
Creating A Center With Goals To Empower A Positive Future - Space, NASA, Humanitarian & Ecological- Inspiring Theme Based Creative, Innovation Wellness Center & Retreat

1 message

Thu, Mar 14, 2024 at 9:33 PM

Dear Stephen Richard,

It was nice to have the chance to communicate today.

My interests in science, art and innovation were in part encouraged by science fiction and a key part of that were elements of Spock, Scotty and Bones. There are endless possibilities, creativity and science and heroic elements conveyed in positive versions of such sci-fi.

My family and I are creating real science versions of many things that were thought of as science fiction in an effort to create a positive, collaborative, ecological future. A center of innovation to build the future now combined with many creative elements people can experience, try and learn and with resources to help with innovations.

If wished, when we relocate to your area and set up our studio, workshop equipment and labs and some of the displays we could invite you and your group to visit to see these elements and how some of the tech is made in our line of work.

These are some details about our 71,000 sq. ft. Create the future now project with a few of the hundreds of images and innovations.



Each of our family members are skilled in many elements of art and technology and has a dedication to ecology and humanity.

The planned domes on the building are CG as is the planned lower section of the greenhouse while the rest of the building is an actual photograph.

Some of our work is the creation of theme based humanitarian & ecological fiction for children and families while most of our work is real world renowned science, alternative energy, power distribution, robotics and other technology.



Some robotics are simply to act as tour guides and some are made with a childlike persona. This one is shown with four of us which runs on a ceiling rail system.



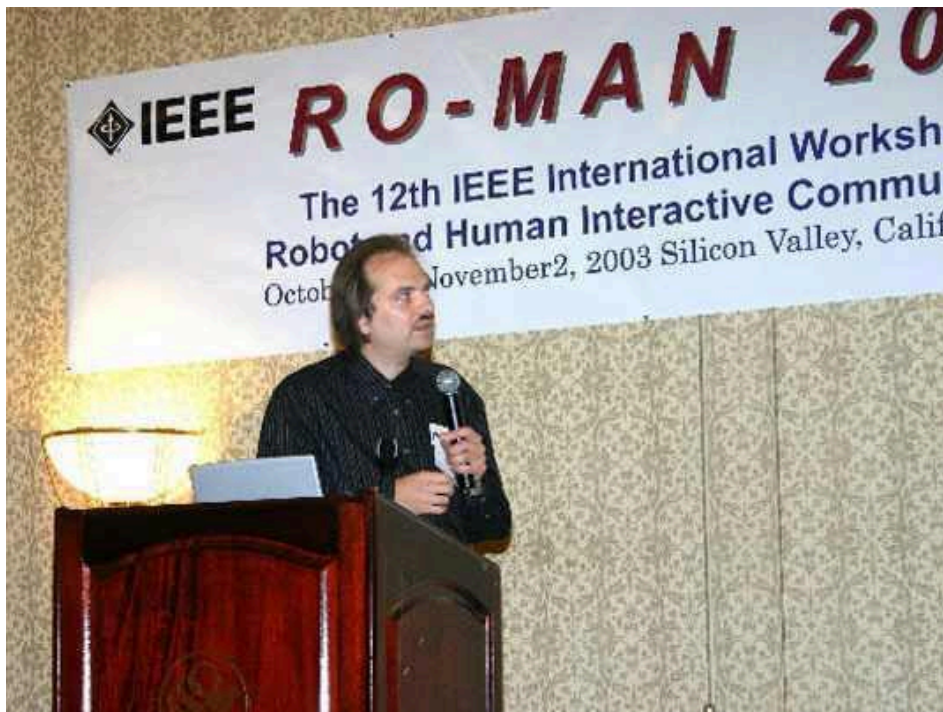
Spider robots are in part one of the exhibit elements but also in an effort to develop devices to handle hazardous waste and to rescue people.



Various types of manipulators are being made as exhibit elements and also to help find solutions to handling industrial material risks.



Old 1st version of a robotic wheelchair. I think I built this one in 1998.



One I built a short time later.

The wheelchairs and this presentation picture were to help people with paralysis. My family and I were pioneers in face feature controlled robotics, Disability adapted life signs monitors, bandages that replace stitches and other devices. I invent things that are non-invasive solutions. To me any issue of need is to be acknowledged and creating a solution is a point of duty regardless of the scale of the problems.



Some are Space themed elements. Rockets, ISS space modules, ISS Space Robot Arms, Humanoid Space Robots, Probe Robots and more.

Space exploration and exploration of the earth are elements we apply our skills to.

In our work we also recycle and reprocess material scap and then we also do the exact opposite of planned obsolescence. We make things to last a lifetime to not enter landfills. Make them energy efficient and easily adaptable to alternative energy.



Interactive art that is also based on science educates in many aspects from energy conversion and solar power to elements of electrical theory, photonics, resonance and sound. Some look like science fiction props and some also take design lessons from nature.

We also have hundreds of pieces of nature related art. In the center there will be many nature, plants and some zoology themed elements. We have a multigenerational connection to those as well.

Example: Coelacanth

