

An aerial, isometric view of a futuristic Mars colony. The landscape is a dark, reddish-brown grid of streets. Buildings are constructed from simple geometric shapes like triangles, squares, and rectangles, some with translucent facades. Numerous solar panels, represented as rectangular grids, are scattered throughout the colony. Small, stylized human figures are visible on some of the buildings and streets, providing a sense of scale. The overall aesthetic is clean, modern, and architectural.

THE MORNING AFTER WE LAND ON MARS

≈2,000 HOURS

2 SELF-DIRECTED MARS PROPOSALS

1 QUESTION I STILL HAVEN'T STOPPED ASKING:

WHAT HAPPENS NEXT?

GET THERE

BUILD THERE

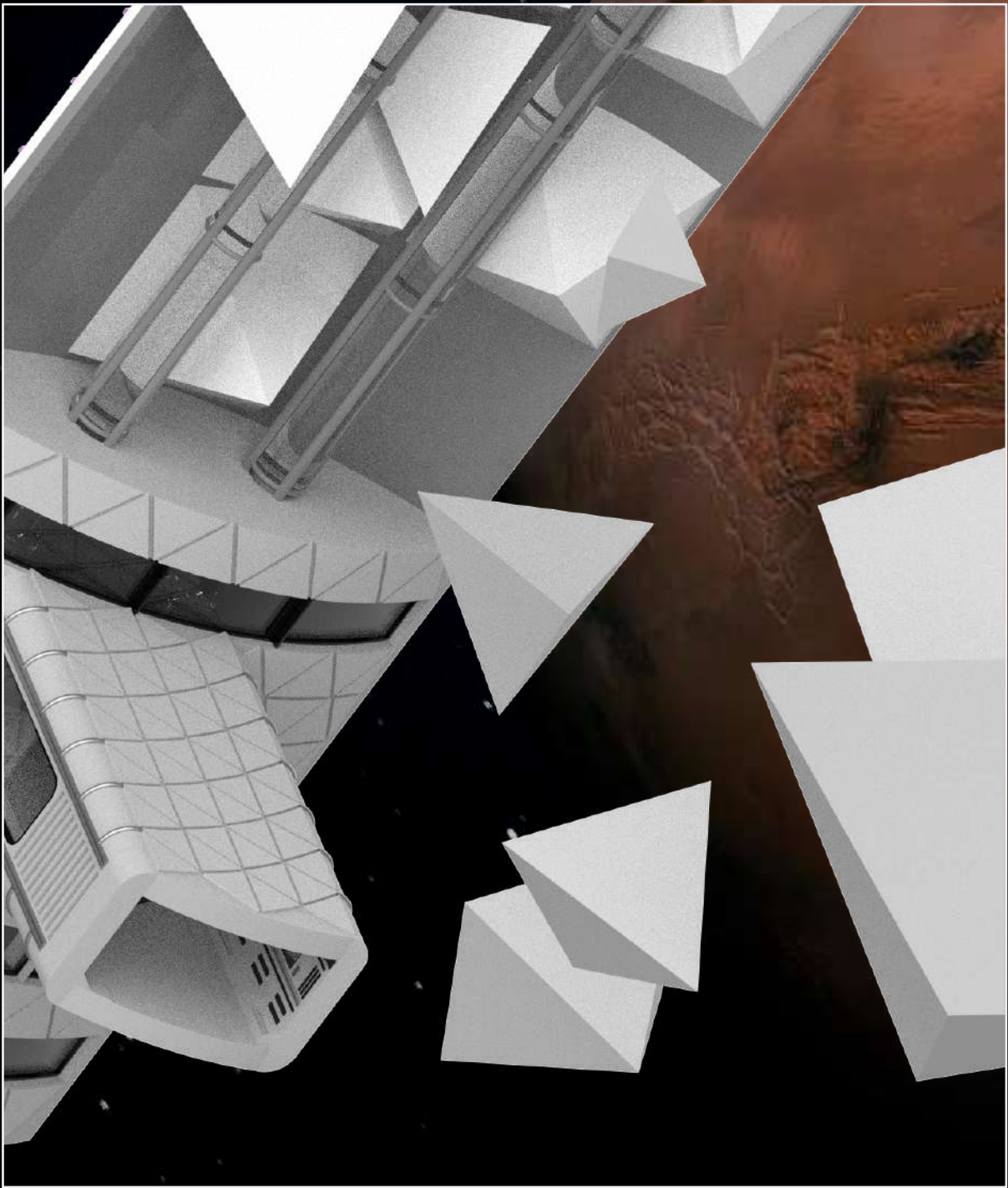
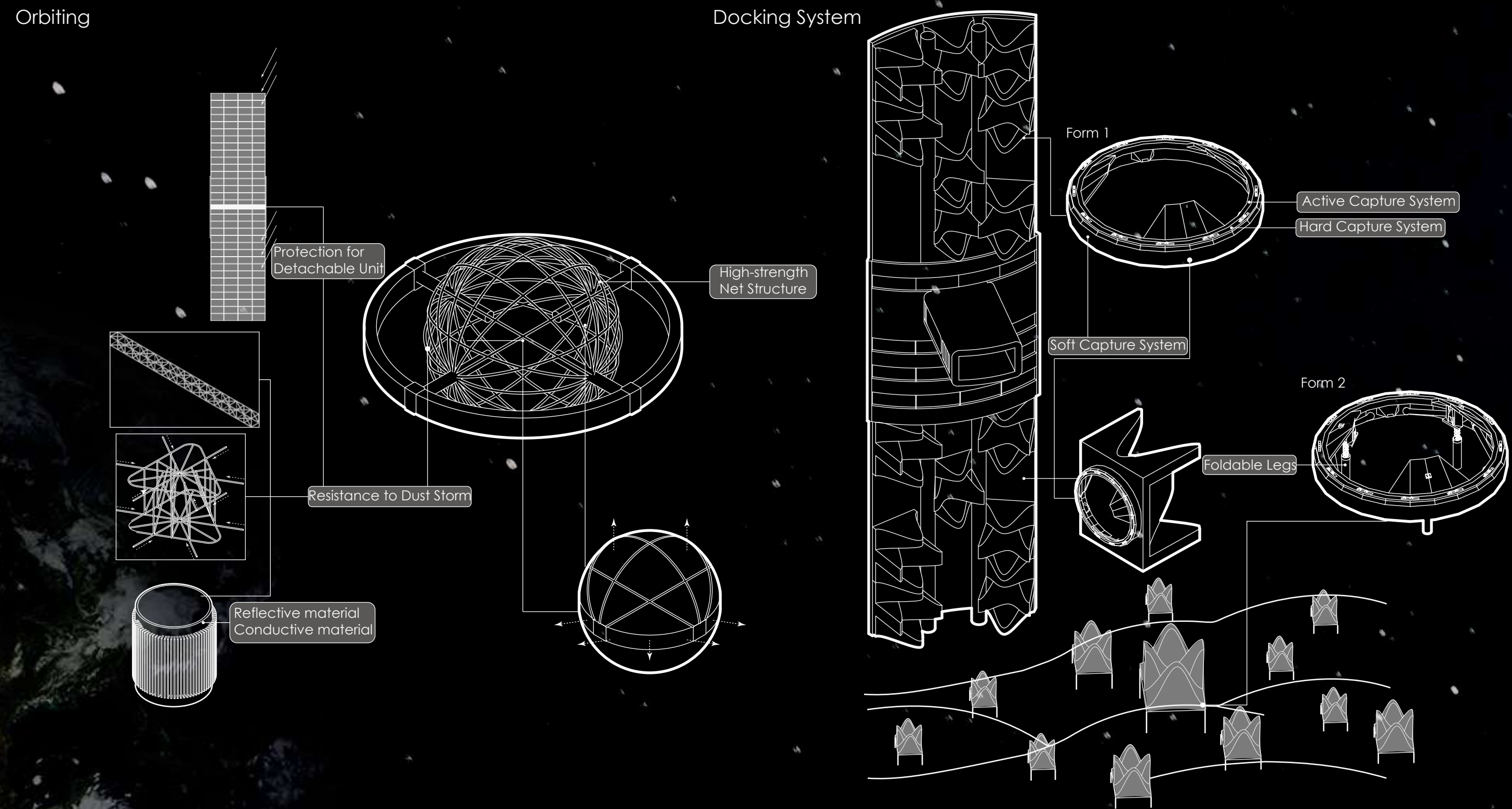
LIVE THERE

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GET THERE

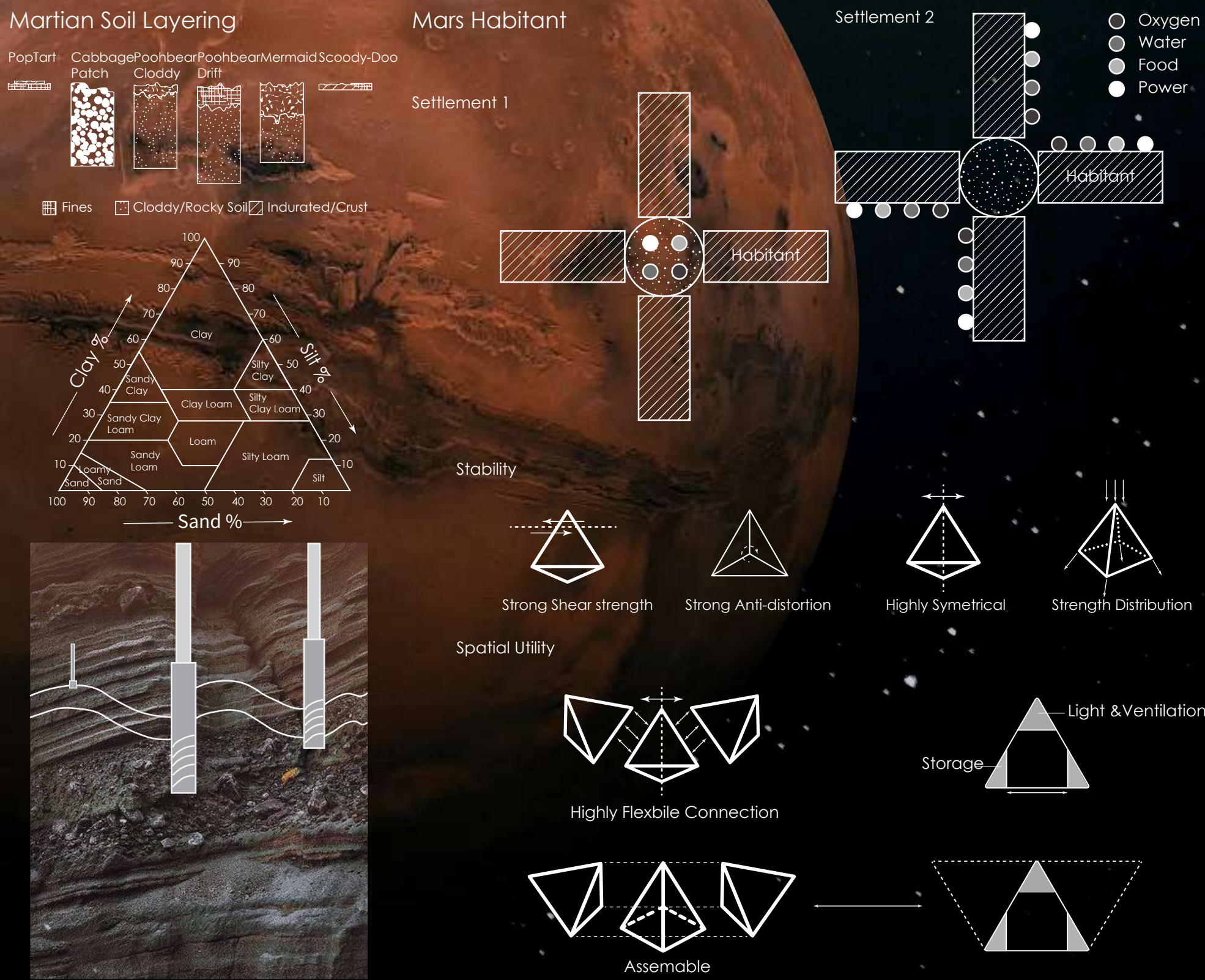
HOW DOES PART OF A SPACECRAFT

BECOME THE FIRST ARCHITECTURE ON MARS?



6-step deployment sequence

NASA studies used to ground key environmental and mission assumptions



BUILD THERE

HOW DOES ONE HABITAT

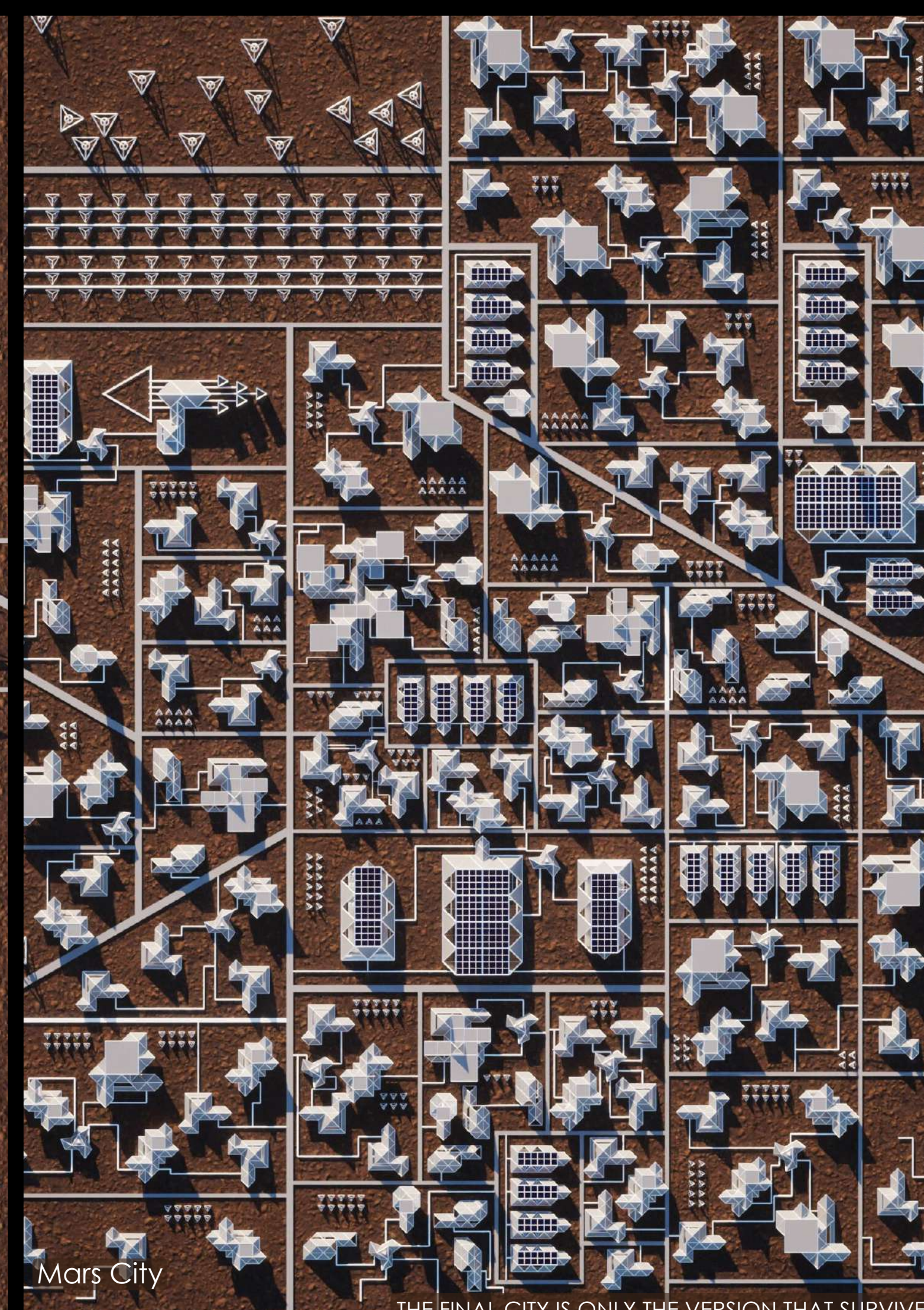
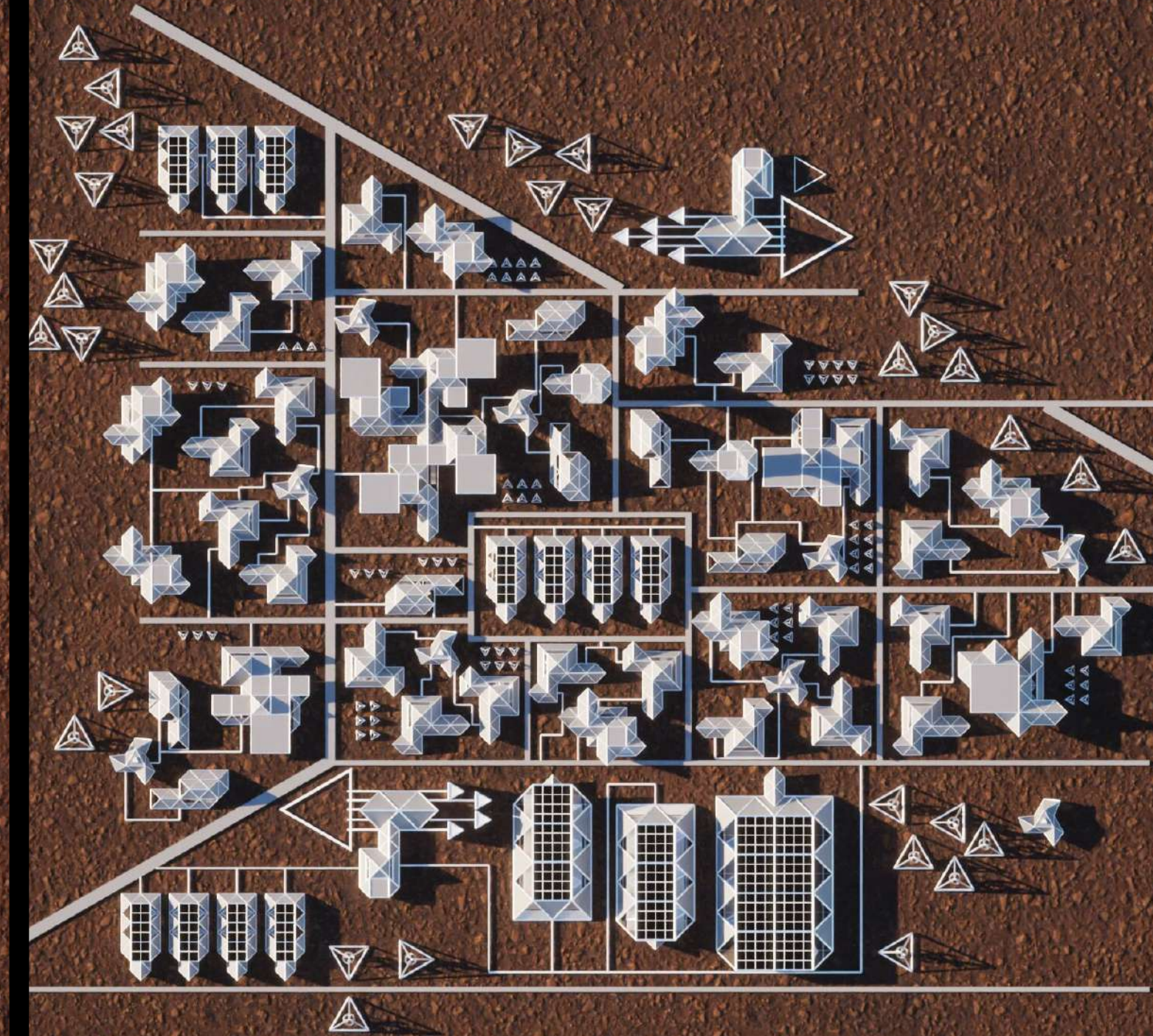
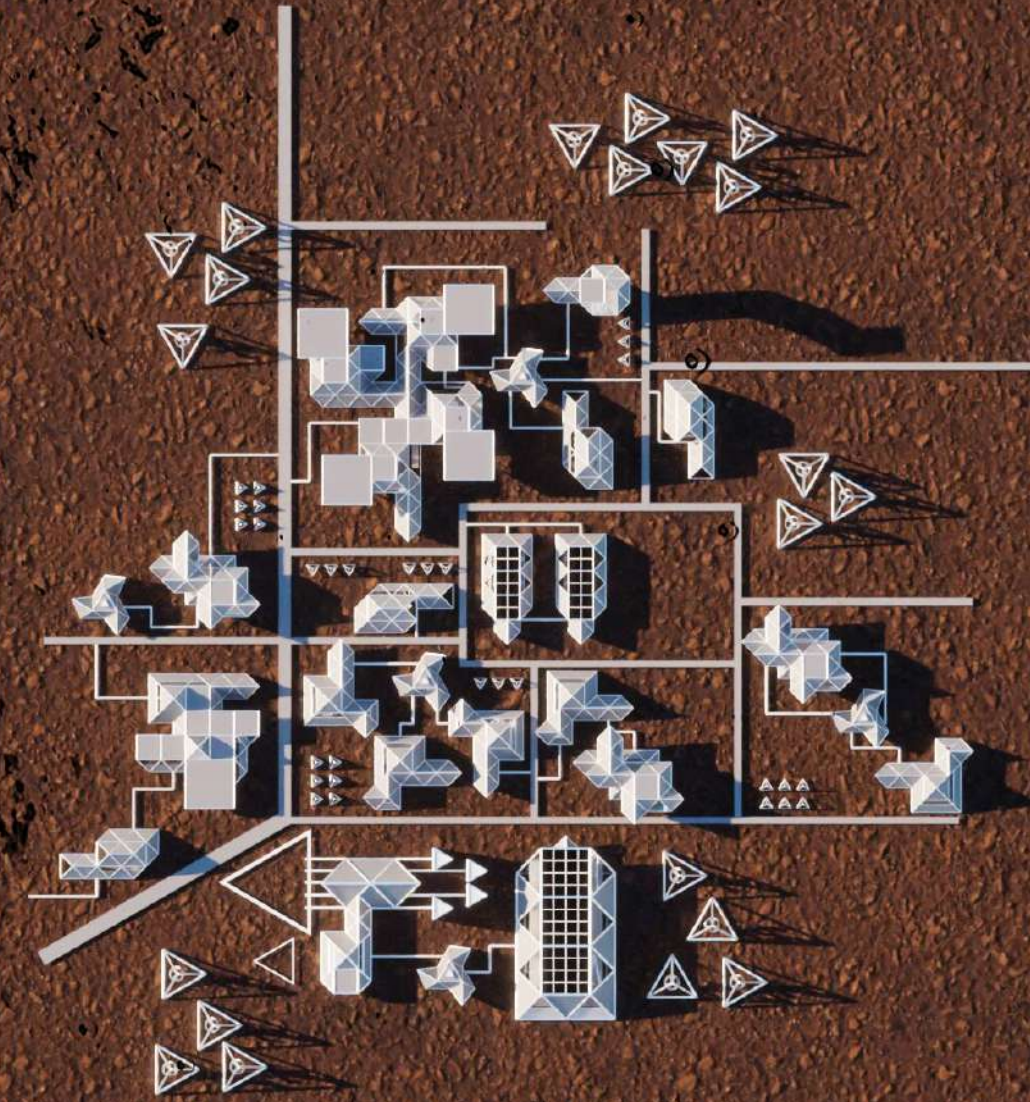
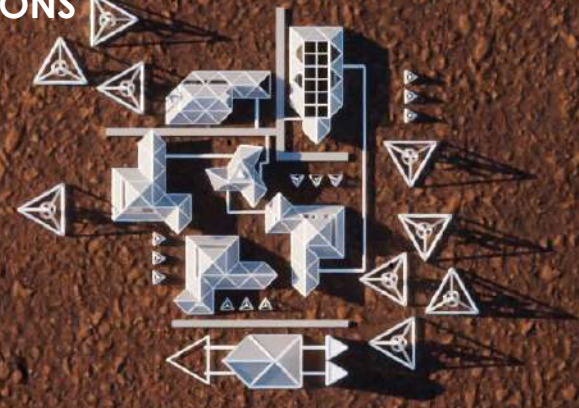
BECOME A CITY?

14 MODULAR UNIT TYPES

6 PARAMETRIC ITERATIONS

4 DISCARDED SCHEMES

3 GROWTH TRANSITIONS



THE FINAL CITY IS ONLY THE VERSION THAT SURVIVED.

Initial Base

Mid- sized Base

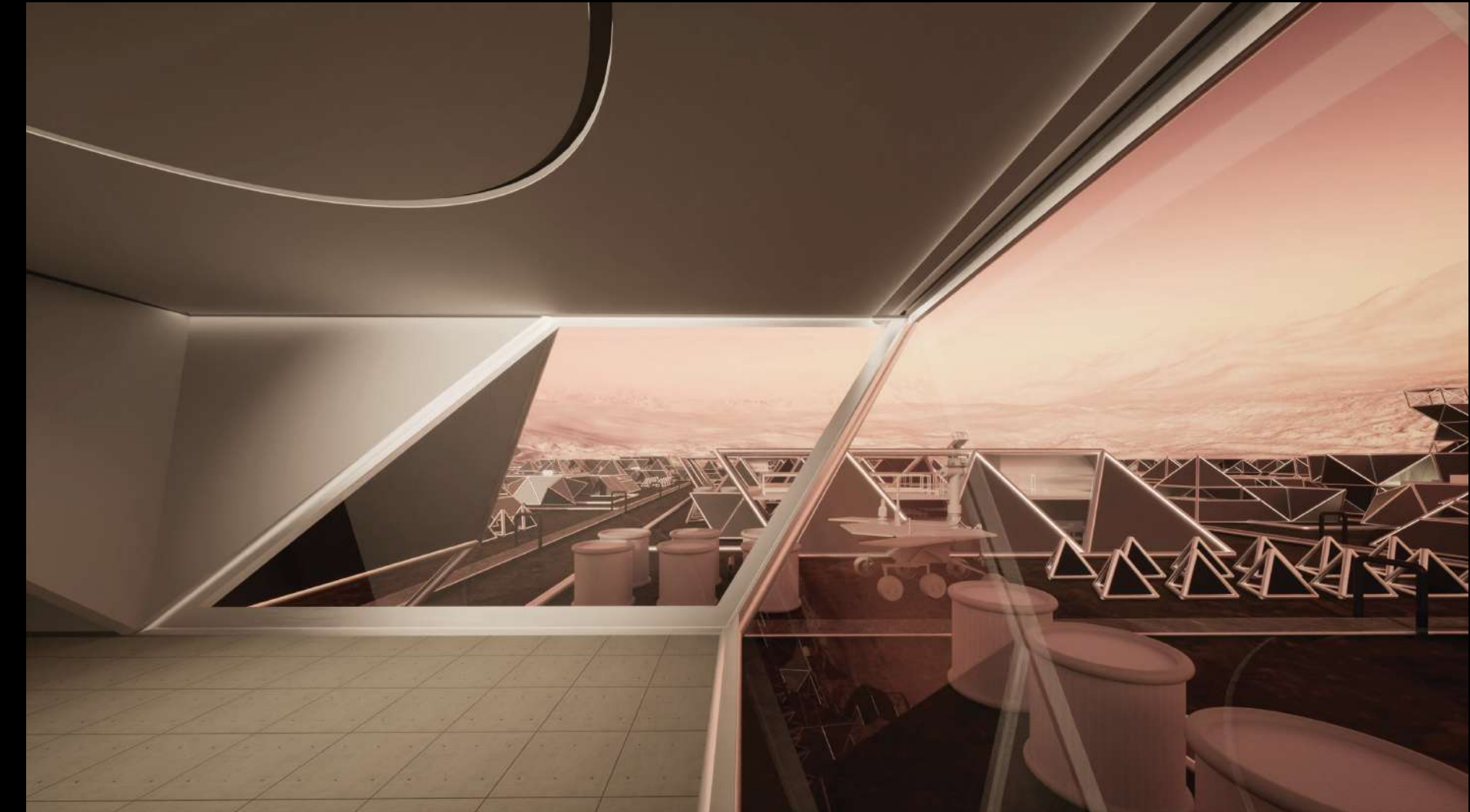
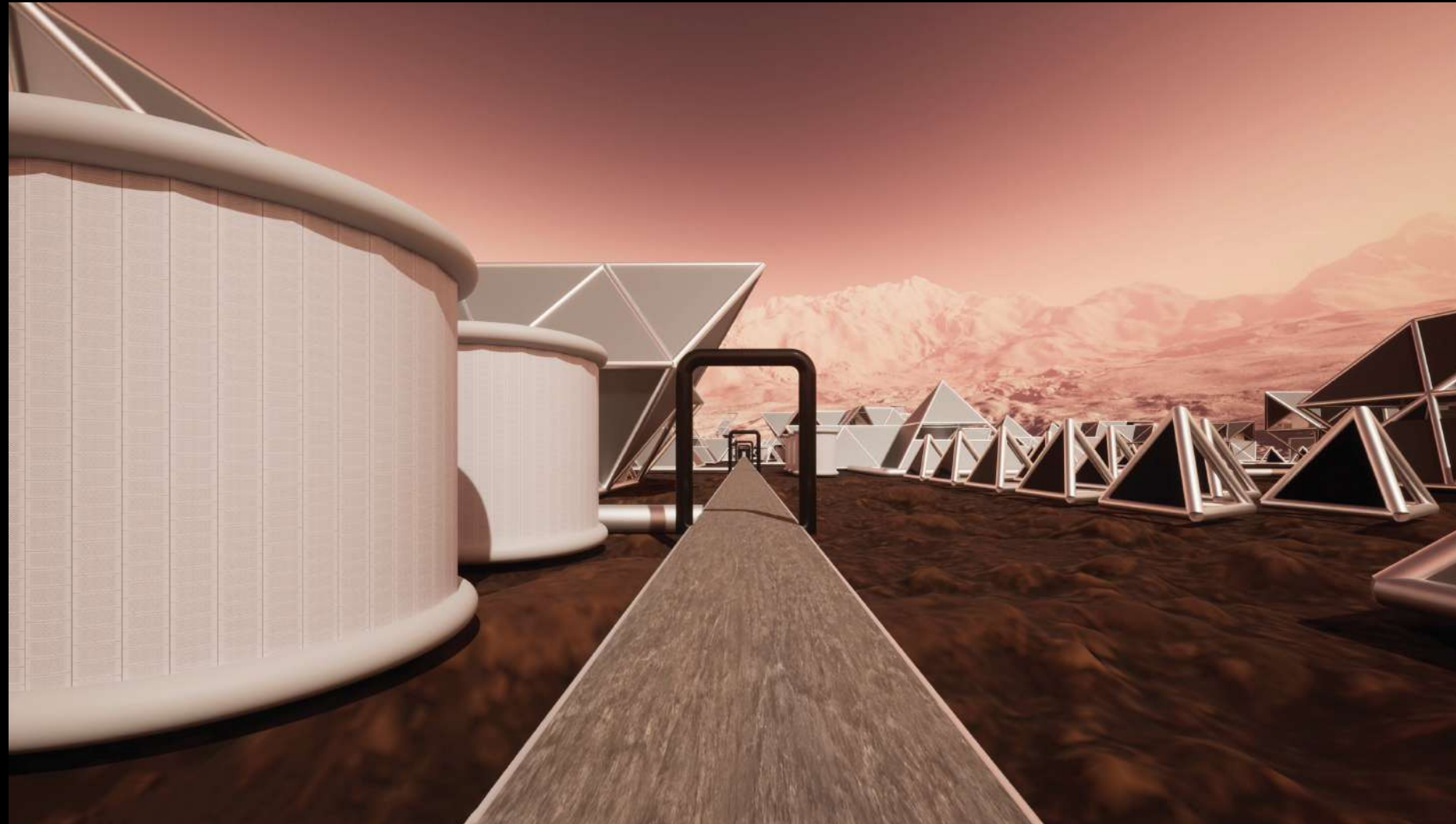
Small Colony

Mars City

LIVE THERE

A HABITAT CAN KEEP YOU ALIVE.

WHAT MAKES YOU WANT TO STAY?



GET THERE → BUILD THERE → LIVE THERE

≈2,000 HOURS LATER, I'M STILL ASKING WHAT COMES NEXT.

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