

“Mars is there, waiting to be reached” -Buzz Aldrin

Driving Question

How can you use architecture to design a habitat that can both fit the needs of the first group of Mars colonists and be modified and replicated as population begins to grow?

Sustainability

Every element of design should be thoroughly considered. All concepts of design should must be strategic and should continue to be useful, or practical for as long as humans decide to inhabit mars. (nothing should be temporary)

Colonization Elements

Each element should be carefully considered and while it is very important that all the necessary rooms and features are incorporated, there is no room for elements that are not essential to life. Some crucial first elements might include; residential, control center, food center, recreational area, ect.

Site

Pick a location on mars to begin the colonization and study the weather and climate to decide how much you need to take it into consideration

The Team

Those sent will be a large group of 10 people. This team will be composed of rocket scientists and engineers, experts trained in the medical field, and botanists. The remaining will be apart of the research team, trained to study the vast unknown of mars.

Presentation Tools

The most effective tool will most likely be 3D models

The following will be a combination of both *Revit* and *Rhino*

- Site Plan
- Floor plans
- Elevation View
- Section View

