

4

4

6,000 Tonnes of spacejunk



**Becomes the
MINECRAFT SPACESHIELD**

4

4

PROBLEM 1. Cubesat/nanosat
constellation relics



PROBLEM 2 . wrong orbit Galileo [GNSS]
satellites –

Adapted to become **Space debris locators**



Debris location via Ground stations for now.
Following change in space law all satellites to have compulsory cosmic positioning system that **Lost-Galileo** satellites can lock onto . Deal with problems 3 and 4

PROBLEM 3. Getting to space

PROBLEM 4 Threats from space

Solution : Minecraft mojo

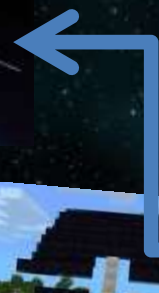
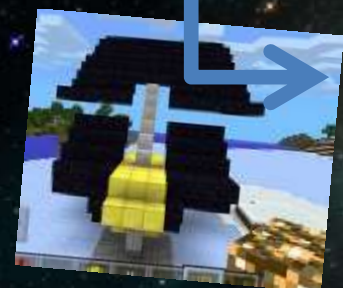
Multiple **Cuboid shapes** of many satellites make **SPACEJUNK ARCHITECTURE** amenable to **Minecrafters**

1] Location /dimensions/velocities'/shape etc obtained. 2] satellite debris data requires Crowd Solving and vigilance-many eyes and cuboid construction with imagination passed on for Minecraft manipulation

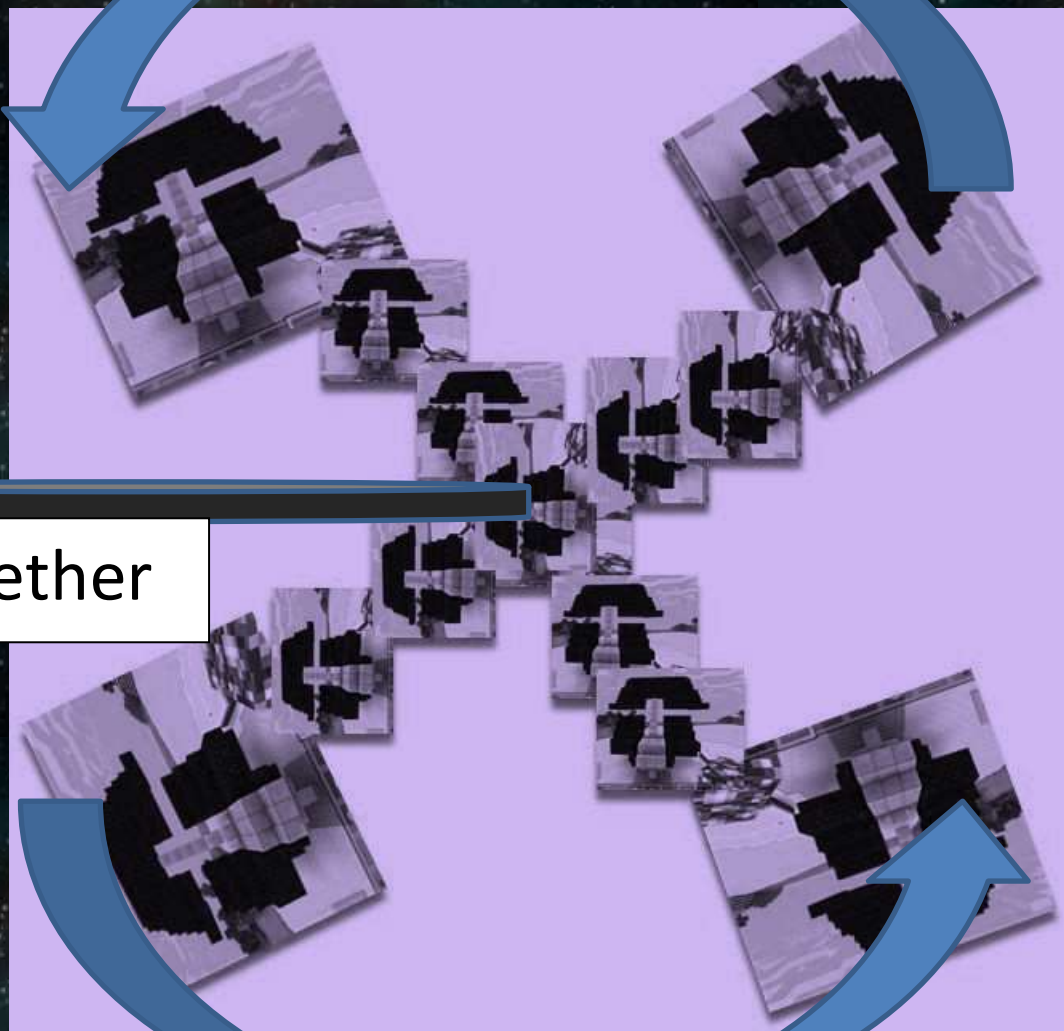
QED : The space4 MINECRAFT Project



Example Minecrafters interpretation and visualization of CubeSat debris for SpaceShield insertion **[by Euan]**



Example [by Euan] of rotating “Spiral Galaxy Platform” Usual architects/design to be THE MINECRAFT CROWD 4 INSIGHT /IMAGINATION Suggested design filter/selection and build to be directed by Low Earth Operations [LEOPS] engineers



space tether

Spacejunk countermass 4 space elevator

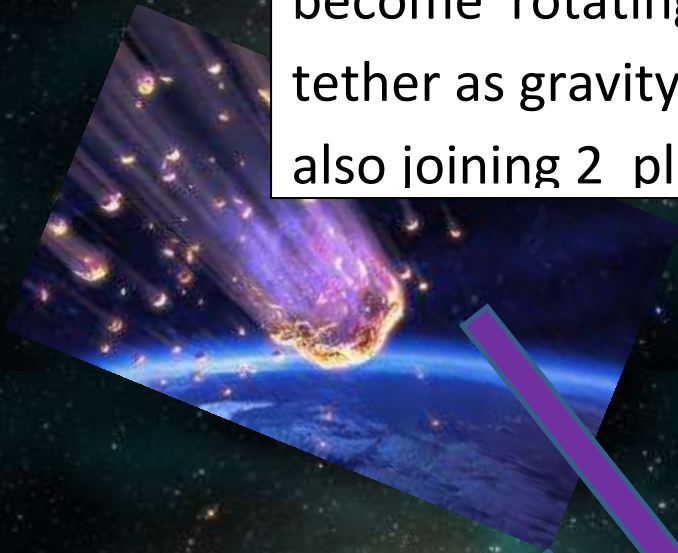
Rotation of junk
[wrench]

Rotating Space Tether [Lead screw device]

Upwards Linear motion



Space Platform/counter-mass adapted to become rotating shield . Rocket shunts . Space tether as gravity net. .Example shows tether also joining 2 platforms



Deflection

Deflection



Rockets

