



John Zukowsky
Space Architecture: The Work of John Frassanito & Associates for NASA

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When visitors to the National Air and Space Museum in Washington, DC, walk through the Skylab of 1967–73, America's first space station, they experience the interior space of that vehicle, but they learn nothing about the industrial design of the spacecraft's interior or about the designers who created it.

John Frassanito was one of those industrial designers who worked in Raymond Loewy's office on that spacecraft. Frassanito, who graduated in industrial design from the Art Center in Los Angeles (now the Art Center College of Design in Pasadena) in 1968, worked with Loewy's New York office in 1968/69 in the early design phases of Skylab. In 1969 Frassanito co-founded Datapoint Corporation where he designed the Datapoint 2000, heralded in *Invention & Technology*, fall 1994, as the forerunner of the personal computer of today. In 1975 Frassanito formed his own industrial-design firm of John Frassanito & Associates, a Houston-based firm that has worked behind the scenes as one of the major industrial designers of concept spacecraft for NASA. Highlights of this work soon to become a reality include his computer-generated representations of the International Space Station, the X-33, the prototype for the Venture Star, the Reusable Launch Vehicle (RLV) being built by Lockheed-Martin, and proposals for future Lunar and Mars missions. His firm has developed a specialty in these realistically modeled computer-generated images of space subjects for the aerospace industry which have found their way into numerous journals and magazines as well.

This monograph introduces Frassanito's career and work to design aficionados and also surveys his latest images for space vehicles and habitations for the near future.

John Zukowsky earned his doctorate in art and architectural history from the State University of New York at Binghamton. For more than twenty years he has been a Curator of Architecture at The Art Institute of Chicago, organizing architecture and design exhibitions. One such was the 1996 exhibition *Building for Air Travel: Architecture and Design for Commercial Aviation*. As a sequel to that successful project, he is currently preparing an exhibition and book for 2001 on the work that architects, industrial designers, and civil engineers have done for the space program, in relation to designs by set and production designers for science-fiction films and television shows.

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