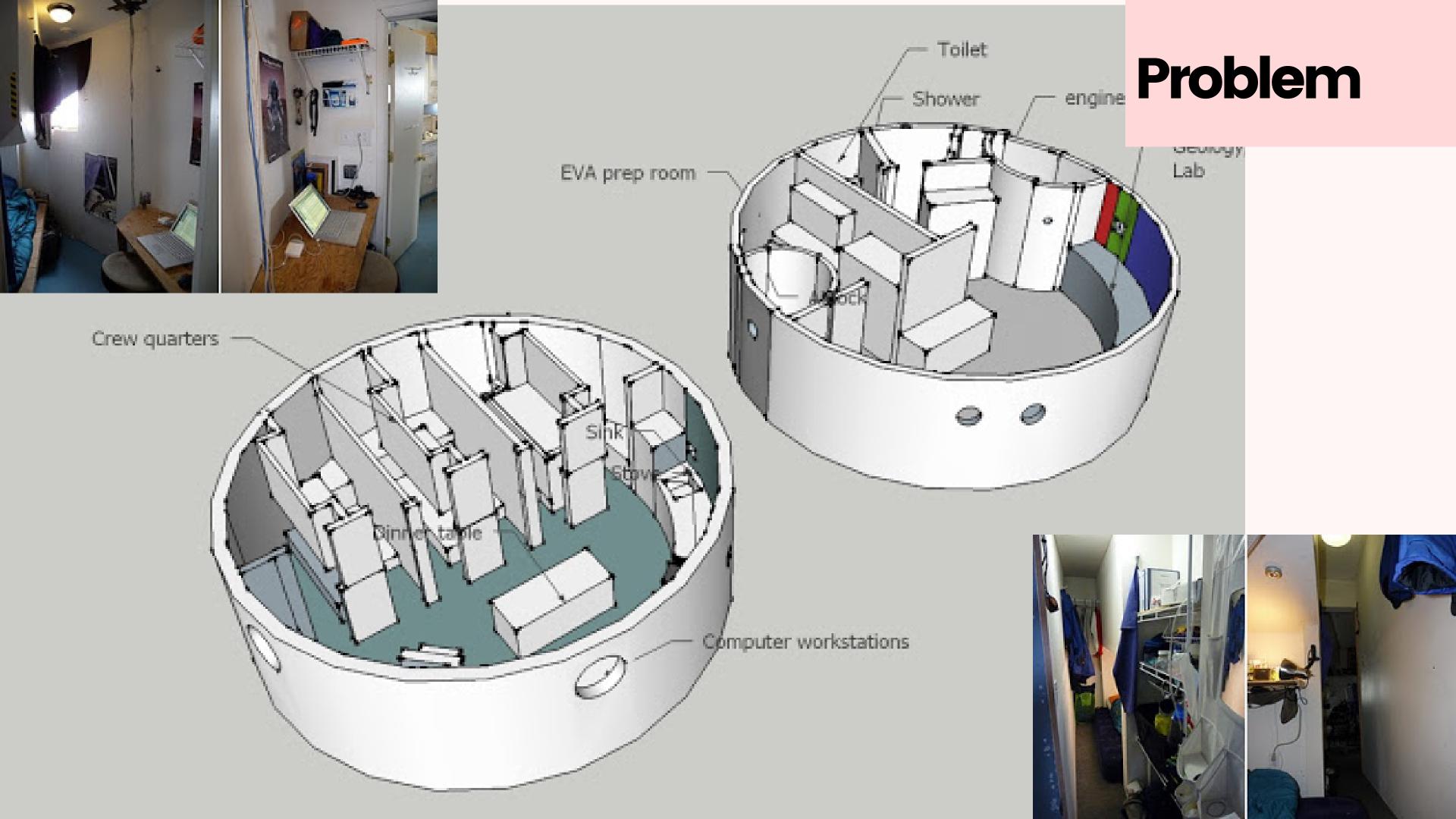


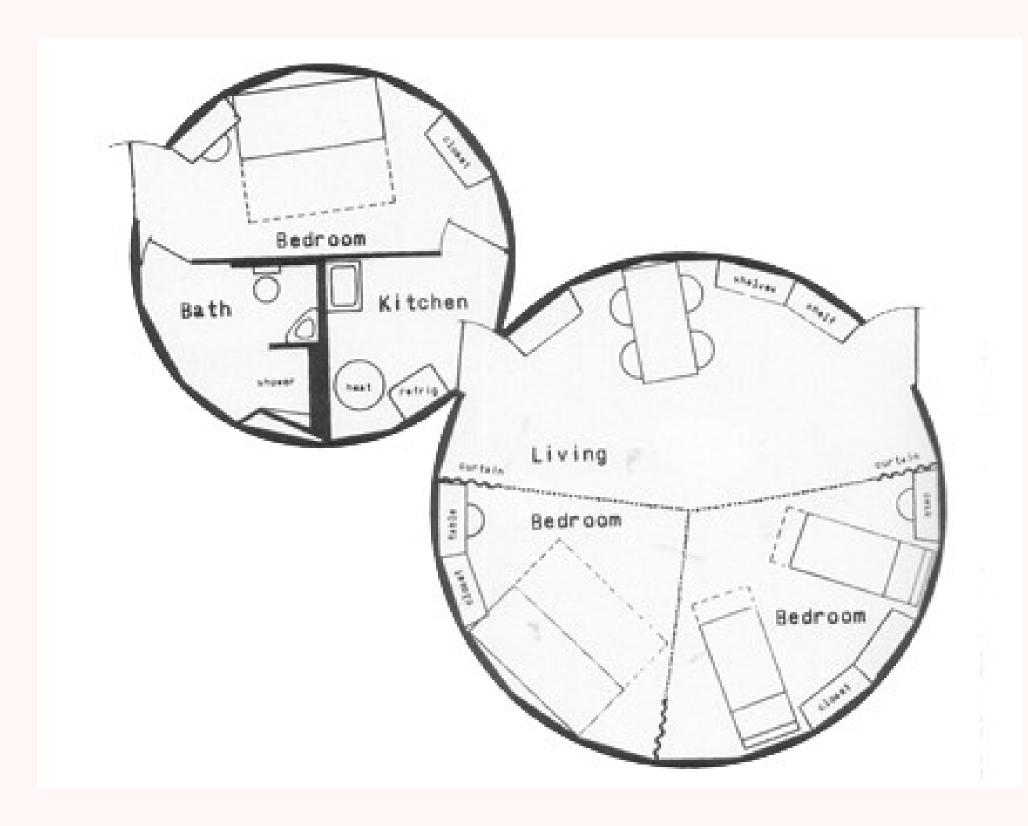
Key Features I Retractable Enclosure



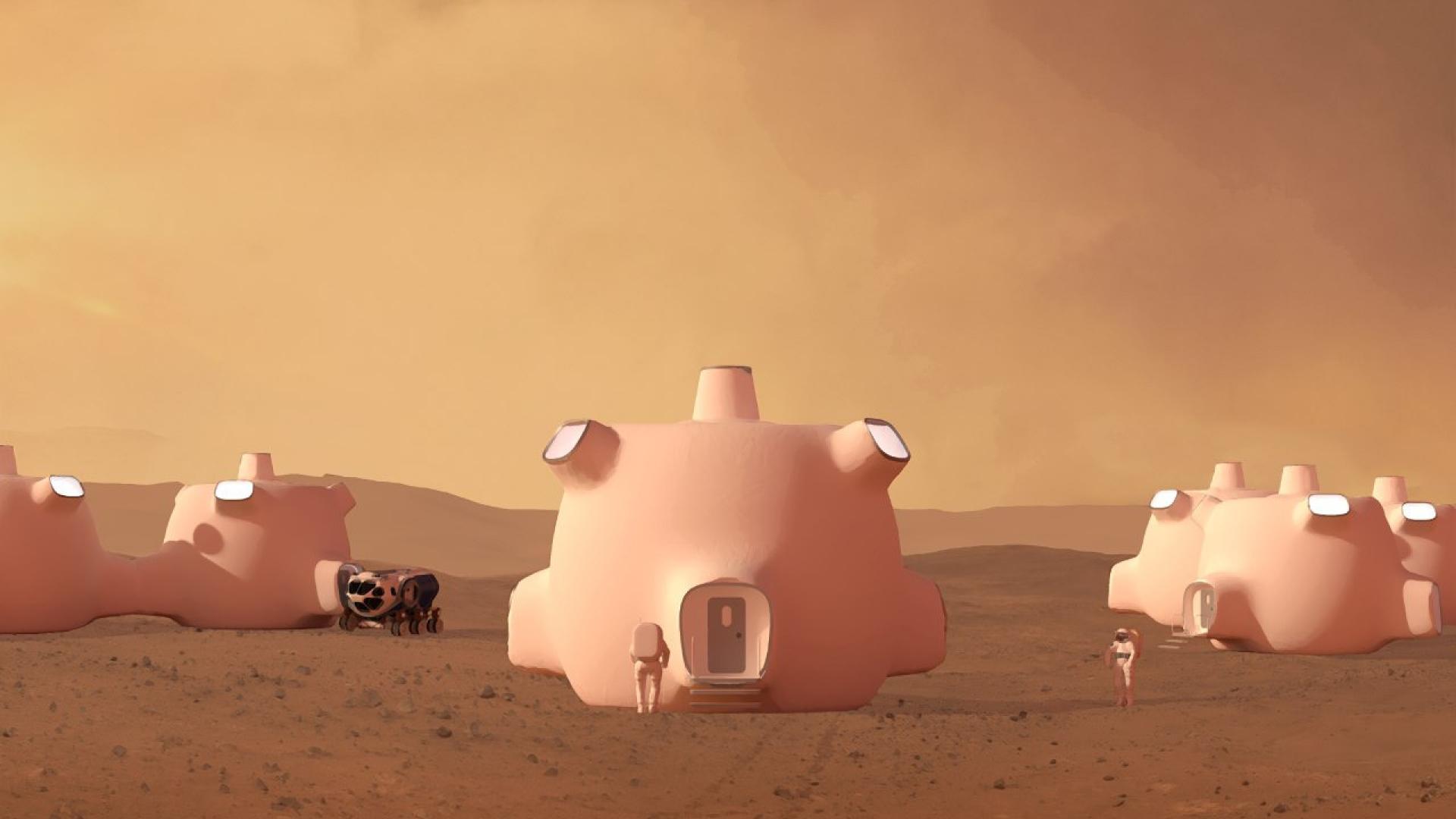


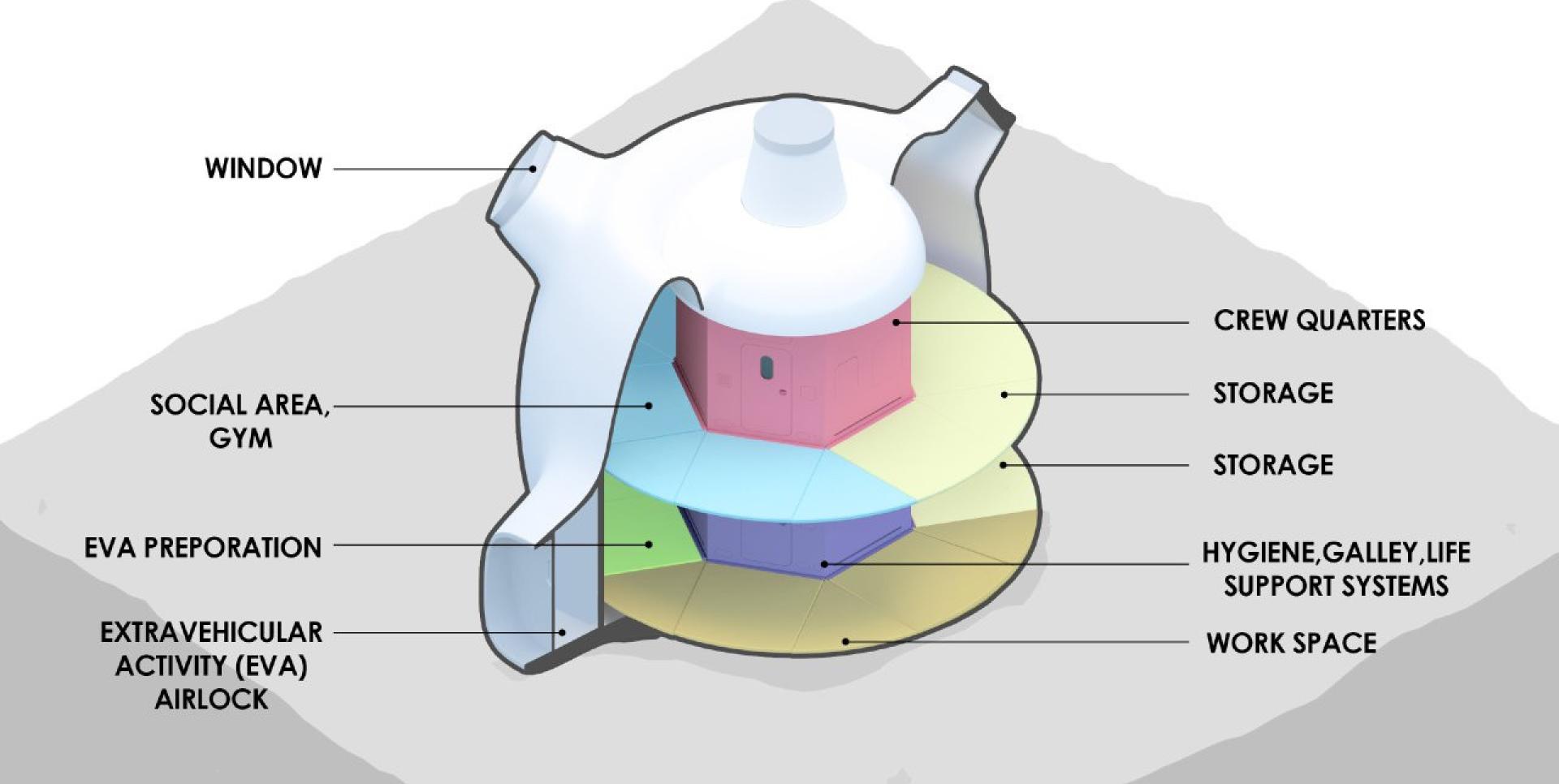






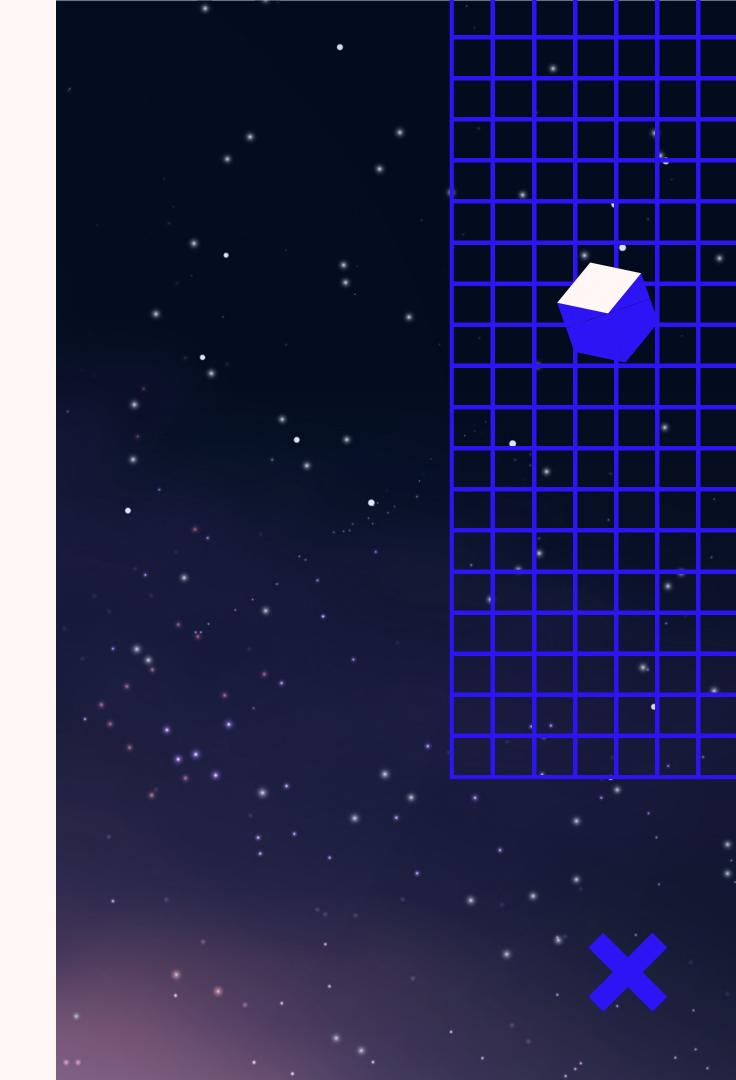
Even Fuller could not complement his rounded houses with efficient interior solutions





#### HUMATURE.XYZ

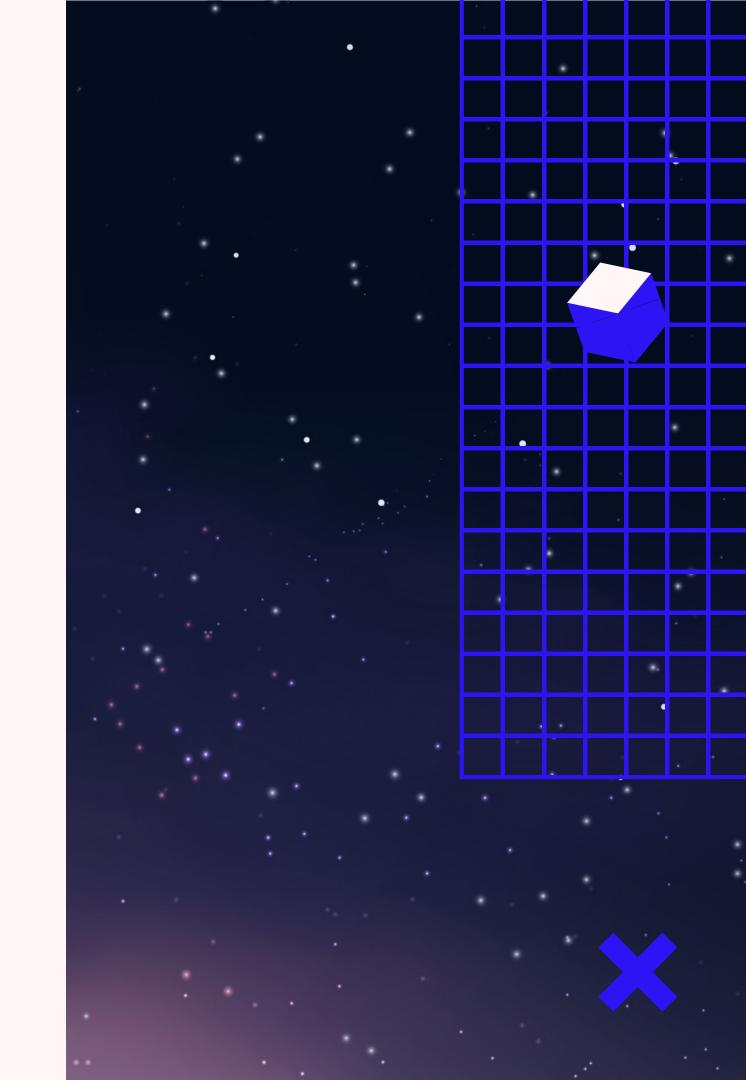
HELPING AEROSPACE COMPANIES MAKING SPACESHIPS SECOND HOMES



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