

# Exploring Mars in Three Dimensions: Classroom Activities and Lessons on Mars Exploration

by David V. Black

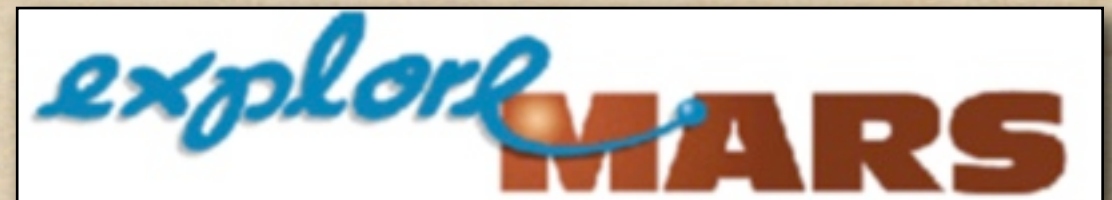
Walden School of Liberal Arts, 2011

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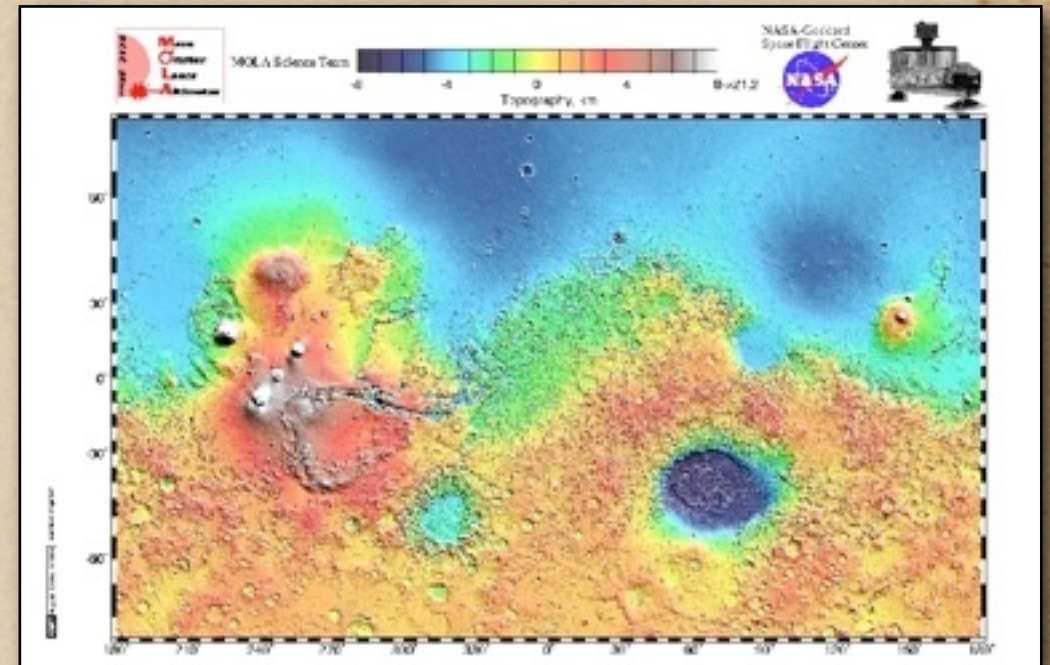
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and the National Science Teachers  
Association.





# Overview

- ◆ Three lessons that are appropriate for classes in Earth science, geology, astronomy, multimedia, or computer literacy.
- ◆ These materials fit into national standards for 9-12 grade science.
- ◆ Teachers can use all or parts of the lessons and materials.

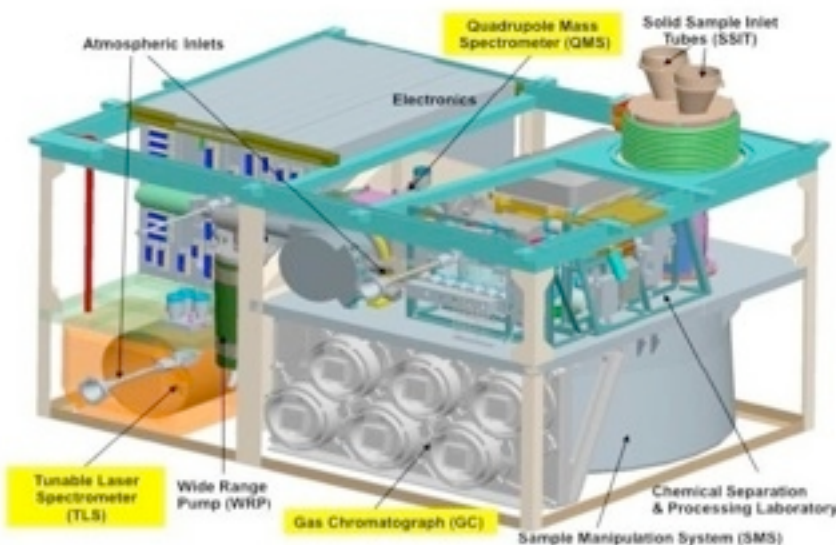




# Mars Science Lab (Curiosity)

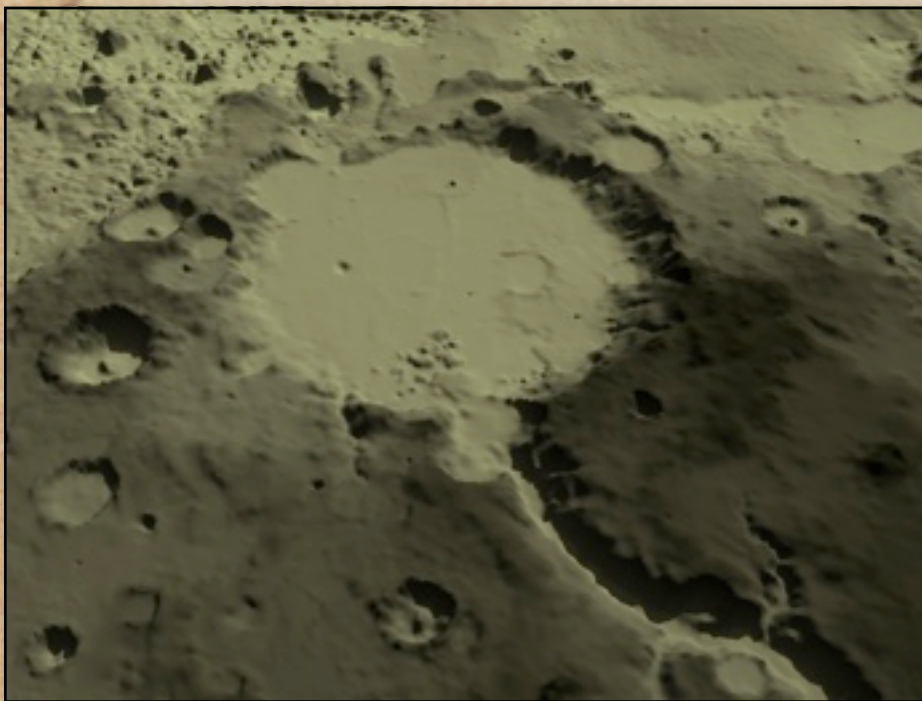
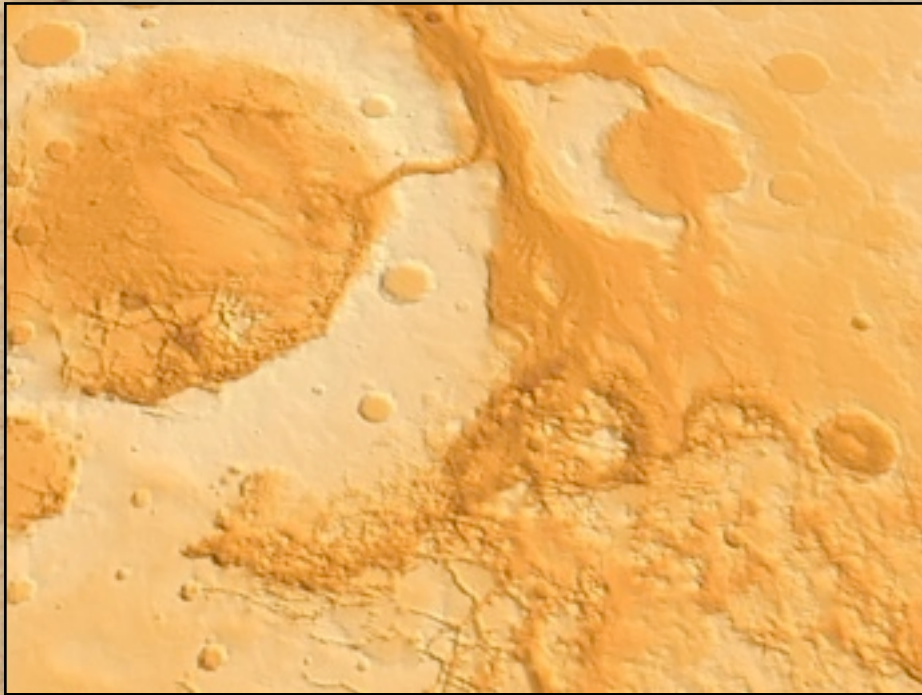


- ◆ Launch window: Nov. 25 - Dec. 18, 2011; lands August, 2012.
- ◆ Includes RTG power, advanced robotic arm, laser spectrometer, mass spectrometer, gas chromatograph.
- ◆ Will analyze air and soil samples for signs of biological elements (carbon, nitrogen, oxygen, sulfur, phosphorus) and compounds.





# 1. Mars Site Selection



- ◆ Introduces Martian geography.
- ◆ Introduces the science objectives of the Mars Science Laboratory (Curiosity).
- ◆ Shows how landing sites are chosen collaboratively.
- ◆ Teaches students to develop and defend a proposal.



# Mars Site Selection

- ◆ Student teams take the roles of Mars scientists.
- ◆ Entry, Descent, and Landing: Choosing a safe site with a 25 x 20 km landing ellipse.
- ◆ Principle Investigator: Site with best payoff of science objectives.
- ◆ Power, Mobility, and Communications: Keeping the rover going, how to get to the science sites.
- ◆ Project Manager: Final decision and spokesperson.





# Mars Site Selection

Final Four Sites:



Holden  
Crater

Eberswalde  
Crater



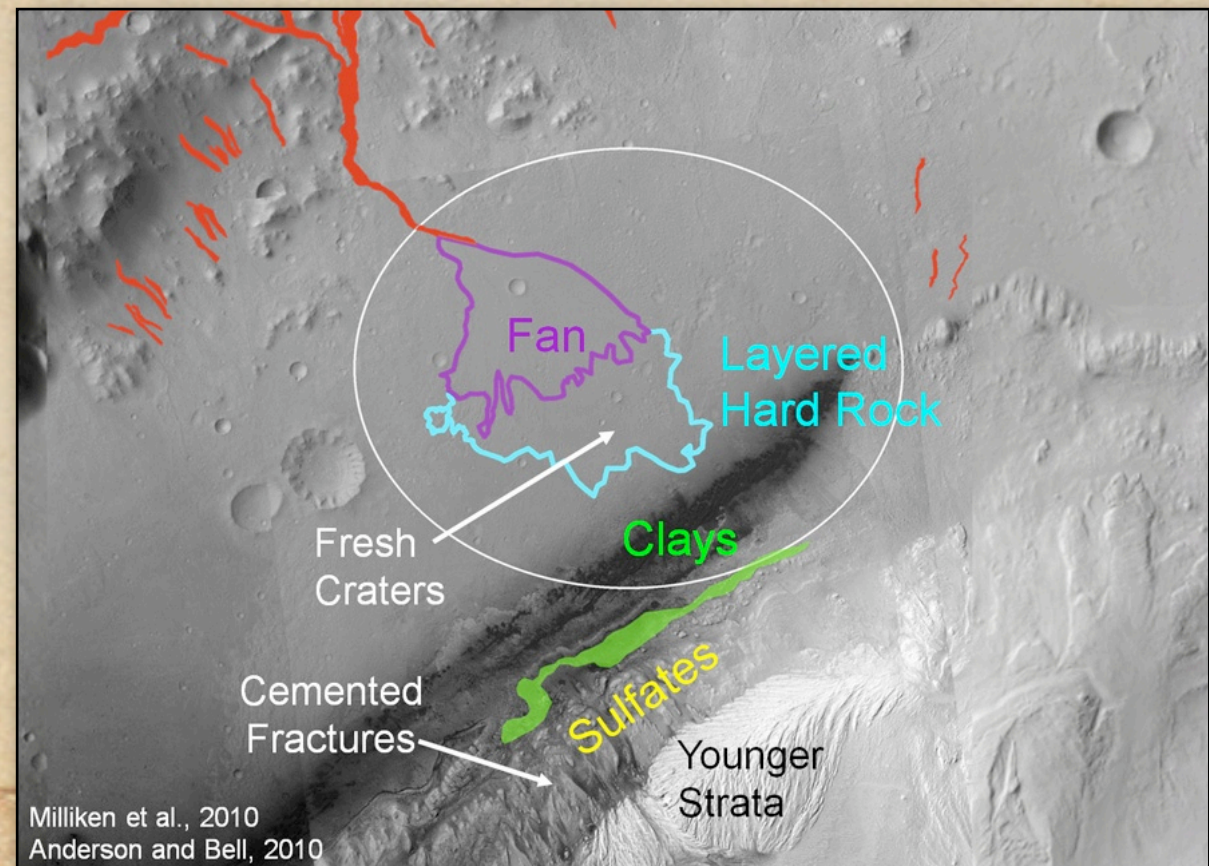
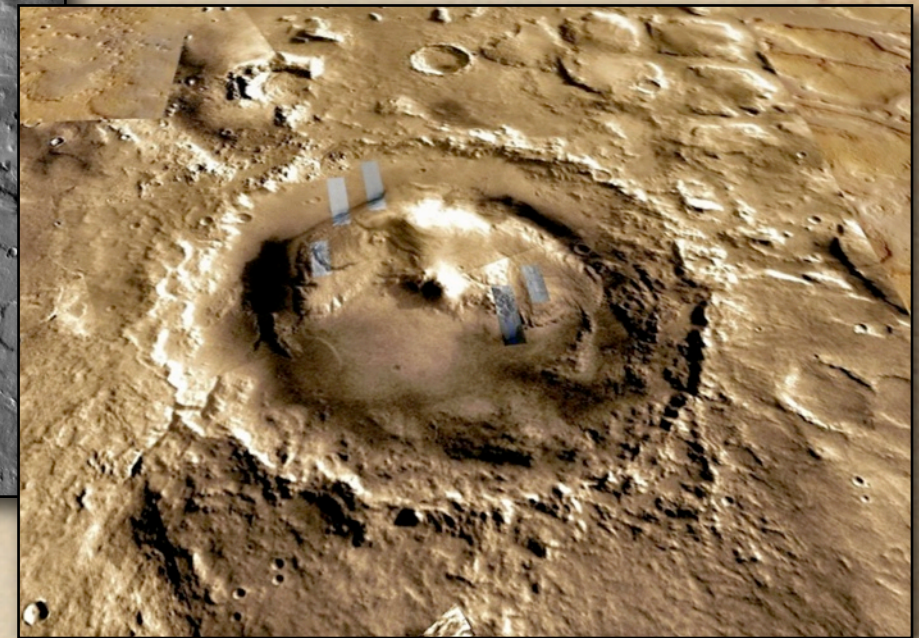
Mawrth  
Vallis

- ◆ Teams select a site using online maps and Google Earth, then write a proposal including paths to selected sample locations.
- ◆ Project Manager presents proposal; whole class decides on best site.



# And the winner is . . .

- ◆ Gale Crater!
- ◆ Ancient crater lake, with deep deposits in a central mountain, including clays and sulfates.
- ◆ Water erosion and deposition (alluvial fans).





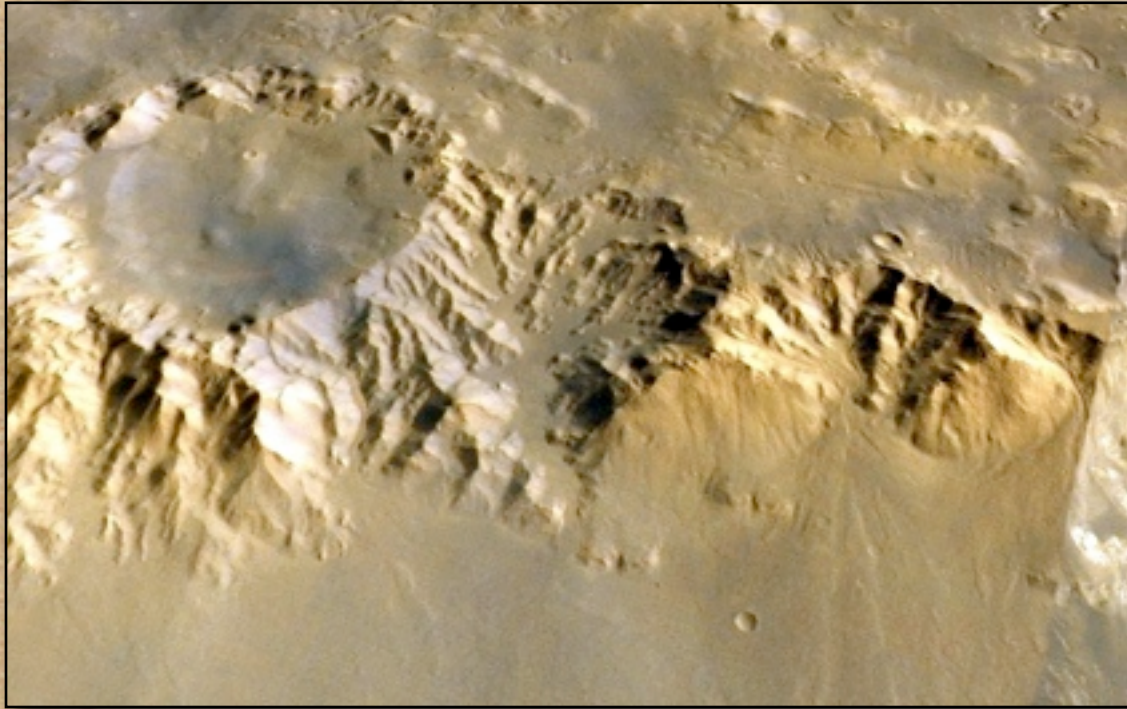
## 2. Finding Mars on Earth

- ◆ Mars has an arid climate.
- ◆ The Great Basin (UT, NV) is an excellent analog for Mars.
- ◆ We can visit Earth sites and observe processes.
- ◆ Students will use latitudes and longitudes to examine Earth and Mars analogs in Google Earth.





# Finding Mars on Earth

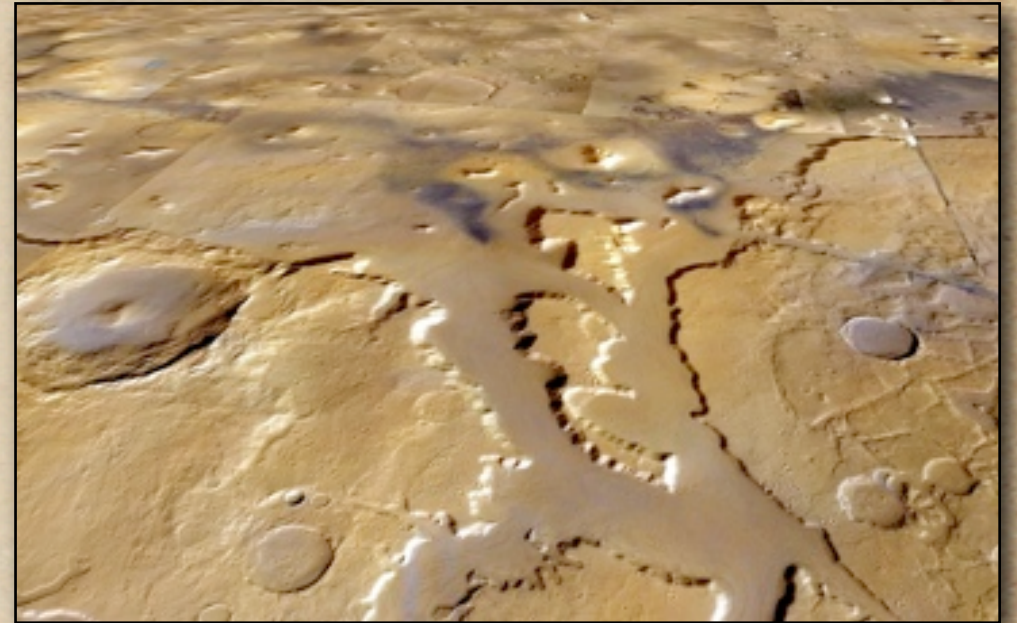


- ◆ Students will develop hypotheses about the processes that formed each terrain, based on observations and comparisons.
- ◆ They draw conclusions about the presence of long-lasting water at the sites.
- ◆ Relates Mars with Earth.



# Using Google Earth

- ◆ Google Earth is a freeware program.
- ◆ You will need to install the program, and be connected to the Internet, to use the search functions.
- ◆ Using the trackball and zoom controls in the upper right corner allows a 3D view of the location.





# 3. From Mars to Model



- ◆ Simulates the data collection, analysis, and modeling of the MOLA instrument on Mars Global Surveyor.
- ◆ Uses clay or paper maché terrains in a box with a regular grid of holes in the lid.



# From Mars to Model

- ◆ Popsicle sticks are used to record topographical data (color-coded) and altitude height measurements.
- ◆ Scales are reversed so that the height of the mountains (not the depth of the valleys) is measured.





# From Mars to Model A



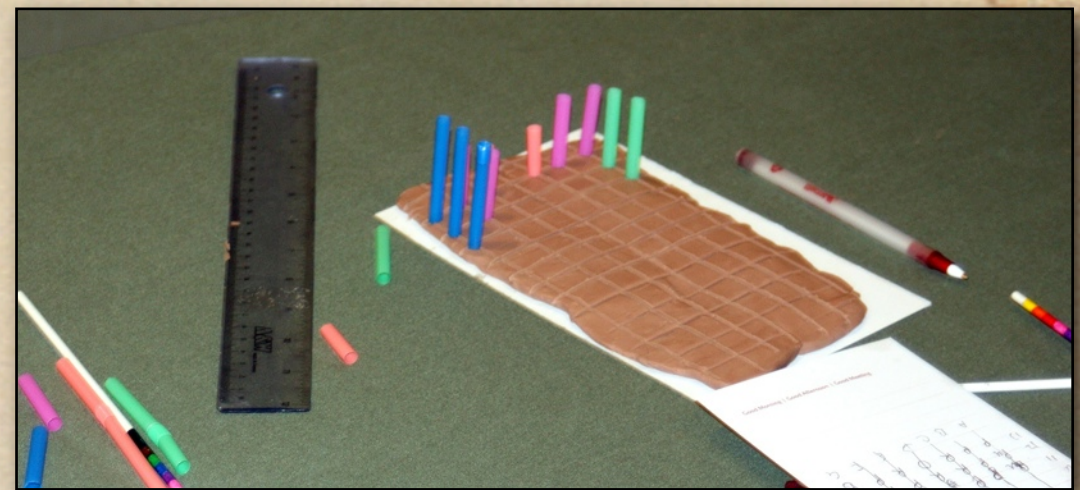
- ◆ Three models are created:
- ◆ Model A is a direct color-coded topographical map.
- ◆ The color seen on the stick is painted into the squares on the paper grid.
- ◆ Light colors (yellow and orange) are high areas, dark colors (brown and black) are low.





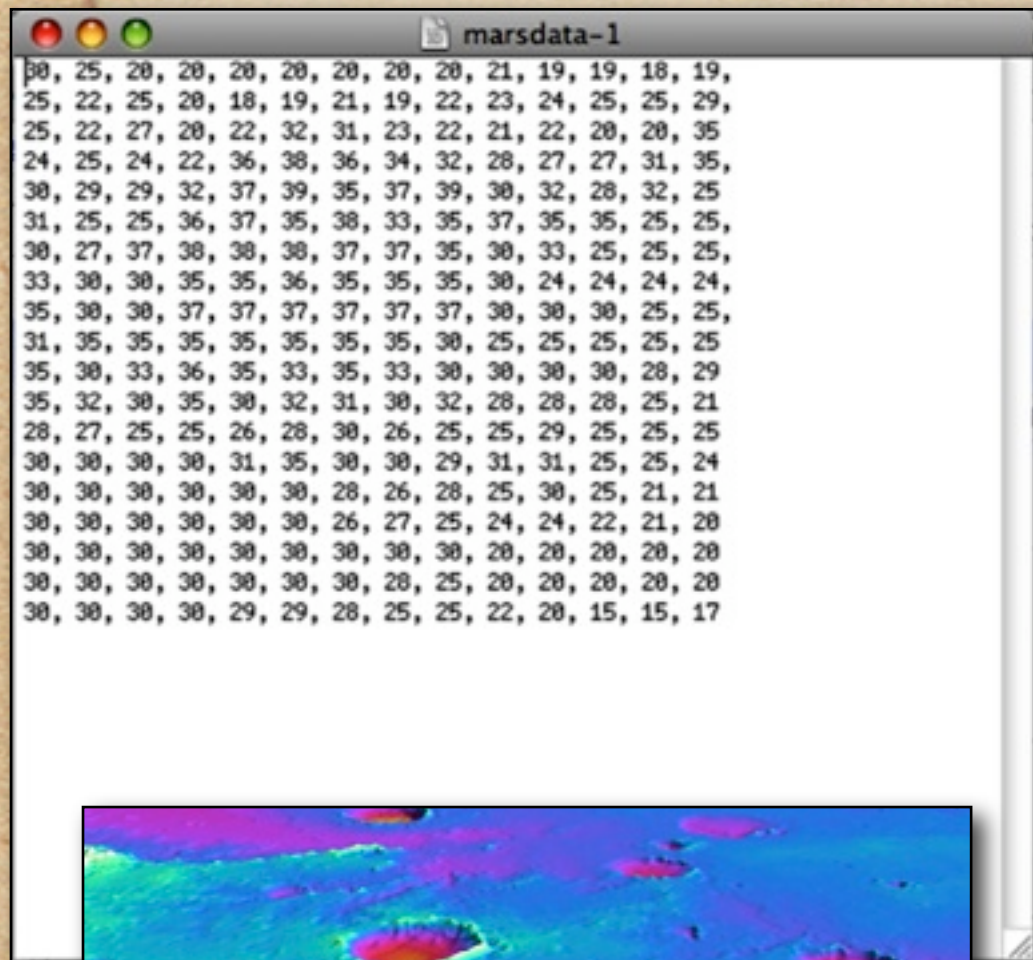
# Mars to Model B

- ◆ Model B is a physical model.
- ◆ Lengths of drinking straws are cut to match the numeric data (mountain heights).
- ◆ These are stuck into a rolled-out layer of modeling clay in the same grid pattern.





# From Mars to Model C

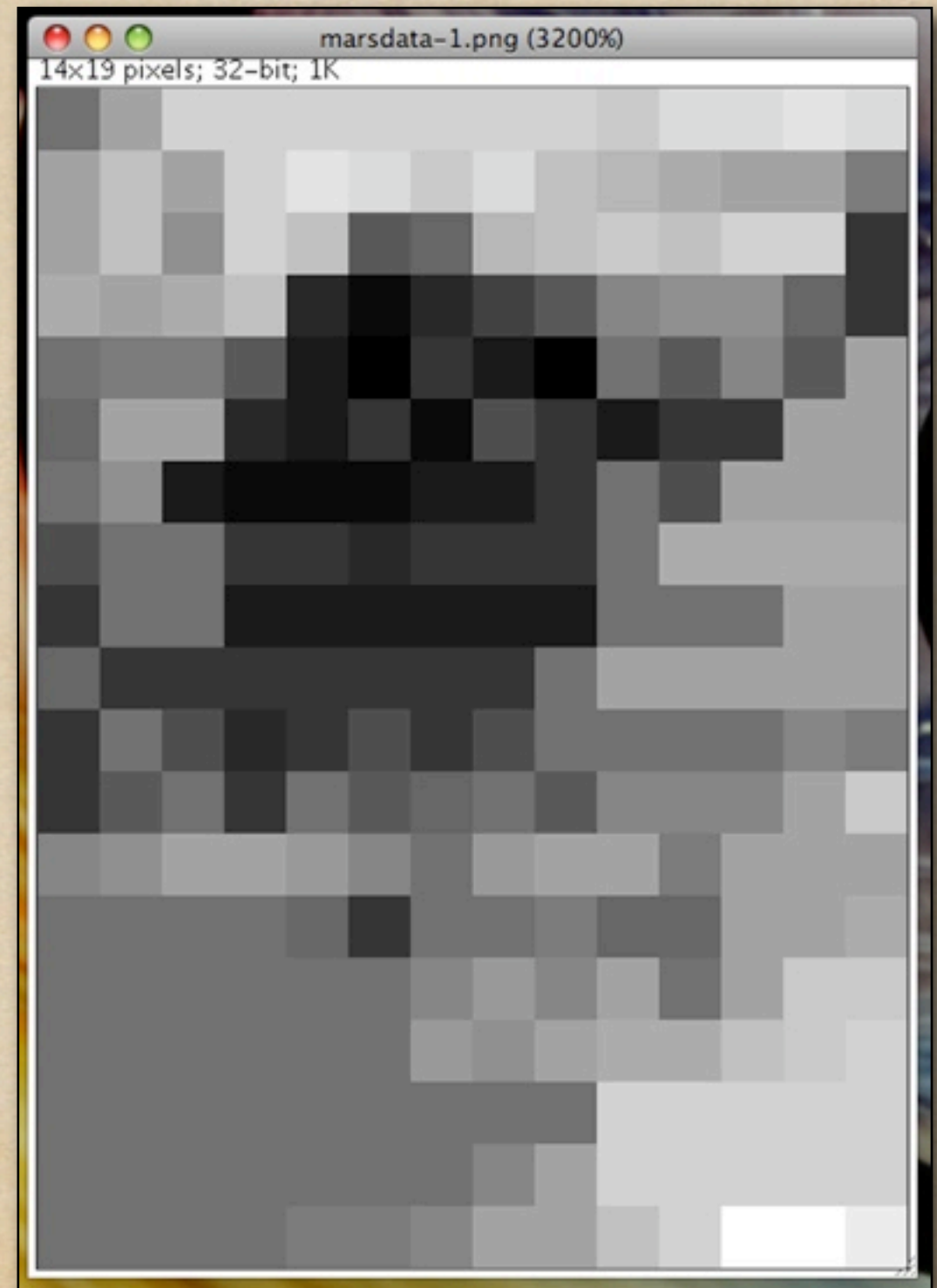


- ◆ Model C is a virtual model using 3D software.
- ◆ Numeric data is typed in a word processor as a sequence of numbers separated by commas, with a new line for each new row.
- ◆ Zeros are added at the start of each line.
- ◆ The file is saved in .txt format.



# From Mars to Model

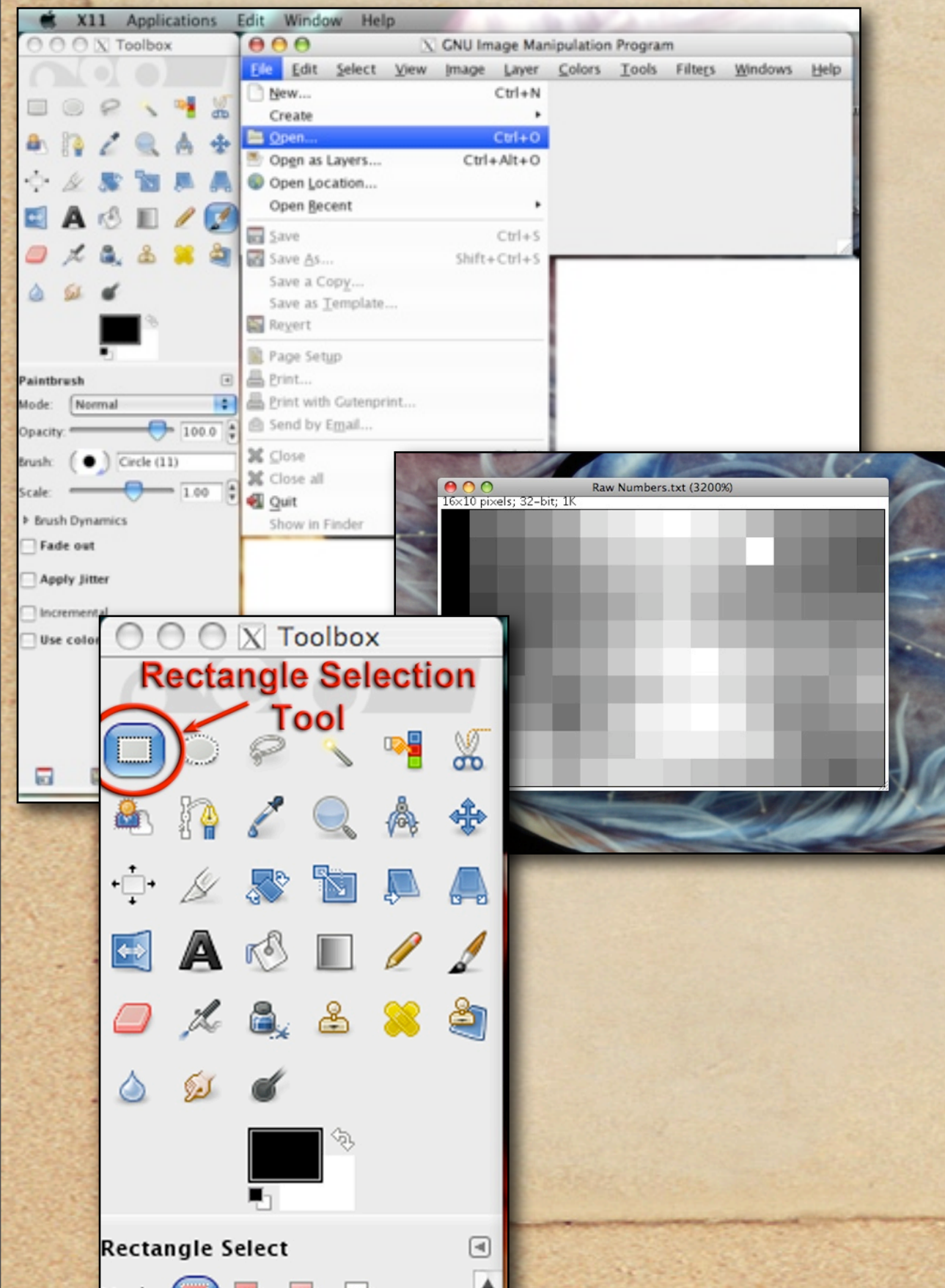
- ◆ The .txt is opened as a Text Image in ImageJ.
- ◆ The small file is zoomed in and saved as a screen capture (“Shift-Command-3” on Macs, “PrntScrn” on Windows).





# From Mars to Model

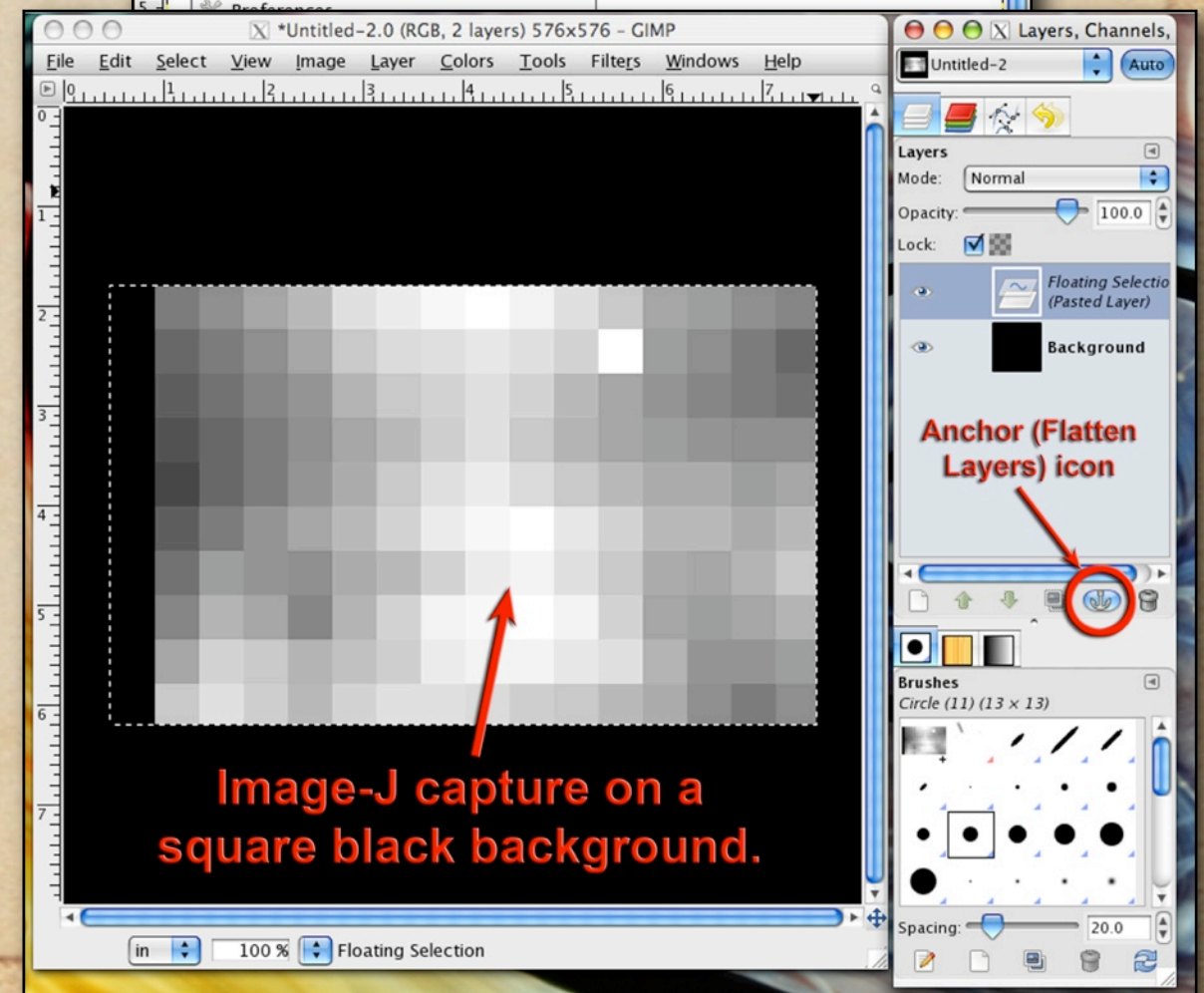
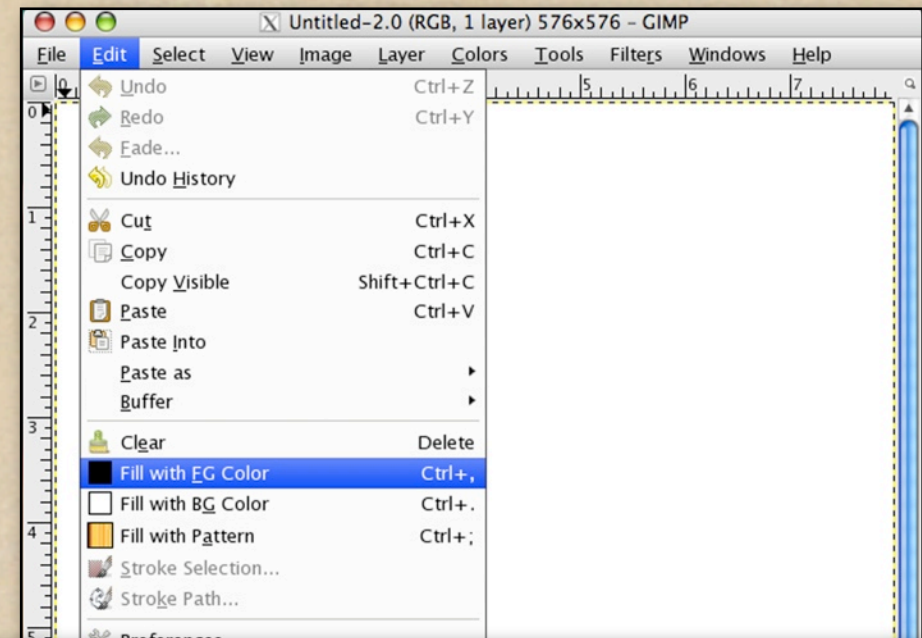
- ◆ Load the screen capture into GIMP (“File - Open” and locate Picture 1 for Macs, “File - Create from Clipboard” for Windows).
- ◆ Use the rectangle selection tool to select the grayscale area only. Press Enter.
- ◆ Copy it (“Edit - Copy”).
- ◆ Create a new file and make it square (8 in. by 8 in.).





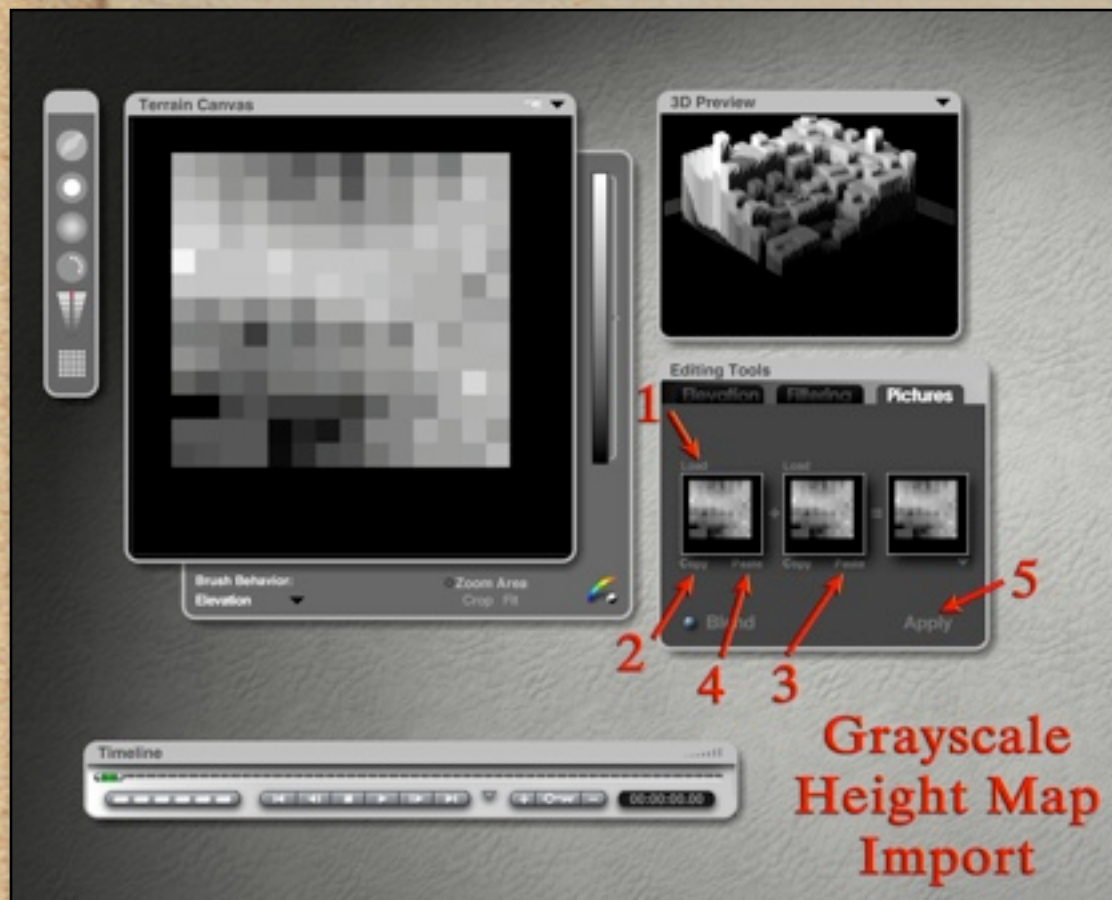
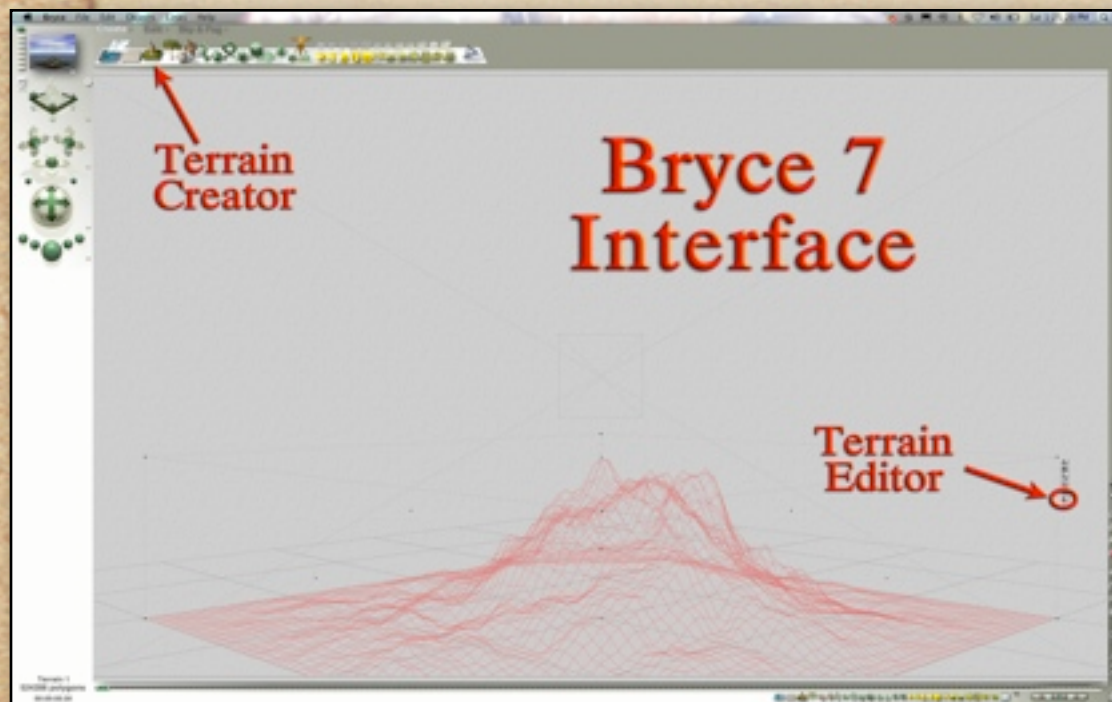
# From Mars to Model

- ◆ Fill the new file with the foreground color (black) by choosing “Edit - Fill with FG Color.”
- ◆ Paste the terrain image in (“Edit - Paste”).
- ◆ Flatten the image by clicking on the Anchor Layer icon.
- ◆ Save the file as a high-quality .jpg.





# From Mars to Model

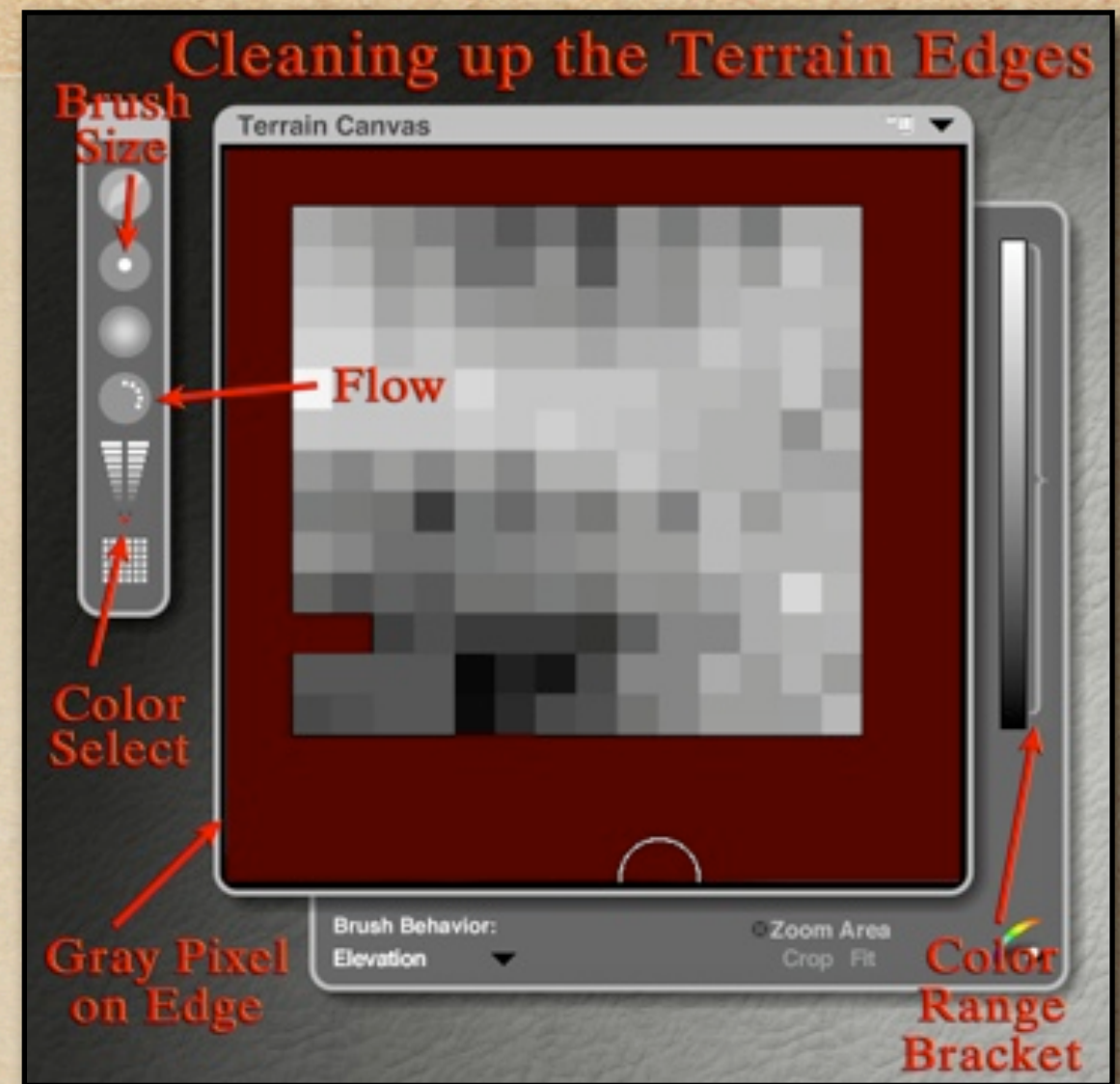


- ◆ Open Daz3D Bryce and create a new terrain.
- ◆ Open the Terrain Editor, choose the Pictures tab, and load in the heightmap image (Step 1).
- ◆ Copy the image (Step 2) and paste it to the middle square (Step 3).
- ◆ Apply the image to the terrain (Step 5).



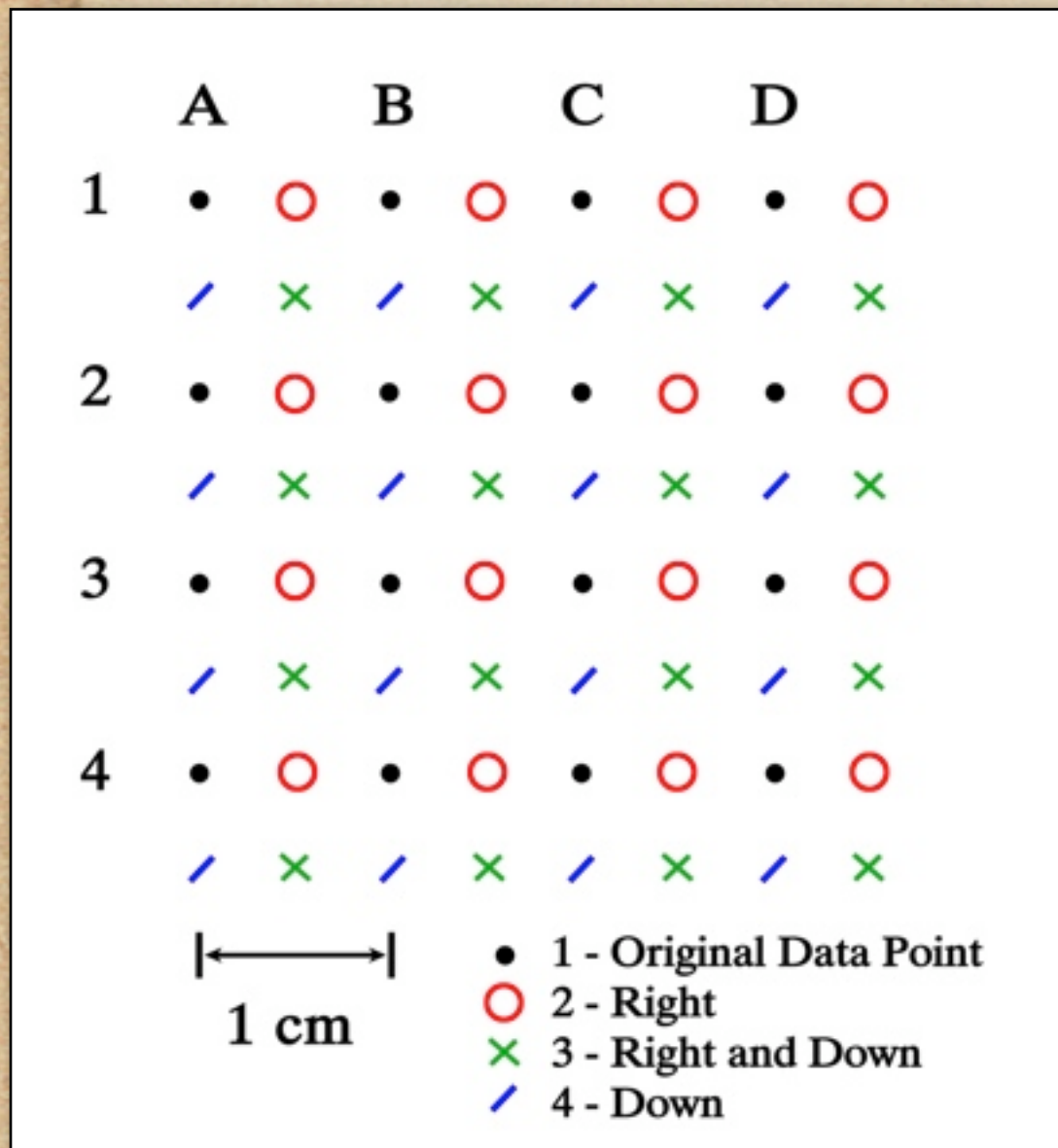
# From Mars to Model

- ◆ Make black areas transparent (Color Range Bracket).
- ◆ Make the terrain solid, Exit.
- ◆ Add a Material to the terrain and to the ground.
- ◆ Position the camera and the sun.
- ◆ Render the scene and save (Export Image).





# From Mars to Model



- ◆ Increase the resolution of the model by moving the original grid by .5 cm right, then down, then left.
- ◆ Collect data points each time.
- ◆ You will have doubled your resolution and increased the data size by four times.



# Relevance

- ◆ Practical Applications: In computer graphics, doubling the resolution means having four times as many pixels.
- ◆ The MOLA instrument built up higher resolution through multiple orbits.
- ◆ As models contain more data, they resemble the real object more closely.
- ◆ Many types of data can be visualized using this method: Numbers to grayscale image to 3D model (Ex: Martian Dust Opacity)





# Mars Dust Storm: 2003

Data from Mars Global Surveyor

Part of the Mars Exploration Student Data Team (MESDT) Program



# Mars Dust Storm: 2003

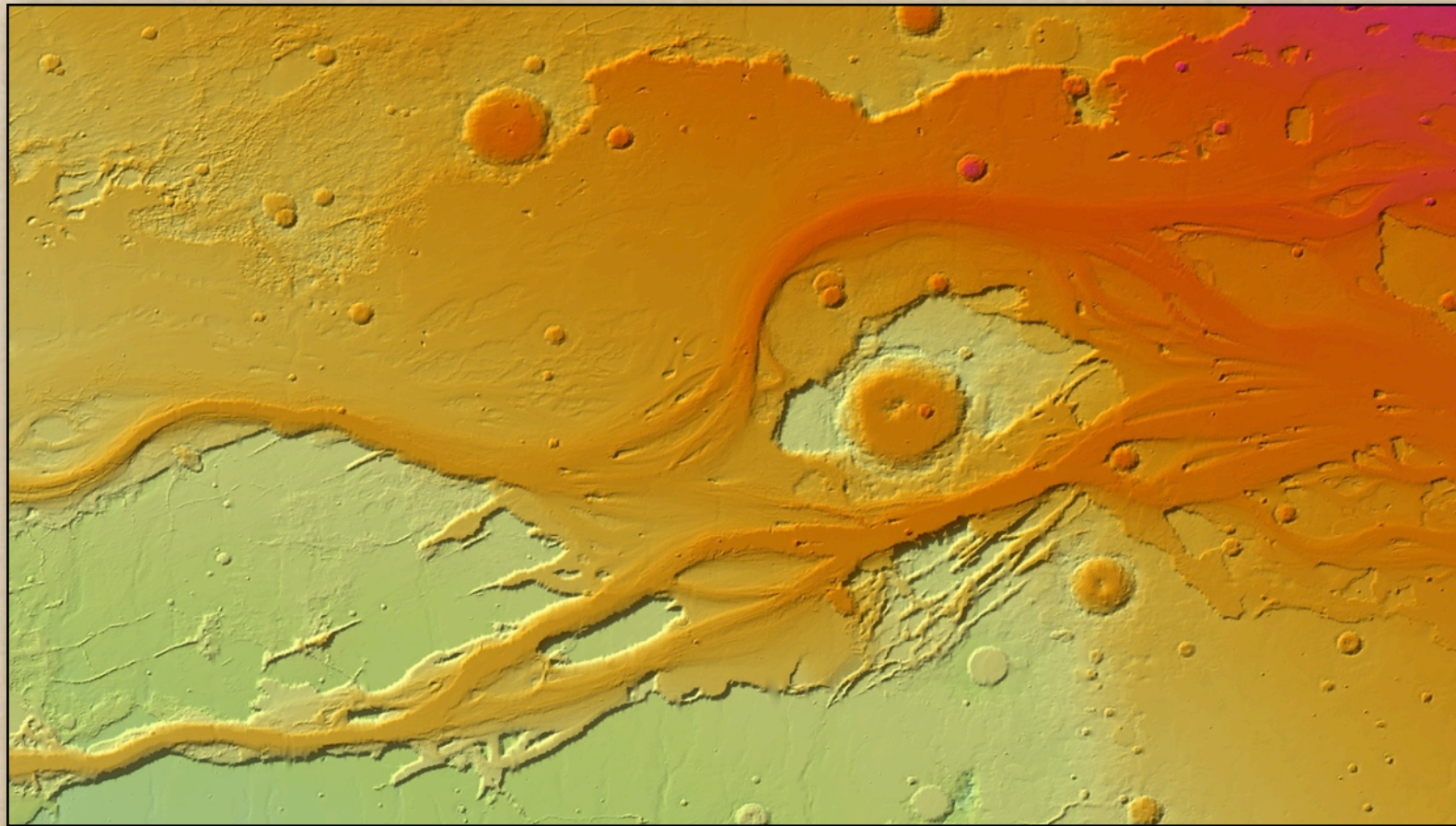


Data from Mars Global Surveyor

Part of the Mars Exploration Student Data Team (MESDT) Program



# Thank You for Watching!



- ◆ Coming in December: How to use actual Mars MOLA data in your classes.
- ◆ Visit: [elementsunearthed.com](http://elementsunearthed.com) for lesson.