

## NASA Mars XR 2 Challenge *Mars Camp 1*



Mars Camp 1 simulates the first human camp on Mars at 38% gravity and is based on use of probable technologies and a site that possibly affords unique research on possible life and its evolution. All assets shown are VR models and most with animation operating in VR Unreal Engine 5.1.1.









Mars Camp



## Site Size in Unreal Engine







# Site Opportunity





Mars Camp 1 site crater has geological layers to research for life fossils and by layers for evolution.







# NASA/SpaceX Star Ship initial landing and astronauts <u>and equipment deploy</u>



Astronaut



# Equipment



Equipment deployed for search for water, communications dish, radio telescope, solar and radioisotope power system (RPS) power.





## Mobility





Model courtesy of NASA







### VR Astronaut collects ice samples, uses tools to fix equipment, and Astronaut (NPC with artificial intelligence) walks to explore.





CHRISTOPHER SHOVE, Ph.D.





## Select Tool As From A Tool Belt







## In VR Use Hand To Fix Equipment With Tool. HUD Shows 02 & Tasks.







## Inflatible Habitat







## Habitat Interior





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Mars Camp



# Simulation Focus 1



## Electrolysis Oxygen production from Mars rocks containing ice H2O & CO2

Scheller, E.  $(20\overline{2}2)$ 





## 02 Plant







## Simulation Focus 2



### Bioreactor producing algae food & 02



On a global scale microalgae produce more than 75% of the oxygen required for animals and humans.

#### Source: Wageningen University & Research Centre Netherlands



Photo ISS Bioreactor Algae Production Unit



Photo Industrial Bioreactor Algae Production CHRISTOPHER SHOVE, Ph.D. Brevel Inc. Israel



## VR Microalgae Bioreactor



- Mars microalgae bioreactor asset based on *AlgaePARC* vertical panel operation.
- VR player interactions will be included to produce algae for food and O2 using Mars ISRU CO2, human waste sanitized fertilizer and H2O liquid derived from Mars rocks and ice.

#### AlgaePARC Operations Netherlands





# XR IMPLEMENTATION



- 1)Images of assets and scenarios presented in this storyboard exist and operate in UE5.1.1VR including blue prints (BP).
- 2)Next steps include improving realism of some models including site, expanding *foci scenarios* of O2 and food production from Mars ISRU and via BP, implementing player interactions to fix different equipment.
- 3)Upon further research, more assets may be added.



## Credits



- Producer & Unreal Engine Integrator and most Blue Prints Dr. Christopher Shove (U.S. Citizen)
- 3D models Andre Vaitsekhovich (Belarus) & Christopher Shove; "Algae Bioreactor" James Speight (USA); "Gas Tank" 3D model by Agustín Hönnun (Chile) is licensed under Creative Commons Attribution; "Scale Hopper" by seeriouslee is licensed under Creative Commons Attribution; "Industrial Grade Electric Motor" by Harri Snellman (Finland) is licensed under Creative Commons Attribution; & Epic Games Market Place
- Mars images courtesy of NASA, USGS & Google Earth/Mars
- Graphic Art Liubov Artemenko (Ukraine)
- Epic Unreal Engine 5.1.1 Virtual Reality used to make and operate VR simulation. References:
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