ATCS 3900 (ELECTIVE)
SPACE ARCHITECTURE/ WALKING CITIES/ FUTURE
(Open to both graduate and undergraduate)

Credits 3

Type of Course Lecture, Research, and Design

Instructor Crosby

Prerequisites None

“…the future isn’t futuristic anymore.”
Marc Newson Industrial Designer

“…a living creature, fed on Earth like a caterpillar… metamorphosing itself in space like a butterfly…wings in the shape of solar sails, telescopic eyes, gossamer-fine antennae,… long springy legs for landing and walking, chemical sensors for tasting, electric current-generating organs , and a brain enabling it to coordinate its activities, navigate to its destination and report its observations back to Earth.”
“Infinite in All Directions”, Freeman Dyson Princeton Professor

“ I’ve seen things you people wouldn’t believe, attack ships on fire off the shoulder of Orion. I watched C-beams glitter in the dark near the Tannerhouser gate. All those moments will be lost in time, like tears in the rain.”
Roy Batty, Replicant, Bladerunner

Course This course will examine the architect’s role in the design of moon bases, under sea colonies, extreme environment labs, disaster relief modules and off world resorts. Students will study both the imagined (science fiction) and real (Freedom Space Station); including Shimizu’s proposed space resort, Virgin Galactic Spaceport and NASA’s committed Moon and Mars bases. The course will be a resource and research collection based class and will include a design component; students will work in teams to design habits for moon bases, under-sea colonies and extreme environments.

Pedagogy Through the role of technology transfer, advanced materials, active systems and assembly types: the class will address sustainability at its most critical, giving the designer new tools in his/her search for appropriate forms.

Readings In physiology, psychology, sociology, technology, and NASA (ology)