



1
00:00:00,960 --> 00:00:02,600
>> Dan Huot: Everybody,
Dan Huot here.

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00:00:02,600 --> 00:00:04,710
Still in the Space
Vehicle Mock Up Facility.

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00:00:04,710 --> 00:00:06,760
I'm back at the Orion capsules.

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00:00:06,760 --> 00:00:09,840
So continuing their crew
egress fully suited runs.

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00:00:09,840 --> 00:00:12,930
Doing some tests on a lot
of the systems inside.

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00:00:12,930 --> 00:00:14,930
Joining me now is
Dustin Gohmert.

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00:00:14,930 --> 00:00:17,960
He's the crew survival
system's manager here overseeing

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00:00:17,960 --> 00:00:18,730
the tests.

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00:00:18,730 --> 00:00:20,930
First off, thanks for
breaking away for a few minutes

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00:00:20,930 --> 00:00:23,250
from the test and coming
over the talk to me.

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00:00:23,250 --> 00:00:26,710

Now, Crew Survival Systems
Manager, you're looking

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00:00:26,710 --> 00:00:28,930
over everything that's
keeping the crew alive inside

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00:00:28,930 --> 00:00:29,830
this thing.

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00:00:29,830 --> 00:00:30,830
>> Dustin Gohmert:
That's pretty much correct.

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00:00:30,830 --> 00:00:34,040
So everything that the crew
touches, wears, does, sits on,

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00:00:34,040 --> 00:00:36,930
interacts with that keeps them
alive in normal situations

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00:00:36,930 --> 00:00:38,460
and emergencies we work on.

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00:00:38,460 --> 00:00:42,320
So, our main hardware that's
easy to speak of is the seats.

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00:00:42,320 --> 00:00:44,220
The crew survival equipment
that they would use.

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00:00:44,220 --> 00:00:45,950
So this includes things
like the life rafts

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00:00:45,950 --> 00:00:48,460
or their life preserver
units or even things

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00:00:48,460 --> 00:00:51,520
like signal flares they would
carry with them post egress.

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00:00:51,520 --> 00:00:53,430
And then also the space
suits which would be used

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00:00:53,430 --> 00:00:55,580
in particular contingencies

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00:00:55,580 --> 00:00:59,050
for cabin emergencies
and space vacuum.

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00:00:59,050 --> 00:00:59,400
>> Dan Huot: Okay.

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00:00:59,400 --> 00:01:02,890
So, we had talked to Jeff
Fox a little bit earlier

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00:01:02,890 --> 00:01:03,620
about the seats.

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00:01:03,620 --> 00:01:05,340
They're changing the
seating arrangement up

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00:01:05,340 --> 00:01:06,880
and a lot of things like that.

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00:01:06,880 --> 00:01:10,060
Now, as Crew Safety, what's
your involvement with the seats?

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00:01:10,060 --> 00:01:12,970
What are you guys looking at

what are you concerned about?

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00:01:12,970 --> 00:01:13,920

>> Dustin Gohmert:

So, specifically,

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00:01:13,920 --> 00:01:17,170

our group is involved in the design of the seat itself.

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00:01:17,170 --> 00:01:20,180

Which you can't design the seat without having some knowledge

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00:01:20,180 --> 00:01:22,290

of it's interaction with the vehicle.

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00:01:22,290 --> 00:01:23,570

And so we're here today looking

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00:01:23,570 --> 00:01:26,930

at how the vehicle is placing the seats within itself

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00:01:26,930 --> 00:01:29,410

or how we're placing the seats within the vehicle spacing

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00:01:29,410 --> 00:01:31,870

to understand what design tweaks we need to make

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00:01:31,870 --> 00:01:33,180

to keep the crew safe.

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00:01:33,180 --> 00:01:35,880

How the acceleration loads that are imparted

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00:01:35,880 --> 00:01:38,450
on the vehicle will be
transferred to the crew

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00:01:38,450 --> 00:01:41,550
so we can properly design
it for their safety.

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00:01:41,550 --> 00:01:44,370
In addition to that, we're
also looking specifically today

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00:01:44,370 --> 00:01:47,100
when we design it for landing
safety we can't only consider

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00:01:47,100 --> 00:01:50,050
that, we have to look at the
entire breath of the scenario.

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00:01:50,050 --> 00:01:52,940
So, post landing egress
if there's an emergency

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00:01:52,940 --> 00:01:56,420
for example, how do think get
out of those seats to get away

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00:01:56,420 --> 00:01:57,570
from the emergency scenario?

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00:01:57,570 --> 00:02:00,140
So, we don't want to solve one
problem and induce another,

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00:02:00,140 --> 00:02:02,650
and that's why we do
as many tests as we do.

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00:02:02,650 --> 00:02:03,380
>> Dan Huot: Okay.

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00:02:03,380 --> 00:02:05,740
And one thing that we
learned earlier was the fact

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00:02:05,740 --> 00:02:07,270
that the crew is fully suited.

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00:02:07,270 --> 00:02:09,410
I mean, that's a
pretty special occasion

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00:02:09,410 --> 00:02:11,520
for a lot of these test guys.

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00:02:11,520 --> 00:02:12,980
What kind of suits are
they wearing today?

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00:02:12,980 --> 00:02:14,200
They look very familiar.

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00:02:14,200 --> 00:02:16,200
>> Dustin Gohmert: They
should look familiar.

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00:02:16,200 --> 00:02:19,730
They're either specifically
from the Shuttle Program

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00:02:19,730 --> 00:02:22,660
or modified versions of the
advanced crew escape suit

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00:02:22,660 --> 00:02:23,990
that we use in the
Shuttle Program.

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00:02:23,990 --> 00:02:25,010

And we are very fortunate

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00:02:25,010 --> 00:02:29,370

when the Shuttle Program ended
our team inherited all the suits

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00:02:29,370 --> 00:02:30,530

that we flew in the
Shuttle Program,

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00:02:30,530 --> 00:02:33,460

and we're actually working
to repurpose them for Orion

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00:02:33,460 --> 00:02:37,480

so the shell of them
is very much the same.

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00:02:37,480 --> 00:02:40,910

And to a casual user, you may
not even know the difference,

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00:02:40,910 --> 00:02:43,790

but internally we
modified them to work

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00:02:43,790 --> 00:02:46,700

with plumbing that's inside
Orion to provide them air.

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00:02:46,700 --> 00:02:48,920

It's very different than
it was in the shuttle

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00:02:48,920 --> 00:02:51,370

>> Dan Huot: And we got
some video of Rex Walheim

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00:02:51,370 --> 00:02:53,370
in the Neutral Buoyancy
Laboratory testing

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00:02:53,370 --> 00:02:54,370
out one of these suits.

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00:02:54,370 --> 00:02:56,890
Now, during the shuttle
days, this was kind

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00:02:56,890 --> 00:02:58,490
of just a launch and entry suit.

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00:02:58,490 --> 00:03:00,610
What are some of the things
that's being designed for it

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00:03:00,610 --> 00:03:03,390
to be potentially used in Orion?

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00:03:03,390 --> 00:03:05,230
>> Dustin Gohmert: Well,
it's primary purpose still is

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00:03:05,230 --> 00:03:06,610
that of a launch and entry suit.

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00:03:06,610 --> 00:03:08,770
And when you talk about
a launch/entry suit,

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00:03:08,770 --> 00:03:12,060
our big factor is keeping the
suit as a fully soft suit,

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00:03:12,060 --> 00:03:13,750
so that the interface
between the person

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00:03:13,750 --> 00:03:17,260

and the seat is non
injurious in landing in fact.

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00:03:17,260 --> 00:03:20,510

But what we're trying to expand
it to in Orion is contingency

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00:03:20,510 --> 00:03:22,150

and maybe even beyond
contingency

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00:03:22,150 --> 00:03:25,460

for limited capacity extra
vehicular activity so think

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00:03:25,460 --> 00:03:27,650

about today we use
the white EMU.

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00:03:27,650 --> 00:03:30,030

The extra vehicular
mobility unit.

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00:03:30,030 --> 00:03:30,880

>> Dan Huot: Very big.

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00:03:30,880 --> 00:03:31,310

>> Dustin Gohmert: Very big.

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00:03:31,310 --> 00:03:33,500

That suit is as big as
it is because it has lots

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00:03:33,500 --> 00:03:35,510

of rigid mobility joints.

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00:03:35,510 --> 00:03:36,590

This suit doesn't.

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00:03:36,590 --> 00:03:39,220

Again, because it's designed primarily for launch and entry.

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00:03:39,220 --> 00:03:42,670

But what we're trying to do is learn a little bit more how we

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00:03:42,670 --> 00:03:46,080

can effectively use it for EVAs and really what it goes back

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00:03:46,080 --> 00:03:47,620

to is more like the days of Gemini

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00:03:47,620 --> 00:03:51,310

when we were first learning, and that suit that Ed White wore

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00:03:51,310 --> 00:03:54,160

for example is say the first cousin to this suit.

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00:03:54,160 --> 00:03:56,210

Very, very similar construction.

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00:03:56,210 --> 00:04:00,100

And so we're stepping back to some of our heritage to be able

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00:04:00,100 --> 00:04:02,940

to use one suit for multiple tasks.

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00:04:02,940 --> 00:04:04,990

>> Dan Huot: Are there any specific upgrades you're

106
00:04:04,990 --> 00:04:06,560
building into this suit?

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00:04:06,560 --> 00:04:07,240
>> Dustin Gohmert: We are.

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00:04:07,240 --> 00:04:11,770
We're trying we don't want
to limit ourselves any more

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00:04:11,770 --> 00:04:13,950
than we have to so there
are certain design features

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00:04:13,950 --> 00:04:16,000
that we're considering
adding to this suit.

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00:04:16,000 --> 00:04:19,520
The testing you spoke of
at the Neutral Buoyancy Lab

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00:04:19,520 --> 00:04:21,130
with Rex Walheim is an example.

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00:04:21,130 --> 00:04:23,510
We're learning what features
we need to add to the suit

114
00:04:23,510 --> 00:04:25,330
to enhance it's mobility.

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00:04:25,330 --> 00:04:27,880
That test was just a first cut.

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00:04:27,880 --> 00:04:29,240
Here's the baseline suit.

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00:04:29,240 --> 00:04:31,030

Yeah, let's learn
how it performs.

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00:04:31,030 --> 00:04:33,130

In future tests we'll be
performing over the summer,

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00:04:33,130 --> 00:04:35,500

we'll be adding things
like enhanced gloves,

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00:04:35,500 --> 00:04:37,980

enhanced mobility, elbows
and perhaps even bearing

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00:04:37,980 --> 00:04:41,430

in the lower arms to enhance
flexibility of that joint.

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00:04:41,430 --> 00:04:45,210

All the while keeping in
mind how does this suit have

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00:04:45,210 --> 00:04:47,880

to keep it's heritage for
launch and entry safety.

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00:04:47,880 --> 00:04:50,740

So none of the things that
we add can compromise a safe

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00:04:50,740 --> 00:04:53,080

landing because we have to
launch and land every time

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00:04:53,080 --> 00:04:55,030

and EVA may be a more rare case.

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00:04:55,030 --> 00:04:55,610

>> Dan Huot: Yep.

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00:04:55,610 --> 00:04:58,400

>> Dustin Gohmert: It's
a balancing act for us.

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00:04:58,400 --> 00:04:59,030

>> Dan Huot: Okay.

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00:04:59,030 --> 00:05:01,620

Well just some of the more
exciting upgrades coming

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00:05:01,620 --> 00:05:03,780

out of the Orion program
not just the vehicle,

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00:05:03,780 --> 00:05:06,630

but the suits themselves
the astronauts will be in.

133

00:05:06,630 --> 00:05:08,470

Dustin thanks so much for
again taking a few minutes and