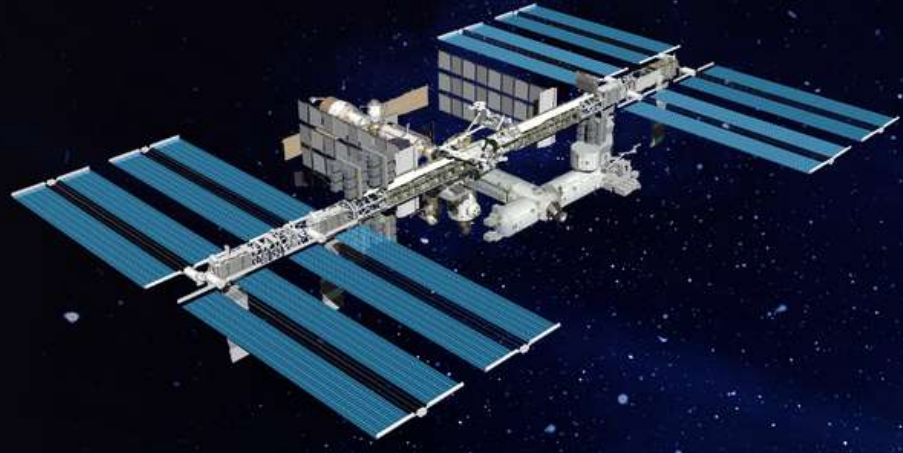


the exhibition

# LIFE IN SPACE



# Hereleb

Hereleb was born from love for the arts (music, show business, entertainment, exhibitions/training) and from the curiosity that nature awakens in us. The name Hereleb derives from the combination of two Hebrew words, the first one is Herez (ארץ = land) and then Leb (לב = heart), its meaning is therefore "THE LAND OF THE HEART". It is precisely the heart, and therefore love, that has always been the key theme in the field of arts.

The company's mission is to positively impress people and leave them with a sense of enthusiasm and drive towards that very land where we all want to fly.

Hereleb is a curator, producer and distributor of large exhibitions (and more) across the world. Hereleb delivers edutainment experiences to wide audiences and they adapt their productions to any kind of venue: from museums, exhibition centres, galleries to shopping malls, old churches, historical places and other unique spots.



The Official Visitor's Center for  
NASA's George C. Marshall  
Space Flight Center



**LIFE IN SPACE** IS A TRAVELING EXHIBITION PRODUCED BY HERELEB IN COLLABORATION WITH THE U.S. SPACE & ROCKET CENTER, THE OFFICIAL VISITOR CENTER FOR NASA'S MARSHALL SPACE FLIGHT CENTER, SPACE CAMP AND THE EUROPEAN SPACE AGENCY.

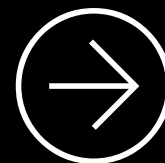
# Exhibition Producer & Collaborators

# Exhibition Summary

The exhibition will provide visitors of all ages with a unique chance to take a virtual trip to space. Interactive stimulators, historical exhibits, and a virtual reality experience will create a memorable impression of space flight for all visitors.

More than 50 unique exhibits presented will delve into space flight history. Original objects, memorabilia, and models mark the path in the footsteps of astronauts, technicians and scientists. These include the spatial stations, original particles delivered from cosmic space, pieces and models of rockets, satellites, spacesuits and accessories, the moon rock and the work of Dr. Wernher Von Braun.

Life in Space also offers the experience of pure physical and mental interactivity: the Space Camp. At Space Camp, visitors can experience the same sensations astronauts and cosmonauts experience during training: from the absence of gravity to the loss of 'spatial orientation, or to engage in landing with the Space Shuttle simulator upon returning from a mission. Additionally, a new ISS VR Platform virtually brings visitors inside the ISS in another dimension within the exhibition.

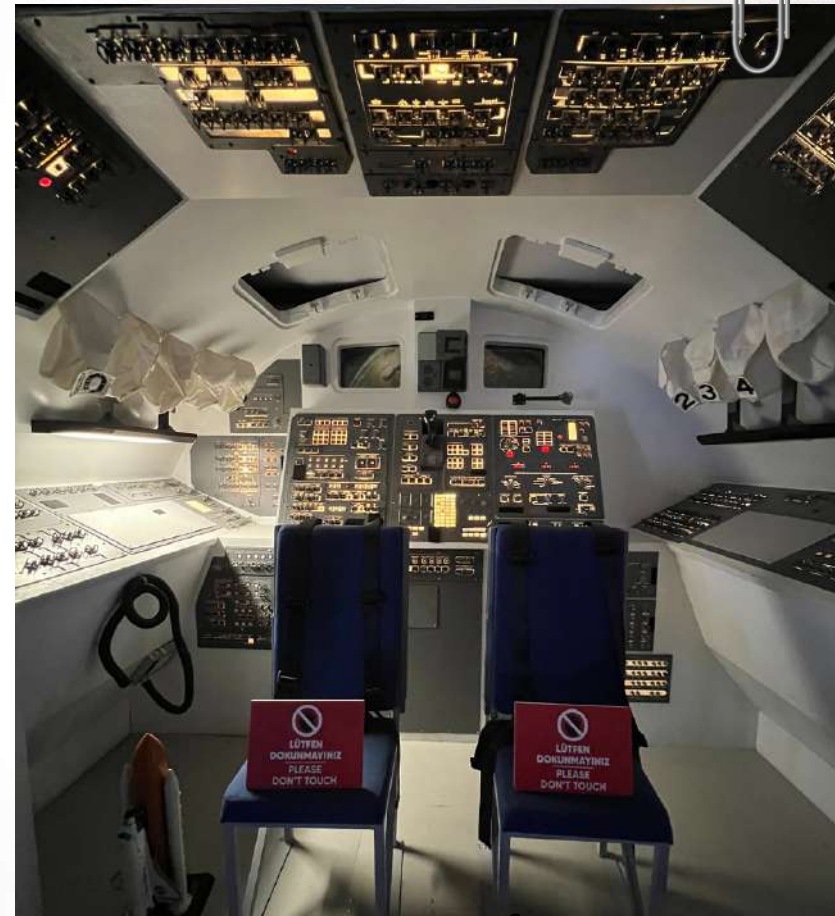


What do I see in this exhibition?

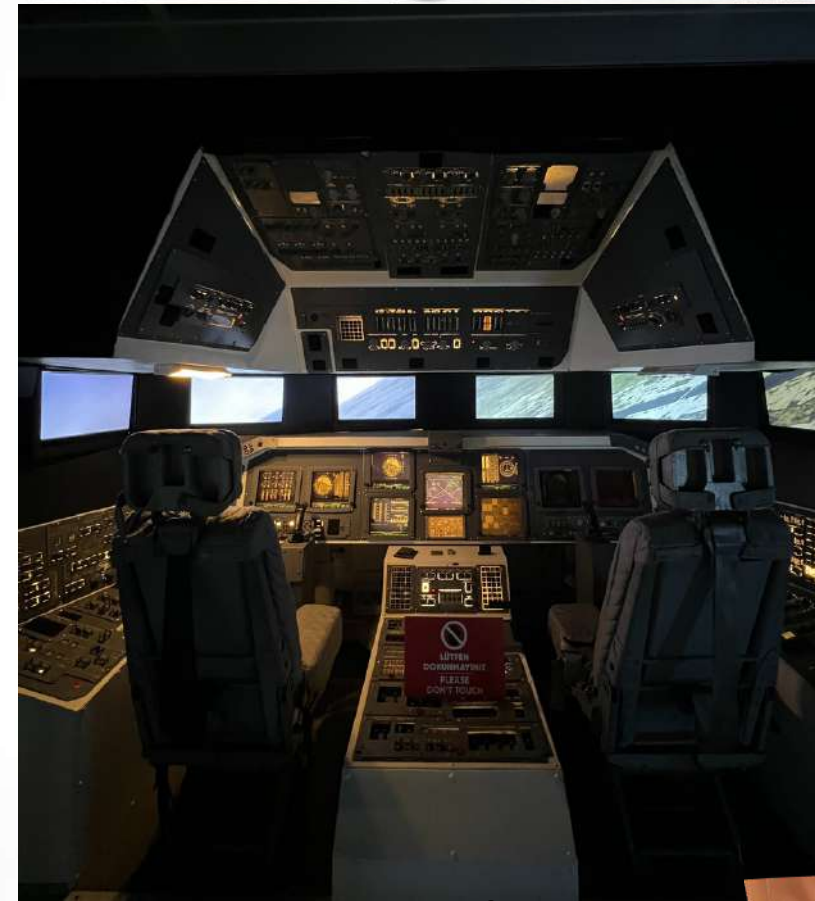
**[CLICK HERE!](#)**



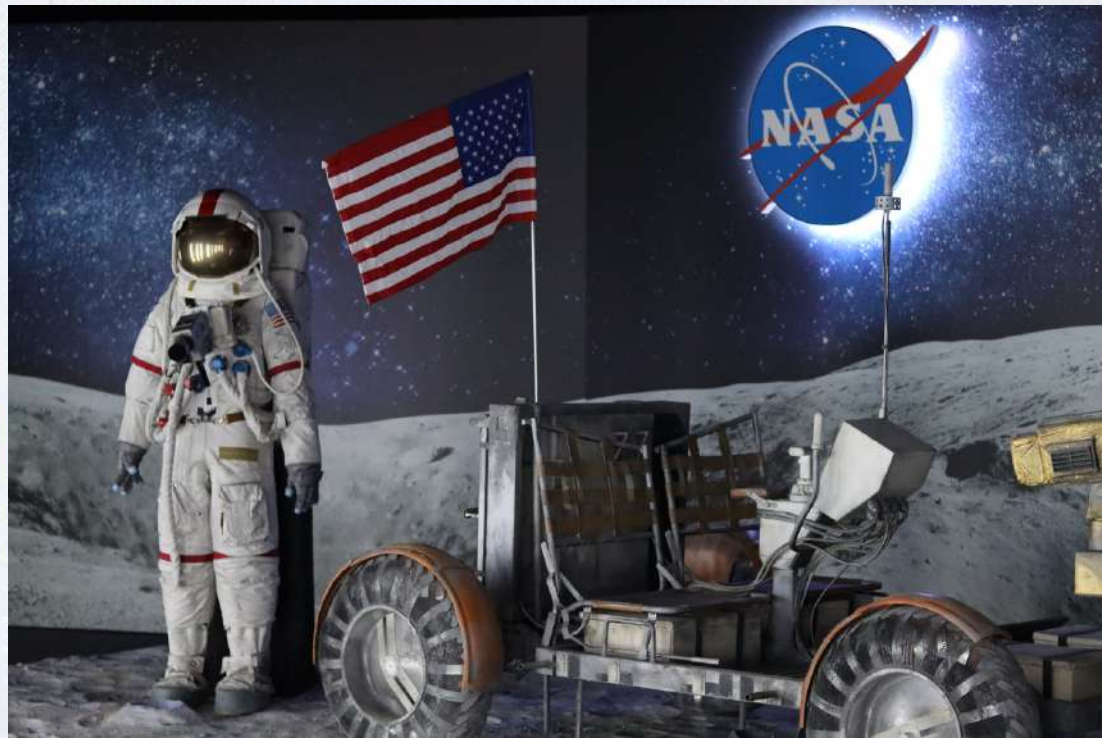
*Selfie Point + Orion*



*Space Shuttle*



*Space Shuttle*



*Lunar Rover*



*Space Food*

# Exhibition Specifications

## 1. TURNKEY EXHIBITION INCLUDES:

- Objects and artifacts
- Display cases
- All interpretation, object labels and graphic panels (in English)
- A/V media and hardware
- Simulators
- Virtual Reality kits
- Shipping crates
- Set-up/tear down technician lead

## 2. VENUE REQUIREMENTS.

- 7,500 - 12,000 square foot gallery

## 3. LOGISTICAL CONSIDERATIONS.

- Freight: Up to 6 x 53' trailers (venue pays inbound)
- Set-up: 6 days / Tear down: 4 days

# Exhibition

## Key Exhibits

- Real Moon splice
- Spacecraft models (Apollo Capsule, Saturn V, Lunar Rover, Vostok 1, SLS Rocket - scale 1:20)
- Space suits
- Satellite models (Sputnik, Explorer, TGO, ROSETTA and Philae)
- Replica space shuttle cockpit
- Replica Columbus Node - Scale 1:1
- Space food



*Apollo*



*Selfie Point*



*Flight Suit VKK- 6*



*Original Objects*



*Saturn V*

HERE, VISITORS CAN EXPERIENCE THE SAME SENSATIONS FELT BY ASTRONAUTS AND COSMONAUTS DURING THEIR TRAINING AND DURATION IN SPACE.

### THE FIVE DEGREES OF FREEDOM

This simulator imitates moving within the frictionless environment of space with the use of five of the six degrees of freedom: forward and backward, side to side, roll, pitch and yaw. As the chair glides above the surface on a layer of air, it demonstrates Newton's third law of motion: for every action there is an equal and opposite reaction. This means, if you push off an object, you will not stop unless interrupted by another object or force, just as you would in space. This simulator is appropriate for young, smaller visitors too.

### THE MULTI AXIS TRAINER

The Multi Axis Trainer used at Space Camp simulates a tumble spin one might experience in space. Based on the Multiple Axis Space Test Inertia Facility used during the Mercury program, the MAT provides the feeling of disorientation experienced during an out-of-control spin. The MASTIF had a full set of controls that would allow the astronaut to practice regaining control of the vehicle, whereas the MAT has no controls. In flight, only one American mission experienced a tumble spin on board: Gemini VIII piloted by Neil Armstrong and Dave Scott. A stuck maneuvering thruster caused an out-of-control spin. They were able to regain control of the capsule but had to return early due to low fuel.

# Exhibition Interactive Area





# Exhibition

## Interactive Area

### LAND THE SPACE SHUTTLE ORBITER

This simulator gives you the chance to try your hand at being a shuttle commander. Follow the display on the screen in front of you and use the joystick to maneuver your orbiter. Beware! You have only one chance to land since the orbiter does not have any engines to take you around for another try.

### F18 PILOT SIMULATOR

This is a flight simulator in 3D graphics, which offers a realistic piloting experience of the F18. Being a pilot of military aircraft is a requirement much appreciated by space agencies, especially when it comes to test aircraft (test experimental aircraft and generally are able to cope with emergencies and unforeseen events). The first American astronaut candidates were selected by NASA in 1959 for the Mercury project with the aim of orbiting astronauts around the Earth in single-seater capsules.

Military services were asked to provide a list of military test pilots with specific qualifications.

# Exhibition

## Interactive Area

### ISS VR PLATFORM

Explore the International Space Station 400 km above Earth through HTC virtual reality headsets. In this simulation experience, developed in collaboration with ESA, ASI and astronauts who have long stayed on the ISS, visitors will find out how to move between zero gravity modules, and learn about life on the International Space Station.

### DOUBLE CHAIR

Housed inside an enveloping seat, this interactive experience simulates the movements and displacement of air, visitors will experience a very real simulation of a walk on Mars.



*Double Chair*



*ISS VR Platform*



*Multi Axes Training*



# Exhibition

## Education and Programs

### ROBOTICS.

Robotics Area trainees learn their ideas can become a reality as they use robotic technologies to create engineering solutions for real-world problems. Trainees work as a team to build and test their own robotic challenges. The day culminates with spirited contests as trainees test the robots they spent a day building, programming and testing.

- Learn engineering, programming and wireless control concepts using, for example: LEGO MINDSTORMS EV3 technology.
- Put these concepts to the test as you build, program and test land-based robots to compete on the Challenge Table!

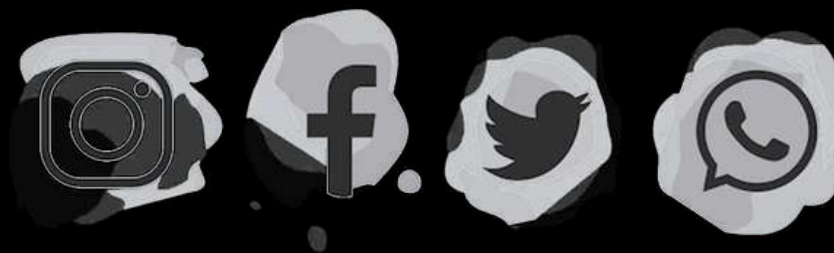
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