

IAF HUMAN SPACEFLIGHT SYMPOSIUM (B3)  
Commercial Human Spaceflight Programmes (2)

Author: Mr. Taichi Yamazaki  
ASTRAX, Inc., Japan, taichi.yamazaki@astrax.space

## PROTOTYPE PLANS FOR VARIOUS COMMERCIAL SPACECRAFT TRAINING SIMULATORS

**Abstract**

Various commercial spacecraft are being developed around the world, with some customers already booking their tickets, with some space travel companies offering their services. However, in order to meet the needs of the customers, it is very important to prepare in advance. 9 years of experience in zero-gravity flight services has given ASTRAX the technology and knowledge to meet various customer needs (e.g., wedding in space, shooting commercials and movies in space, concerts in space, etc.). From our experience in providing services, we have acquired technologies and knowledge to meet various customer needs like the ones we mentioned above. Based on this knowledge, a spacecraft simulator becomes important as a facility for making preparations in advance to meet the needs of customers. The simulator does not need to look like a spacecraft, but only needs to simulate the inside of the cabin to meet most of the needs. ASTRAX has prepared a simple spacecraft simulator to pre-qualify customers for space travel in order to increase the success rate of their missions, and also to compare which spacecraft can meet the needs of customers by having simple simulators of all spacecraft. This paper introduces the concept of a spacecraft training simulator that ASTRAX is preparing for the revitalization and growth of the commercial space travel industry.