NASA'S CRAWLER-TRANSPORTER

Driver Cabin

Mobile Launcher Support Points (4 places)

Steering Cylinders

Jacking, Equalization & Leveling Cylinders (4 per corner)

Side 1 (Vehicle Assembly Building)

Side 3 (Launch Pad)
With the Artemis program, NASA will launch the first woman and next man to the Moon by 2024, using innovative technologies to explore more of the lunar surface than ever before.

Learn more: nasa.gov/artemis
1. GETTING SOME PERSPECTIVE...

Before you start the crawler, lightly draw the blue lines here with a ruler in pencil. This will provide a good perspective view for your crawler.

2. LET'S DRAW THE CRAWLER-TRANSPORTER (CT)!

The crawler can be drawn using simple shapes using the pencil. Draw a rectangle and a series of shapes that you will use to create the basic shape of the transporter.

SUPPLY LIST

1. PENCIL WITH ERASER
2. BLACK PEN OR MARKER
3. RULER
4. SHEET OF PAPER

CRAWLER-TRANSPORTER 2 will carry NASA's mobile launcher and space launch system rocket from the vehicle assembly building to launch pad 39B for the launch of Artemis 1. The first in a series of complex missions that will provide the foundation for human deep space exploration.

The crawler travels at a speed of 0.8 MPH when stacked with the mobile launcher and space launch system rocket. When placed side by side, three crawlers would take up an entire regulation size football field.

The current shapes to be drawn are always shown in red.
3. **Draw Cross Structures and Driver's Cabins**

   Draw the outline around the main structure. This will be the start of a walkway. New boxes will become cabins where the driver will operate the crawler.

   - **Fun Fact:**
     New generators installed in the crawlers each produce 1500 kilowatts — enough power to run 17 International Space Stations.

4. **Draw Tracks**

   Draw the lines for the tracks that make the crawler crawl. Along with 8 circles, the circles will guide you to create certain edges that are rounded.

   - **Fun Fact:**
     Two cabins, one on each end, allow the driver a front row seat to steering the giant crawler.

   - **Fun Fact:**
     A baseball diamond can fit on top of the crawler.
5. **FINISH CREW WALKWAY RAILINGS**

Walkways allow the crew to move around the perimeter of the crawler.

The crawler is able to raise and lower its sides and corners independently. The crawler rolls underneath a launch platform and vehicle, picks it up and steadily carries it several miles to a launch pad.

Once there, it can use its hydraulic suspension to keep the platform level all the way up to the top of the pad where it sets the platform in place so the vehicle can lift off safely.

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6. **DRAW FINAL DETAILS**

Draw the window for your crawler driver to see out of, as well as the final details on each "truck". The four trucks move the tracks on the crawler.

Two crawlers would be able to move the St. Louis Gateway Arch, weighing in at 3,652,000 pounds (not including the foundation).
7. **FINALIZE YOUR BLACK LINES AND ERASE REMAINING BLUE LINES**

8. **FINISH AND SHARE YOUR MASTERPIECE!**

**MAKE IT YOUR OWN! COMBINE WITH MOBILE LAUNCHER AND SPACE LAUNCH SYSTEM FROM PERVERIOUS BOOKS. DRAW THE CRAWLERWAY PATH AND HORIZON.**

**DON'T FORGET TO SHARE YOUR MASTERPIECE ON SOCIAL MEDIA!**

#DRAWARTEMIS