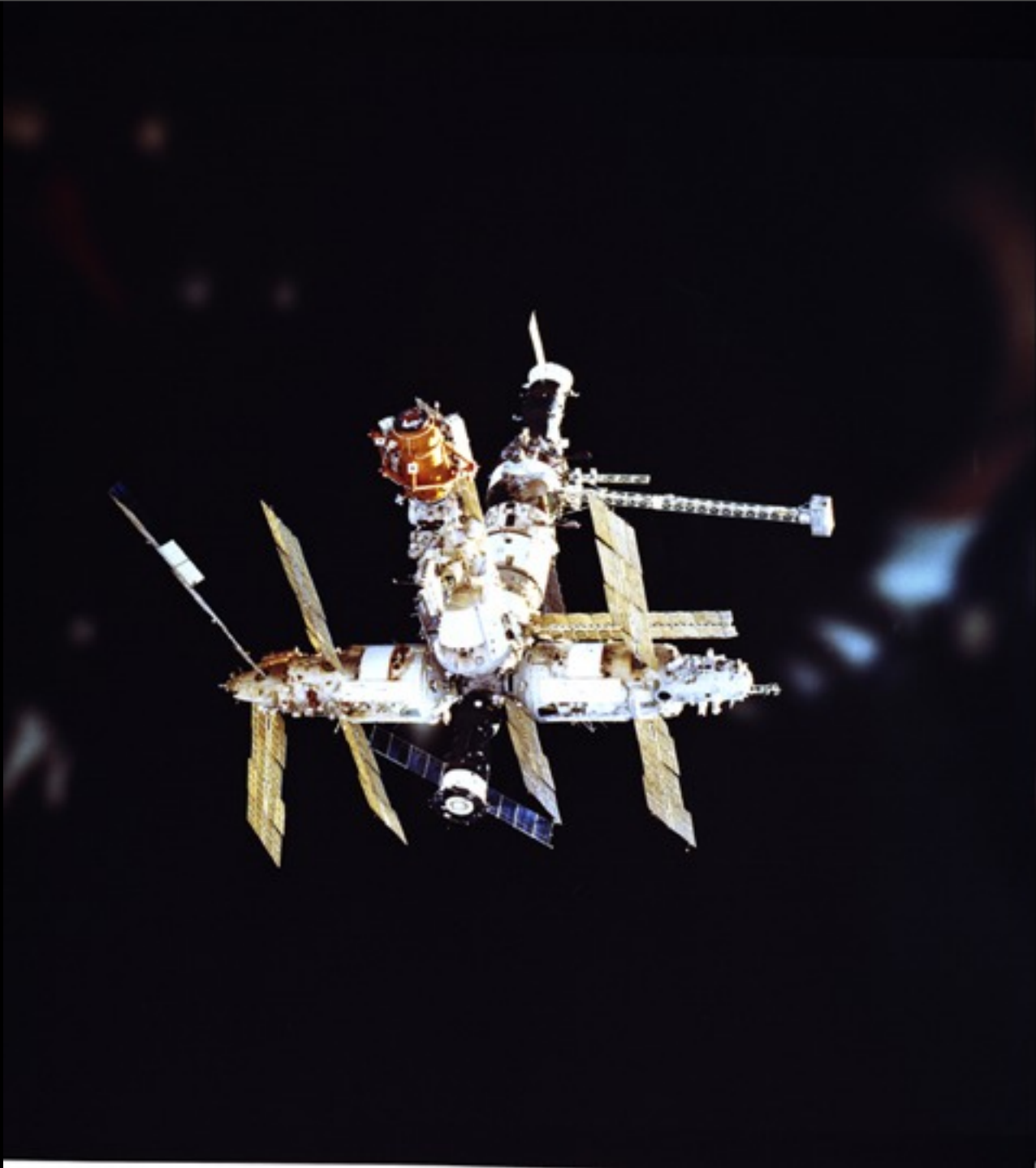




What is the state  
of the ECLSS game  
in Exploration?



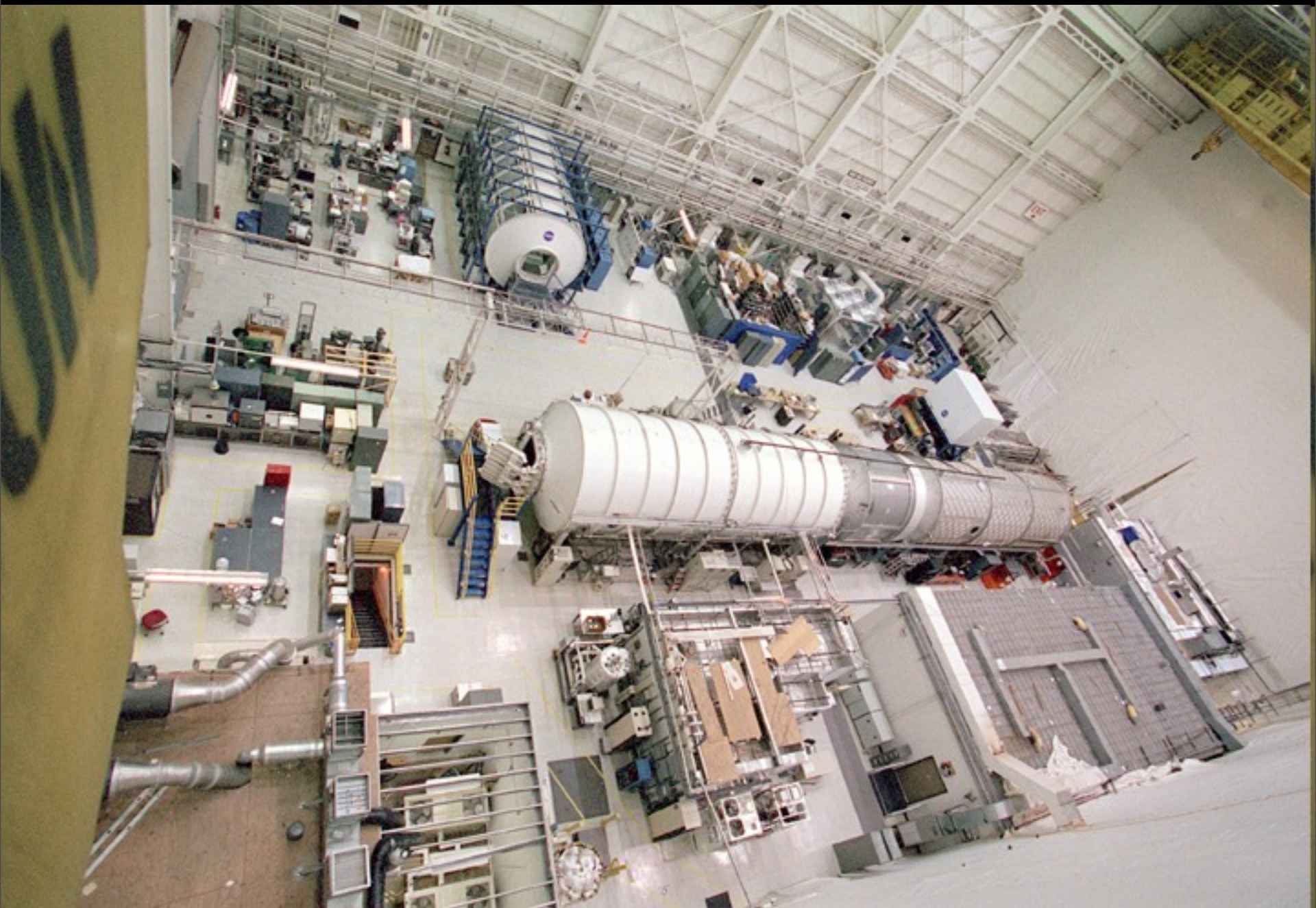
Saturday, November 20, 2010





Saturday, November 20, 2010





Saturday, November 20, 2010



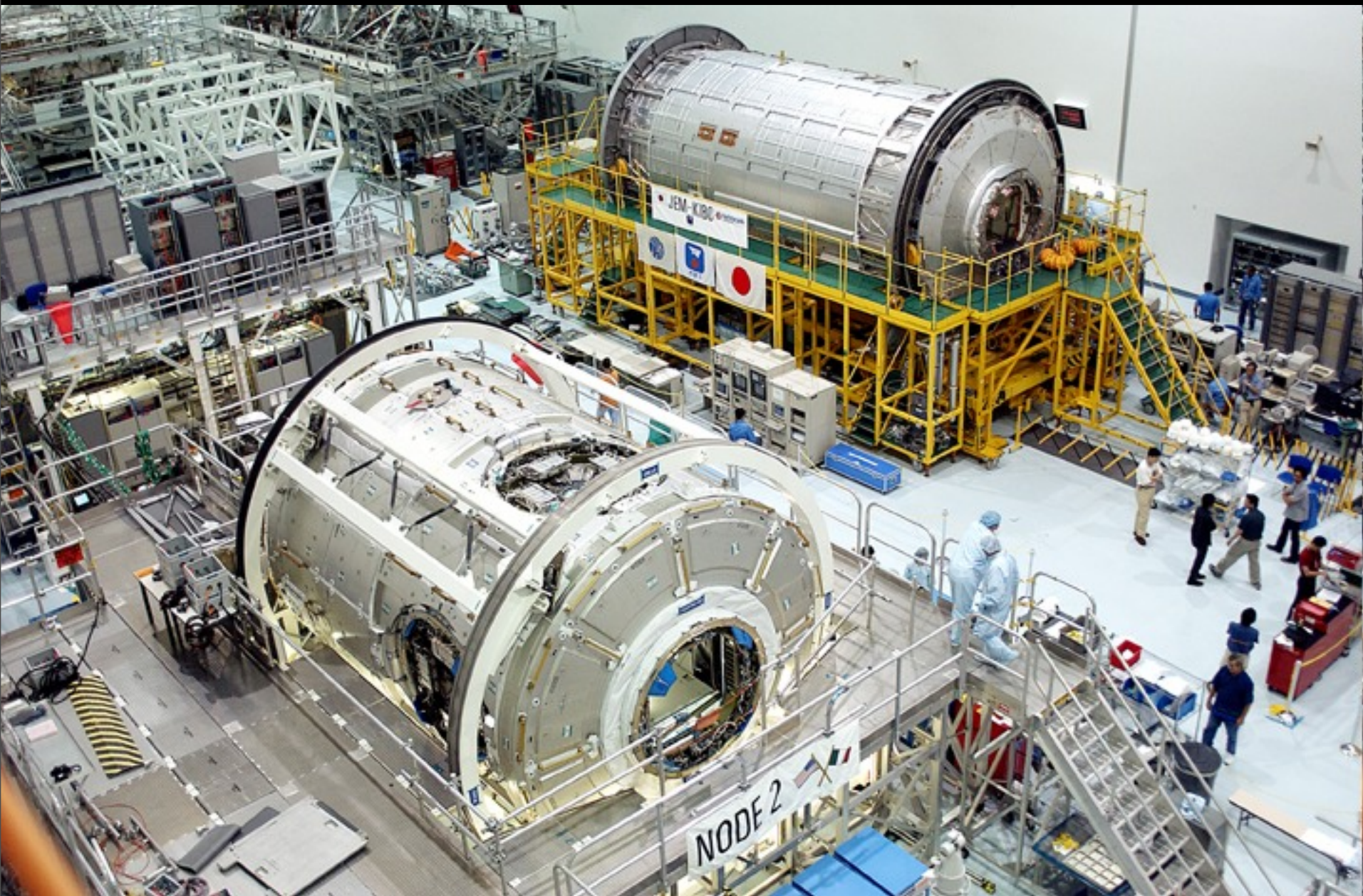


Saturday, November 20, 2010



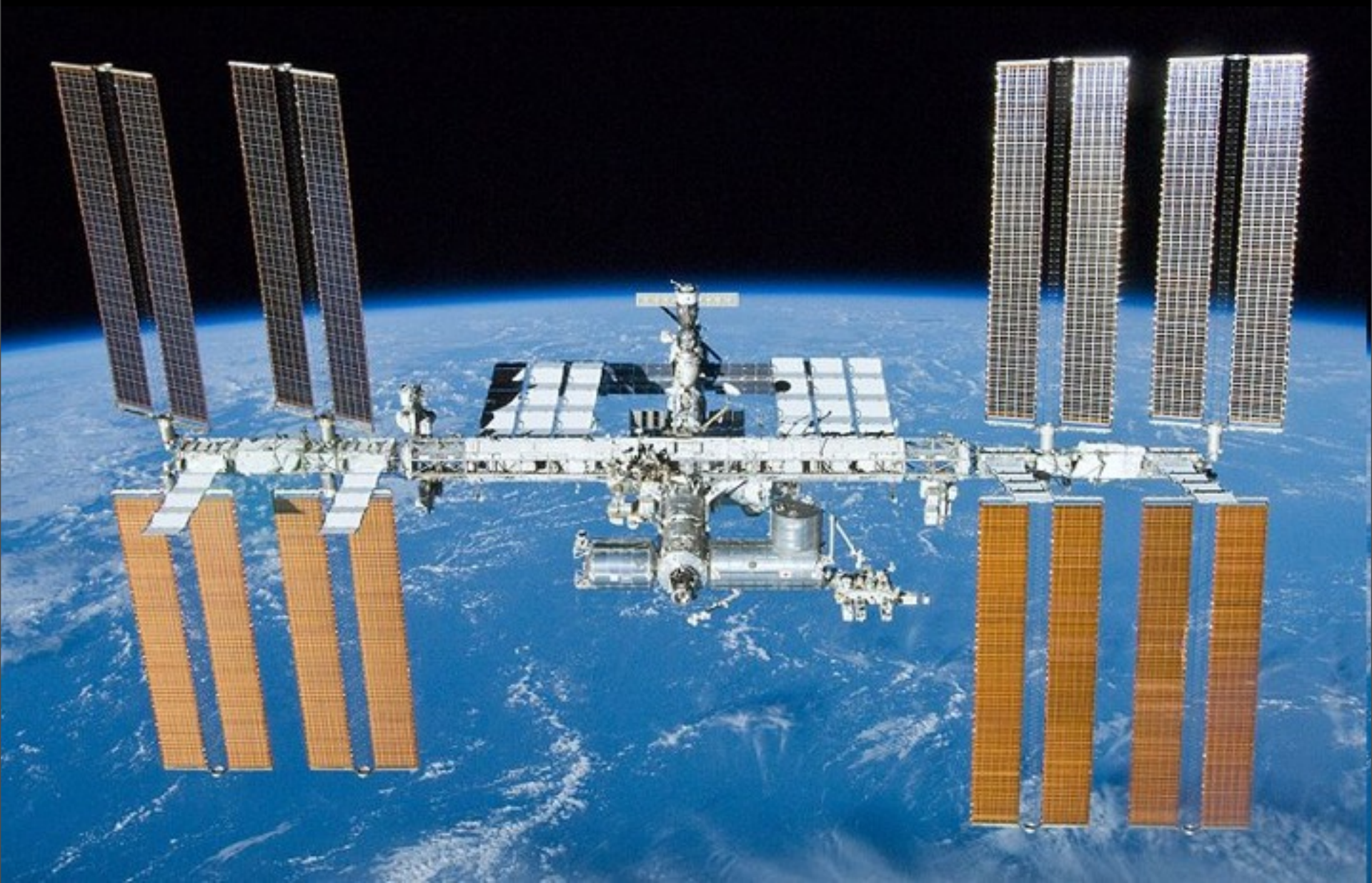
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Saturday, November 20, 2010





Saturday, November 20, 2010





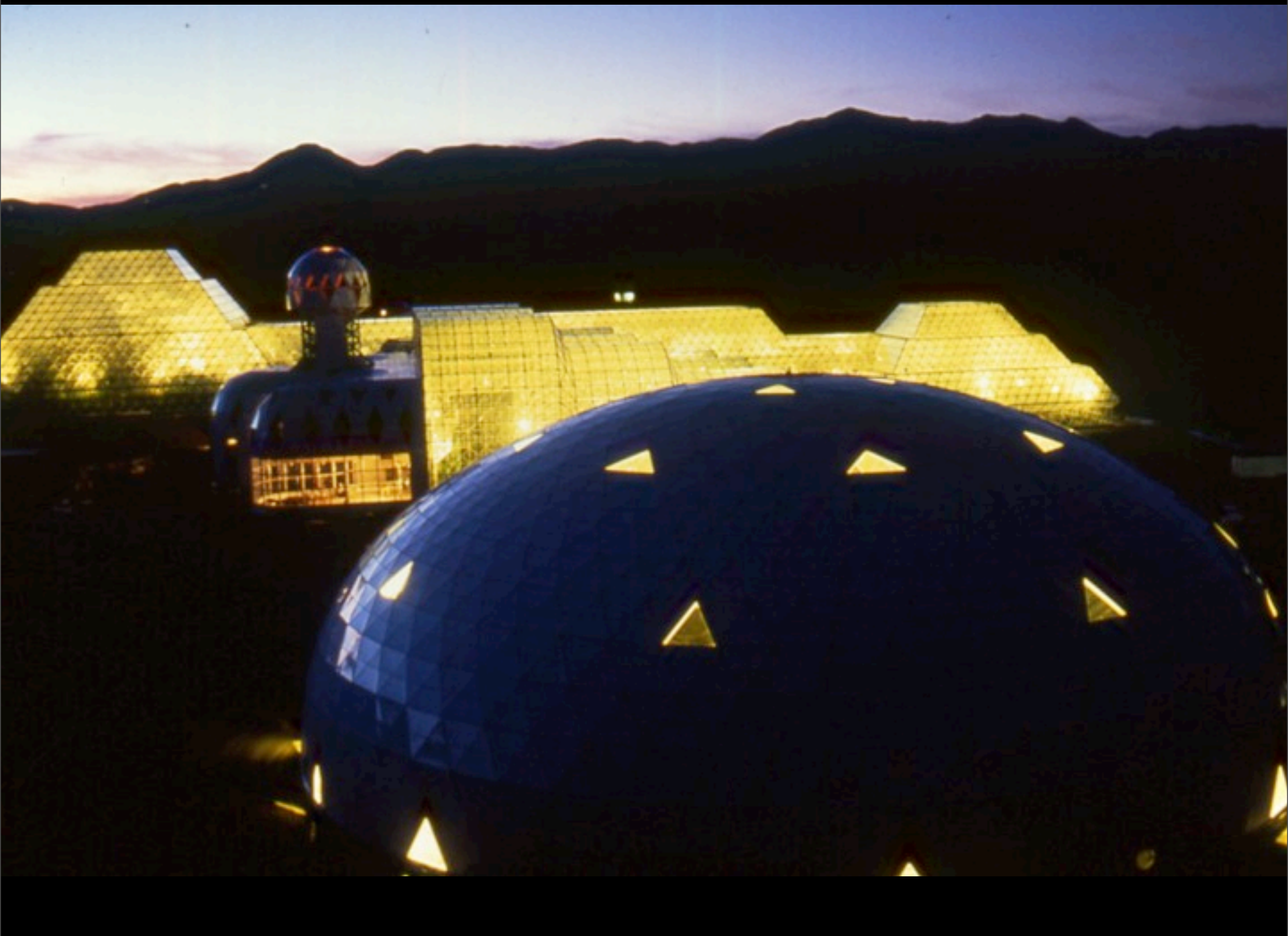
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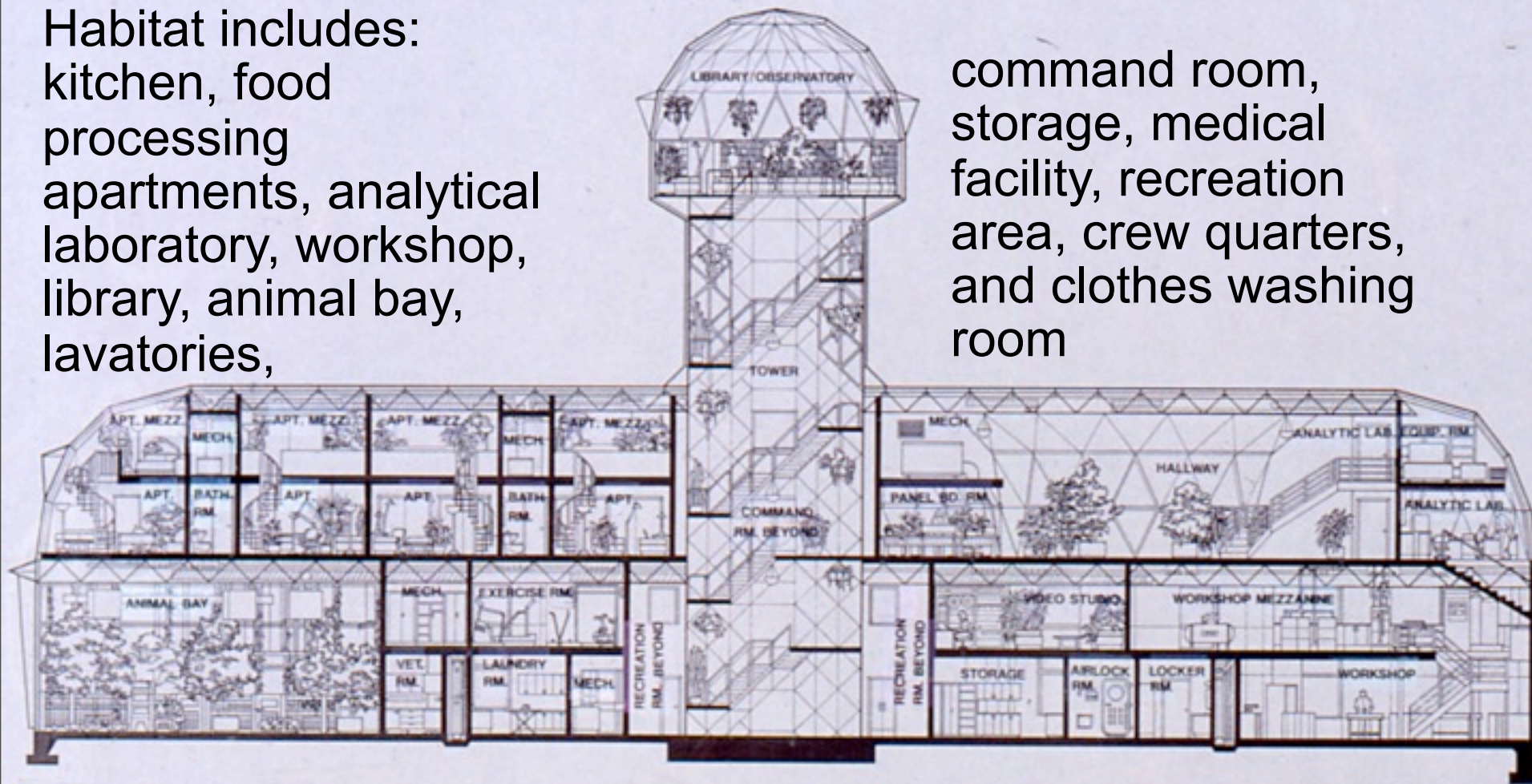


Saturday, November 20, 2010



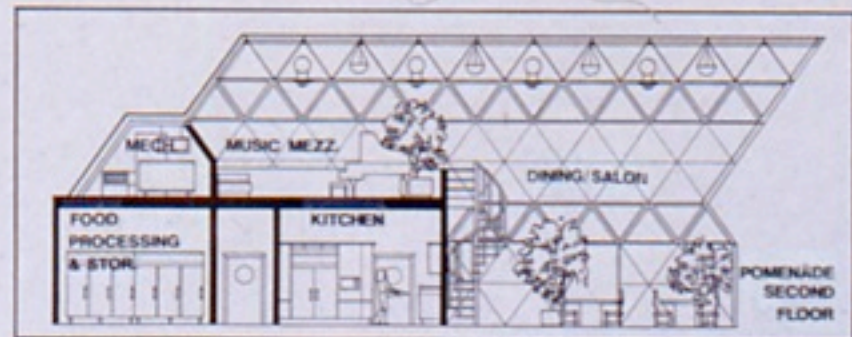
Habitat includes:  
kitchen, food  
processing  
apartments, analytical  
laboratory, workshop,  
library, animal bay,  
lavatories,

command room,  
storage, medical  
facility, recreation  
area, crew quarters,  
and clothes washing  
room



**BIO**  **2**

**H A B I T A T**





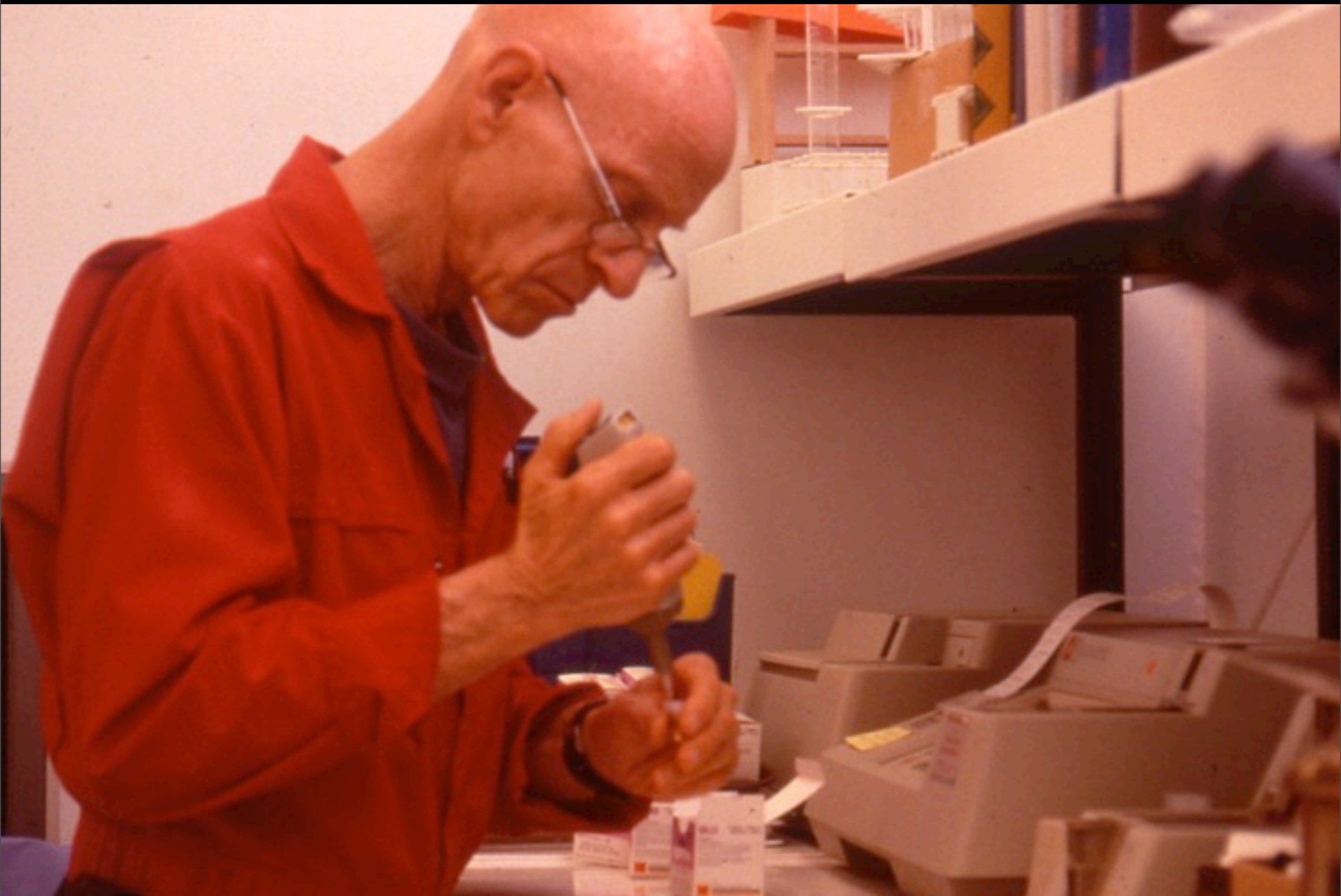


Saturday, November 20, 2010



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Saturday, November 20, 2010



Saturday, November 20, 2010

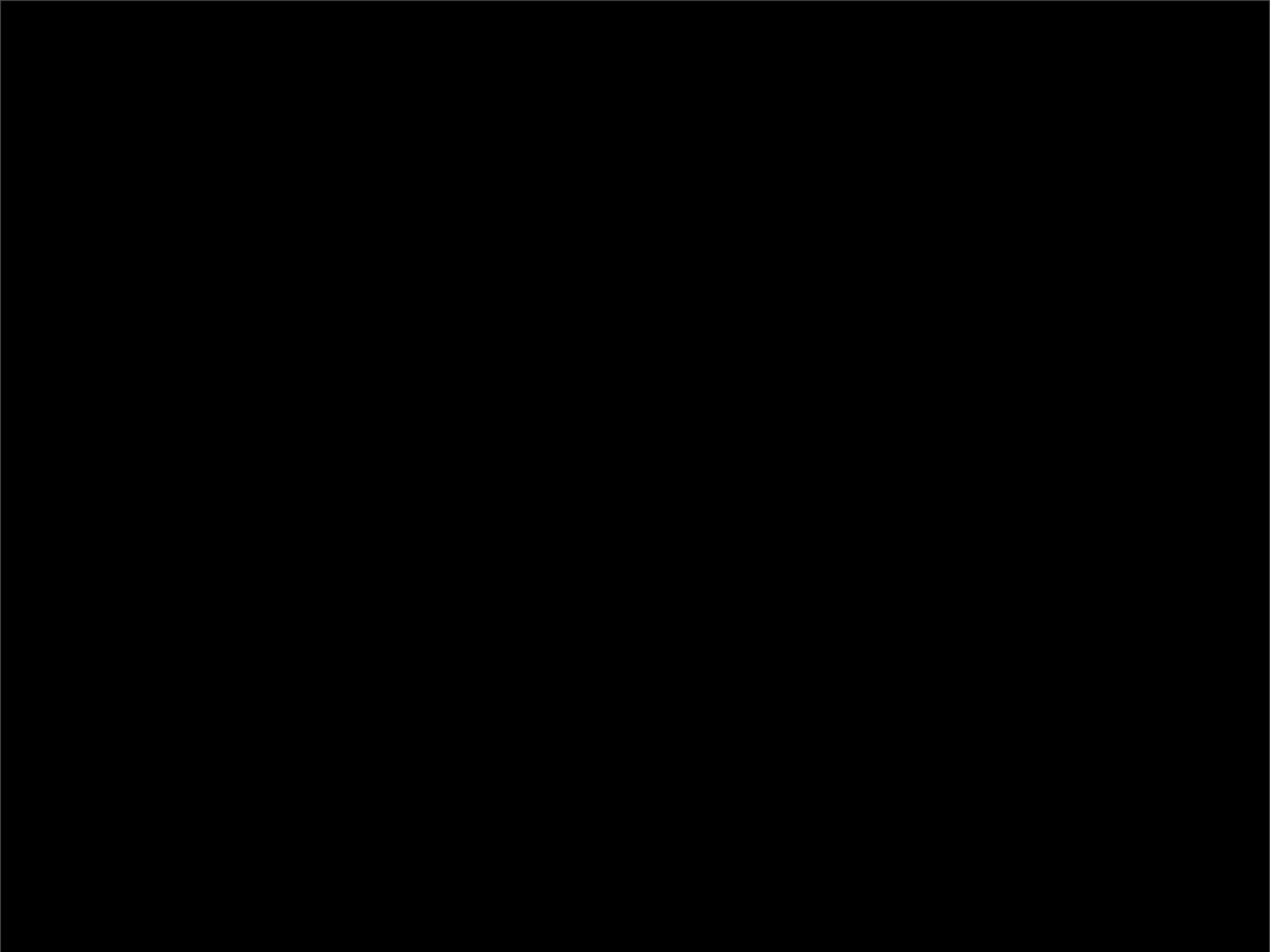




Saturday, November 20, 2010



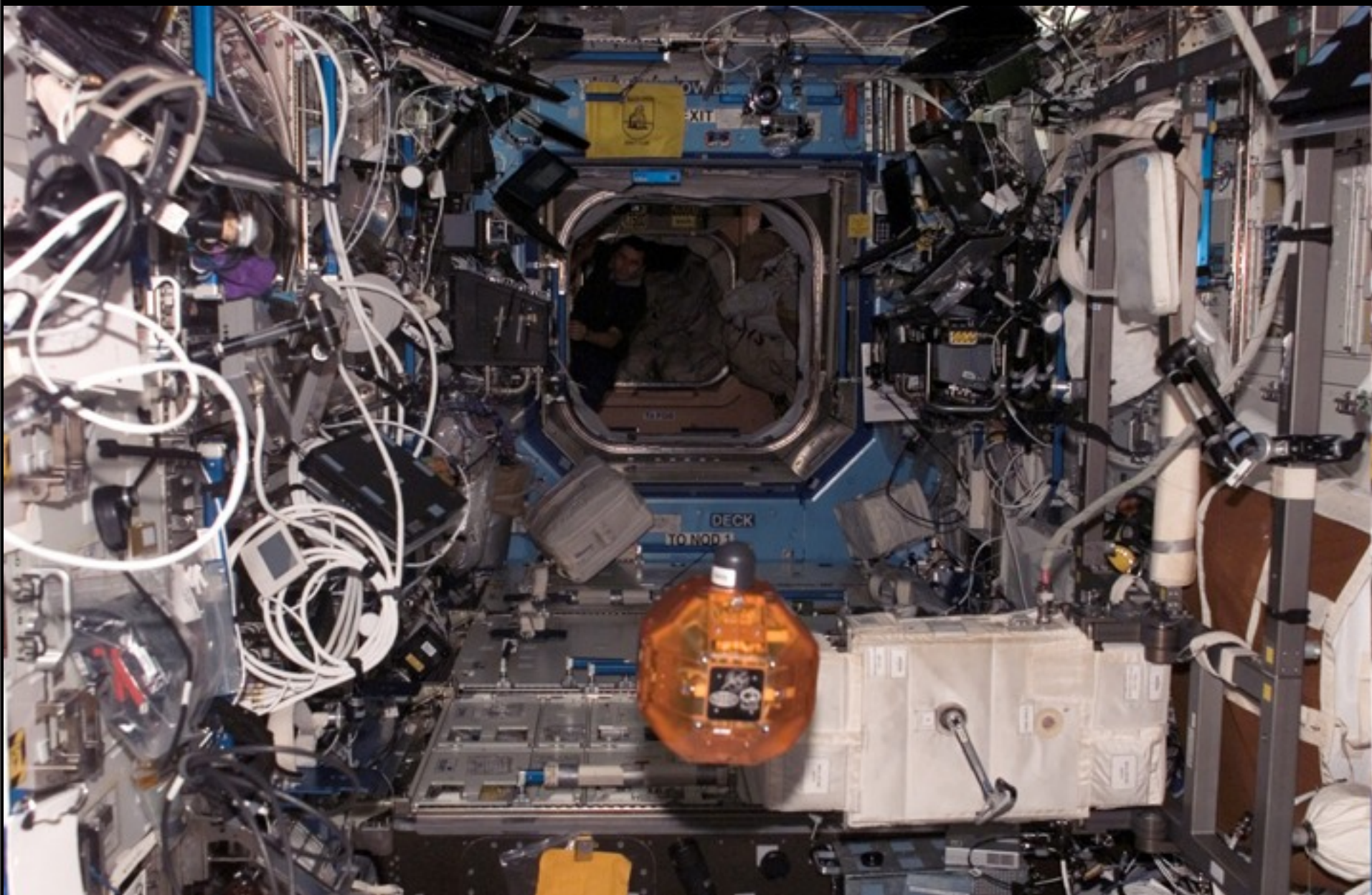






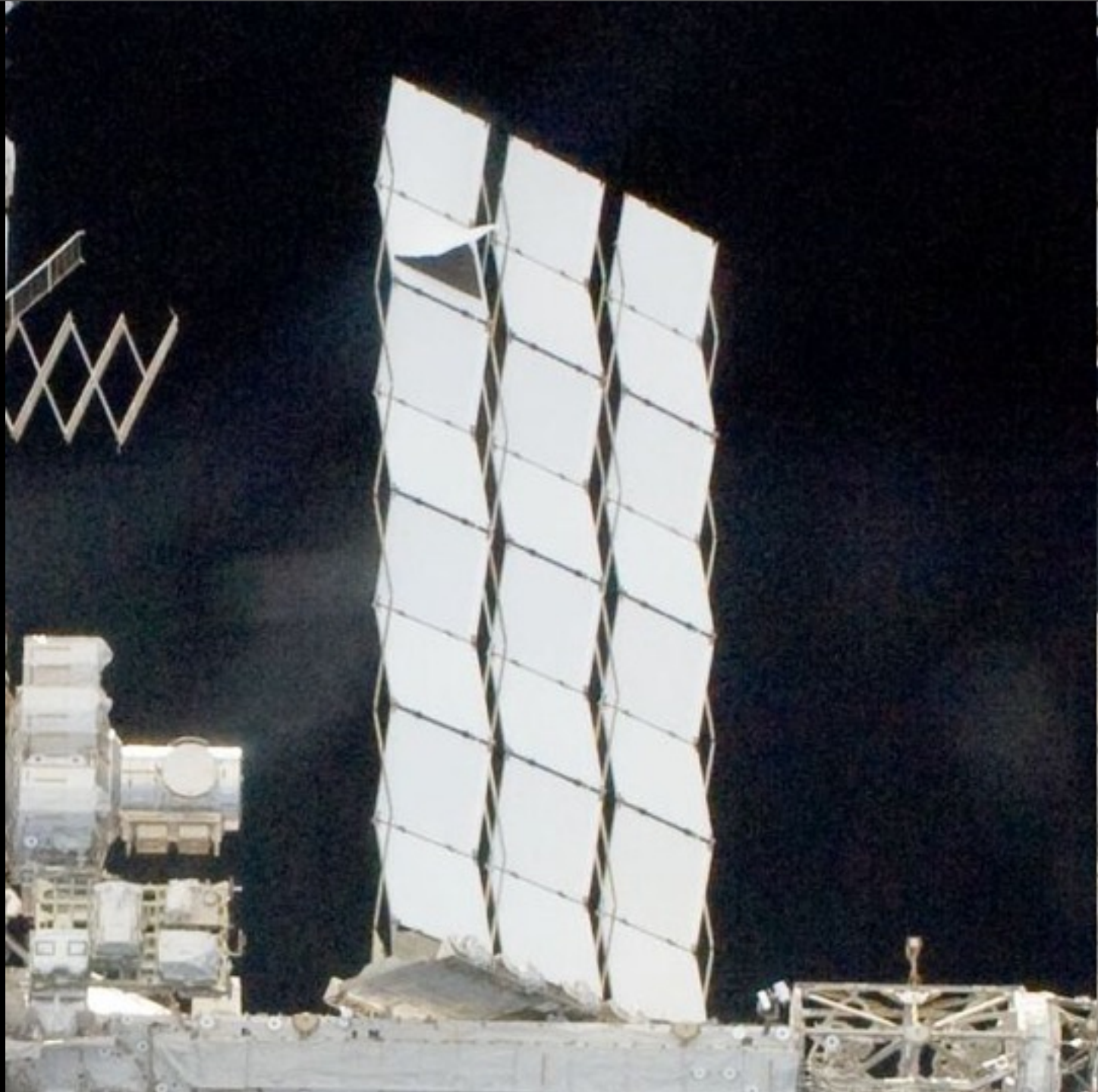
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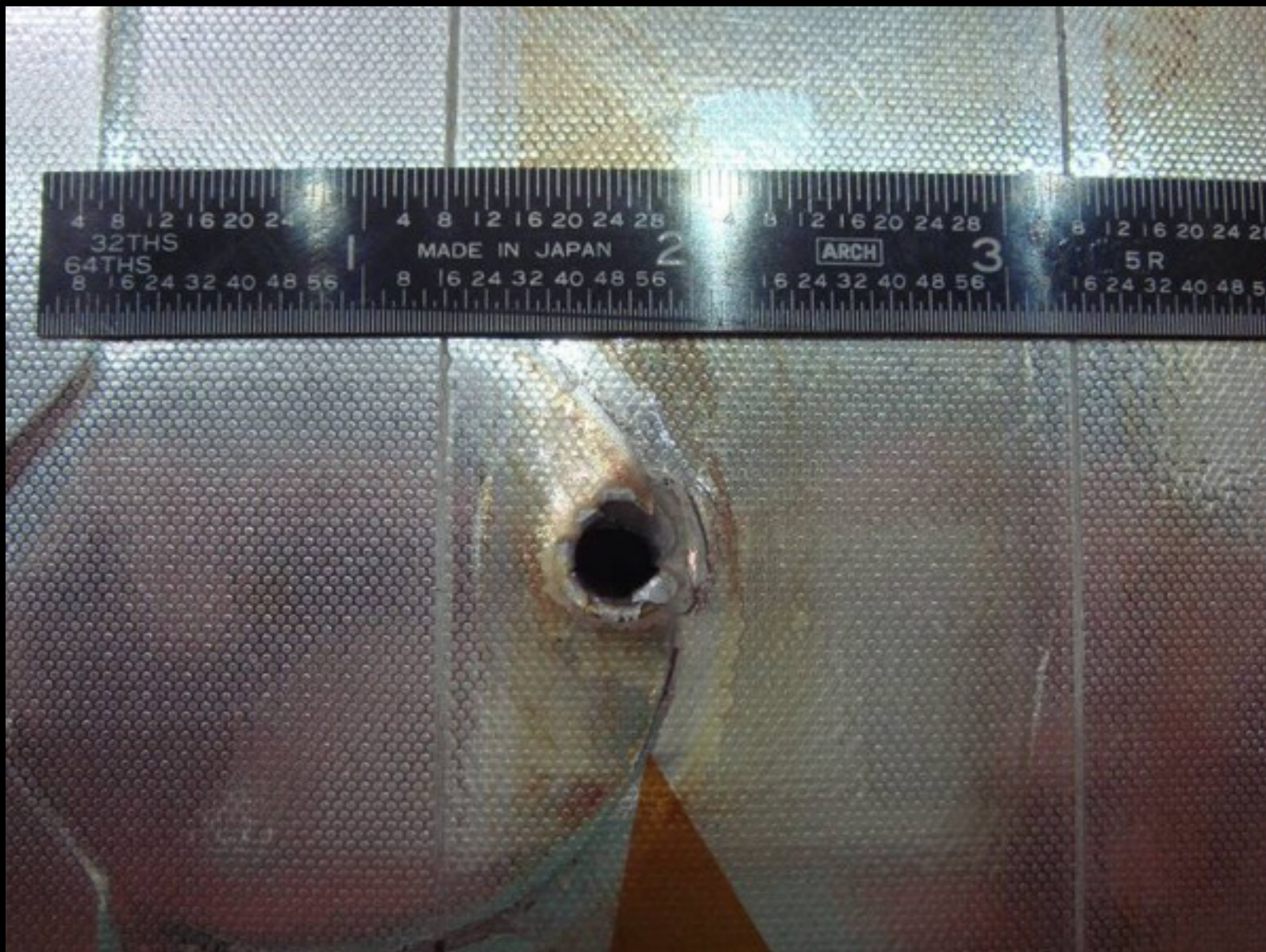
Saturday, November 20, 2010





Saturday, November 20, 2010







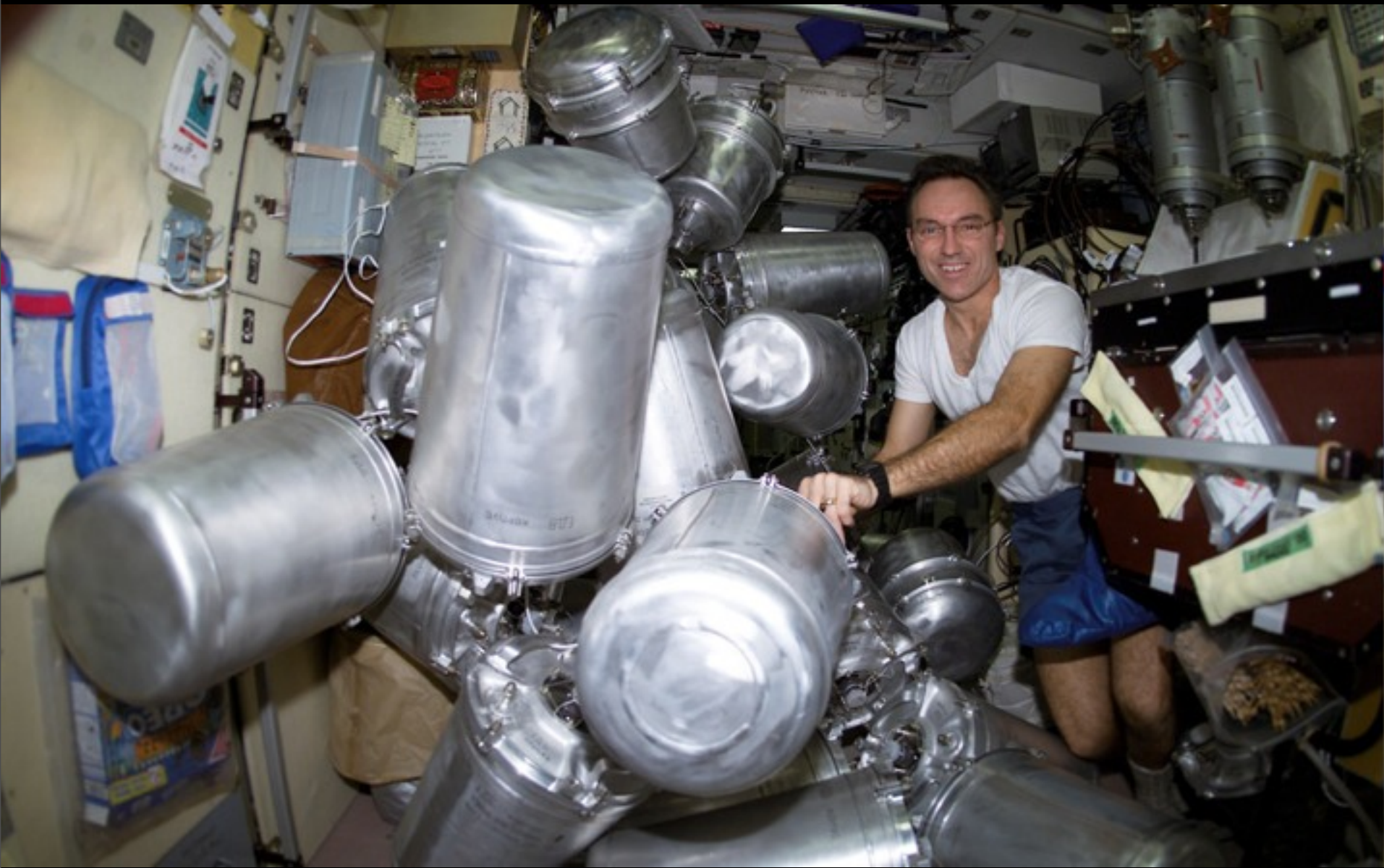
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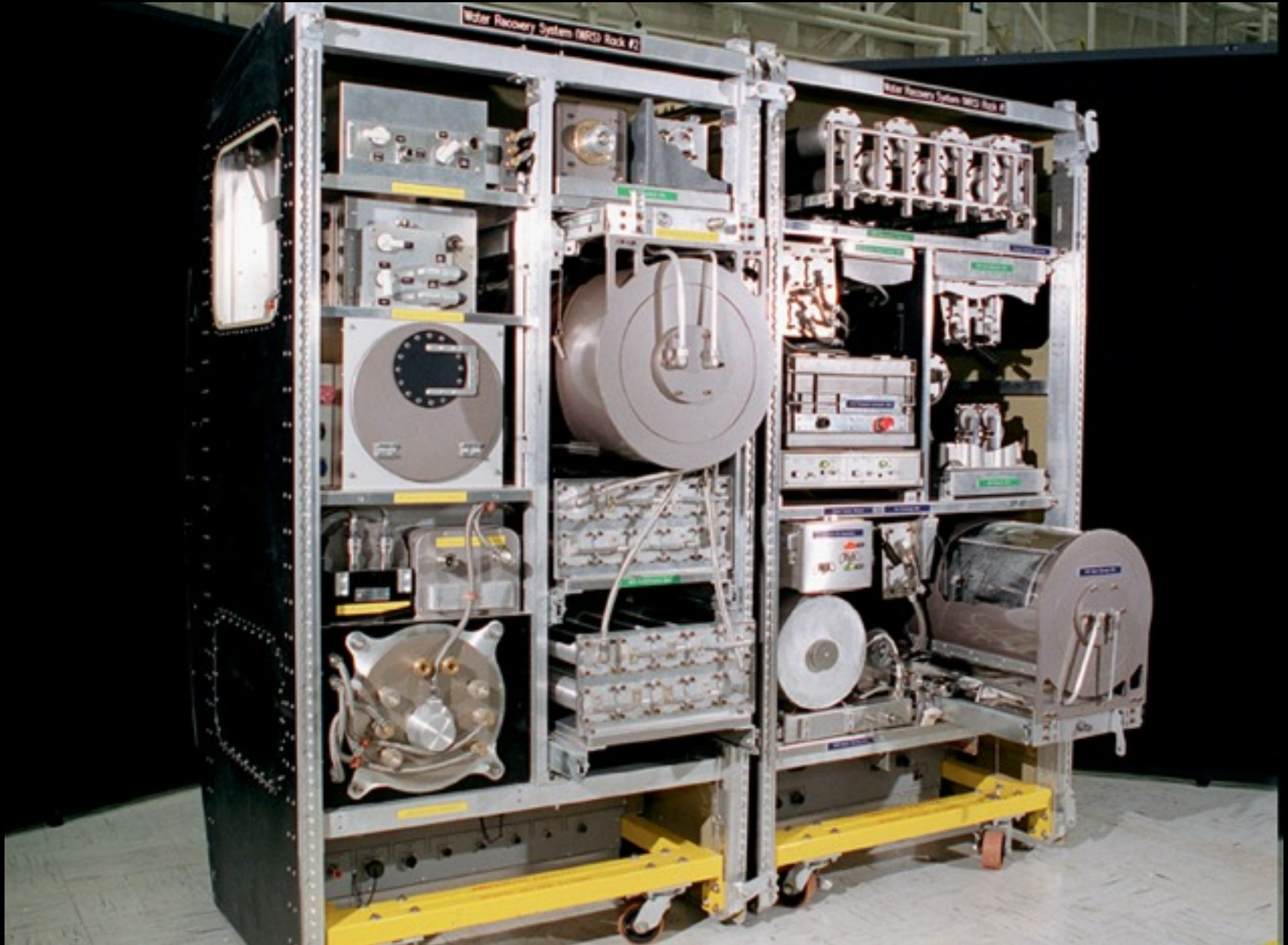
Saturday, November 20, 2010





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# The State of the ECLSS Game



Saturday, November 20, 2010



**DO NOT ENTER  
TEST IN PROGRESS**



Saturday, November 20, 2010

Game changing ECLSS development is needed if humans are to push beyond low earth orbit and pursue bolder dreams. We encourage NASA to include Environmental Control & Life Support Systems as a major component in the Game Changing Development Program with a specific focus on increasing closure, reliability, maintainability; and scheduling realistic, long-term full mission length testing.