



EXPLORESPACE TECH
TECHNOLOGY DRIVES EXPLORATION

ISS R&D Conference 2019 Materials Science in Space Workshop

Lunar Infrastructure and Surface Operations

John Vickers, Principal Technologist | 07.29.19

STMD Lunar Surface Innovation Initiative (LSII)

The STMD Lunar Surface Innovation Initiative (LSII) aims to spur the creation of novel technologies needed for lunar surface exploration and accelerate the technology readiness of key systems and components. The LSII activities will be implemented through a combination of unique in-house activities, competitive programs, and public-private partnerships.

LSII Roles and Responsibilities Include:

- Ensuring that there is an ambitious, cohesive, executable Agency strategy for development and deployment of the technologies required for successful lunar surface exploration.
- Integrating a broad spectrum of stakeholders to develop an acquisition strategy which efficiently facilitates robust collaborations and partnerships with industry and academia.
- Addressing planning, implementation, and budget needs to enable lunar surface activities across STMD Programs.
- Collaborating with Agency stakeholders, as well as Other Government Agencies (OGAs), universities, industry, and international partners in order to better align the Agency's investments relative to lunar surface demonstrations.

GO

LAND

LIVE

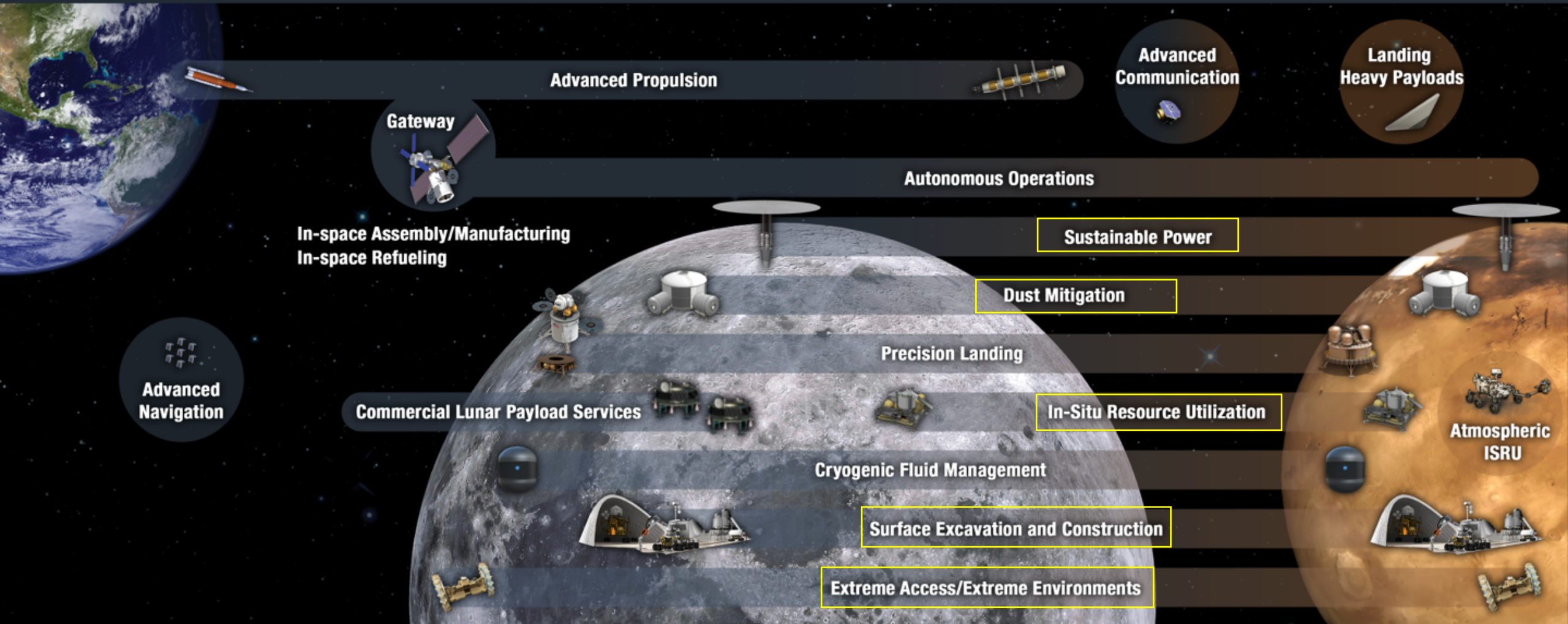
EXPLORE

Rapid, Safe, and Efficient
Space Transportation

Expanded Access to Diverse
Surface Destinations

Sustainable Living and Working
Farther from Earth

Transformative Missions
and Discoveries



Lunar Surface Innovation Initiative (LSII)

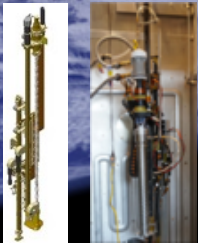
2020

203X

ISRU Development and Demonstration Timeline

Reconnaissance, Prospecting, Sampling

Sub-system Demonstrations: Investigate, sample, and analyze the environment for mining and utilization.



CLPS Drill
Down Select



High-fidelity
Simulant
Production



Oxygen from
Lunar Simulant
Ground Demos

*Follow The Natural Resources:
Demonstrations of systems for extraction and processing of raw materials for future mission consumables production and storage.*



Polar Ice-to-Water
Extraction (CLPS)

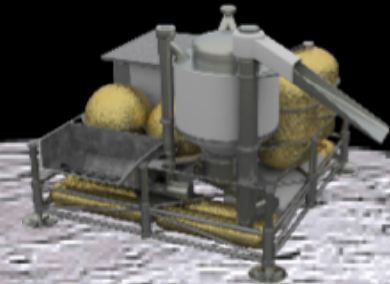
Lunar Ice to
Water Demos



Sustainable Consumable Production

*Mars-Forward:
Demonstrated, end-to-end systems for extraction, processing, production, and distribution of consumables to support sustained human presence.*

Full-scale, Sustainable ISRU
Systems for Consumable
Production



2019

2022

2024

2028

3D-Printed Habitat Challenge

a NASA Centennial Challenge Program Competition



3DPH Challenge Phase 1: Design 7/2015- 9/2015

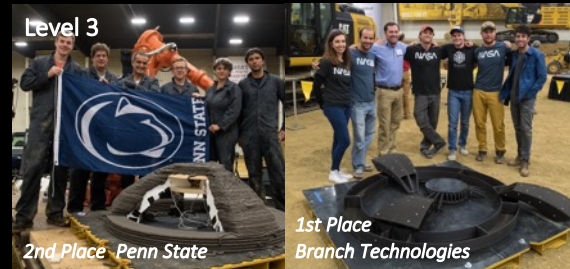
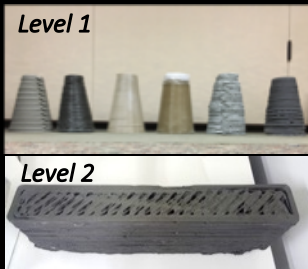
Prize Purse: \$50,000/\$40,000 awarded
(165 entries received, 30 teams were judged)

Develop state-of-the-art architectural concepts that take advantage of the unique capabilities offered by 3D printing.

3DPH Challenge Phase 2: Material 6/2016- 5/2017

Prize Purse: \$1,100,000/\$701,000 awarded
(18 teams registered; 8 teams participated)

Autonomously 3D Print structural components using terrestrial/space based materials and recyclables.



Level 5: Physical Construction Demonstration



3DPH Challenge Phase 3: Build it 11/2017- 5/2019

Prize Purse: \$2,000,000/\$1,320,000
awarded

(19 teams participated)

Level 4: Virtual Construction (Building Information Model/BIM)

Level 5: Demonstrate an autonomous additive manufacturing system to create a habitat.

Technology Highlights

- Demonstration of safe and innovative new **material** compositions for 3D printing pressure vessels on a large scale with application to NASA missions and Earth construction.
- Demonstration of **processes and equipment** for large-scale vertical autonomous construction.
- Diversity/innovation in viable **designs** of realistic planetary Habitats.
- Innovative use of modeling software common to the construction industry as a more **comprehensive design tool** than the software commonly used by the aerospace industry for Additive Manufacturing technologies.
- Demonstration of new **software and control algorithms** for depositing material in a non-two dimensional layer.

Media Engagement:

- Phase 3 generated **408** media features resulting in an estimated **113.5 million** viewers.
- The Facebook Live broadcast of the head to head competition had **1,936 views**.
- Media coverage included **CNN, Business Insider, Fox News, and Popular Mechanics**.

Acknowledgements

Contributors

- Niki Werkheiser: NASA MSFC In Space Manufacturing, Program Manager
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 - Gerald (Jerry) Sanders: NASA HQ In-Situ Resource Utilization System Capability Lead
 - Robert Moses: NASA LARC In Situ Construction Integrated Steering Group Lead
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