

From Earth to Space – Via the Virtual World

By Kim Peart



Kim Peart's avatar, Starfarer, in the torus space station that he built in Second Life. The figures are models to show how the torus works, as if in space, where an Earth gravity would be generated via rotation.

Scientists are often good observers, but like news reporters, observers are followers.

The world now needs a revolutionary change to realise the full potential that lies ahead, if we will rise to the challenge of space.

Fiddling on Earth will be no comfort, if an asteroid arrives to crush all dreams and now the rising carbon crisis means that the Earth is burning, while the nations fiddle.

Revolutionaries must be leaders of a new way, valiant visionaries who own the message and live it.

For any space revolutionary, the first action is to build solar power stations in space, to access the virtually unlimited energy well of the Sun.

In case anyone has not heard the news from astronomy, our Sun has so much fuel in reserve, it will burn fiercely over the next five billion years, until expanding to the orbit of the Earth as a red giant star.

That is just basic astronomy for a star like our Sun.

Life on Earth may have no more than a billion years to run and human civilisation would have much less.

The closer a solar power station is located to the Sun, the more power is produced, which can be beamed to any location in the Solar System.

With solar power stations in space we have the energy to do the work of launching industry beyond Earth.

With industry beyond Earth we can build our home planet's defences against killer asteroids, which can at times arrive as a shock to the Earth system.

With industry in space we will be able to build orbital space settlements that are located anywhere in the Solar System.

Space industry can be used to build a sunshade for the Earth to help cool our home planet as the Sun gets hotter.

A sunshade in space could extend the tenure of life on Earth by a few billion years and could also double as an energy collector.

On Earth we must live within limits, but beyond Earth, across the Solar System and among the stars, there are no such limits.

Should there be any space revolutionaries out there who wish to lead the charge into space, there is a revolution waiting.

Someone tell Paul Revere to ride out and ring that Liberty Bell, for it's time to rally the fight for stellar liberty.

And where are we to rally?

There are now virtual worlds like Second Life where anyone with a computer can go.

In the virtual world, people can meet to plan local action toward building a future in space.

People can own a virtual apartment, just like the one they would have in space.

Space pioneers can attend meetings that are truly global, where participants can be from any nation.

Displays can be set up like four-dimensional interactive web sites and include notices of work being advertised in the global space industry.

As revolutionaries, space pioneers will be working together to demand political action and drive investment in space development.

The space revolution must be built in space and torus habitats like the one on the move Elysium must be created.

To achieve this impossible dream, people must be inspired to the challenge and own the mission.

It has often been said that ten determined people working as one could change the world.

Could ten determined people inspire a movement of ten million keen space revolutionaries?

Why not?

Age is no barrier for those engaging in the virtual world, if they are determined to succeed and success will be with real space development.

The technology is at our fingertips and the means of transport is being built.

One strident approach would be to focus on a mini robot space program as the way to build a small-scale sustainable industrial presence beyond Earth.

Using virtual reality headsets like the Oculus Rift, robots in space can be managed and worked through.

Space pioneers on Earth would be able to access mini robots in a mini space station and see the Earth from space.

A mini robot space program would be an extension of action in the virtual world, where headsets are going to be one of the key ways of working virtually.

Headsets will also be a way to work in reality, with a drone on Earth or a robot in space.

To inspire ten million people to become space pioneers, we will need to get smart with an awareness raising program.

We need to sell the benefits of space to the people of Earth.

The reality of the carbon crisis that is now dawning on the nations, can be solved with the power of the Sun, by gaining direct access to the level of energy that will allow excess carbon to be extracted from the air.

Using the power of the Sun, extracted carbon can be processed into a useful resource for Earth and space industries.

This approach is basic chemistry, with energy added.

By drawing on the power of the Sun, space pioneers can win back a safe Earth.

Turning to Venus, carbon extraction from the air and a sunshade would be the first steps toward turning Venus into a second Earth.

This future would be a whole lot better than the Earth turning into a second Venus.

For a revolution to succeed, there needs to be a critical number of people engaged, or the old ways will continue to dominate.

For the space revolution to succeed, a critical number of people will need to be won to the challenge and engage in the work.

We can make a fatal last stand on Earth like General Custer, as an Earth driven mad overwhelms us, or we can rise to the challenge of space and tame the wild Earth.

Human civilisation emerged out of the last Ice Age when the Earth became a paradise, an age of bliss.

Now that age is changing and the bliss is being turned into hell as the Earth heats up.

If space pioneers will rise to the challenge, we can win back the age of bliss on Earth and keep the bliss growing among the stars.

If cosmic survival matters, space counts.

Kim Peart
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About the Author: Kim Peart is located in the heritage town of Ross in Tasmania, the island State south of Australia, where he works with virtual worlds and is also developing hands-on projects with space development. Kim wonders when a space port will be built near Ross.



Editors' Notes: Kim Peart offers an interesting vision for using technology to help us overcome existential threats, and suggests that space is an essential part of the solution. Now what is needed is the will to find and implement solutions. **Bob Krone and Gordon Arthur.**