Unity

Maya

Design-Revit

Done

1) When the movie first starts, slowly show the entire T-SIL 3-D from above, at an angle of around 15 degrees from the vertical axis, for viewers to have enough time to enormously capture the whole T-SIL building complex from above.

2) Then slowly go from the main gate, where the flag is, and move to the STEM Center, P-SIL, ISIL, R-SIL and finally thru the D2 HUB in the middle.

3) We should also make a walkway or hallway to connect the STEM building to P-SIL, P-SIL to I-SIL, I-SIL to R-SIL, and R-SIL to STEM center.

4) On the roof of each building, we should engrave the name of each building. The TTU ban on the roof of the D2 HUB should be removed.

5) Suggest engraving "Texas Tech University" letters above the "Twin System Integration Laboratory" and beneath the T-SIL letters, place the TTU and Texas University System logos in the center. Additionally, that wall should be in the middle between the STEM building and the flag.

5) The Platform SIL (P-SIL) main hangar/building should be much longer than other sub-SIL buildings. The Prep Shop should be about half of the P-SIL. The main door of the P-SIL should be two separate tall panels. when open, each one will automatically slide to the opposite sides. The door for the Prep Shop should be similar but on the left side of the building (shown in my brochure schematic).

6) In the center of P-SIL interior, make a long tubular shape of a wind tunnel along the centerline of the P-SIL. I want to make it a removal and reconfigurable wind tunnel. The wind tunnel can be a two half shapes, which can go down to below the sub-floor or can be railed outside the P-SIL entirely when another big full-scale testing may need more space inside the P-SIL. On both sides of the wind tunnel, we should leave adequate space for other heavy apparatuses such as the bi-axial fatigue test machine and the 6-degree of freedom shaker, for example.

7) The fly-by aircraft should be the next-generation or future vertical lift (FVL), similar to the orange VFL aircraft in my movie that I sent.

These are some suggestions for now. I will provide more inputs and what kind of equipment 3-D pictures we should put in.

Five sides of the hexagon should be flat screen panels while the round platform in the middle can be designed for virtual and augmented holographic reality. The 6th side of the hexagon can be an entrance.

For the P-SIL (hangar), the entrance should not have a wall in the middle. Once the sliding doors are open toward the opposite sides, it should be a wide open space for aircraft to fly in.

Attached are slides containing some pictures and sizes of equipment. Use whatever you can or generate new ones if needed.

3' 10 37/128"

0' 11 13/16"