Electromagnetically Induced Simulated Artificial Gravity for Astronauts, with properly Proportioned Electromagnetic Clothing Wear and Electromagnetic Walkway Track, with Real Time Feedback from Sensors in ClothWare, Foot Shoes , Finger Tips and Walkway, Real Time Feedback to Computer Controlled Electromagnetic Simulation for Maintaining Health, Bone Density, Muscle Mass, Ease of Walking and Human Work related Movements of Astronauts in Microgravity

Innovation - Electromagnetically Induced Simulated Artificial Gravity for Astronauts, with properly Proportioned Electromagnetic Clothing Wear and Electro-magnetic Walkway Track, with Real Time Feedback from ClothWare Tension Stress, Foot Shoes Loading, Finger Tips Blood Pressure, Pulse and Heart Beat and Walkway Sensors, Real Time Feedback to Computer Controlled Electro-magnetic Simulation for Artificial Gravity with Proper Proportion Electromagnetic Clothing Wear, Walk Track. Electromagnetically Induced Simulated Artificial Gravity Induced Loadfor Human Health in Microgravity, for Bone Density, Muscular Mass, Ease of Walking and

Anchoring Human Actions during Work.

Potential- Future MOON and MARS base
After many MOON and MARS Missions,
will depend upon Proper Food, Resources And Astronau
Program. Planetary Bases and
Long Space Missions Flight Module Will

need Earth like Environment with Simulated Gravity, Atmosphere and Lighting Conditions. Electromagnetically Induced Simulated Artificial Gravity Electromagnetic Clothing Wear and Walkway Track, with Real Time Feedback from Sensors for Computer Controlled Electromagnetic Simulation will help Maintaining Health, Bone Density, Muscle Mass, Ease of Walking and Human Work related Movements of Astronauts in Microgravity during Space Flight Missions and Planet Based Missions.

Technical - Proportioned Electromagnetic Clothing Wear and Electromagnetic Walkway Track, with Real Time Feedback from ClothWare Tension Stress, Foot Shoes Loading, Finger Tips Blood Pressure, Pulse and Heart Beat and Walkway Sensors, Real Time Feedback to Computer Controlled Electromagnetic Simulation for Artificial Gravity with Properly Proportioned Electromagnetic Clothing Wear and Walk Track. Electromagnetically Induced Simulated Artificial Gravity Load Induced Artificial Gravity for Human Health in Microgravity, Exercising For maintaining Bone Density

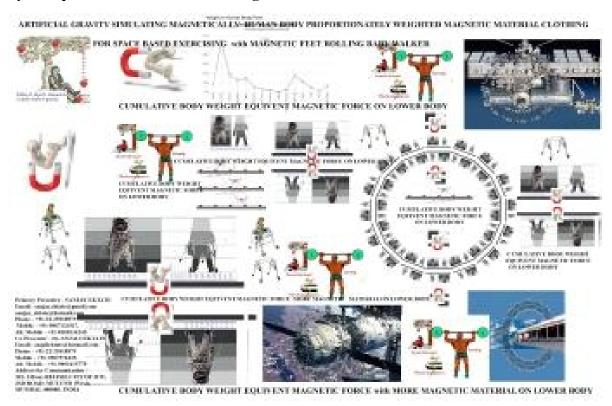
Muscular Mass, Ease of Movement and Anchoring Human Actions during Work.

## **Evaluation Notes**

(proposers, please leave blank)

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Additionally Electromagnetic Space Suits may be filled with Electromagnetic Pull Pressurized Air or Water to create Proper Softer External Pressure on Skin and Muscles, together with Elastomer Electromagnetic Filler Rubbery Fabric Clothing for Simulating Movement Induced Pressure Stresses, which cannot be realistically induced by Computer Controlled Electromagnetism.



ARTIFICIAL GRAVITY SIMULATING MAGNETICALLY PROPORTIONATELY WEIGHTED CLOTHING FOR SPACE BASED EXERCISING with ROLLING BABY WALKER

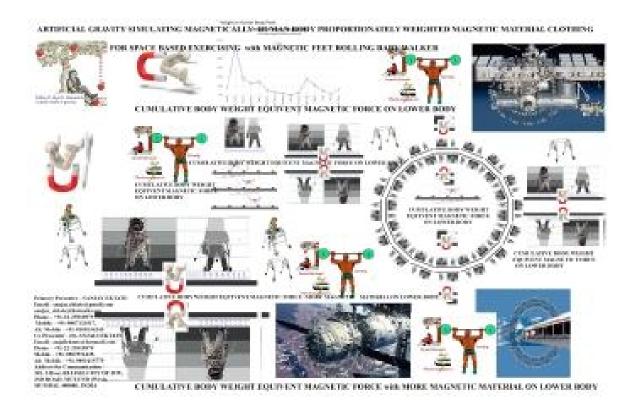
ARTIFICIAL GRAVITY SIMULATING MAGNETICALLY PROPORTIONATELY WEIGHTED CLOTHING for EXERCISING for ASTRONAUTS ON the OUSIDE or INSIDE OF THE INTERNATIONAL SPACE STATIONS and LUNAR and MARS STATIONS, as ARTIFICIAL GRAVITY SIMULATING MAGNETICALLY

PROPORTIONATELY WEIGHTED CLOTHING FOR SPACE BASED EXERCISING with ROLLING BABY WALKER to PREVENT MUSCLE WEAKENING ATROPHY due to REDUCED GRAVITATIONAL PULL ON ANY LIVING BODY.

GRAVITY SIMULATING ELECTROMAGNETIC WALKING EXERCISING GRID can ACT as SPACE STATION PROTECTING ELECTROMAGNETICALLY CHARGED GRID, on OUTSIDE of SPACE STATION for CAPTURING and DIVERTING SPACE STREAMING RADIATION PARTICLES.

- (1) ARTIFICIAL GRAVITY SIMULATING MAGNETICALLY PROPORTIONATELY WEIGHTED CLOTHING for EXERCISING for ASTRONAUTS with ROLLING BABY WALKER
- (2) MAGNETICALLY PROPORTIONATELY WEIGHTED CLOTHING for ARTIFICIAL GRAVITY SIMULATING CUMULATIVE MAGNETIC PULL WEIGHT TRASNFER on the RELEVENT BODY PART
- (3) MAGNETICALLY PROPORTIONATELY WEIGHTED CLOTHING should have the PROPORTIONATELY DISTRIBUTED TRANSFERABLE to the BODY MAGNETIC CUMULATIVE PULL roughly EQUAL TO THE EARTH SURFACE GRAVITY WEIGHT at the BASE OF THAT PART OF THE BODY
- (4) NORMAL WEIGHT of BODY PARTS If 8% is the Weight of the HEAD UPTO NECK, 55 % is the Weight of TRUNK including RIB CAGE THORAX, ABDOMEN, ARMS 5% put WEIGHT on WAIST and PELVIS 14 %, 11% THIGH PUT WEIGHT ON KNEE and 8% LEG with FOOT, then for SAFETY REASONS as a PREVENTION AGAINST INJURY, slightly LESS BY 10% 20 % Equivalent MAGNETIC PULL should be at the BASE OF that PART OF BODY FOR UPPER BODY PARTS and INCREASE the MAGNETIC PULL by 15% 25 % for the LOWER BODY PARTS





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