



# Mission-driven habitability

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Designing habitats to support mission-driven  
confinement,  
**TROLL Station Containers**

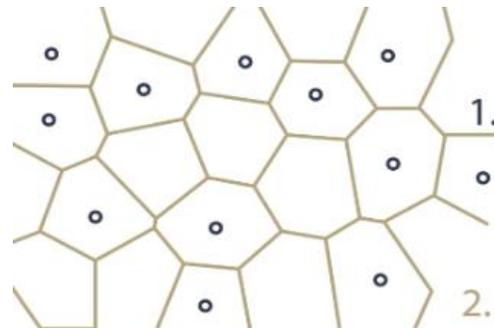
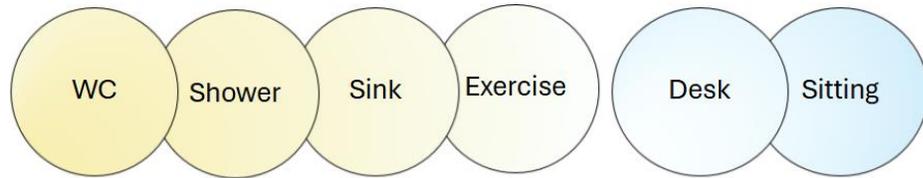
# 01 \_Schedules\_to be continued

## 1. MAIN SYSTEM

Main lighting system based on Human Activity Recognition (HAR)

With adjustment of light tone

- to the season and day time
- could help in simulating the course of the day at lower latitudes

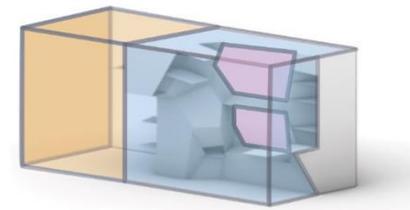
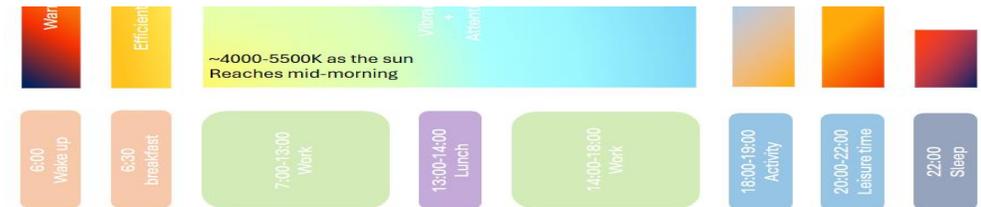


## 2. SECONDARY SYSTEM

Adjusting to the activity

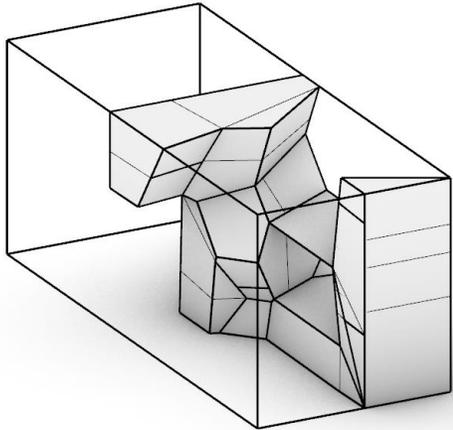
With adjustment of light colour according to the wanted atmosphere (in accordance to biodata e.g. heart rate)

- Awakening
- Work/ study (focus)
- Social time
- Leisure time (relax)

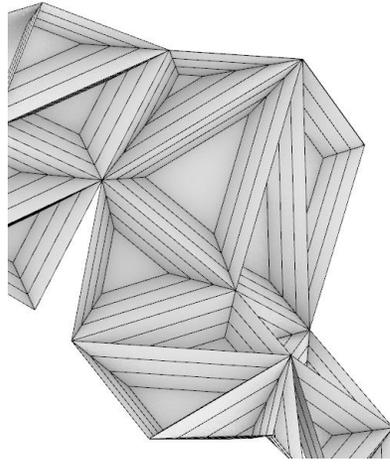


private areas custom social-work area social/ relax/ focus sleeping area relax/ awakening

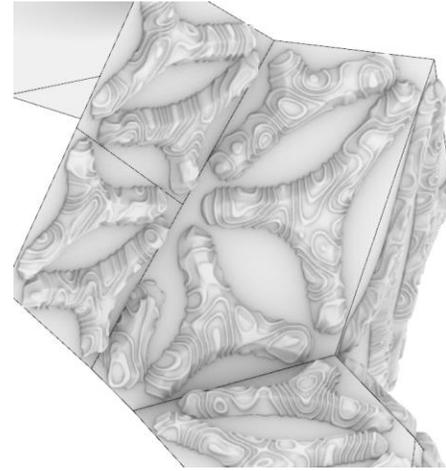
## 02 \_The Voronoi Game



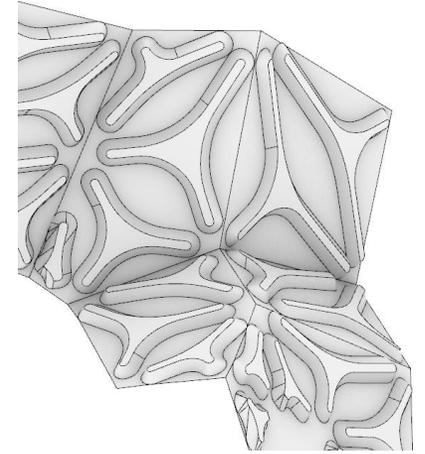
Starting geometry  
*Habitat for two*



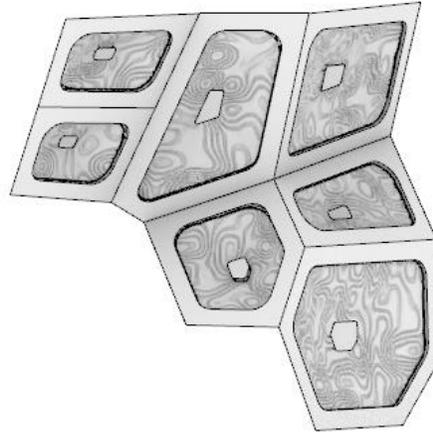
version 1.0  
*sample element*



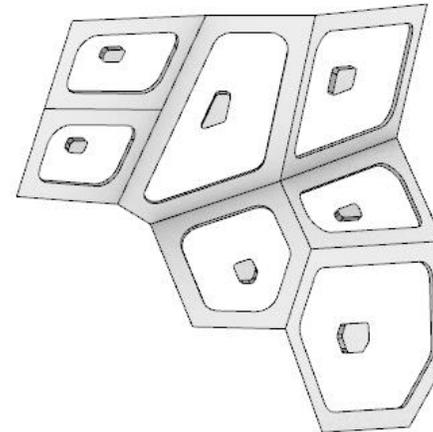
version 1.1  
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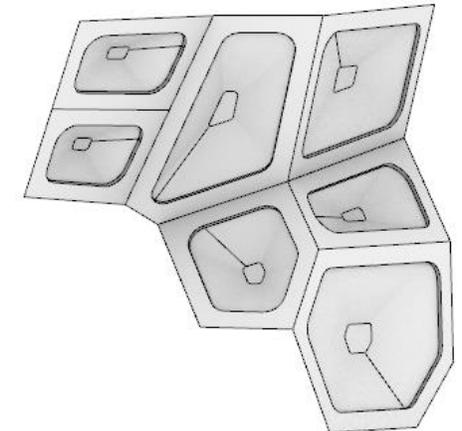
version 1.2  
*Sample element*



version 2.0  
*sample element*

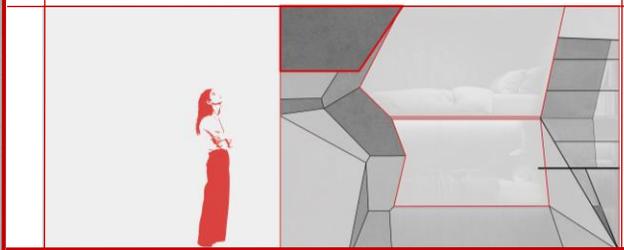
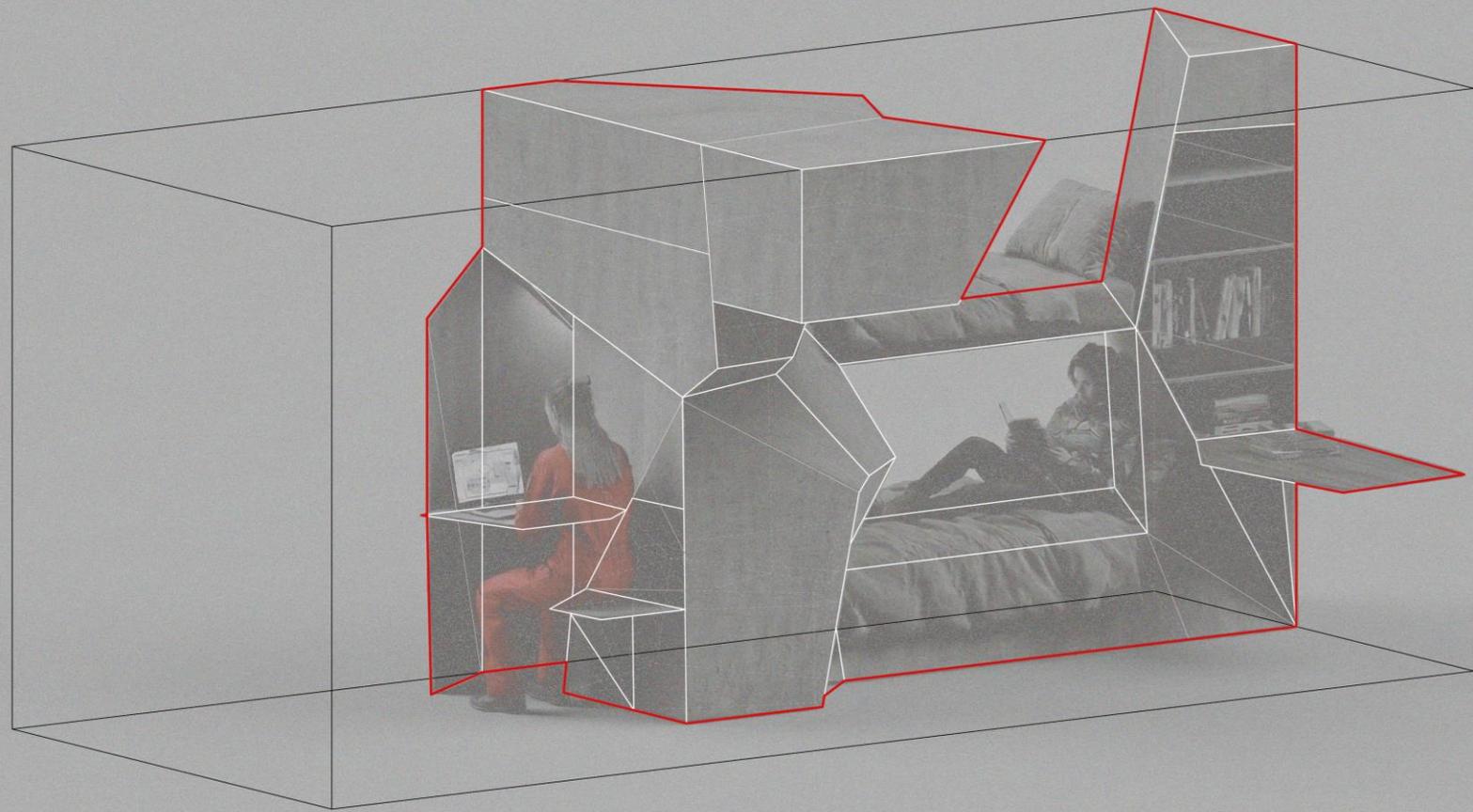


version 2.1  
*Sample element*



version 2.3  
*Sample element*

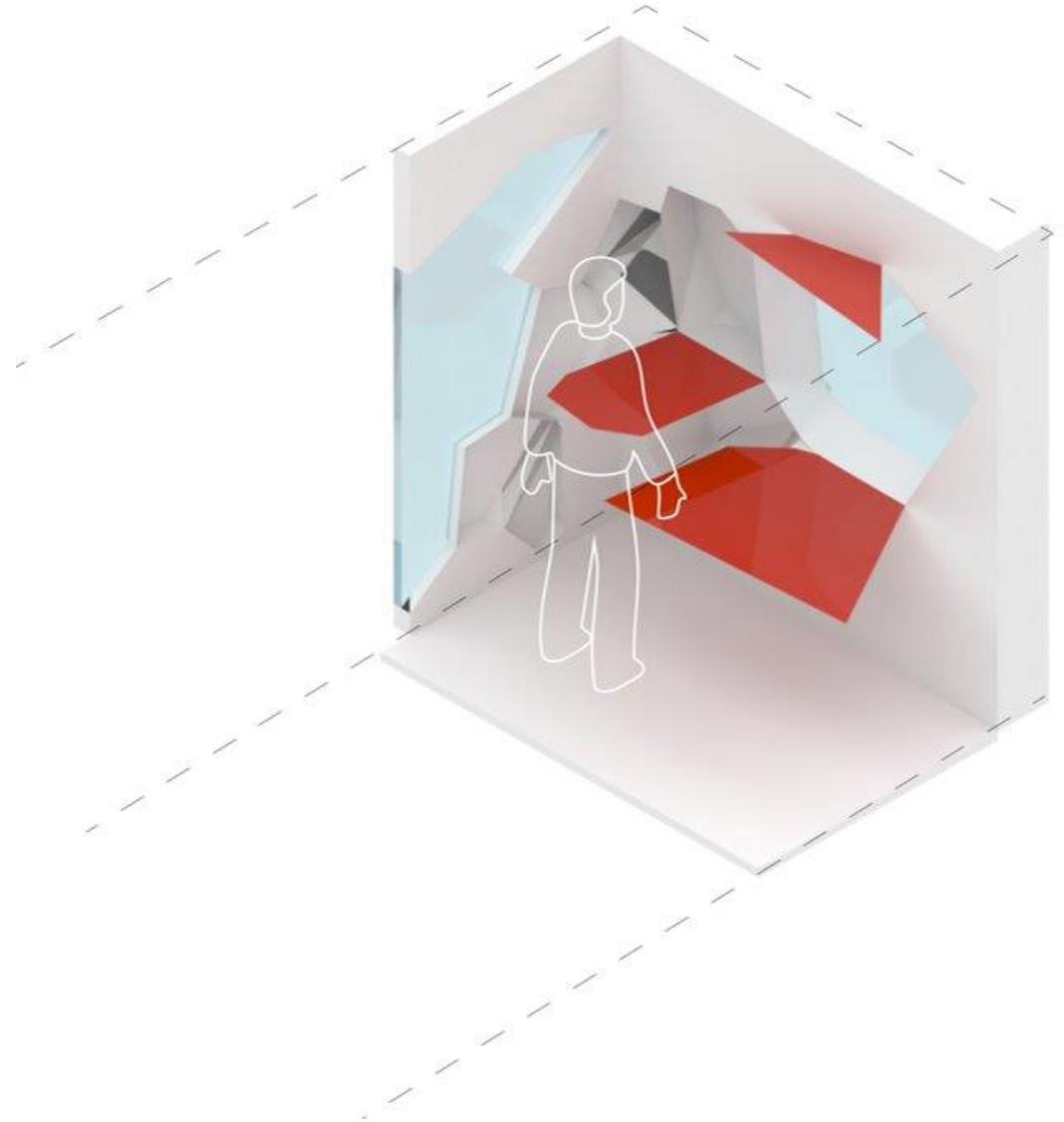
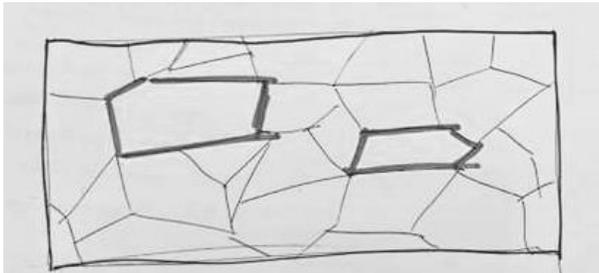
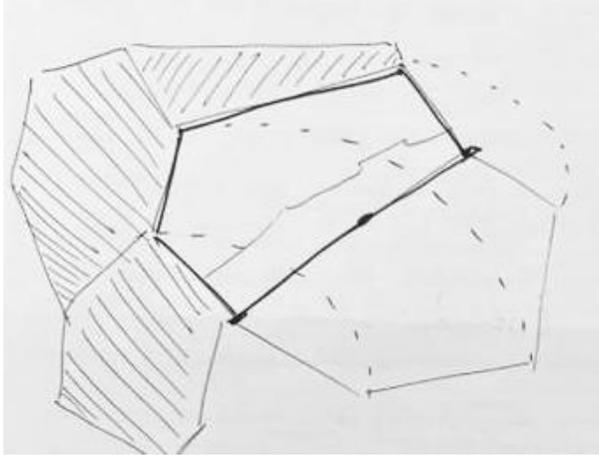
03 *\_Habitat, 3D adaptation*



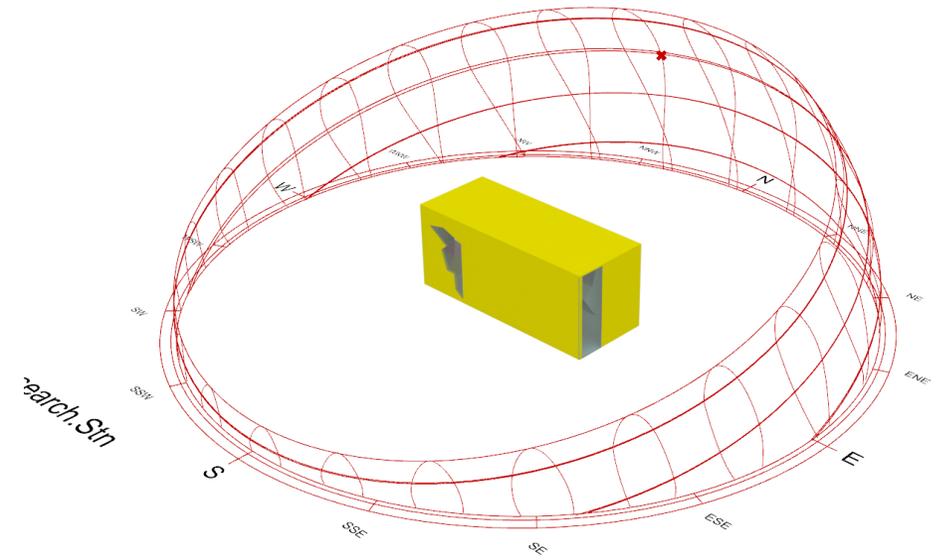
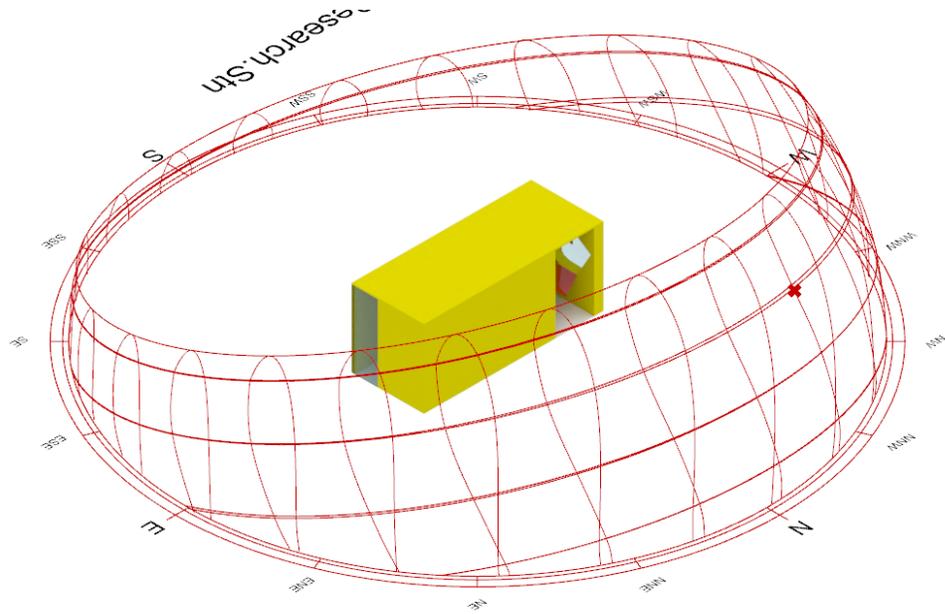
*Elevation*

*Habitat for two*  
*[sitting area, bathroom, overhead storage, bunk beds, library, desk]*

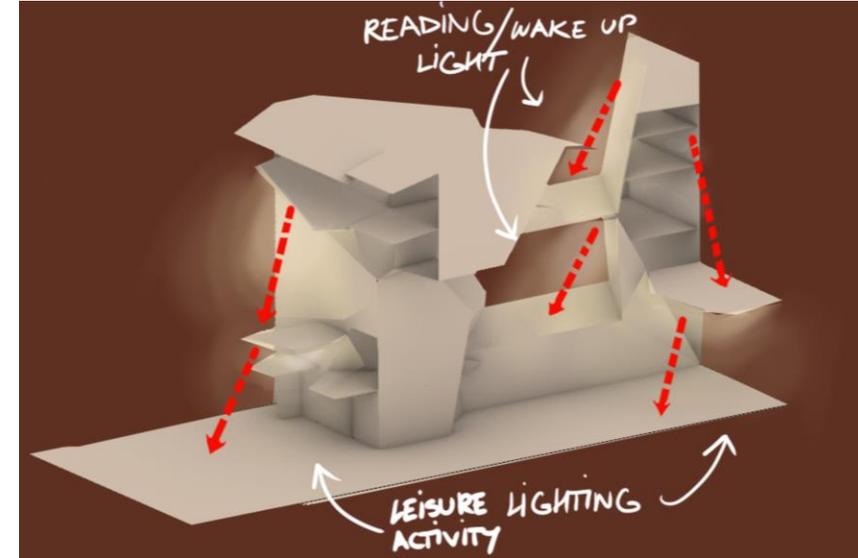
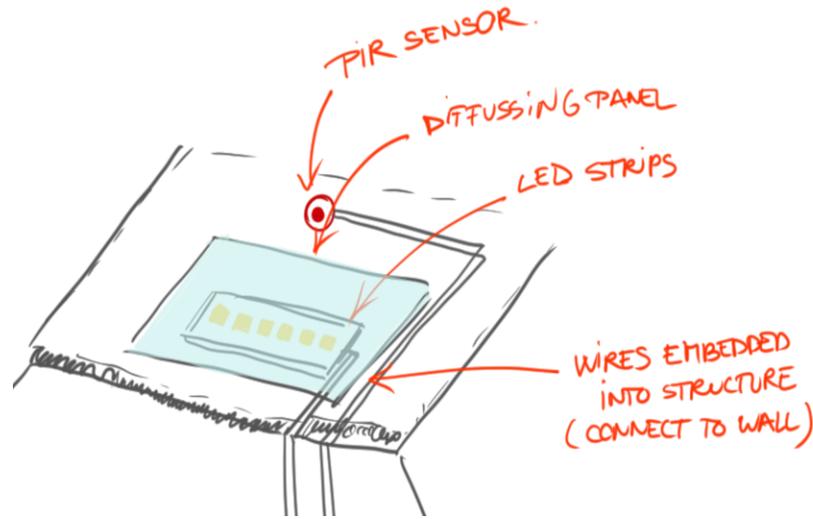
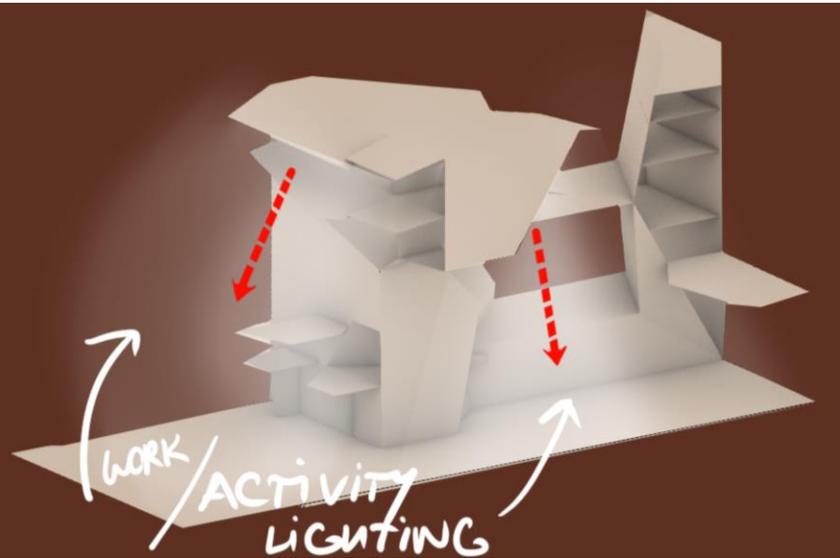
**04** *\_Habitat, 2D adaptation (functionalised wall)*



# 05 \_Openings



## 06 \_Lights



Certain foldable parts were chosen to host the LED strips and sensors.

These panels would have an opening milled into it and a diffusing panel would be inserted in order to distribute light evenly.

The wiring would be encased in the panel and ultimately connected to the wall.

## 07 \_What about AI?

### Implementation of AI:

Using a synthetic set of data as a foundation to train the deep learning model, we will be able to potentially predict the lighting needs of users.

### Drawbacks:

Such as the case study shared with us, there are issues when it comes to personal preference and individual vs group needs.

Due to the synthetic data, there may be a high chance for overfitting since the model will have no room for real input data

Pre-established, non-negotiable requirements that can be found through research for lighting adaptability include

To narrow our needs, we plan on targeting specific conditions to optimize lighting, rather than all:

