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RA2

Vehicles & Vessels - Design, Development and Production

Key Characteristics: Network • Shelter • Polis • Aid •

Seaty

Different parts of the world could have different needs. This is why this project proposes a modular vessel.

The idea is to create a network of city-like structures around the world, which would operate as a unique system. These cities would be equipped with everything travellers need. City-like structures would be made out of modules, which would have the same structure but different purposes. This way, it would be easy to go for mass production. For modules, the project would use stabilised SWATH technology.

This would make a system with perfect seakeeping and low resistance. Each module would have its own propulsion system, in order to

achieve maximum mobility. Stations would have the necessary fuel and water for passing ships. Besides this system being efficient in case of emergency situations, it would be easy to quickly move and help people. Seaty would provide not only basic needs, but also luxurious content. Overall, seaty is the name for a small village in the sea which can move as well.

In this way, it can be used for holiday resorts, stations for sailors and any kind of aid vessels in emergency situations such as ambulance or supply vessels for food, medicines, fresh water and even energy. The capacity of the station can also be adjusted to specific needs by only changing the number of the modules used •



