



A COLLECTION OF ARTWORKS

# PSYCHE INSPIRED

## IRIDIUM CLASS





# Psyche Inspired Iridium Class

A Collection of Artworks

Executive Editor — Leila Wrschka

Layout and Photo Editor — Leila Wrschka

Contributing Editors — Hetvi Patel

Psyche Contributors — Catherine Bowman, Lindy Elkins-Tanton

Cover Art — Leila Wrschka

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**See these QR codes?**

These allow you to experience more Psyche content online. To start, open the camera app on your iPhone/iPad or download and open a free app, such as “QR Code Scanner” from the Google Play store for Android. Hold your smartphone or tablet over these barcodes. Once scanned, follow the generated link on your device to experience our interactive content online and enjoy.





# What is Psyche Inspired?

Psyche Inspired is a program that brings undergraduate students from any discipline or major together to share the excitement, innovation, and scientific and engineering content of NASA's Psyche mission with the public in new ways through artistic and creative works.





# Foreword From Lindy

Dear Friends,

Ever since I was young, my big brother and I have talked about science and art, and this idea that some of the world has that they are entirely separate. That they don't speak the same language. That they can't work together. That they are oil and water.

My brother is an artist and an art historian, and I was always interested in science, but I think that he and I agreed all along that these are just different ways people try to apprehend the world around us. Whatever tools we have at hand, we try to use them to understand what we're doing and who we are as humans.

That was the driving force behind the creation of Psyche Inspired and it has become so much more than we even envisioned that it could be. It turns out that plenty of artists completely understand and love and geek out about science and engineering and plenty of scientists and engineers both understand the value of art and are themselves artists.

The art inspires the engineers and scientists and their work in turn inspires the artists, and we all inspire each other to think about this mission in a new way.

So I invite you to celebrate and reflect and be inspired by this year's creative interpretations of the past, present, and imagined future of the Psyche asteroid and of our human and robotic explorers through this collection of art from the 2024-2025 Iridium Class of Psyche Inspired interns.



*Linda T. Elkins-Tanton*  
*July 5, 2025, Berkeley CA*



# Mythology

Early asteroids that were discovered, including Psyche, were named after gods and goddesses from ancient Greek mythology. After discovering the 16th asteroid in 1852, Italian astronomer Annibale de Gasparis named it Psyche, after the Greek goddess of the soul, who is often symbolized by a butterfly. Because Psyche was the 16th asteroid to be discovered, it is sometimes referred to as (16) Psyche.

# Take Aim

Liz Phillips

*Digital illustration*

“Take Aim” is a digital illustration that puts a twist on the traditional Greek myth of Eros (Cupid) and Psyche, portraying the personified Psyche spacecraft with a bow and arrow instead. The mythical Eros falls in love with the mortal Psyche after accidentally scratching himself with his own arrow, but this archer is aiming for a different celestial body... the asteroid (16) Psyche! Rather than being whisked away to be married to Eros in the land of the gods, Psyche embarks on a bold mission to discover herself. Armed with her own sense of agency, she shoots straight for her target and will be united with her namesake in 2029. My character’s design combines visual elements of both the Greek goddess and the spacecraft. The solar panel “wings” take the place of the goddess’s butterfly wings, and her instrument booms resemble antennae. The circular orbits displayed in the background are my own calculations of the asteroid’s trajectory compared to Mars and Earth’s orbits, which was a project done for my astronomy lab class.









# Agape

Cameron Sacra  
*Linocut*

“Agape” was directly inspired by the Psyche spacecraft’s projected 2029 arrival at (16) Psyche and the illustrations of Alphonse Mucha. Both the spacecraft and the asteroid have been alone in space for a long, long time - Psyche will be the first celestial object that the spacecraft will encounter since its 2023 launch from Earth. I envisioned their first encounter as an intense one, full of happiness and relief. After being alone for so long, these two wayward entities have finally found one another, and Psyche cries in relief - neither spacecraft nor asteroid will be alone ever again.

# Transformation

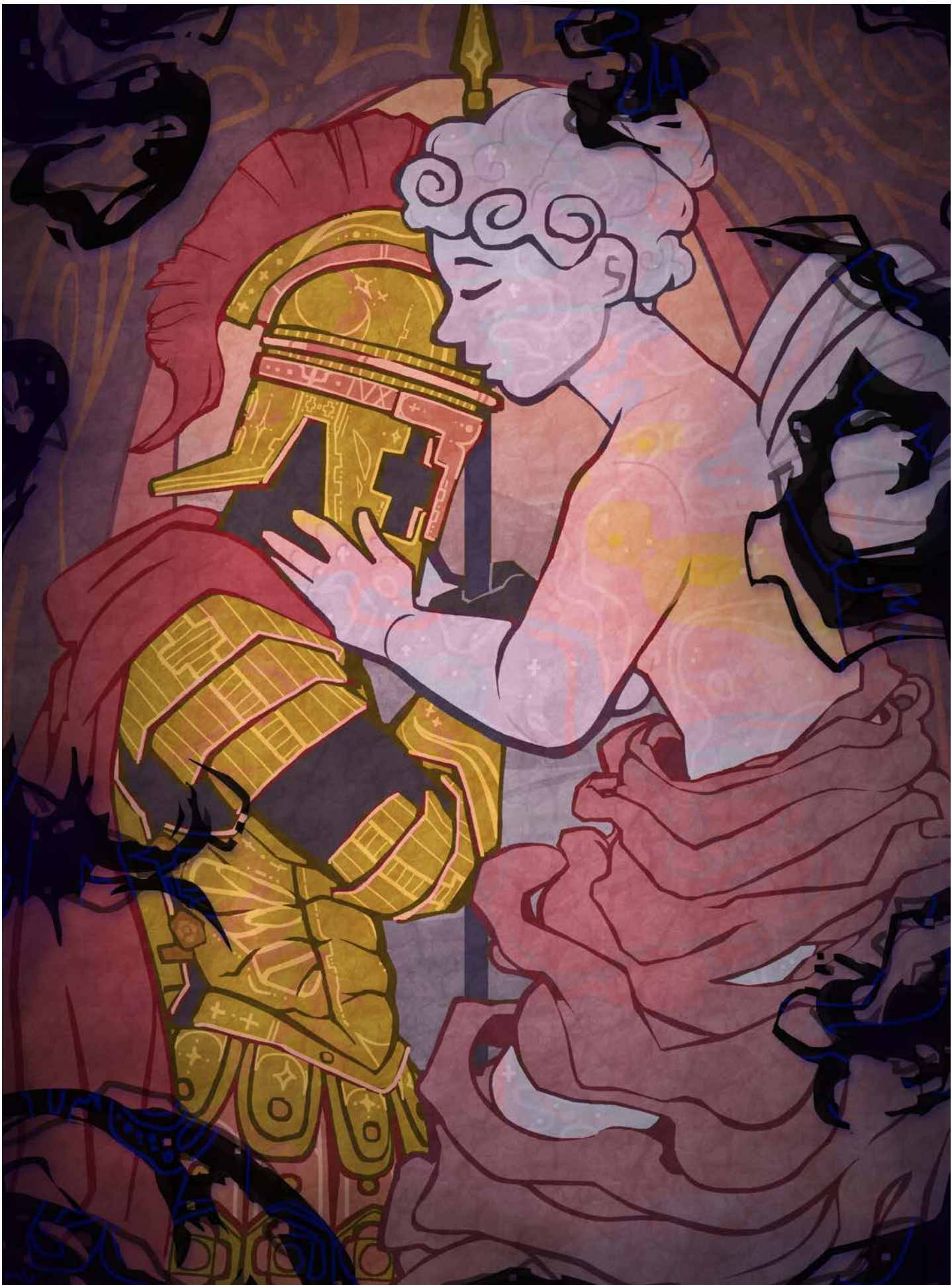
Brooke Flanagan  
*Digital anaglyph art*

“Transformation” is a digital anaglyph piece where two images are created, one in red and the other in blue. Typically, these two images are of the same object at slightly different angles viewed together. The same is done here except with two forms of Psyche: one at the beginning of the myth and the other at the end. At the start, Psyche’s father is told by an oracle that Psyche would marry not a nobleman but a serpentine monster. She was then brought to the summit of a mountain in black funeral attire where her future husband would take her away. All of this was dictated by the jealous Aphrodite, the goddess of love. She sent her son, Eros, to shoot Psyche with an arrow of love so she would become infatuated with a monster. Yet, as soon as he saw Psyche, he accidentally pierced himself with his own arrow and could not follow his mother’s order. Now, compare this version of her at the end of the myth. By this point she had gone through several almost impossible trials created by Aphrodite, yet with a bit of divine help she overcame each challenge sent her way. Not only that, but she had transcended into a goddess and was now married to Eros, not a terrifying monster. She had gone against fate, curated for her by divine forces and beings. Psyche had transformed into someone not defined by what others wanted, but by what she wanted to be.









# Journey to the Lost Metal World

Madelaine T. Vu

*D&D one-shot adventure, digital*

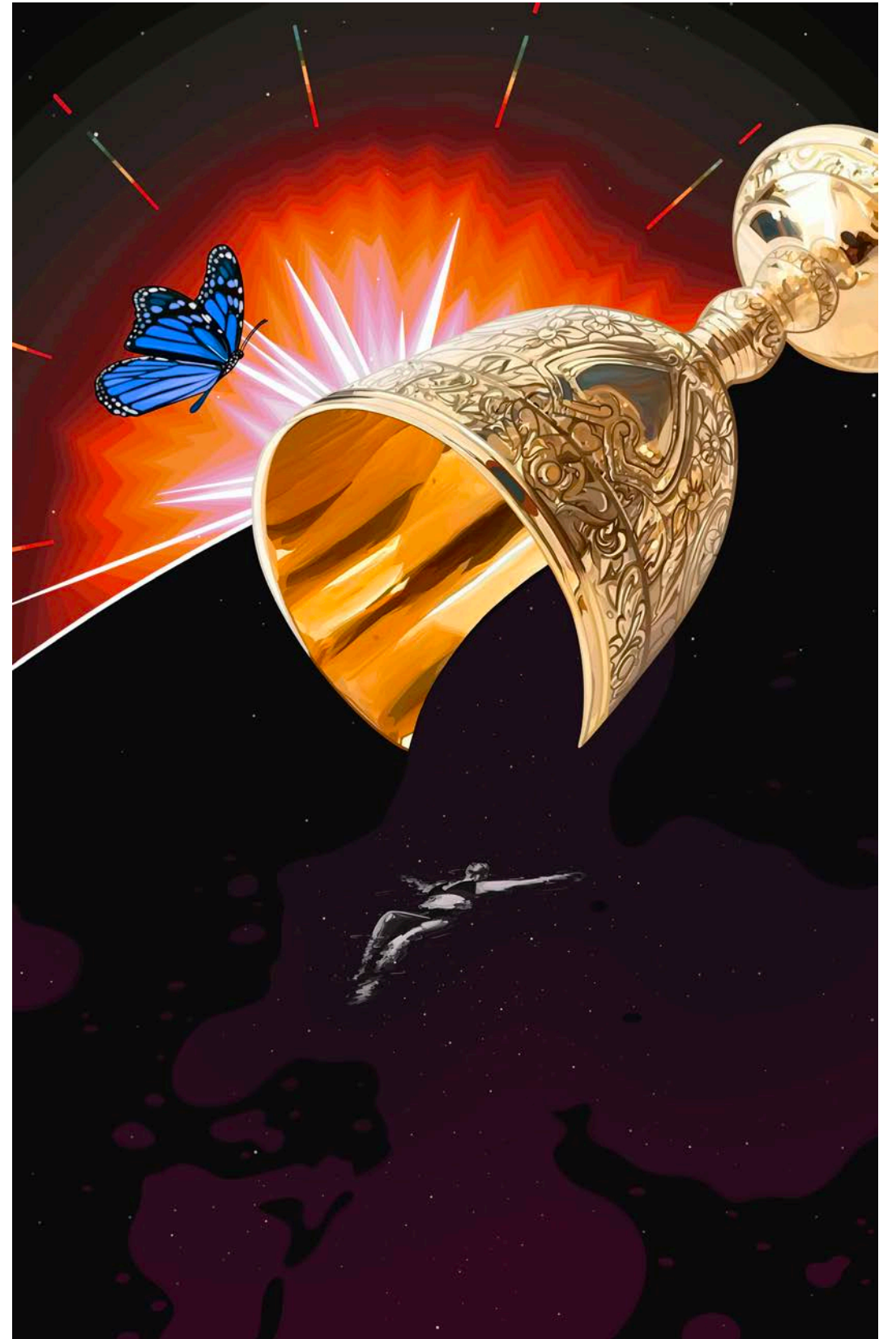
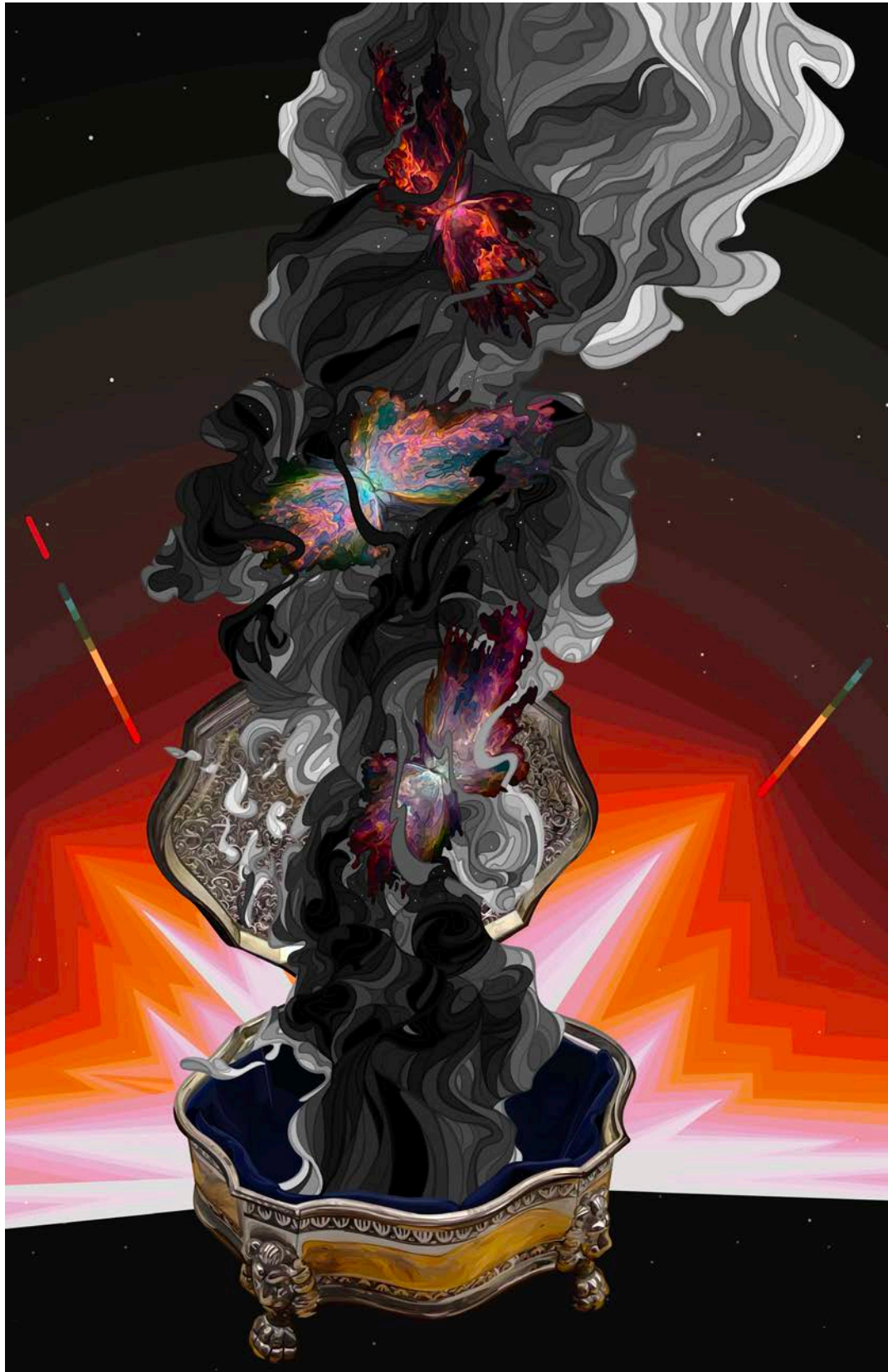
“Journey to the Lost Metal World” began as a collection of vague and fun ideas blending Roman armor with elements of the Psyche spacecraft. It started with drafts of a painting that depicted Psyche, the goddess, blessing a knight wearing armor inspired by both concepts. While exploring ideas for the armor, I was inspired by Mary Pyrdol’s Psyche Inspired piece, “Psyche Metal Pins”, which featured intricate metal brooches that resonated with my vision. This inspiration led to the creation of a corrupted version of the Psyche-inspired armor.

# The Drink of the Gods / The Box of Eternal Beauty

Brooke Flanagan  
*Digital illustration*

“The Box of Eternal Beauty” is an abstract digital illustration that depicts the moment Psyche opens the box, which supposedly contains part of Persephone’s beauty. She opens the box, unleashing a cloud of black smoke that puts her in a coma. The second piece is titled “The Drink of the Gods” and is another abstract digital illustration. Here the piece depicts the moment Psyche drinks Ambrosia causing her to shed her mortal form and become a goddess, allowing her to live together forever with Eros. The main symbol from the myth used throughout both pieces is the butterfly, as Psyche, the Goddess of Soul, is commonly depicted as possessing butterfly wings. A butterfly can be seen hovering over the chalice in “The Drink of the Gods” when Psyche is about to ascend to godhood. Butterfly nebulas can also be seen bursting from the dark smoke in “The Box of Eternal Beauty.” These nebulas, along with star fields contained in the spilled Ambrosia, were my way of adding ties to space and the beauty of the stellar objects scattered throughout the universe. Together these companion pieces depict a person’s journey and the ups and downs that they experience. Many of these challenges and obstacles can feel consuming and overwhelming. Yet it is from these trials that a person can emerge stronger than before and accomplish objectives that they may have never been able to before.









# Imagining Psyche Through Crochet

Carrie Geisler

*Crochet (amigurumi)*

This project is a crochet interpretation of the Psyche asteroid and Psyche goddess. It's my hope that this project will catch the eye of children, especially young girls, and help them learn about the Psyche mission, perhaps inspiring them to pursue a career in STEM. For my abstract model of the (16) Psyche asteroid, I followed the Full Moon Crochet Pattern by Etsy shop catssc crochet and put my own spin on it by choosing a gray and brown variegated yarn to reflect the metallic elements that make up Psyche. I also embroidered the craters using a mixture of red-brown and dark grey yarn to represent the unknown surface of the asteroid. For my crochet doll of the Psyche goddess, I primarily followed the Twinkle Fairies Crochet Doll Pattern by Etsy shop PocketFullOPoseys, but I also incorporated parts of the Rapunzel and Pascal Crochet doll pattern by Etsy shop FennecToysUA to create her long, flowing curls. I used a purple variegated yarn for her dress and sparkling magenta safety eyes to reflect the colors of the Psyche mission patch. Special thanks to the pattern creators mentioned above and my grandma, who taught me to crochet.



# Psyche: The Journey to the Soul

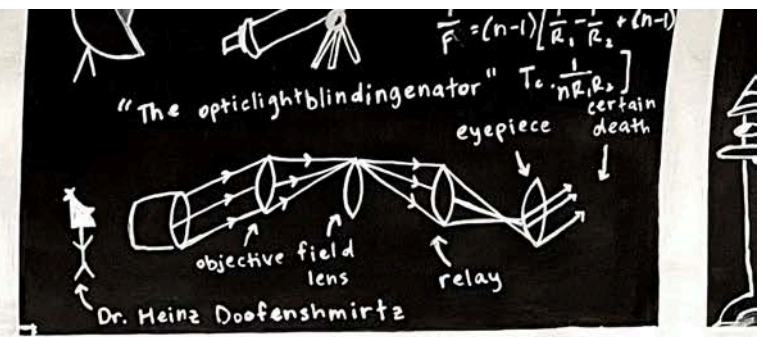
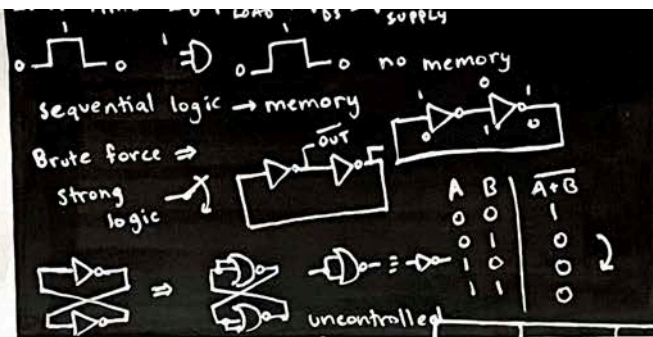
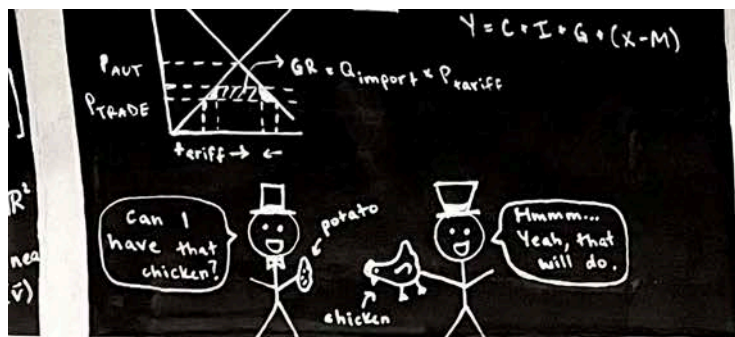
Injir Batmunkh  
*Animation*

In my animated GIF for “Psyche: The Journey to the Soul,” I explore the profound relationship between the goddess Psyche, the Psyche asteroid, and the journey of self-discovery. The goddess Psyche, symbolizing the soul, undertook a quest driven by love to unite with Eros, her beloved. This narrative serves as a powerful metaphor for our own journeys of introspection and exploration. The Psyche asteroid, currently being studied by scientists, is believed to provide insights into the core of our planet, acting as a tangible representation of Earth’s soul. Just as the asteroid is a treasure trove of knowledge waiting to be uncovered, our own inner selves hold the keys to our personal truths and aspirations. My artwork illustrates a path of a light symbolizing the soul. This visual metaphor encourages viewers to uncover their own essence, to seek inspiration, and recognize the beauty of the journey itself. By connecting these themes, I aim to inspire others to engage with their own experiences of self-discovery, akin to the mission of the Psyche Inspired team, who seek to unravel the mysteries of the Psyche asteroid.



SCAN ME





Normal component of  $\vec{E}_m$  along  $\vec{m}$

just any rock  $\rightarrow \vec{m} \cdot \vec{E}_m = \sigma_m$

$\sigma_m = \sigma_1 m_1^2 + \sigma_2 m_2^2 + \sigma_3 m_3^2$

$\sigma_1^2 + \sigma_2^2 + \sigma_3^2 = \vec{E}_m \cdot \vec{E}_m \Rightarrow \sigma_1^2 = (\vec{E}_m \cdot \vec{E}_m) - \sigma_2^2 - \sigma_3^2$

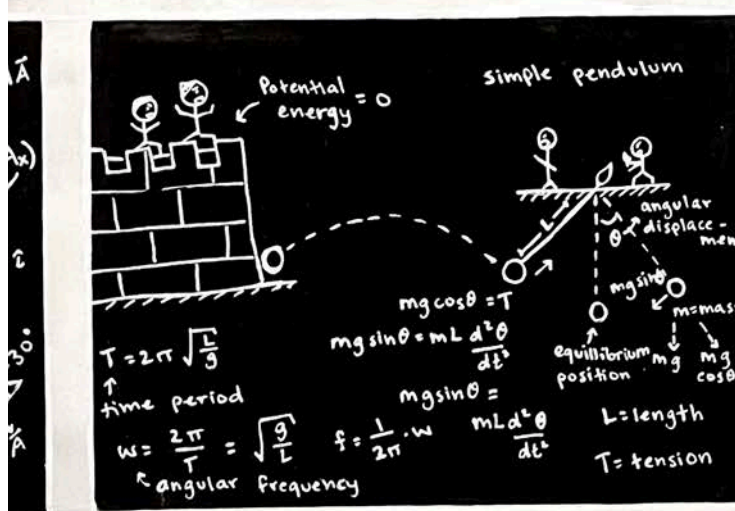
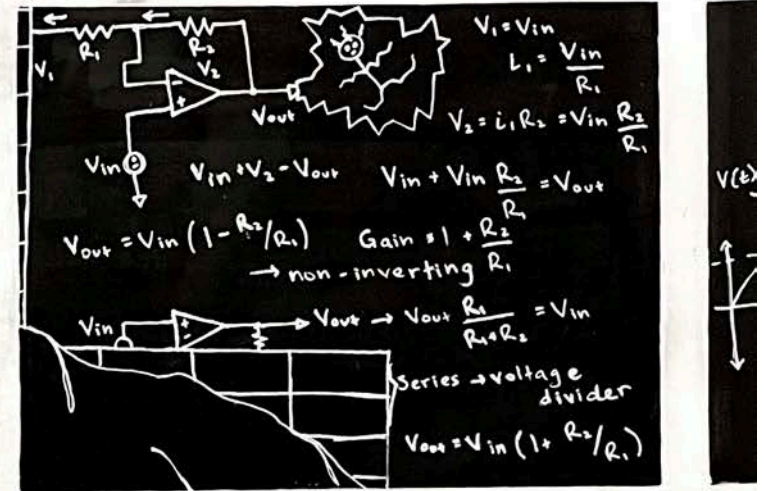
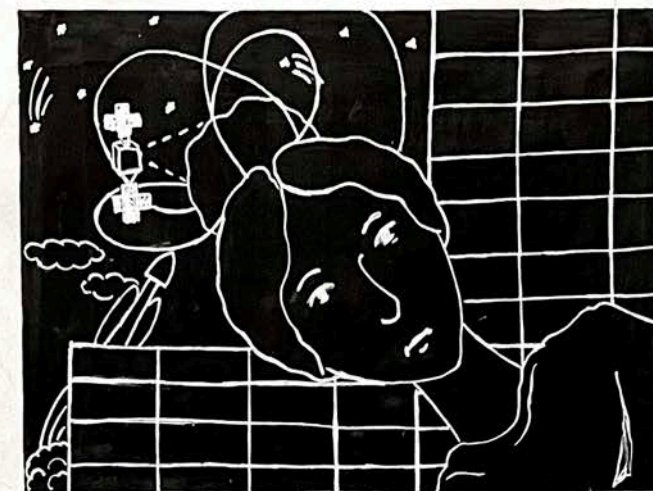
$\vec{m} = m_1 \vec{n}_1 + m_2 \vec{n}_2 + m_3 \vec{n}_3 \rightarrow \text{maximize } \sigma_1^2$

$\vec{m} = \frac{1}{\sqrt{2}} (\vec{n}_1 + \vec{n}_2)$   $\sigma_1 \geq \sigma_2 \geq \sigma_3$

$\Rightarrow \frac{|\sigma_1 - \sigma_3|}{2} = \text{global max}$

$\vec{V} = V_r \hat{e}_r + V_\theta \hat{e}_\theta + V_z \hat{e}_z$

stress tensor expressed in basis  $[\hat{\sigma}]$



$\oint_{\partial D} P dx + Q dy = \iint_D (\frac{\partial Q}{\partial x} - \frac{\partial P}{\partial y}) dA$

line integral of  $\vec{F}(x, y)$

$\Delta S = |\vec{r}_u \times \vec{r}_v| du dv \Rightarrow \text{area of a}$

$\therefore SA = \iint_D dS = \iint_D |\vec{r}_u \times \vec{r}_v| du dv$

Stoke  $\rightarrow \oint \vec{F} \cdot d\vec{r} = \iint_D \nabla \times \vec{F} \cdot d\vec{S}$

Gauss  $\rightarrow \iint_S \vec{F} \cdot d\vec{S} = \iiint_V \nabla \cdot \vec{F} \cdot dV$

- 1) An object's motion is uniform unless acted on by a force
  - 2)  $F = ma$
  - 3) For every action there is an equal and opposite reaction
- Required reading: Rick and Morty

$Q_1 + (-Q_2) = W_{12}$   $\beta = 1 - \eta$

$\eta = \frac{W_{12}}{Q_1} = \frac{Q_1 - Q_2}{Q_1} = 1 - \frac{Q_2}{Q_1}$

$\beta_R(T_1, T_2) = \frac{Q(T_1)}{Q(T_2)} = 1 - \eta_R(T_1, T_2)$

Irreversible

$\oint \frac{\delta Q}{T_{res}} + \oint \frac{\delta Q}{T_{res}} \geq 0 \Rightarrow S_2 - S_1 \geq \int \frac{\delta Q}{T_{res}} \Rightarrow \text{entropy}$

exergy  $= E_x = (u_1 - T_0 s_1 + p_0 v_1) - (u_0(T_0, p_0) - T_0 s_0(T_0, p_0) + p_0 v_0(T_0, p_0))$

system surrounding

$F_g = \frac{GMm}{r^2}$   $r = 6.37 \times 10^6$   $M = 5.47 \times 10^{24}$   $\theta = 30^\circ$

free-fall acc. mass = certain death

Potential energy  $= mgh$

Uniform Circular Motion  $\Delta \text{Kinetic energy} = \frac{1}{2} m v_2^2 - \frac{1}{2} m v_1^2$

$\vec{v} \parallel \text{tangent}$   $f = \mu N$   $N = W \cos \theta$

$v = \text{constant}$  energy is conserved:  $E = K + U$  no-slip

$\alpha \neq \text{constant}$

Period of revolution  $= 2\pi r / v$

$y(x, t) = f(x - vt) + g(x + vt) \Rightarrow \frac{\partial f}{\partial x} = \frac{\partial f}{\partial u} \frac{du}{dx}$

$\Rightarrow \frac{\partial^2 f}{\partial x^2} = \frac{d^2 f}{du^2} (\frac{\partial u}{\partial x}) + \frac{df}{du} (\frac{\partial^2 u}{\partial x^2}) \frac{d^2}{du^2} \Rightarrow v^2 \frac{d^2 f}{du^2}$

$\rightarrow$  general form:  $\frac{\partial^2 \psi}{\partial t^2} = v^2 \frac{\partial^2 \psi}{\partial x^2}$  (fundamental result)

$\rightarrow$  general solution:  $\psi(x, t) = f(x - vt) + g(x + vt)$

$\psi \approx$  relevant physical quantity

$\therefore$  Ansatz: 4<sup>th</sup> mass extinction



# Chalk It Up

Nidhi Shah

*Pen, marker, colored pencil*

“Chalk It Up” represents the humble beginnings of the incredible Psyche mission. This artwork captures the remarkable engineering feats and collaborative efforts that transformed what seemed impossible a decade ago into a reality. Much of this progress can be traced back to a single idea on a chalkboard (or, more commonly now, a whiteboard). The foundational math and science concepts depicted on the boards—like  $F=ma$ —continue to be essential to the success of such missions. At the center of the piece is Psyche, the goddess of the soul, depicted with her hair symbolizing the (16) Psyche asteroid. Her wings are illustrated more mechanically, representing Psyche’s solar panels, to show the connection between the goddess behind the name and the spacecraft. This piece was created using markers and pens, with colored pencils employed to create a chalkboard texture, while white pen mimics chalk on the blackboards. The way in which the chalkboards seem to continue off the page depicts the vast amounts of understanding, hard work, and disciplines involved in the success of the mission.

# Birth of Psyche Revelare

Aalijah Johnson

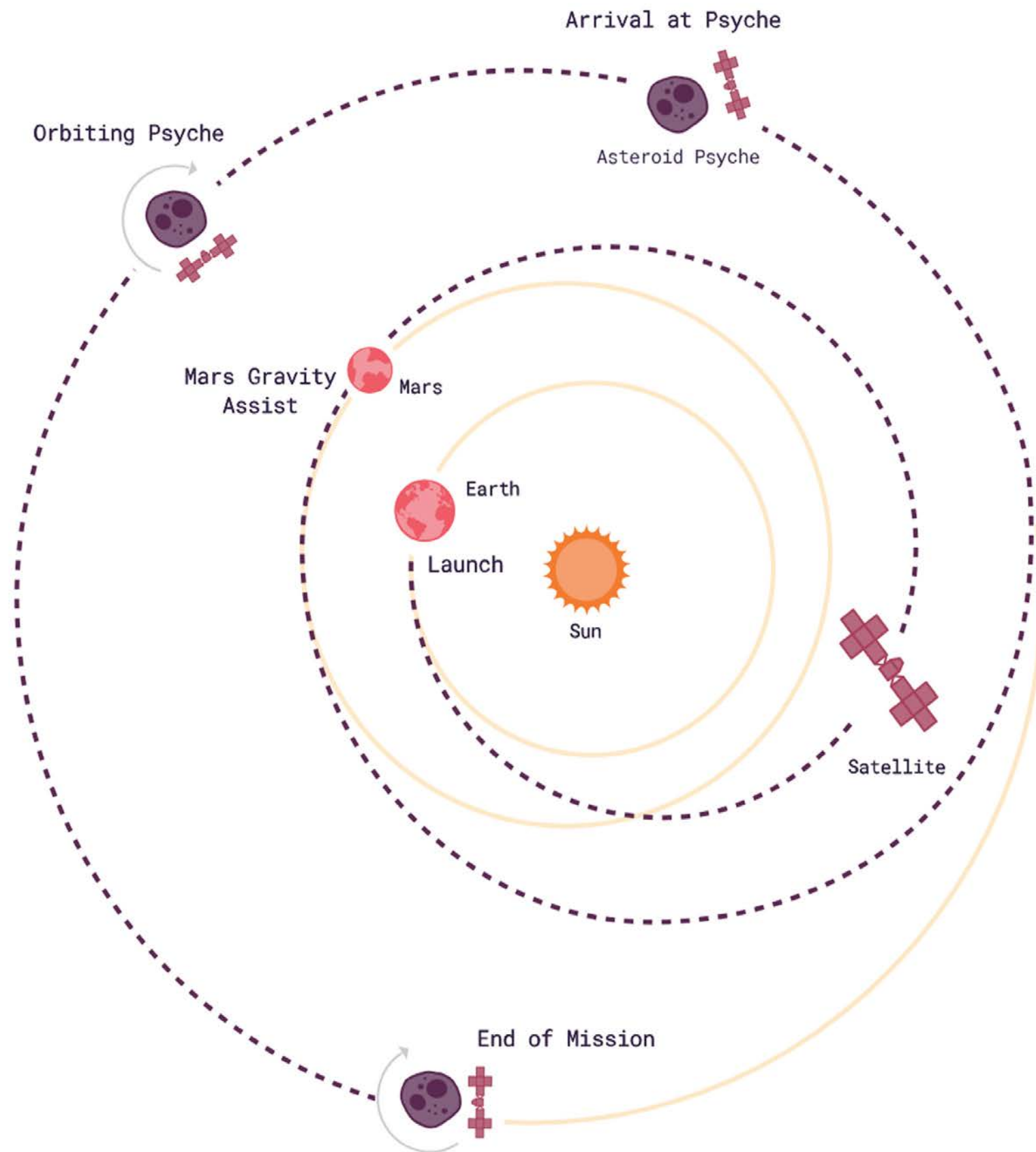
*Oil paint on poster board*

For “The Birth Psyche (Revelare),” I created a lenticular painting that reveals two distinct images based on the viewer’s perspective. The dual imagery consists of the asteroid (16) Psyche from one angle and Psyche, the Goddess of the Soul, from the other, with contrasting color schemes. I have been inspired by the concept of perceptual art, creating an immersive, interactive experience for the viewer. In particular, I’ve been contemplating the connection between (16) Psyche and Psyche, the Goddess of the Soul. The journey of (16) Psyche creates the potential for discovery and exploration of the core of a planetesimal, which, in my opinion, parallels the human journey of self-discovery – the uncovering of our own cores, or the essence of who we are and who we choose to be. Through this piece, I aimed to explore the nuances and imagery created by this perceptual piece. In this project, the concept of birth represents the revelation of something deeply hidden, the opening of doors to new discoveries, much like the journey to (16) Psyche. Psyche, the Goddess, embodies the nuances of the soul and our human connections to one another and the universe. In a world that feels increasingly fragmented, I aim to explore what lies at our core—what connects us at the deepest level, and how our souls resonate in times of uncertainty. Through this, I hope to inspire reflection on our own roles and existence on Earth.









# Journey

After separating from its launch vehicle, the Psyche spacecraft completed a checkout period before beginning its travels to the asteroid using solar-electric (low-thrust) propulsion. On its journey, the spacecraft is heavily monitored, communicating with Earth, undergoing operational readiness tests, having its instruments calibrated, and completing navigation and trajectory calibration as needed. The spacecraft will complete a Mars flyby and gravity assist prior to arriving at the asteroid.

# Anniversary

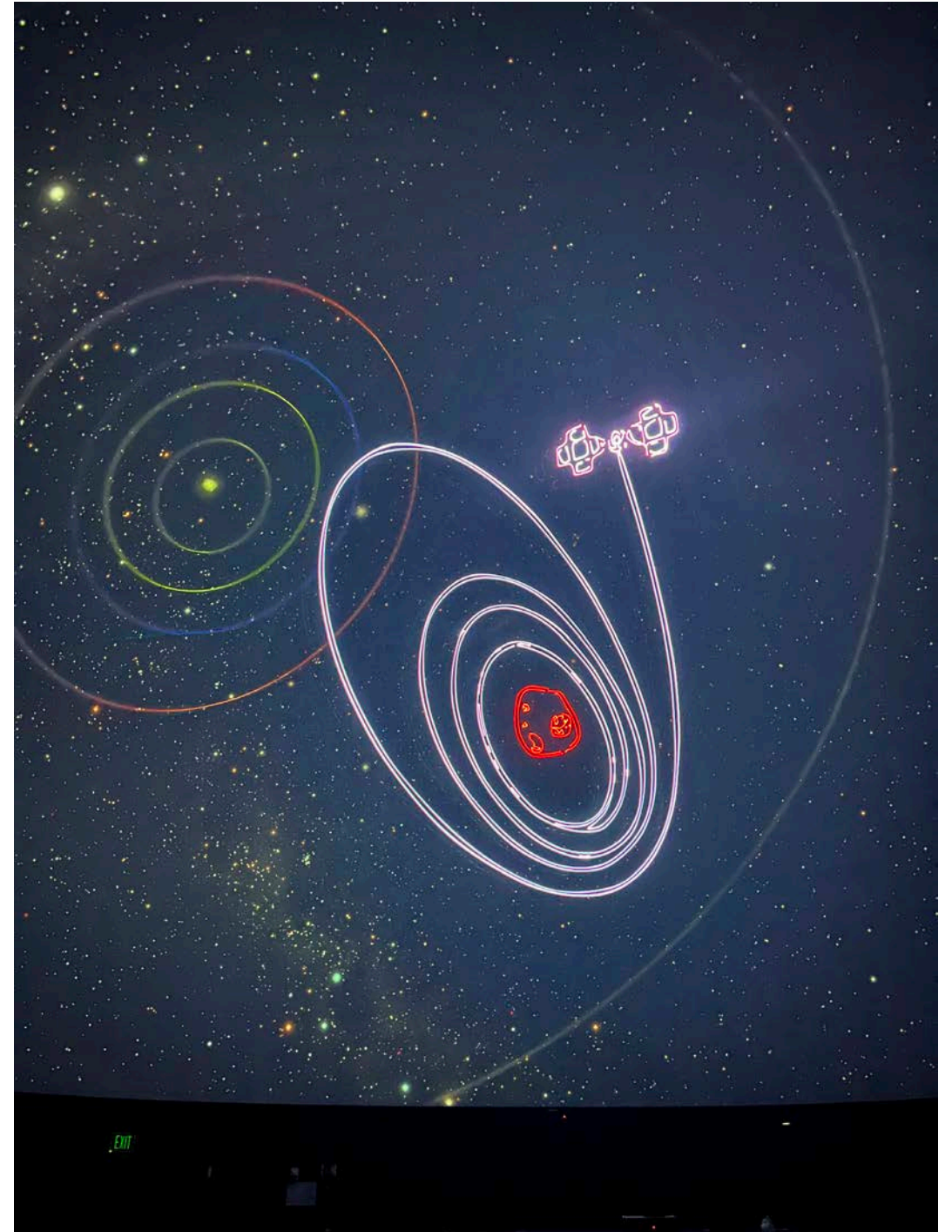
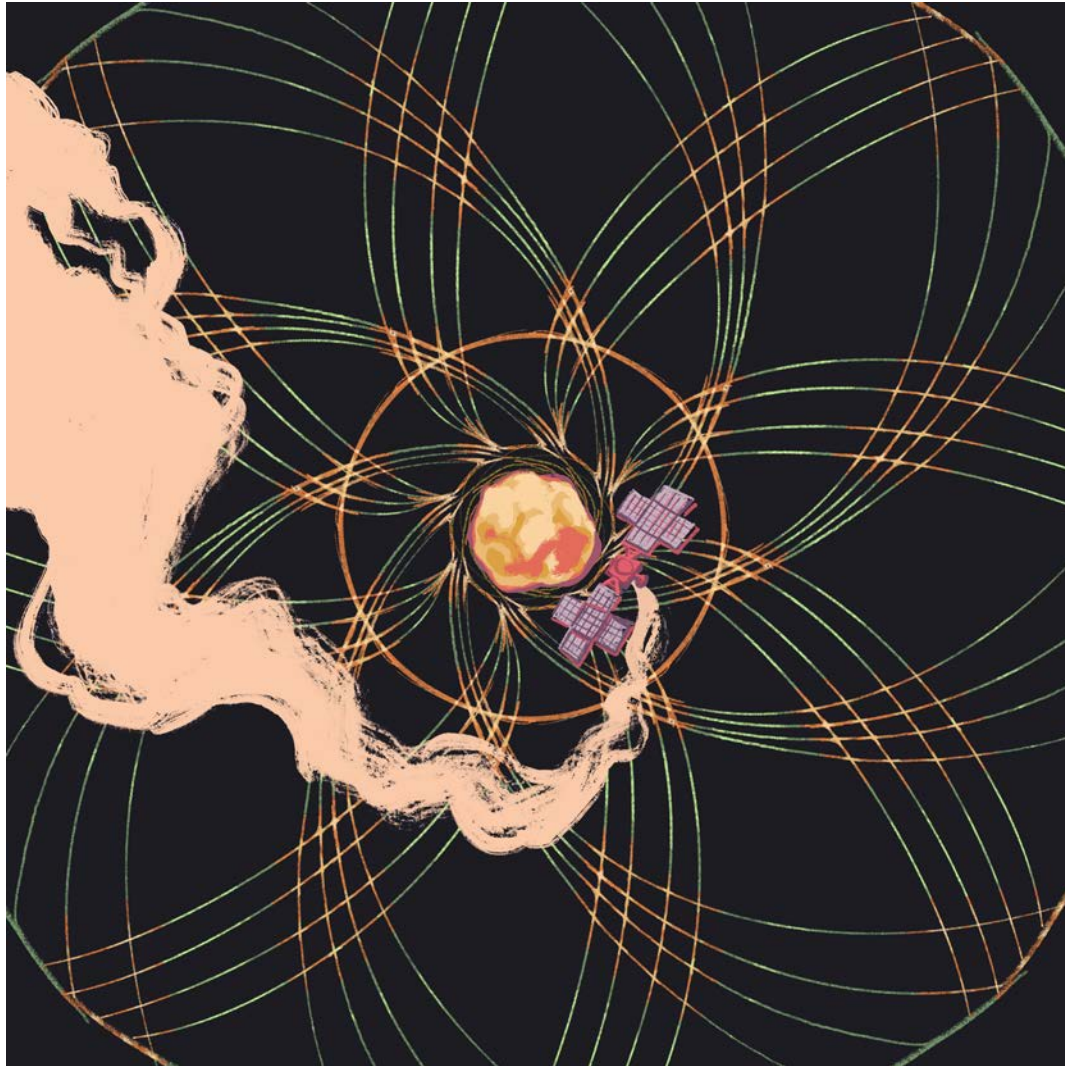
Hoang Nguyen  
*Digital illustration*

Remembering the affection that many people had for the Mars rovers Spirit and Opportunity, I wondered if, by depicting Psyche in a humanoid form, I could evoke sympathy for a spacecraft. It happened to be near the first anniversary of Psyche's launch, so in my piece I've thrown a somewhat lonely little birthday party for the beloved child. It's my instinct to lean Baroque, but I felt it was necessary for the scene to be set solidly in the 21st century. These sort of conflicting ideas were hard to resolve, and I think my attempt to do that is what pushed the image in the direction of, say, a still life in a book of hide-and-seek puzzles you might've had as a kid, or maybe a secret room in a dream you've had and since forgotten. I draped the room in dark cloth to set the scene with the loneliness of the journey and the quiet of empty space. There is a bit of a liminal feel to it, which is fitting as the spacecraft is currently cruising through interplanetary space, very literally in between worlds. There are some souvenirs from home; there's the miniature Falcon Heavy on the dresser, a twist on the ship in a bottle, and a picture of Earth as Psyche would have seen it during those first hundred days spent in orbit—perhaps the chest of drawers will fill up with more things collected along the way. A reminder of the destination—the asteroid which might teach us about the childhoods of our terrestrial planets—hangs in the back of the image as Psyche begins to unveil models of Earth and Mars. We're a long way from home and a long way from the end, but in the meantime we can celebrate the accomplishment of having gotten here.









# The Approach

Veronica Keff

*Laser show (animation created in Toonsquid, Psyche's trajectory data compiled by Paige Arthur)*

“The Approach” is a laser show that tells the story of the Psyche spacecraft’s trajectory around asteroid (16) Psyche. Starting with an idea of a digital painting, the piece evolved from an abstract depiction of orbits around Psyche to a 2 minute laser show at Fiske Planetarium showcasing the spiral path of the probe around the asteroid. Why lasers? I wanted to reference how Psyche communicates with mission control on Earth via NASA’s DSOC (Deep Space Optical Communications) experiment. This allows spacecraft traveling the solar system to communicate with Earth via the near-infrared laser transceiver fitted on the spacecraft itself and receiving ground stations on Earth (e.g. Palomar’s Hale Telescope).



# Fare Thee Well

Hoang Nguyen  
*Digital illustration*

As this series comes to a close, I wanted to end with a farewell to the spacecraft. I've cast off the gold frames from "The Artifact" and "Childhood of the Planets" because we're returning to the real world, a scene from the relatively near future at the moment that the spacecraft will swing by Mars before going the rest of the way alone.

The ship in a bottle from "Anniversary" makes an appearance. Here I wanted Psyche and the Falcon Heavy to be somewhat cherubic in appearance despite their mechanical bodies, as if they were Earth's own beloved children heading off on a trip. I elected not to show Earth's or Mars's faces in detail—you can't pick them out of the bunch in "Childhood of the Planets" either, so I decided to continue with the sense of mystery surrounding the planets we're most familiar with. Flower petals fall out of Earth's sleeve, the planet that begets life, and Mars is clothed in a dusty veil.

The suspended stars from "Childhood of the Planets" return, but now the terrestrial planets are hidden among them—between Earth and Mars, there seems to be something twinkling like a traveler passing by worlds. Over in the distance, and over a bridge of clouds like a lamb's wool, Psyche the asteroid, which in this series has appeared only in pictures within pictures, hangs impossibly large in the sky, the destination and the culmination of all the work that's been done so far.







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Research Funding: \$25  
#1 \$15 on award \$50  
#1 \$50  
#4 \$100

Collaboration value \$15

**GAMMA-RAY/NEUTRON SPECTROMETER**

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Collaboration value \$15

**X-RAY RADIO TELECOMS SYSTEM**

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Collaboration value \$15

**MARS**

If one Planet is being studied, research Funding is a small amount over \$100.  
If four Planets are being studied, research Funding is 50 times research value in \$100.  
Collaboration value \$10

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If four Planets are being studied, research Funding is 50 times research value in \$100.  
Collaboration value \$10

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RESEARCH FUNDING \$15  
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**SCIENTIFIC DATA KESKIA**

RESEARCH FUNDING \$15  
with 1 Data Point \$10  
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with 3 Data Points \$100  
with 4 Data Points \$100  
with DISCOVER \$100  
Collaboration Value \$10  
Data Points cost \$10 each  
DISCOVER \$10 plus 4 data pts

**SCIENTIFIC DATA AMPHETRIE**

RESEARCH FUNDING \$15  
with 1 Data Point \$10  
with 2 Data Points \$100  
with 3 Data Points \$100  
with 4 Data Points \$100  
with DISCOVER \$100  
Collaboration Value \$10  
Data Points cost \$10 each  
DISCOVER \$10 plus 4 data pts



# A Trip Around the Asteroid Belt

Carrie Geisler

*Board game, papercraft*

Take “A Trip Around the Asteroid Belt” in this Psyche-inspired version of a classic family board game! Travel the asteroid belt on the Psyche spacecraft and collect scientific data on as many asteroids as you can along the way! Gain research funding when others visit the asteroids that you’re studying and use that money to gain data points and discoveries that make your research even more valuable! Earn rewards for completing mission goals and contend with common challenges of space missions from schedule slips to instrument malfunctions. But be careful not to get stuck waiting on the launch pad for your next mission!

The game board includes 22 of the largest asteroids in the asteroid belt, as well as the planets Mars and Jupiter, whose orbits are found on either side of the asteroid belt. It also includes the four main instruments onboard the Psyche spacecraft, and spaces which direct you to perform an action or take an action card. Action cards describe things such as completing science objectives of the Psyche mission or suffering a mission misfortune such as having to push back the launch date. The game was designed with the colors of the mission logo in mind, and the board folds up for easy storage!

# Letters to the Universe

Ash Soriano

*Digital*

“Letters to The Universe” is a printable mini zine that details a short note from Earth, telling the Universe to expect a guest— Psyche! For this piece, I wanted to depict a story that would personify the Psyche spacecraft, getting people to sympathize with Psyche’s search for answers about our world. I was inspired by a lot of my other peer interns who approached their projects narratively! I loved the stories they had about their versions and interpretations of Psyche, so I wanted to try my hand at a creative approach— and what better way to do that than a mini booklet! I was also somewhat inspired by the Voyager Golden Record, since the “letter” is addressed to an entity we may never get a response from. I created this piece digitally in Procreate, predominantly using colors from the official Psyche brand and logo.





Without you



I would not have  
made it this far!

I can't wait



to see you!

Thank you



for lighting up  
my world

# Psyche Greeting Cards

Madeline T. Vu

*Digital*

For this project, I wanted to make some cute and simple greeting cards of the Psyche spacecraft. This was first inspired when one of our speakers mentioned how Psyche's solar panels always points towards the sun. I made a small doodle of Psyche smiling towards the sun, thankful for its light. I wanted to play into the fun ways Psyche would exhibit its gratitude and excitement it experiences throughout its journey if it could. Sometimes you just need to send someone a cute little card expressing little moments of positivity.

# Psyche Against the Universe

Nidhi Shah

*Digital (created in Canva, printed using Launch Tabletop)*

“Psyche Against the Universe” is a 3-5 player card game inspired by Apples to Apples. The game takes place over the six-year journey of the Psyche spacecraft as it travels through space to its asteroid target. In this fictional version of the mission, Psyche encounters bizarre situations, from alien encounters to absurd instrument malfunctions. Players use answer cards—ranging from unconventional uses of Psyche’s instruments to wild sci-fi concepts—to solve these ridiculous problems. Each round, a judge picks a prompt card and players respond with their best (or funniest) solution. With players pitching their absurd fixes, every round spirals into a chaotic and hilarious problem-solving session. This game is especially designed for the engineers and scientists who made the Psyche mission possible, offering them a chance to have fun while redefining their work in ridiculous ways. The artwork for the cards, as well as the box and rules, was completed using Canva and compiled within Launch Tabletop for printing. The goal of this project is to imagine exciting adventures Psyche might be having as we anticipate the spacecraft reaching the asteroid.









# Journey to the Metal World

Rebecca Farmer

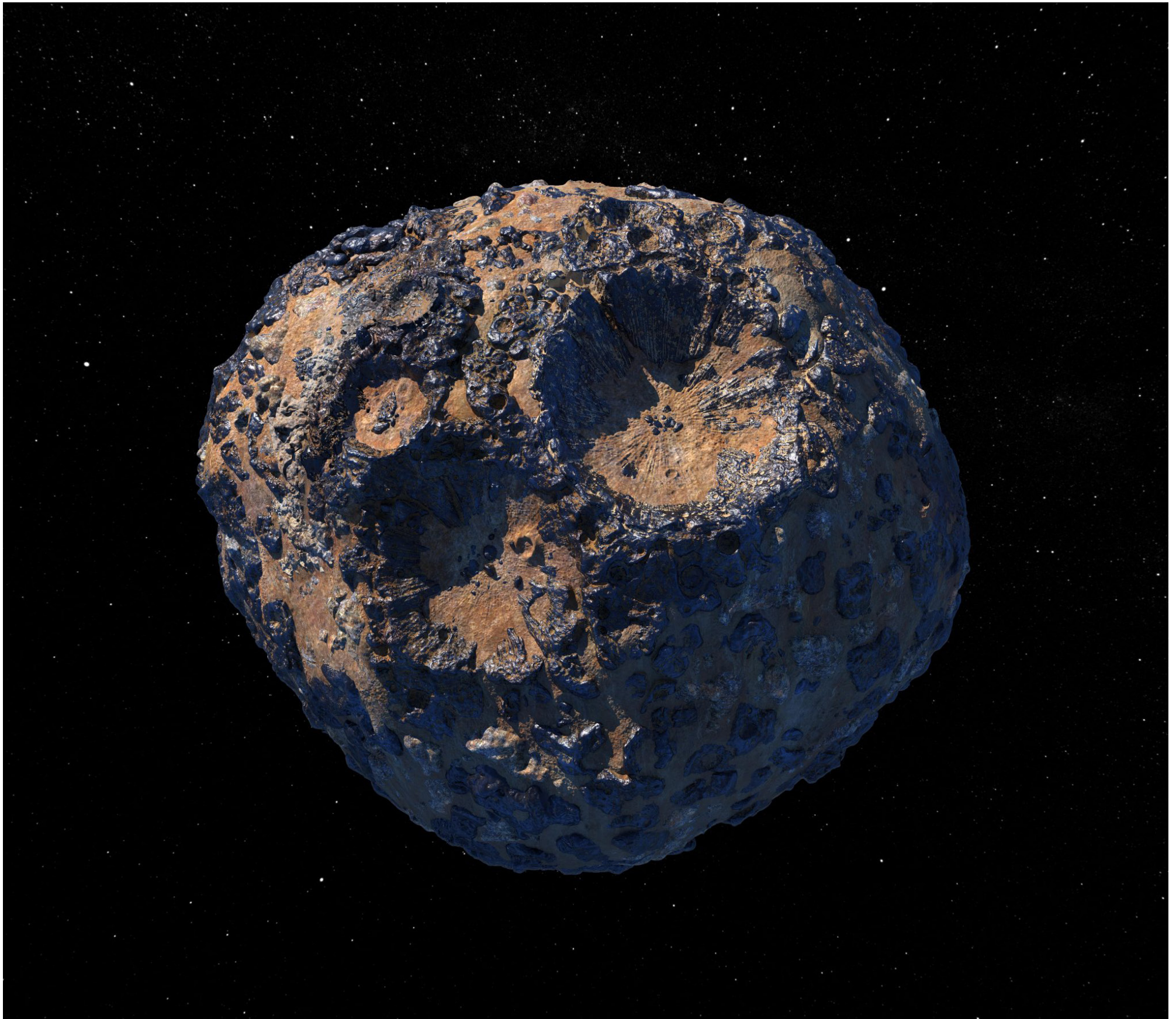
*Instrumental pop song (created in Logic Pro X)*

The instrumental composition “Journey to the Metal World” is a fusion of cinematic pop, classical piano, and electronic elements, inspired by the metallic asteroid Psyche. Taking influence from the dynamic, genre-blending style of Tokio Myers, this piece embarks on a sonic voyage that mirrors the wonder, intensity, and solitude of deepspace exploration. The piece opens with a delicate yet haunting piano motif, representing the distant call of the unknown. Layers of pulsating synths and atmospheric textures emerge, evoking the vast expanse of space. A rhythmic, driving beat takes over, symbolizing the spacecraft’s descent, while metallic-sounding percussion and glitchy electronic flourishes create an otherworldly ambiance. In the final section, the music swells to a climactic fusion of electronic pulses and symphonic grandeur, embodying the thrill of discovery before fading into an ethereal, reflective outro—leaving the listener suspended in the weightless mystery of space.

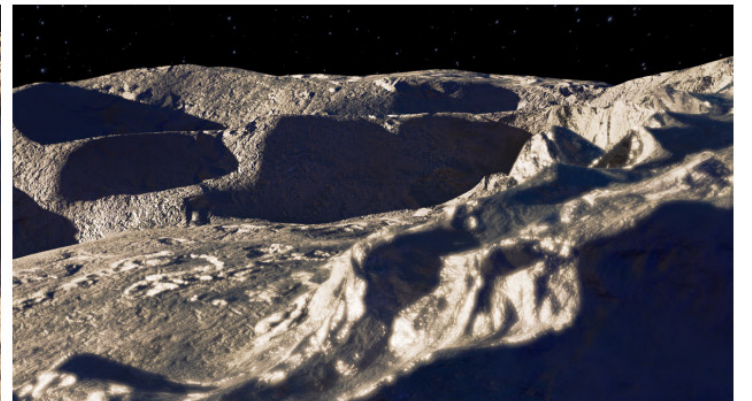
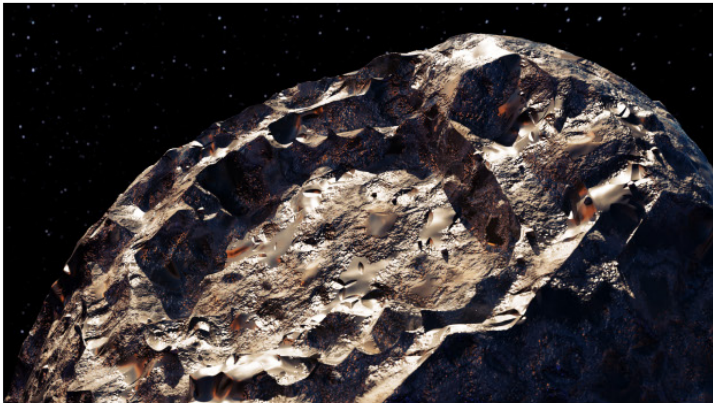
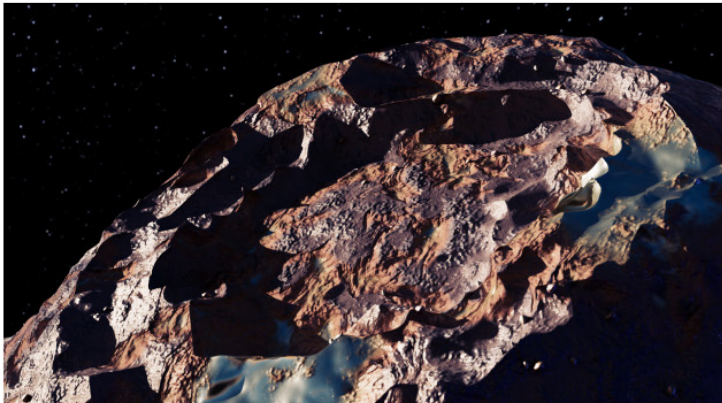


# The Asteroid

Psyche is unique because scientists believe that this asteroid may be the core of a planetesimal that was bombarded, stripping the mantle away and leaving exposed core material. No one has seen the Psyche asteroid yet, so we will not know what it looks like until the spacecraft arrives, but many of the student artists have drawn inspiration from several artist conceptions on the Psyche website.









# Textures of Psyche

Jessica Hall

*3D render (Cinema4D)*

“Textures of Psyche” explores the mysterious Psyche asteroid and what it may look like. Journeys into space are full of exciting and unknown possibilities that always defy our expectations, and I aimed to capture the scope of what our future images of Psyche might be. After modeling the skeleton shape of the asteroid, I used procedural noise algorithms to add displacement to the models, adding physical terrain variations. However, the largest portion of this project involved creating textures. By layering, blending, and mathematically compiling a wide range of noise algorithms, I was able to build a variety of textures for Psyche that had exciting and subtle variations in color, surface texture, roughness, bump, reflection, and metal-ness. The final component involved lighting each scene to reflect the massive scale of Psyche, despite its lonely nature out in space.

# The Flowing Fields of Psyche

Brooke Flanagan

*3D multi-media art (acrylic sheets, acrylic dowel, iridescent film, Super Glue)*

“The Flowing Fields of Psyche” is an abstract wind spinner which mimics the lines of the Psyche spacecraft’s magnetic field. As the piece spins, arches of iridescent acrylic turn, creating an almost hypnotic pattern of asymmetric waves flowing outwards. This asymmetric pattern can be attributed to the many magnets and current loops in the spacecraft, along with the solar wings on adjacent sides. Each acrylic piece has a colorful film that mainly shifts between purple, pink, and orange, similar to those found in the Psyche logo. Through its shifting colors, flowing design, and spinning movement, the piece explores a distinct way of displaying the lines and patterns created by this magnetic field.





**SCAN ME**





SCAN ME

# Psyche Mission Orbit A Notebook

Jessica Gurney

*Bookbinding*

This is the “Psyche Mission Orbit A Notebook.” This book is the first in a series about the four orbits the spacecraft will inhabit once it reaches Psyche. In orbit A, the mission focuses on detecting an electromagnetic field. The cover features my drawn interpretation of the asteroid, surrounded by a lit-up electromagnetic field. On the back is a blurb explaining how and why scientists are going to look for an electromagnetic field and what it would mean if they find one.

For this project I wanted the cover to feel like a storybook. Book covers need to not only grasp the readers’ attention, but convey the tone or genre of the book through colors and imagery. The lights were my way of capturing attention. The cover was supposed to show a literal representation of what the spacecraft would see: black sky, distant stars, and the Psyche asteroid. The words “Electromagnetic Field” are on the front to clarify what the lights represent, and by then the reader will know what the book is about. Finally, for those curious enough to continue, they have the synopsis on the back. I wanted a synopsis that explained the scientific reasons for the mission in a simple yet insightful way so adults and children could understand it.

The cover is made of black linen book cloth. The blurb and asteroid were printed on vinyl, while the lettering was painted on with glue and covered with silver foil flakes. The highlight of the piece, the light up field, is a series of LEDs controlled by an Arduino Nano inside the false rounded spine. The interior book is hand sewn and finished with two handmade marbled end pages.

# Across Psyche

Therese Manesia Cook

*Digital (Procreate, Photoshop, HeavyPaint)*

The piece “Across Psyche” is a set of three wide landscape illustrations of the asteroid Psyche’s surface, imagined from a perspective showing an expansive display of features. Overlayed above the illustrations are three sweeping arcs, which, upon closer inspection, trail behind the very tiny orbiting spacecraft Psyche. The inspiration for this piece was to convey the size of the asteroid. It is meant to give the viewer a sense of scale: the asteroid Psyche is not just any space rock—in comparison to the spacecraft it’s very big, measuring over a hundred miles across! And, it is bound to have interesting topology and features across this expanse of surface. As no one has seen the surface of the asteroid Psyche yet, I hoped to use dynamic shapes and curves as a way of expressing the excitement of the mission, which will discover many new sights across the asteroid.

To create this artwork, a combination of different drawing programs were used. A number of initial concept sketches were made in the Procreate app for iPad, three of which were chosen to paint in more detail. The art was then brought into Photoshop for subtle color/contrast adjustments. Additionally, the program Heavypaint was used to introduce subtle hue shifts that created some minor hue variations in the drawings. I wished to remain conservative with the colors to offer perhaps a more realistic view of what the metal asteroid might look like. To create this piece, I found it uniquely challenging to paint landscapes that did not have any familiar features, like atmospheric scattering (gradients in colors of the sky, or features that fade off in the distance) but tried to make the scenes look interesting with an abstract, painterly art style and contrast in the values and types of shapes used.











# Inspired Ink

Ash Soriano

*Block printing ink*

For this piece, I wanted to try something new to challenge myself, much like how the Psyche mission is doing something new to challenge what we know about our earth. “Inspired Ink” is a linoleum block print, also known as a linocut print, made by sketching a reversed image on the block, carving away the negative, then inking the block to transfer it to paper. Visually, I wanted to focus on the orbit of the Psyche spacecraft around the Psyche asteroid, especially since I was limited to one ink color. I had the border around the piece a trail of smoke and stars to represent the beginning— the launch of Psyche— and the destination— the asteroid among a sea of stars. This piece was particularly challenging because the cuts are permanent and the final product won’t be revealed until the end, so I was a little intimidated trying something new for this project. However, it reminded me a lot of the wonderful speakers the Iridium Class interns have had thus far; how this mission was new to them and how we all get the chance to find out together what Psyche has in store for us.



# Cosmic Messengers

Veronica Keff

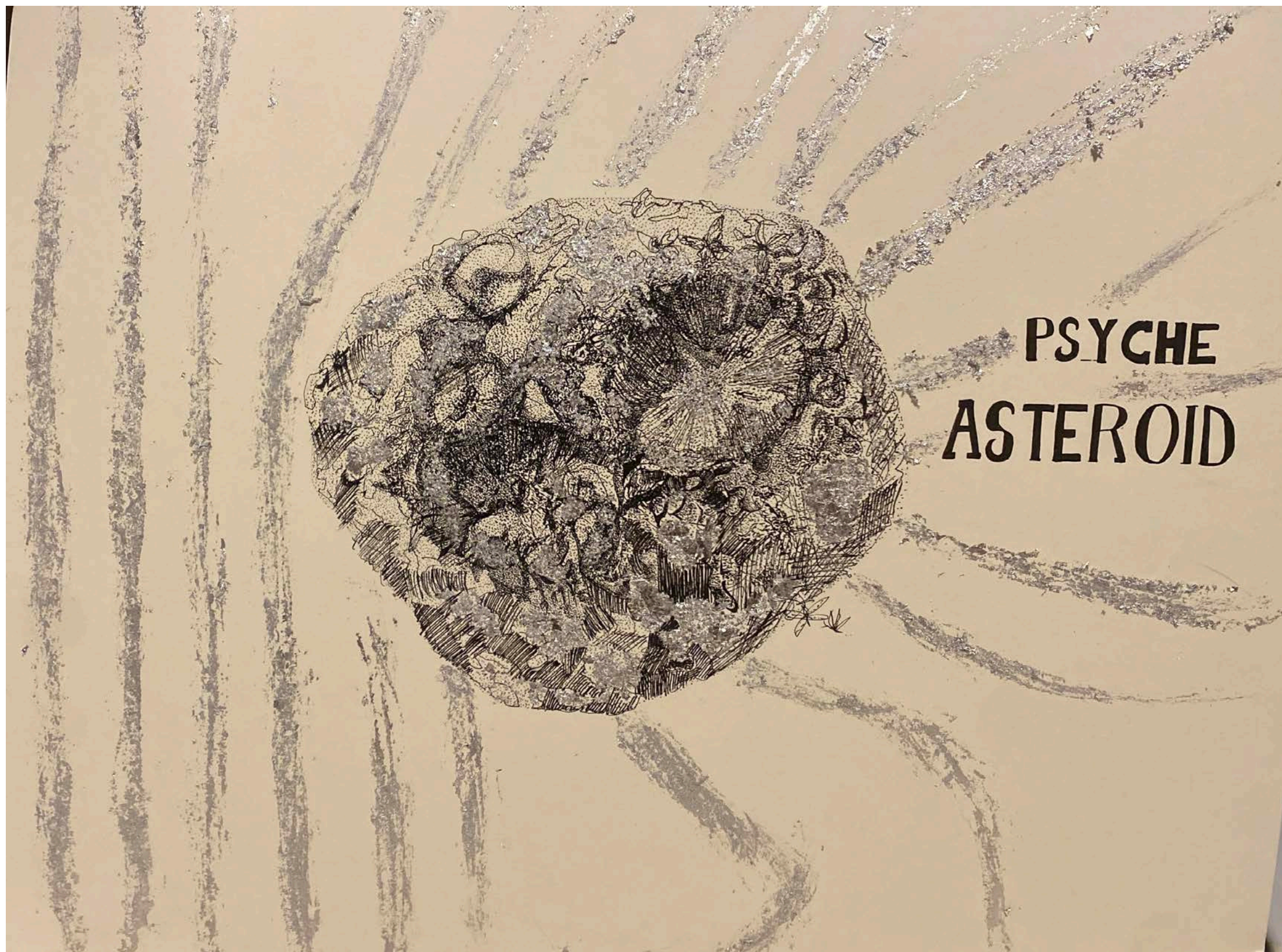
*Acrylic & oil paint on canvas*

“Cosmic Messengers” is a 24” x 30” oil painting inspired by the Psyche mission’s use of the Gamma Ray Spectrometer (part of the Gamma-Ray and Neutron Spectrometer instrument). This process involves cosmic rays (energetic light rays from dying stars) striking the Psyche asteroid and exciting atoms on its surface. As the atoms return to their ground state, they release gamma rays, which are captured by the Gamma Ray Spectrometer (GRS). In the painting, vertical lines represent this emitted energy, each corresponding to a component of Psyche’s composition, in this case metals like Iron, Nickel, and Iridium. The green lines signify different isotopes of nickel, with Nickel-60 on the left and Nickel-58 on the right. A red line between them represents Iron, specifically Iron-54, found on Psyche’s surface. These elements are crucial for the Psyche mission, as the relative abundances of Ni/Fe shed light on planetary development and could help answer if Psyche is the remnant of a planetesimal core. Since Psyche has not yet been directly imaged from orbit, I used false colors to map its surface in pink and purple. The painting reflects the whimsical side of science, where at times reality becomes stranger than fantasy.











# Psyche Asteroid Illustration

Injir Batmunkh

*Fine liner, metallic flakes, glue*

“Psyche Asteroid Illustration” is a stippled and cross-hatched ink illustration with metallic flakes that captures the essence of the Psyche asteroid. This work explores its metallic composition, represented through shimmering metallic flakes that form its surface and possible magnetic field lines in the background. Inspired by mythology, the piece incorporates Goddess Psyche through a closed eye on the upper left area, with butterflies—a symbol of transformation—hidden across the asteroid’s textures.



# The View On Board

Nidhi Shah

*Acrylic on canvas*

“The View On Board” aims to place the audience—both the engineers and scientists of Psyche as well as the general public—onto the spacecraft as it approaches the Psyche asteroid. The room isn’t anything special, with some connections to space exploration like the model solar system hanging from the ceiling or the telescope looking out into the cosmos. Taters is sitting on the couch and again in the mirror reflection, and those lucky peanuts are on the centerpiece. Yet, when you look outside the window, maybe take a step onto the balcony, it’s a whole different world. The breathtaking beauty of the Psyche asteroid fills your view. It’s not just a mission for the scientists who are excited to analyze the data Psyche collects. We’re right there along with the Psyche spacecraft, hearing about her discoveries as they occur. It’s a mission for all of us as we seek to answer the curiosities of the world beyond our own. Except, this time, this new world might uncover truths about our world.









SCAN ME

# Psyche Mission Orbit B Notebook

Jessica Gurney  
*Bookbinding*

The second book in the series is called Psyche Mission Orbit B Notebook. Orbit B is actually split into two phases: A, B1, D, C, B2. The main purpose of the orbits B is to create a map of the asteroid, and the orbits are split in two because of the position of the sunlight. I wanted to capture the 3D features from craters and rocks in some way on this book. I toyed around with different ideas but landed on using air dry clay. I also wanted to give a sense of the sun lighting up the asteroid and casting shadows. I captured this with the ring of light that brightens then darkens mimicking day and night. Very subtly I added tiny strips of silver foil along crevices, indicating the metal surface hidden under layers of rock, but this is most noticeable in person.

The book features a false spine where an Arduino nano is hidden to control the LEDs. The cover is wrapped in black linen book cloth and the lettering is pasted on with silver foil. The interior is hand stitched, blank pages. The end sheets are handmade marbled paper with colors chosen from the Psyche logo.

This work was made possible due to the help and guidance of Zachary Fielder, Dyllan Nguyen, Sarah Swartwout, James Morley Read, James McLeod, Benjamin Linder, Conor Davies, Olivia Eburne, Chirs Watts, and Jeff Mentuck.



# Magnetic

Liz Phillips

*Aluminum, steel, marble, acrylic*

What does Psyche's magnetic field look like? This is one of the primary questions that NASA's Psyche mission seeks to answer. The sculpture "Magnetic" is an artistic interpretation of a possible magnetic field simulated by the Psyche magnetometry team. Electromagnetic fields are often difficult to visualize on paper, since they are invisible to us. It is my hope that this physical model will allow viewers to experience a more tangible representation of these three-dimensional structures.

Because of its unknown composition and formation history, it is likely that Psyche does not have only two poles like Earth does but rather multiple North and South poles scattered around the surface, creating many complex loops and interacting patterns. As the field lines emanate from the asteroid, they are pushed in one direction by the solar wind causing them to flatten on one side and elongate on the other.

I created the sculpture using metal and stone materials to reflect Psyche's mixed composition. The asteroid is made of burnished aluminum, and the field lines are galvanized steel wire. Magnetic field lines never intersect and always form closed loops with no beginning or end, a property I kept in mind as I manipulated the loops into familiar yet abstract shapes. The subtle profile in silhouette resembles the Greek goddess Psyche surrounded by symbolic butterflies as her hair is blown back by the solar wind. The asteroid is supported on a clear acrylic rod to help produce the illusion that it is floating above the white marble base. Special thanks to Dr. Rona Oran for assisting me with the simulations that inspired this piece.









# In the Laughter of the Stars

Veronica Keff

*Watercolor, metallic ink*

“In the Laughter of the Stars” is a watercolor and metallic ink piece that recalls the classic story of *The Little Prince* by Antoine de Saint Exupéry and illustrates the childlike wonder of space exploration. “All men have the stars but they are not the same things for different people. For some, who are travelers, the stars are guides. For others they are no more than little lights in the sky. For others, who are scholars, they are problems. For businessmen they are wealth. But all these stars are silent.... only you will have stars that laugh” (Exupéry, 1938) The stars only bear the meaning we assign to them, and to scientists and children alike, they are full of laughter. The Psyche mission and the hard work of those behind it demonstrates humanity’s extraordinary ability to seek wonder and meaning in the worlds around us.



# Psyche Mission Orbit C Notebook

Jessica Gurney  
*Bookbinding*

Psyche Mission Orbit C Notebook is the third book in the series. Orbit C studies the gravity field around the asteroid, this book tries to capture what a gravity field does to space time with the conical inset. A gravity field bends around an area of mass drawing objects into its orbit. On the cover I added the Psyche spacecraft in purple silhouette just outside the gravity field to show it hadn't been captured yet. The LEDs represent a spherical gravity field pattern and the animation is the light falling into the asteroid, imitating the direction of acceleration.

To have a cone shaped cover was a challenging feat. The first problem I tackled was figuring out how to inset the cone in the cover and still have the book open like normal. I needed to cut circles into the pages of the book and center them with the middle of the cone, but because of the way I constructed the page signatures, I couldn't cut them out individually. After ruining 30 pieces of paper to various attempts with machines and craft knives, I had to settle for the old fashioned method of using scissors which didn't give the crispest edges but got the job done. The other challenge was blending the cone on the inside cover. When it was first constructed it looked like an ugly plastic thing had smashed through the cover, I needed it to look intentional. I had to create 3 identical pieces of marbled paper to have enough to cover the 2 end pages and the cone. It's hard to duplicate patterns in marbling, so I chose the stone pattern which worked out better than expected because the seams disappeared into each other.









# Psyche's Touch

MadelaineT. Vu

*Plaster, silicone mold*

“Psyche’s Touch” was inspired by the spirit of human exploration within the Psyche mission. I wanted to capture something beyond the study of a planetary core — our innate desire to reach outward, to discover, to connect, and to be a part of something greater. The piece began as a 3D printed model of the Psyche asteroid, which I modified using clay to create rippling waves that radiate from a handprint on the underside. These waves echo the idea that even a single touch can send energy outward, like curiosity or inspiration spreading through space and time. I designed this piece to be held. It nestles into the palm, inviting quiet reflection and tactile connection. My hope is that when someone holds it, they feel a link not only to the asteroid and its mysteries but also to the mission, its people, and its soul.



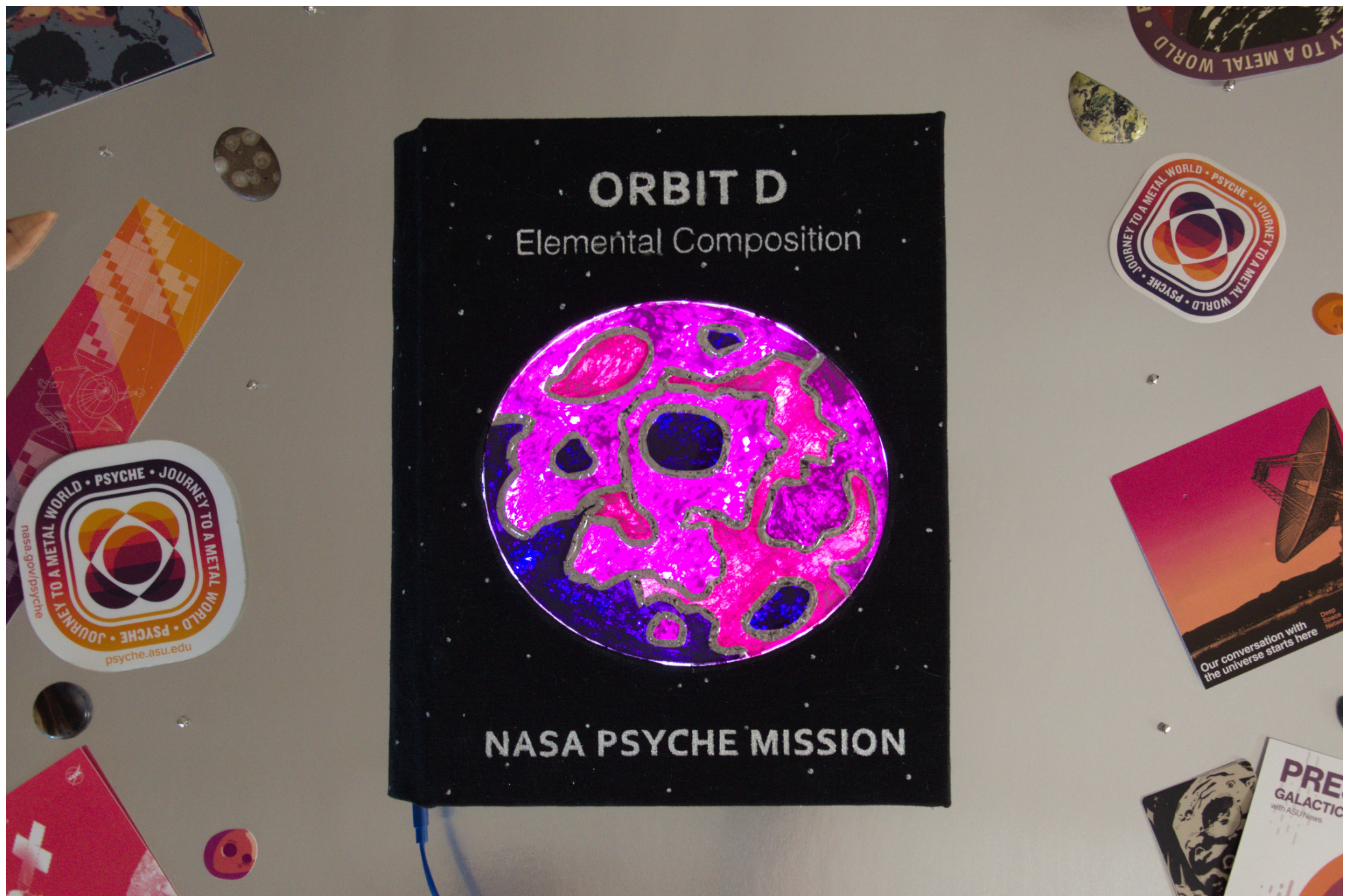
# Psyche Mission Orbit D Notebook

Jessica Gurney  
*Bookbinding*

The final book in the series is the “Psyche Mission Orbit D Notebook”. Orbit D in the mission is to study the elemental composition of the asteroid. Maps of elemental composition typically assign colors to different elements, making the map of the asteroid or planet take on this rainbow look. I wanted to somehow show the different color assignments to elements. In my mind I came up with a stained glass look using acrylic, so it would be like the three different colors of acrylic represent the distribution of three different elements.

I designed the stained glass sections, laser cut the acrylic, and used acrylic paint to color the pieces. Painting acrylic was challenging. LEDs were inset in the cover to light up the map, but when I held the acrylic to the lights the paint brush strokes were easily seen. I ended up doing a few more paint layers with a more natural dabbing motion to get a spotted effect which could then be interpreted as rocks or gems on the surface. The pieces were attached together with copper tape and solder to really bring out the stained glass look. Once I was satisfied, I inset the piece in the book with UV resin.











# Childhood of the Planets

Hoang Nguyen  
*Digital illustration*

Now having established a visual code to convey hidden meaning, I invert the situation from The Artifact—Psyche the spacecraft recedes back to an observer role, and the planets take center stage. After all, Psyche's dream is the main focus of the image: the planets, still forming in the accretion disk, the little planetary nursery, run counterclockwise around the Sun—we remember the counterclockwise motion in The Artifact, turning back the clock and looking at a scene from the solar system's history.

The spacecraft watches this scene from beyond a haze of surreality. I wanted to paint almost as if Psyche were seeing it by candlelight, which is how Baroque paintings would have been viewed in their time. In my mind, it gives a sense of closeness with the planets' history. Some familiar figures make themselves known in each corner of the image: Psyche the spacecraft facing the Sun, the android I've become so used to drawing, the inner solar system seen on a glance back, and a mysterious veiled someone who has appeared before, in a different form, and who reappears here to smile on the scene, the unveiling of history. Psyche might have been a part of a planetesimal, a small body that could grow to become a planet. If that were the case, what could we learn about the childhood of the planets? This is the idea around which I built the piece, but at the bottom of the frame, a sleeping lamb reminds us that this is still only a theory, while at the top, the image of the asteroid reminds us of the destination. In this scene glowing gold with a promise of discovery, we continue to dream of what's to come.



# Between Mars and Jupiter

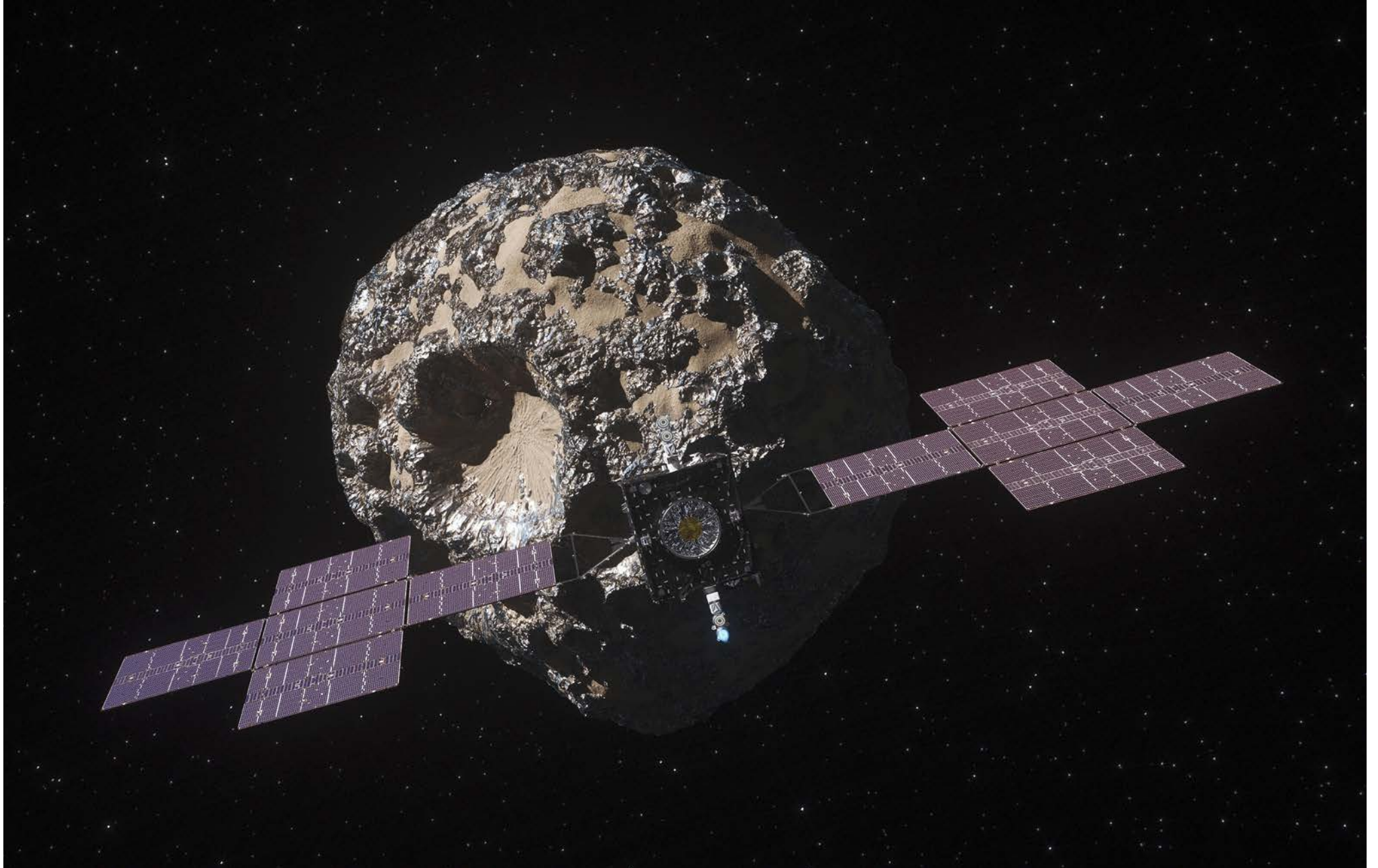
Rebecca Farmer

*Classical contemporary piece (graphic score)*

“Between Mars and Jupiter” is a contemporary classical duet inspired by the orbital patterns of the asteroid Psyche, which orbits between the two planets. This piece takes the listener on a sonic journey through space, drawing on the mysterious and dynamic motion of Psyche’s trajectory. The work incorporates open instrumentation, allowing it to be performed by a wide variety of musicians and in diverse venues. The piece features a graphic score and aleatoric notation, which are featured on the panels of the Psyche spacecraft launched on October 13, 2023. The score offers fragments of melody and motif that evoke the iconic themes from Gustav Holst’s *The Planets*, specifically Mars and Jupiter. These references are not exact quotations but rather abstracted gestures, allowing the performers to creatively interpret and shape the material within the framework of the piece. The aleatoric nature of the notation grants the performers flexibility, enabling them to make decisions about how these fragments unfold over time. This unique approach fosters collaboration and improvisation, making each performance of “Between Mars and Jupiter” a distinctive and dynamic experience.







# The Mission

The Psyche mission was chosen by NASA on January 4, 2017 as one of two missions for the agency's Discovery Program, a series of relatively low-cost missions to solar system targets. The Psyche spacecraft will be used to study the Psyche asteroid after a period of cruising through the solar system using solar-electric (low thrust) propulsion.



# Metal World Essentials

Ash Soriano

*Digital art (Procreate)*

“Metal World Essentials”— named after Psyche’s slogan “Journey to a metal world”— is a layflat design of various objects related to the Psyche mission. As my first piece for Psyche Inspired, illustrating a poster with merchandise, models, and scientific instruments was a great way to familiarize myself to the mission. I was inspired by prop illustrations and other layflat designs, especially since there are many items associated with the mission. I thought that this would be a perfect introduction for others to catch a glimpse of what surrounds the mission. It was a little challenging to find objects that would fit in a small area, since a lot of the instruments involved in the making of Psyche were so big. Ultimately, I decided to go with two instruments— the spectrometer and multispectral imager— amongst other Psyche items that were introduced to me at the ASU Earth and Space Open House. I made this piece digitally with Procreate using dry ink and half tone brushes for line art and fills. I love the simulated texture from these brushes and they give a nice “printed” feel to the poster! I also limited my palette to the official Psyche brand colors to challenge myself more and to further get that layered color feel of risograph printed posters. I hope this piece gets people curious about Psyche and its mission!



# PSYCHE

"metal world essentials"  
illustrated by ash soriano



(1) psyche spacecraft miniature (2) official tee shirt (3) psyche tag  
keyring (4) stickers (5) orbital path poster (6) asu-psyche tote bag  
(7) postcards (8) jpl lanyard (9) gamma-ray spectrometer  
(10) multispectral imager (11) psyche asteroid 3d model



# REBECCA FARMER

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## *De Gasparis' Psyche* *for Psyche Inspired*

## De Gasparis' Psyche *for Psyche Inspired*

Rebecca Farmer  
(ASCAP)

Flowing,  $\text{♩} = 62$

Primo *pp* *legato*

con pedale  
con sordino

Secondo

Primo *mp*

Secondo

---

2024



# De Gasparis' Psyche

Rebecca Farmer

*Contemporary classical piano duet (video performance & sheet music)*

“De Gasparis' Psyche” is a contemporary classical piano duet inspired by the discovery of the Psyche asteroid by Annibale de Gasparis in 1852. This piece reflects the journey of exploration and the celestial beauty of the cosmos through three distinct musical sections.

The composition opens with a flowing introduction in the primo part, characterized by delicate, twinkling motifs that mimic the sound of orbiting celestial bodies. This ethereal soundscape sets the stage for the listener, evoking a sense of wonder and the vastness of space. The origins of Psyche are still theory, so the origin of the melody is fragmented and hidden reflecting these unclear origins.

As the piece progresses, the second section shifts to a staccato and playful exchange between the primo and secondo parts. This lively interaction represents the dynamic and sometimes chaotic nature of cosmic collisions, capturing the excitement and unpredictability of discovery.

The third section revisits the initial flowing theme but with added complexity. Here, shimmering sixteenth-note runs in both parts create a sense of momentum, while the primo part presents a melodic line accompanied by a rich countermelody in the secondo. The melody emerges completely just as Psyche was discovered. This section conveys a glittering and victorious atmosphere, celebrating De Gasparis' triumphant discovery of Psyche and the beauty that lies within our universe.



# Spun UP!

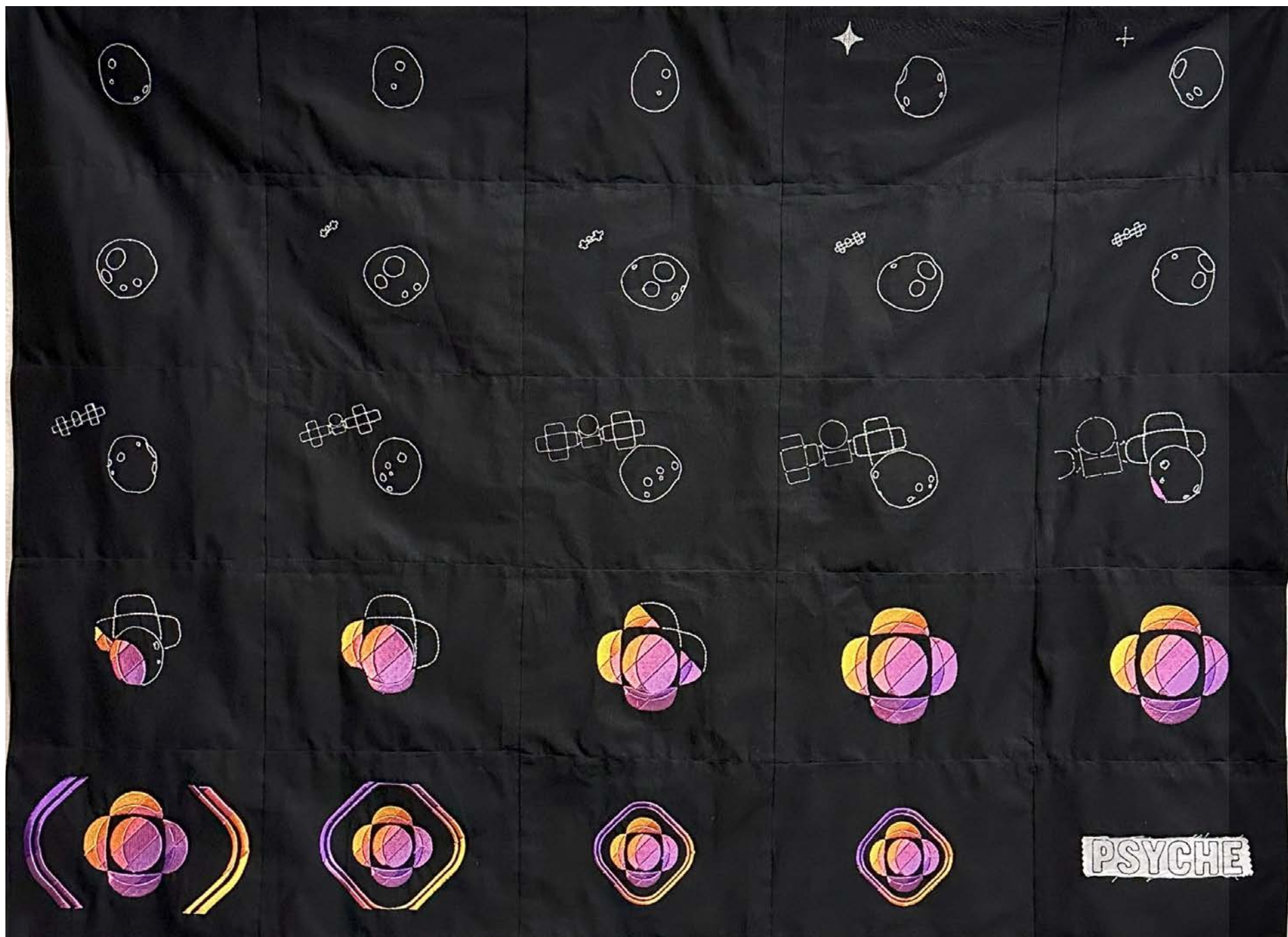
Liz Phillips

*Animation, embroidery*

“Spun UP!” is a stop-motion animation that reimagines the Psyche mission logo using embroidery. The central circle resembles the shape of the Psyche asteroid in motion as it spins around its own axis. Surrounding it, four semi-circles evoke the shape of the spacecraft’s cross-shaped solar panels. I drew inspiration from NASA’s long-standing tradition of mission patches to guide the design of this project. The background of black fabric acts as the fabric of space: an empty void that permeates the entire universe. But this blank canvas is nothing special without some decoration! The asteroid and spacecraft are depicted with silver thread, spun from metallic fibers, reflecting both of their compositions.

The animation consists of 25 individually embroidered frames—with some frames photographed partially completed—for a total of 47 distinct frames. I first created the animation digitally, using very simple lines and shapes to make the embroidery part easier. I then used embroidery software to manually convert each frame into stitch files. I used the embroidery machine at my library’s makerspace, which was the most time-intensive part of this project. Even with a machine, each frame took over an hour to cut, iron, load into the hoop, switch between colors, and clean up loose threads. I’m very grateful to the makerspace staff who helped me whenever I ran into trouble!

Thank you to my friend and collaborator Fernanda Vasquez Sanchez for volunteering to compose the music for this project! Initially, I didn’t plan to include sound, but having it has elevated the piece to something truly special. I can’t imagine it without music now! She did a wonderful job capturing the atmospheric and lighthearted quality I was going for, with very little direction from me.







# The Artifact

Hoang Nguyen  
*Digital illustration*

I continue drawing human analogies to the mission, which to me makes the whole thing feel more personal. Here I portray both the asteroid and the spacecraft that shares its name as humanoids, reusing the design from my first piece. The asteroid is recognizable from the positioning of the skeleton, which recalls Psyche's pose in a well-known depiction of the goddess being taken away by Eros. Likely formed from the frequent collisions in the early solar system, it is reduced to this unknowable metal core.

The mechanical sheep jumping over the frame reminds us that this isn't a scene that has happened yet, just the android's dream; we're not sure yet if Psyche really is part of the core of a planetesimal or if it is differentiated at all. We follow the counterclockwise motion of the two sheep as if turning back time, taking us from the complete terrestrial planets to the mechanical sheep, like the spacecraft leaving the inner solar system, to following the organic sheep, as if chasing the asteroid of the same name, to the cores of the terrestrial planets—what the asteroid could have become and what we might learn about the planets from it.

The Moon at the top of the frame, another witness of the chaotic early solar system, mirrors the eyes of the android and watches over this scene, a portrait of someone who is now forgotten to us.

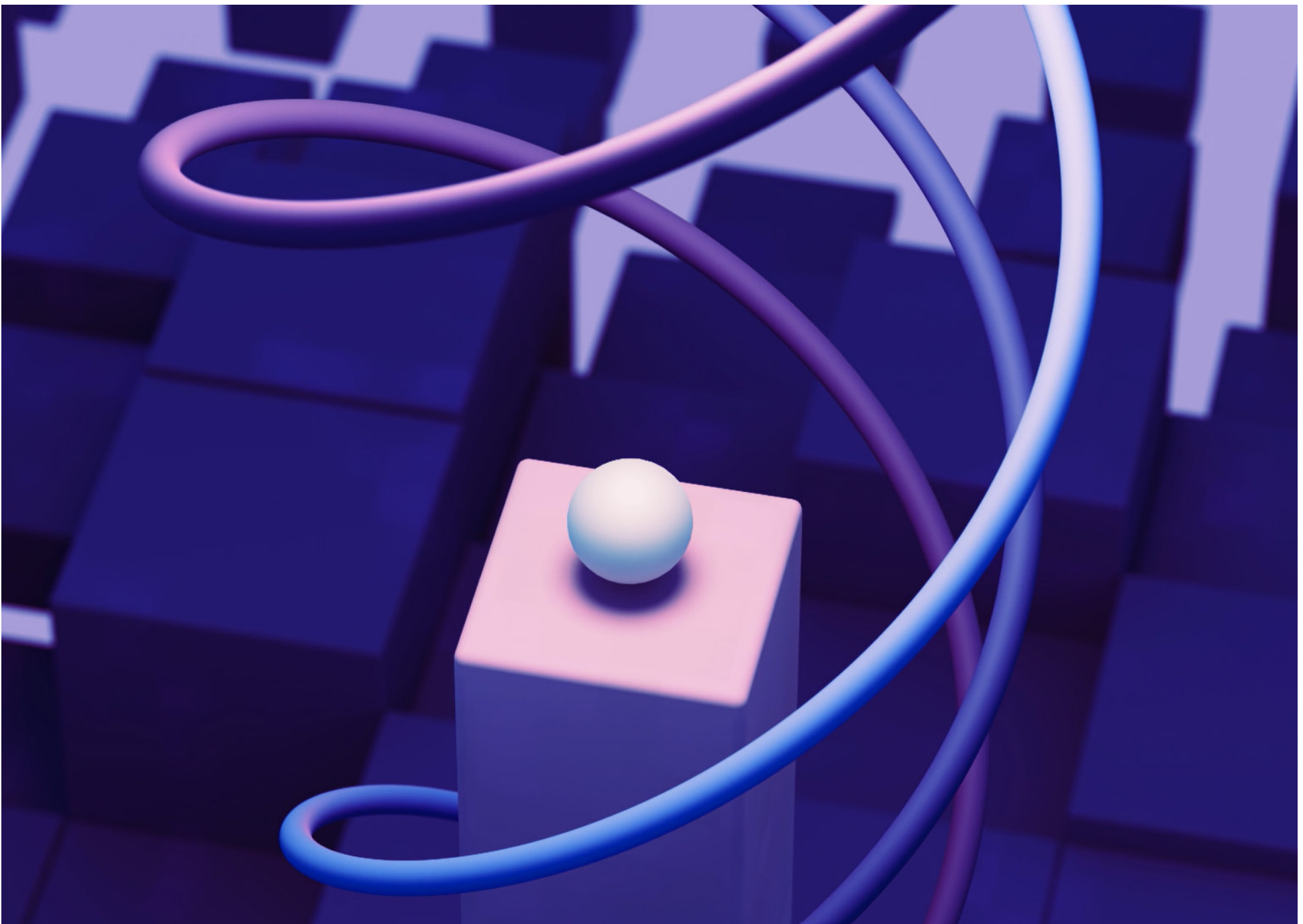


# The Story of Psyche

Jessica Hall

*3D Render (Cinema4D & Redshift Rendering Engine)*

“The Story of Psyche” is a narrative motion graphics piece that illustrates the story of both the Psyche mission and asteroid through time. It begins as a mere concept, before blooming into discovery. Around it, a mission is built to study and explore this mysterious metal world. A dramatic launch calls the spacecraft into the sky, and the Psyche craft begins its journey through space. After slingshotting past Mars with its gravity assist, the spacecraft travels a lonely path before finally arriving at the enigmatic Psyche asteroid, which waits to reveal its knowledge and mystery. With this animation, I wanted to explore the profound sense of beauty, excitement, hopefulness, wonder, and mystery surrounding the Psyche asteroid and its mission. I used simple and abstract motifs to represent such qualities, as well as to symbolize the innate curiosity within the human race that drew us to the asteroid in the first place. As this asteroid still remains so mysterious to us, I left the ending of the piece open-ended, allowing the animation to loop and leaving the conclusion up to interpretation.





# Mission To 16 Psyche

## Activity Booklet



Launching in 3... 2... 1....

# Psyche Inspired Activity Booklet

Aalijah Johnson

*Procreate, Adobe Fresco, Google Docs*

The “Psyche Inspired Activity Booklet” is a creative and educational resource inspired by NASA’s mission to 16 Psyche and wanting to connect with all ages. This mission provides an opportunity to further understand our world and solar system, and the booklet aims to share that excitement with everyone. The booklet features eight unique activities: coloring the Psyche asteroid, connecting the dots for the spacecraft design, the Psyche launch coloring sheet, mission component word search, spotting differences, designing your own spacecraft, navigating a path to Psyche maze, and a 16 piece jigsaw puzzle. Each activity invites participants to engage with the mission while fostering a sense of wonder about our universe. Created using Adobe Fresco, Procreate, and Google Docs, the booklet is lightweight and easy to download, making it perfect for classrooms, families, or individuals. The “Psyche Inspired Activity Booklet” embodies the spirit of exploration and creativity, encouraging all of us to connect with space science in meaningful yet exciting ways.



# Tapestry of Psyche

Rebecca Farmer  
*Crochet tapestry*

“Tapestry of Psyche” is a one-of-a-kind crochet tapestry made up of 3,680 stitches that brings together the elegance of medieval artistry with the wonders of space exploration. This handmade piece is crafted with yarns inspired by the vivid colors of the NASA Psyche mission, capturing the awe and mystery of the Psyche spacecraft’s journey to a unique asteroid.

The tapestry features a whimsical design, with intricate details of the Psyche spacecraft floating amidst a starry sky, accompanied by a soft, dreamlike cloud. The pixelated graphic of “Psyche” adds a modern, digital touch to the piece, blending the ancient with the futuristic in a way that mirrors the mission itself. Just as medieval tapestries told stories of distant lands and mythic adventures, this work of art weaves together the story of space, science, and imagination.

Each stitch is carefully made, using rich, textured yarns to evoke the grandeur of the cosmos, while the pixelated design nods to the digital age. This tapestry is a tribute to the ongoing quest for knowledge, the beauty of the unknown, and the timeless wonder of discovery.







# (16) Psyche in 3D

Injir Batmunkh

*Digital media (Adobe Illustrator, Photoshop, Aero)*

For my fourth project, I created a 3D poster that can be viewed through a camera using augmented reality (AR). This project was exciting because I had the opportunity to learn how to design and make a model that is camera-readable. I used Adobe series software for designing.



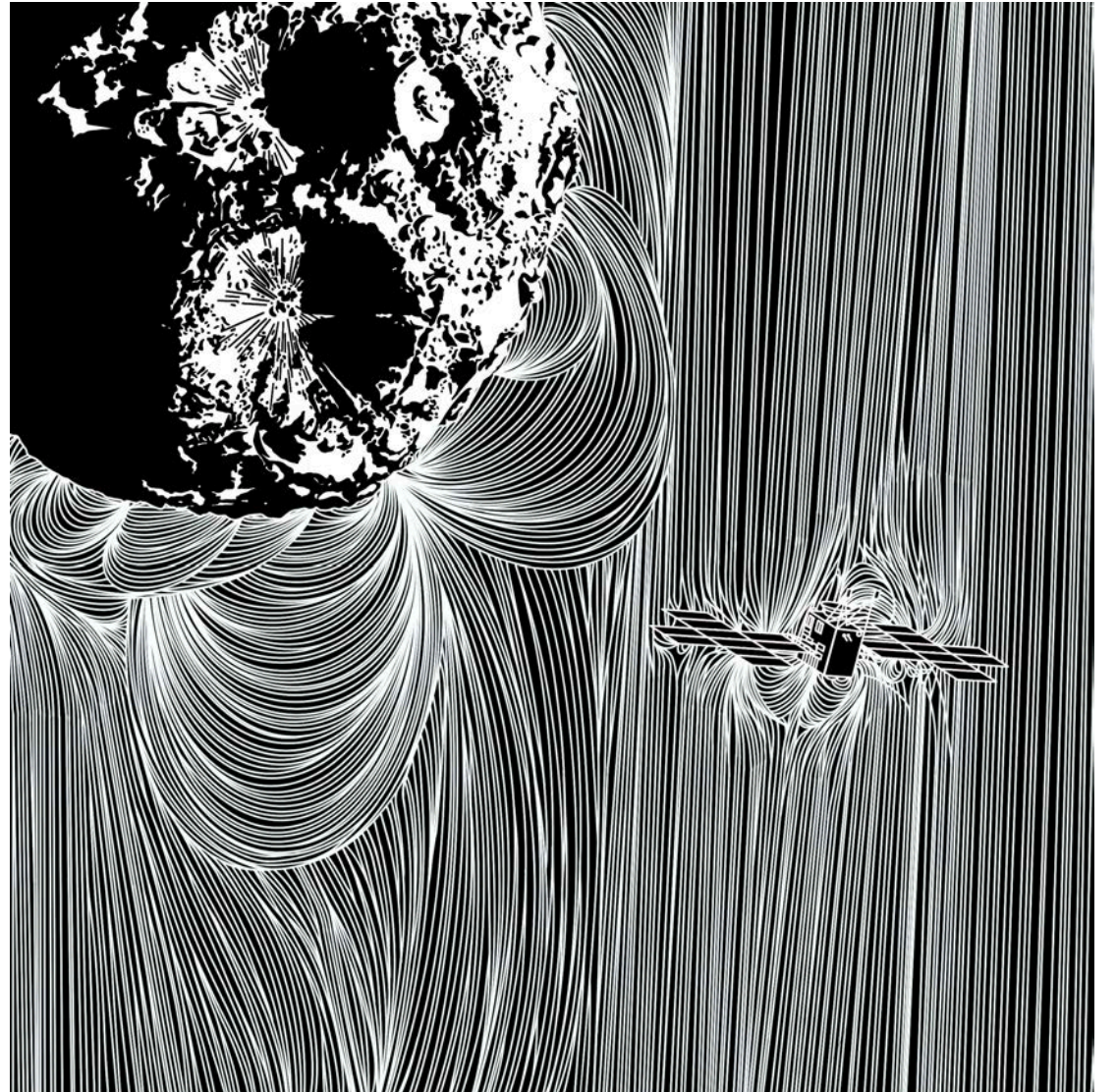
# Invisible Connections

Brooke Flanagan

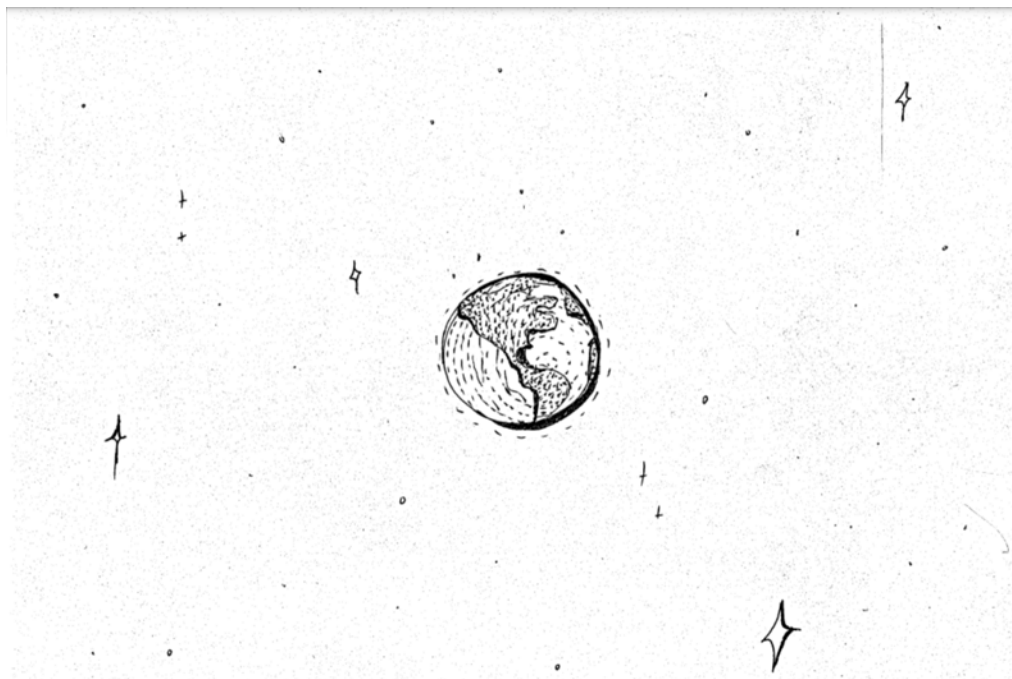
*Digital design & embossed silver foil paper*

“Invisible Connections” is an art piece designed digitally on Procreate. It was then transferred into the physical world by being embossed on silver paper using a Cricut Machine. This work is inspired by the magnetic field of the Psyche spacecraft and how it may interact with the possible magnetic field of the Psyche asteroid. While humans cannot see magnetic waves or fields with just our eyes, the spacecraft is equipped with a magnetometer that can detect this invisible force. If the instrument detects a residual magnetic field at the asteroid, the asteroid is a remnant of a planetary core. If this asteroid truly is a core of a forming planet, this would allow scientists to better understand our core deep inside Earth and how it formed. While we have to wait for the spacecraft to reach its destination before scientists can get answers to our many questions or speculations, that does not mean it isn’t evident that this asteroid holds connections to the creation of Earth and other planets in the solar system. These are connections we have yet to fully uncover, but it is through this mission we may finally make them visible. Just as the spacecraft has the magnetometer to make it possible for us to see and study the magnetic fields of the Psyche asteroid, one day this asteroid will allow us to gain a larger insight into how Earth was formed. What may be impossible to see still has an effect on the world and universe around us, and it is through having this drive to understand more that we make these connections visible.









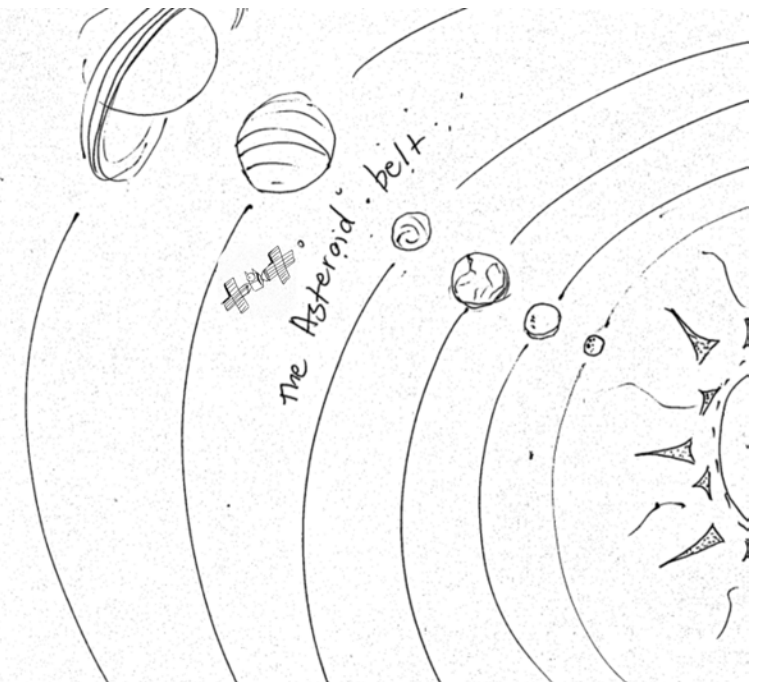
Have you  
ever  
wondered  
what  
Earth's  
core would  
look like?



Scientists at  
NASA's Jet  
Propulsion  
Laboratory are  
studying the  
unique metallic  
asteroid Psyche 16  
to learn more  
about Earth's  
core, as they  
hypothesize it  
could be the  
remnant of an  
early  
planetesimal's  
core.



So that the  
Psyche  
spacecraft  
can reach  
the asteroid  
located in  
the asteroid  
belt between  
Mars and  
Jupiter.



SCAN ME

# Psyche Mission 101

Injir Batmunkh

*Scroll motion animation*

“Psyche Mission 101” was a completely new experience for me. Learning Adobe Animate and using JavaScript to create a scroll-motion animation was a fresh challenge that pushed me outside my comfort zone. I had never worked with animation software in this way before, and combining it with coding to make the animation interactive added a whole new layer of complexity. The process of integrating animation with code, especially for a scientific project like this, was exciting and opened my eyes to the vast possibilities in digital storytelling and interactive media. Throughout this project, I also had the opportunity to learn even more about the Psyche mission and the research behind it.



# Unearthing Psyche

Nidhi Shah

*Colored pencil on wood*

“Unearthing Psyche” reimagines the Psyche mission not as a journey through space, but as an excavation into Earth itself. Rather than traveling outward, the spacecraft digs through layers of our planet to reach its core. The 16 Psyche asteroid is a metal world much like our planet’s core, and is likely to uncover truths about our own planet and its formation. The contrast between the asteroid’s textured, cratered surface and the fluid motion of the spacecraft’s descent reinforces the connection between space and Earth’s interior. The use of colored pencil on wood adds an organic texture, enhancing the sense of discovery. By challenging the perception of space exploration as purely outward-bound, this piece invites viewers to reconsider the ways we seek knowledge—not only by looking beyond, but also by delving inward. Unearthing Psyche suggests that space exploration is as much about understanding ourselves as it is about reaching the stars.









# Origins

Veronica Keff

*Foldable booklet, digital comic (Procreate)*

“Origins” reflects on the history of observational astronomy and what Psyche may tell us about Earth’s past. 10 square frames unfold in a similar fashion to the Psyche spacecraft’s solar arrays, the reader embarking on a journey through time: through pyramids and temples, telescopes and multispectral imagers, travelling beyond Mars towards the metallic asteroid (16) Psyche. This massive hunk of metal in the asteroid belt may share properties with Earth’s core, and scientists are tasked with retracing the history of Earth and the other terrestrial planets from an object 500 million kilometers away. The Psyche mission reveals a possible future full of scientific discovery while simultaneously recalling the past of our home planet – our origin story.

While making this piece, I wanted to include elements of cave paintings and use one of the first art forms in humanity to illustrate the story of how astronomy started, and where it may take us in the future. The colors and textures of this piece are inspired by the Cueva de las Manos hand-paintings. The combined effort of the Psyche team extends far into the vastness of space, beaming curiosity and discovery back to Earth.



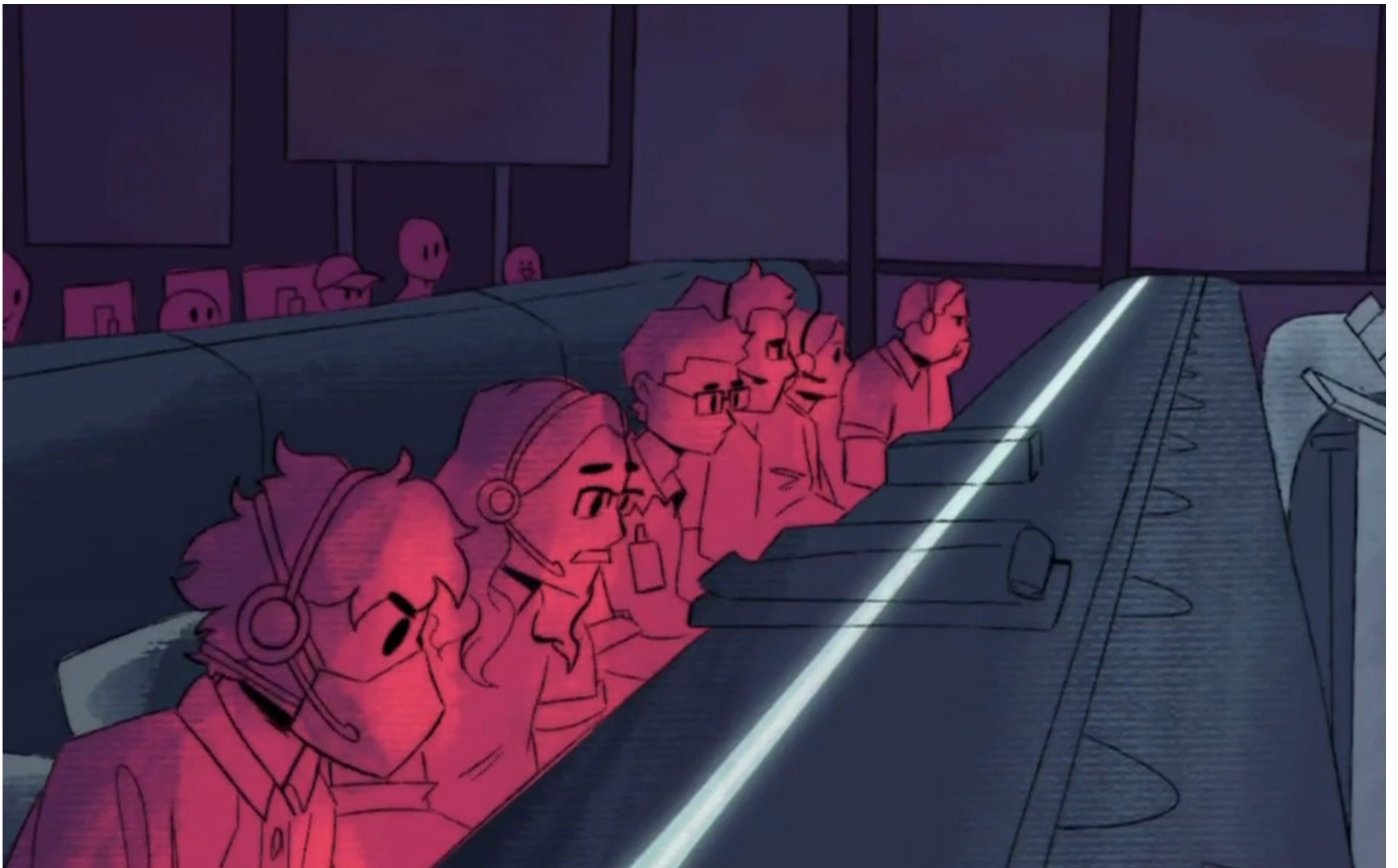
# Inside Psyche

Alexa Jones

*Digital art, animation (Procreate)*

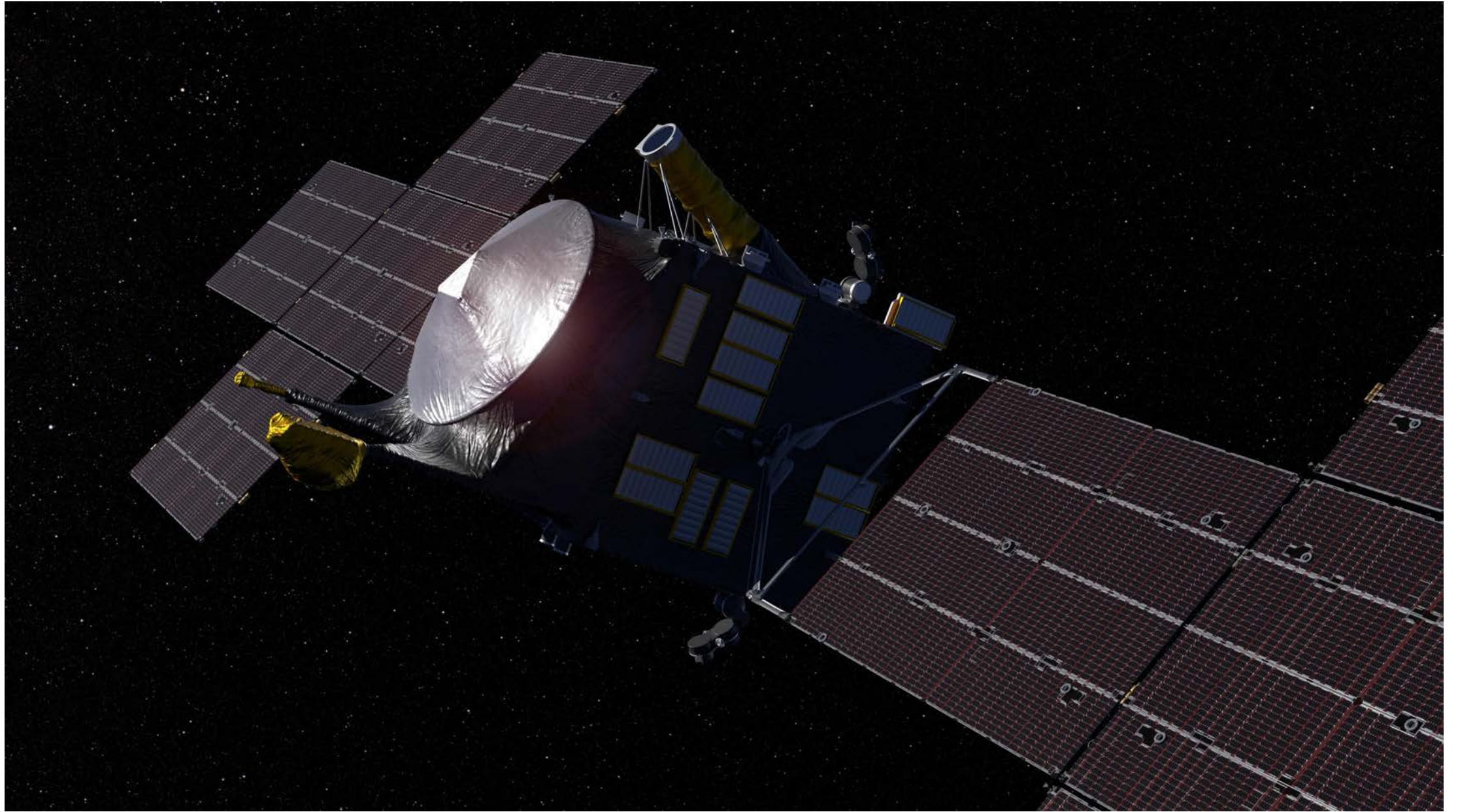
My first project for Psyche Inspired is called “Inside Psyche,” which is inspired off of the intro from the Netflix animated show “Inside Job.” The intro is very unique compared to other animated shows, with a lot of dynamic movements and transitions that I was interested in. I absolutely love art and animation, and I was determined to create an animated piece around the Psyche spacecraft. Inside Job happens to be a show I adore (I’m still sad it was canceled), and I thought it would be nice to commemorate the cartoon through a Psyche revamp. I attempted to utilize the same style as the intro to present viewers an animation/animatic type video that would show some of the scientific instruments on Psyche, some construction/development scenes, and the actual launch sequence showing each individual segment. My goal was to make the animation not only engaging but to make it informative while also telling a story.

With Psyche itself, I was intrigued by the instruments of the spacecraft and primarily wanted to highlight said features, including the multispectral imagers and the magnetometer. I was not able to fit all of the instruments into the animation, however I made sure to at least briefly mention them in a Psyche spacecraft diagram in the beginning of the animation. I also very much enjoy the colors of the Psyche logo, so I created a palette around those colors making sure to incorporate some nice cool blue colors that matched relatively well. At first I used colors only from the logo but quickly realized the colors in the animation wouldn’t look great, so making an updated palette definitely helped. For this project I hand drew all of the frames in Procreate and edited them on an editing app on my iPad.



**SCAN ME**





# The Spacecraft

The Psyche spacecraft and solar panels, built by Maxar Technologies, are about the size of a singles tennis court. The body of the spacecraft is slightly bigger than a small van and about as tall as a regulation basketball hoop. The spacecraft includes a Gamma-Ray and Neutron Spectrometer, a Multispectral Imager, a Magnetometer and an x-band radio telecommunications system.



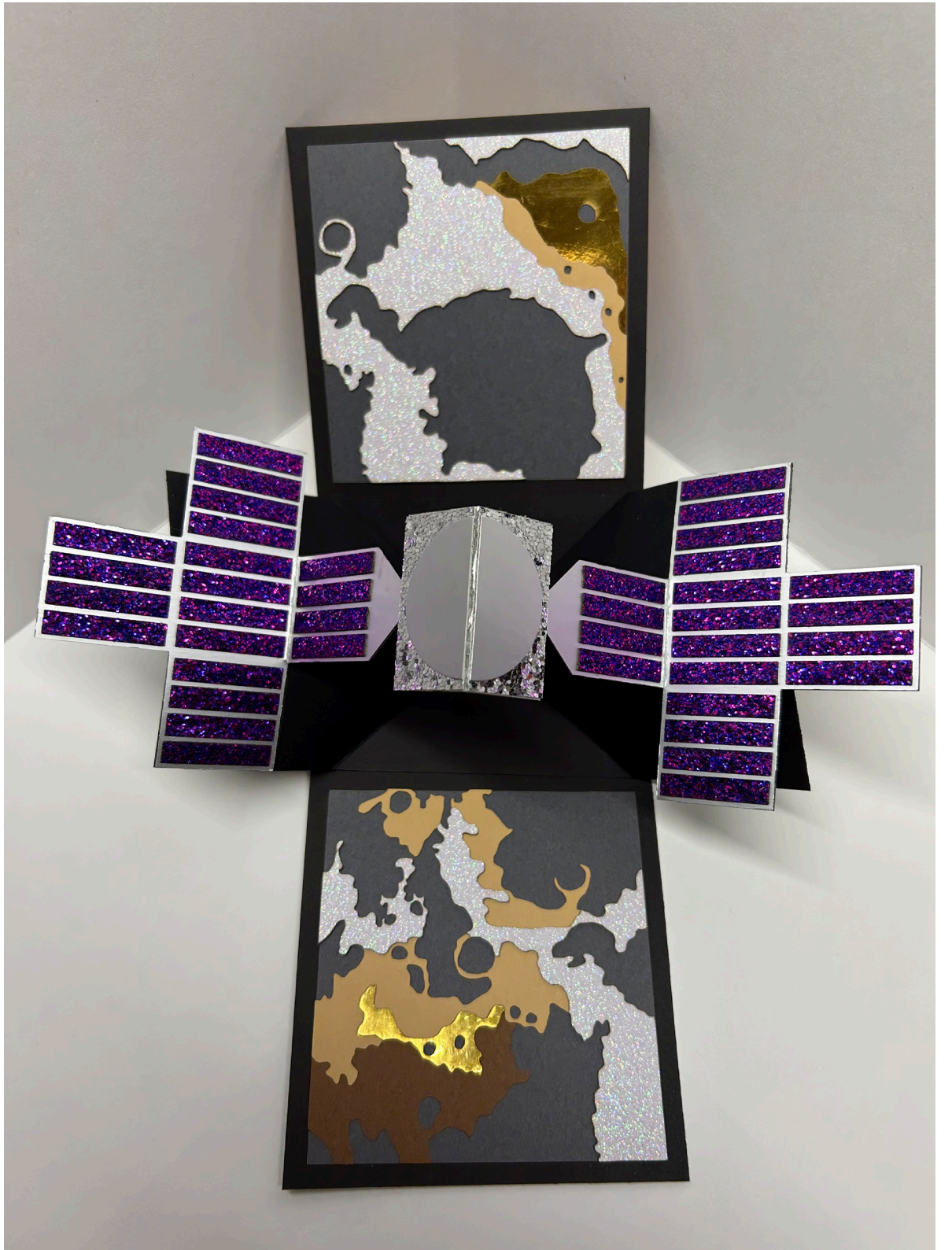
# Expect the Unexpected

Carrie Geisler

*Papercraft, pop-up card*

This twist and pop card represents the amazing, unexpected discoveries the Psyche spacecraft will make. From the front of the card, representing the launch, you don't know what awaits, but once you open it, representing the arrival at the asteroid, stunning surprises jump out.









# Psyche's Cosmic Groove

Alexa Jones

*2D animation (Procreate)*

A few months before this project, the song “Million Dollar Baby” was trending on social media and I scrolled through some fantastic edits using this track. I wanted to animate something to the beat, however I never found the material to use until I started making concept sketches for a Psyche spacecraft character, taking inspiration from fanart from the game “Jet Set Radio.” The idea was to create a hip-hop skater girl character using the color palette of the Psyche logo, with references to the scientific instruments of the spacecraft. I took heavy consideration into her design, such as her sunglasses replicating the triple-junction solar cells, a minimized Psyche logo on her shirt, the protective coverings on the spacecraft being reflected on her pants, and hall thrusters on her roller blades. I also wanted the instruments of the spacecraft to be a part of her accessories, like the multispectral imager acting as an everyday camera and the magnetometer giving her extra power to ride the magnetic waves to the Psyche asteroid. I intended for the animation to be colorful, groovy, and upbeat, hence the final title of the project becoming “Psyche’s Cosmic Groove.” All frames were hand drawn in Procreate on my iPad.



# Psyche's Wings

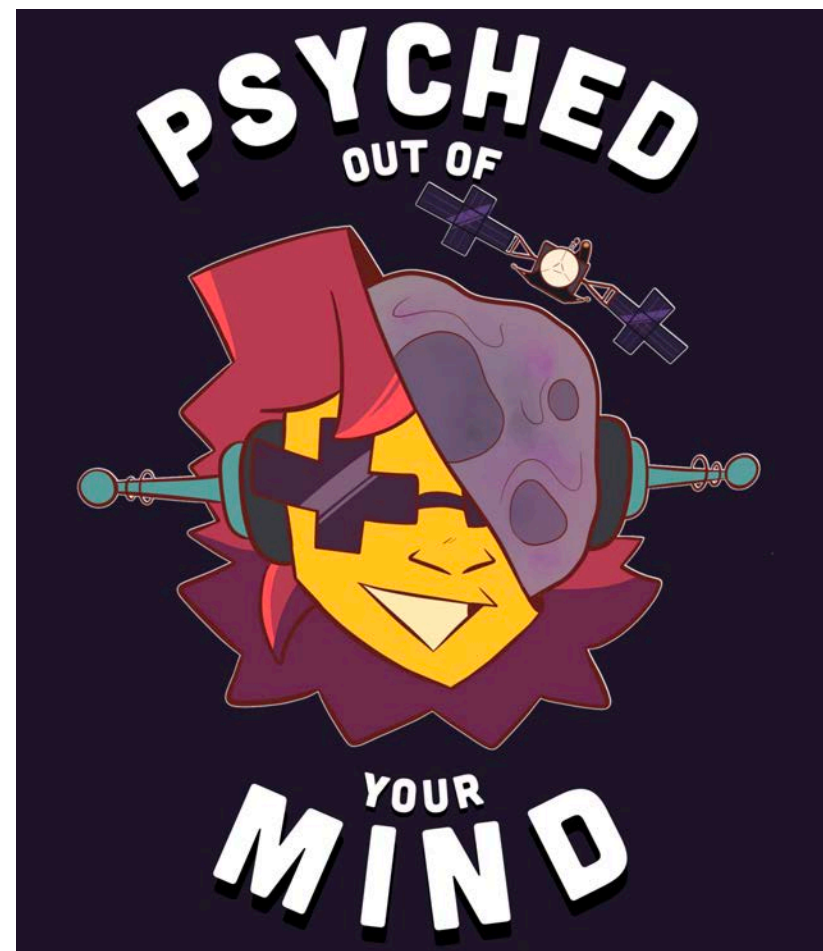
Therese Manesia Cook  
*Digital art (Procreate)*

Continuing on the theme of illustrating scale, my second painting “Psyche’s Wings” uses an imaginary scene on Earth to convey the size of the Psyche spacecraft and its extensive wingspan. When brainstorming this idea with tiny doodles on paper, I knew that I wanted to include characters in the scene to give viewers a relatable sense of scale and emotion. I imagined a character standing beneath the spacecraft, with her arms outstretched to mimic the great stretch of Psyche’s solar panels. Perhaps her friend could be with her, looking up in awe.

When it came time to paint, I felt stumped on choosing the character’s surroundings. I ended up going with something fantastical. A common comparison for the size of the spacecraft, which measures ~81 feet across, is a singles tennis court, so I turned my characters into tennis players! As a fun fact, Psyche’s solar panels cannot be deployed like this on Earth without special equipment to help suspend them, as they are too heavy to support their weight under gravity... But with a little imagination, it works just fine. Perspective-wise, I didn’t want the illustration to look exactly like a 3D render, or feel too stiff. So while drawing this, I decided to push all the lines and curves everywhere to convey a feeling of forward and uplifting motion. To complement the wings motif, I included a flock of birds flying with Psyche overhead. I also chose a sunny color scheme that was very different from the stark greyscale of my first piece, but tried to stay consistent by using the sweeping arcs and the composition to show the excitement of the mission!







# Psyche Sticker Mayhem

Alexa Jones

*Digital (Procreate, StickerApp for printing)*

In my “Psyche Sticker Mayhem” project, inspiration for the work came from my growing attachment to the Psyche character I created in my previous projects. To me, she became not just a figure to represent the spacecraft but instead represented the energy of the mission itself. I wanted to reflect the scientific character of the Psyche mission and a fun, approachable attitude that would appeal to a broader audience.

The stickers were meant to have Psyche-related phrases, such as “metal to the core,” which relates to the fact that (16) Psyche is a metal alloy asteroid thought to be the core of a planetesimal. I then drew my Psyche character playing an electric guitar with magnetic waves radiating off her. I also included unique materials for these stickers, such as applying a holographic effect for the magnetic waves. In another sticker with the Psyche character’s head and the words “Psyched out of your Mind,” I made half of her head the Psyche asteroid (her mind) have a metallic effect on the physical sticker.

I used Procreate to create the artwork. After I finalized the designs, I printed out the stickers with the StickersApp website, ensuring the stickers were of high quality and ready for mass distribution.



# Psyche Customization Station

Jessica Hall

*3D interactive web experience (Spline)*

The Psyche Customization Station is an interactive web experience that renders a 3D Psyche spacecraft-inspired avatar live in your browser. The Psyche mission, from its conception, development, launch, and its creative programs like Psyche Inspired, has always been about discovery and creativity. I aimed to capture that personal touch with the Psyche Customization Station, and give users the chance to see themselves in Psyche. With 6 expressions, 8 body and wing colors, 9 wing designs, and 7 hat options, there are literally thousands of possible combinations of unique avatars that can be made. Additionally, the UI can be toggled on and off to allow users to save clean images of their creations. The customization station was built in Spline, a program with the capability of rendering 3D live in a web browser.

# PSYPHE CUSTOMIZATION STATION

Hide UI



## Expression



## Body color



## Wing color



## Wing design

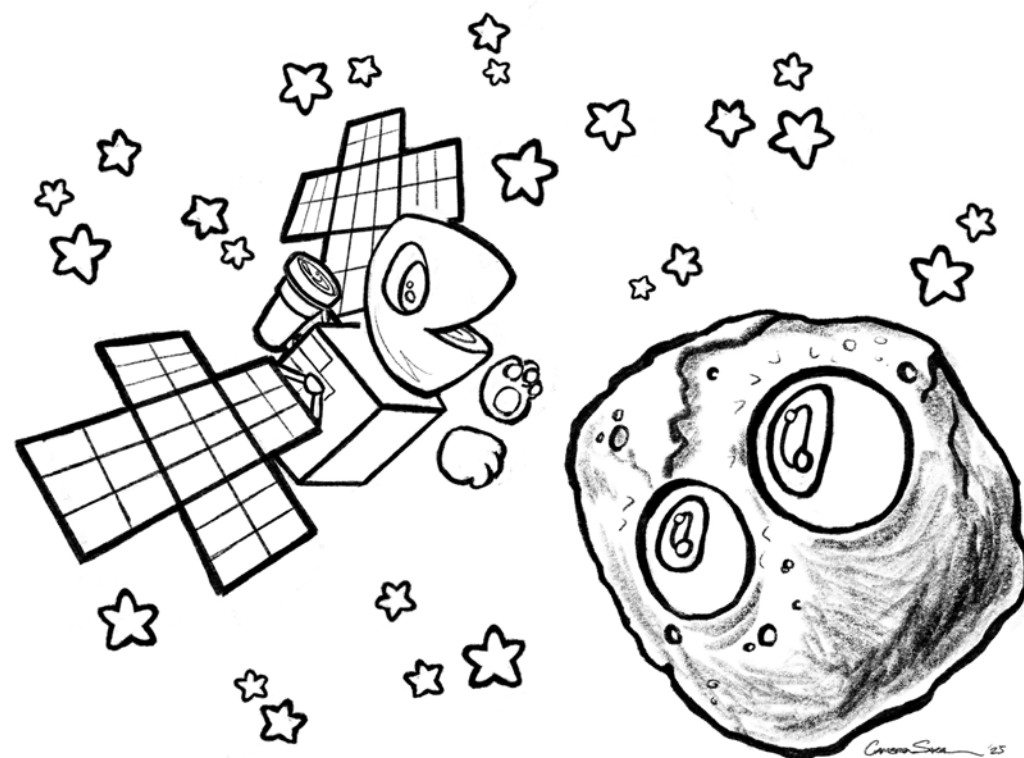
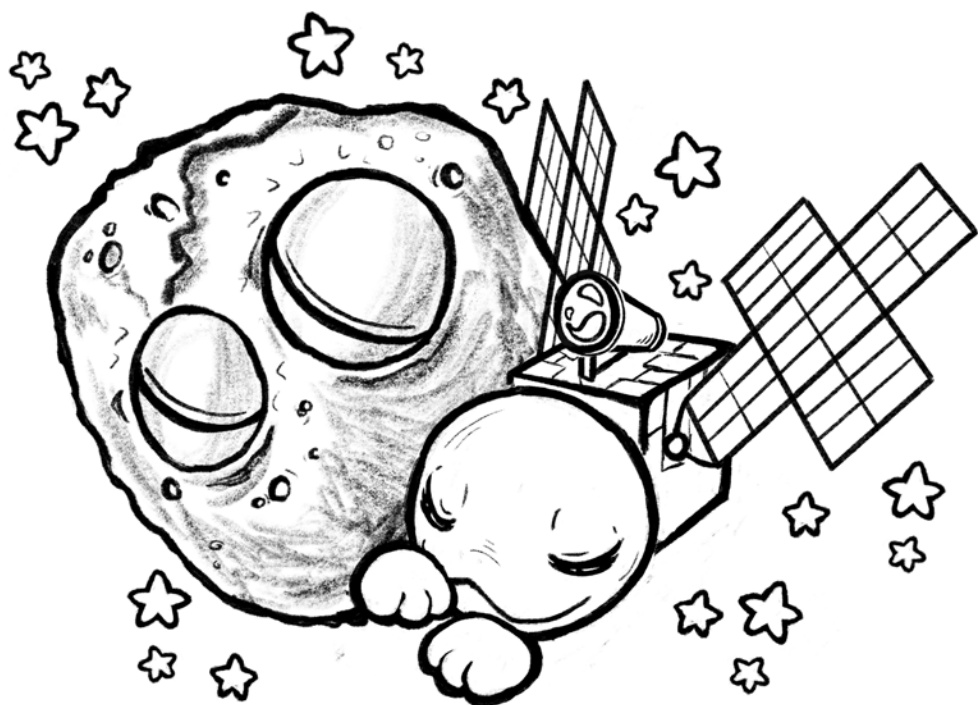


## Hat



SCAN ME





# Psyche Coloring Pages: Odyssey, Agape, and Orbie

Cameron Sacra

*Digital illustration (Procreate)*

For my last project, I turned my “Odyssey/Agape” diptych relief prints into printable coloring pages using the digital illustration program Procreate. I also designed a character based off of the Psyche spacecraft: Orbie the Spacecraft! Orbie’s paws, wings, disc-like head, and back fin represent the measuring tools and solar wings that the real orbital spacecraft is equipped with. These four coloring sheets can be colored digitally or printed at home and are meant for space enthusiasts of all ages.



# The Launch

Ash Soriano

*Digital (Procreate)*

“The Launch” is a short poster comic as well as my fourth and final project for Psyche Inspired! After spending an academic year learning more about the Psyche mission, I was really inspired (if you will) by the story of how Psyche came to be, particularly the launch! I loved hearing the perspectives from the folks who were there to witness liftoff in person, and I wanted to pay homage to that experience. There has been so much talk about the potential of Psyche (both the spacecraft and the asteroid) but sometimes it is easy to forget about what humans were already able to accomplish in getting the spacecraft out there in the first place. What a feat of curiosity, intelligence, and, truly, imagination! I wanted to capture that in “The Launch” as much as I could, especially in depicting the beginning (building and preparation), middle (the launch itself), and the ongoing story (the spacecraft on its journey) of Psyche. I created this, much like my other pieces, digitally using Procreate. I opted for a dominant blue palette with some textured brushes to give it more of a “storybook” feel, almost like a nostalgic memory. I also tied in some textured brushes I used in my very first project to kind of bring it full circle as a nod to where I started at the beginning of this internship— much like this piece pays homage to the beginnings of the mission!



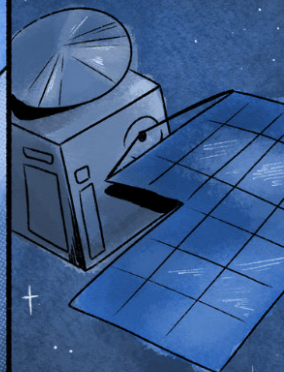
# The Launch



what lies 2.2 billion miles away?



do we start with  
calculations and  
blueprints



with imagers and  
magnetometers

when the smoke and  
dust settle into  
stars and comets

will we get to see  
the past for what  
it was and is and  
will be?

maybe we start with  
curiosity

maybe we start with  
imagination

maybe what lies  
beyond

is already here





# Rollin' to (16) Psyche

Alexa Jones

*Air-dry clay, acrylic paint*

“Rollin’ to 16 Psyche” shows my imagining of NASA’s Psyche spacecraft as a hip-hop-style skater girl, bringing a groovy perspective to space exploration. This piece draws inspiration from my previous project, “Psyche’s Cosmic Groove,” an animation where I interpret the spacecraft as a stylized “groovy” character skating through space to find 16 Psyche. This clay sculpture physically brings my character’s design to life, capturing her energy as she orbits (or, in this case, jumps over) the asteroid.

The design stays true to the spacecraft’s functionality and use of its scientific instruments while still being expressive and maintaining the hip-hop aesthetic. Her sunglasses mimic the triple-junction solar cells, while her rollerblades, powered by hall thrusters, propel her through space, flying through the air with a set of solar cell wings attached to her back. The asteroid and Psyche character sculptures have a wireframe with an aluminum foil base for structure and stability. Air-dry clay was sculpted over this frame to form the final piece, and after a day of drying, the piece was hand-painted with acrylics to bring out the vibrant colors and details.

With “Rollin’ to 16 Psyche,” I wanted to merge scientific exploration with creative storytelling. I love being able to put my artistic spin on anything, really, and this space mission is no different. I intended to make space exploration seem fun and vibrant, and that’s not just something to study—it’s something to experience and imagine.



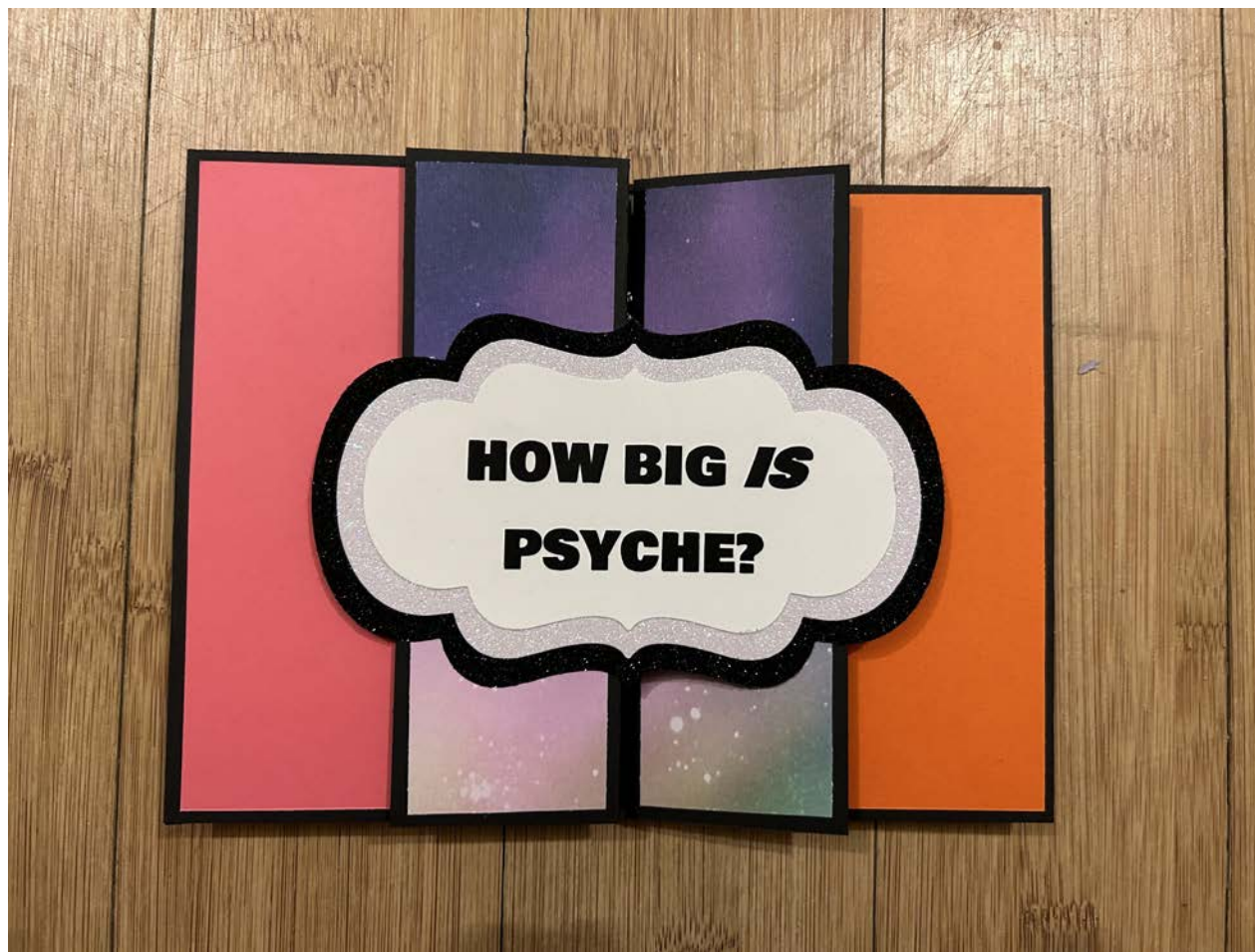
# How Big IS Psyche?

Carrie Geisler

*Papercraft, pop-up card*

This project, entitled “How big IS Psyche?,” is a double tri-shutter card, which, much like the Psyche spacecraft, unfolds to be surprisingly large! When closed, the card features only the project title. Open it up, and the card expands to approximately three times its original size to display the Psyche spacecraft surrounded by fun facts about its unexpected size and weight. These fun facts answer the title question by comparing Psyche to the size and weight of everyday objects like a tennis court and an elephant!

The color scheme of the card is inspired by the Psyche mission patch. The background features color gradient paper reminiscent of both the mission patch and our galaxy and is intended to be an artistic interpretation of the space environment Psyche is traveling through. The spacecraft itself is made up of metallic silver paper for the bus, and a deep purple glitter paper for the solar arrays. The fun facts are organized on bright color blocks on either side of the spacecraft to help them stand out and are separated into size and weight.







LIZ PHILLIPS



# Composition

Liz Phillips

*Collage*

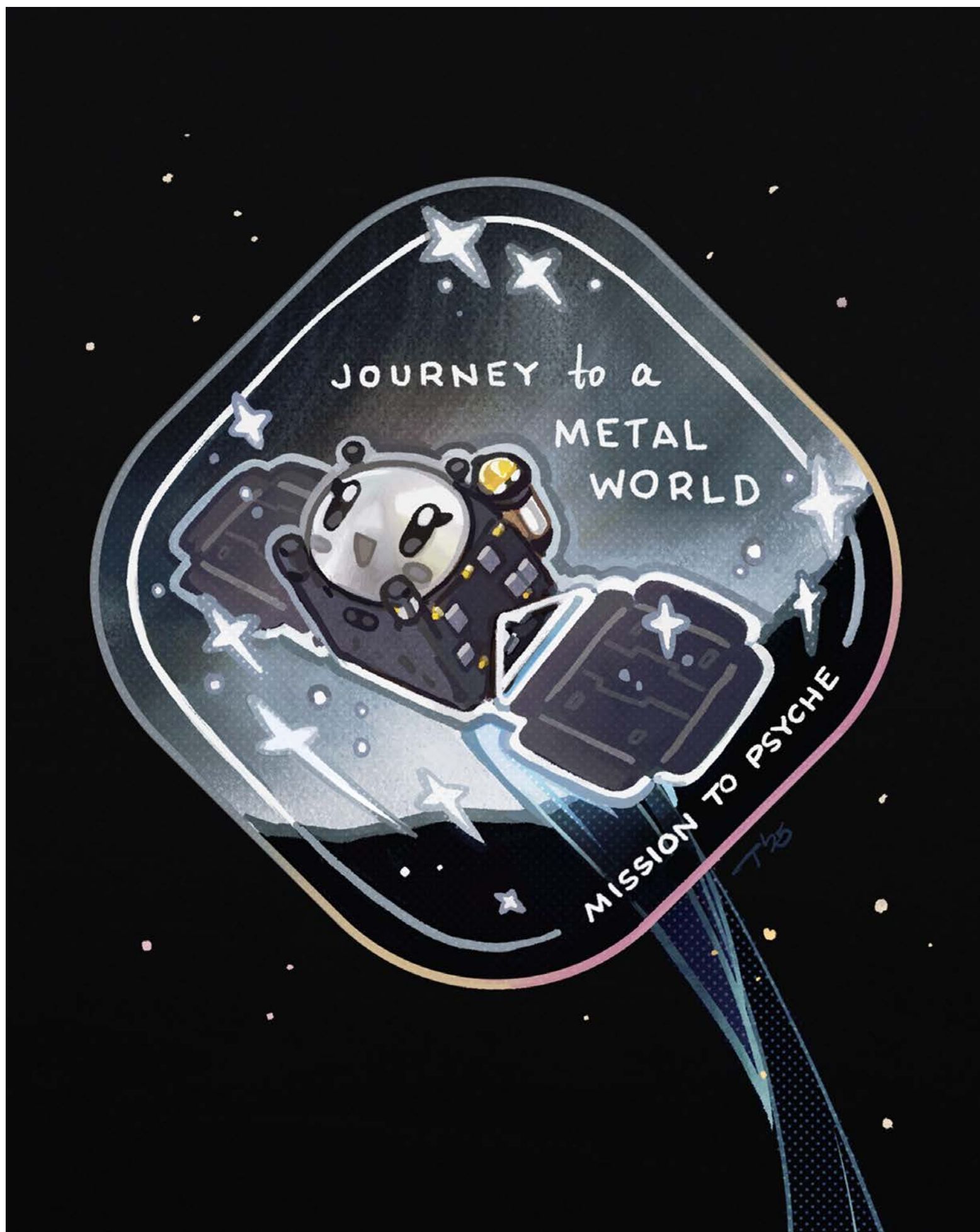
“Composition” is a collage depicting the Psyche spacecraft as it flies over an abstract asteroid. Its title is a reference to the composition of the piece itself, the various materials of the collage, and the composite material of the Psyche asteroid. The large geometric shapes and flowing curves of the piece were inspired by the art deco movement, with colors inspired by the Psyche mission logo and stained glass. The circular pattern is representative of the asteroid and its large craters, but it can be interpreted however the viewer likes. Psyche’s large solar panel wings stretch from corner-to-corner, with curves emphasizing the motion of the spacecraft as it sails and spins through space. For this project I collected as much colorful paper as I could from all kinds of sources: magazines, packaging, junk mail, catalogs, flyers. In the spirit of collaboration, I asked all of my friends to contribute something to incorporate. Color gradients are a big part of this piece, which was a fun challenge to create using only solid blocks of color. The sharp and careful cuts of the foreground elements contrast against the loosely ripped paper for the background of space.



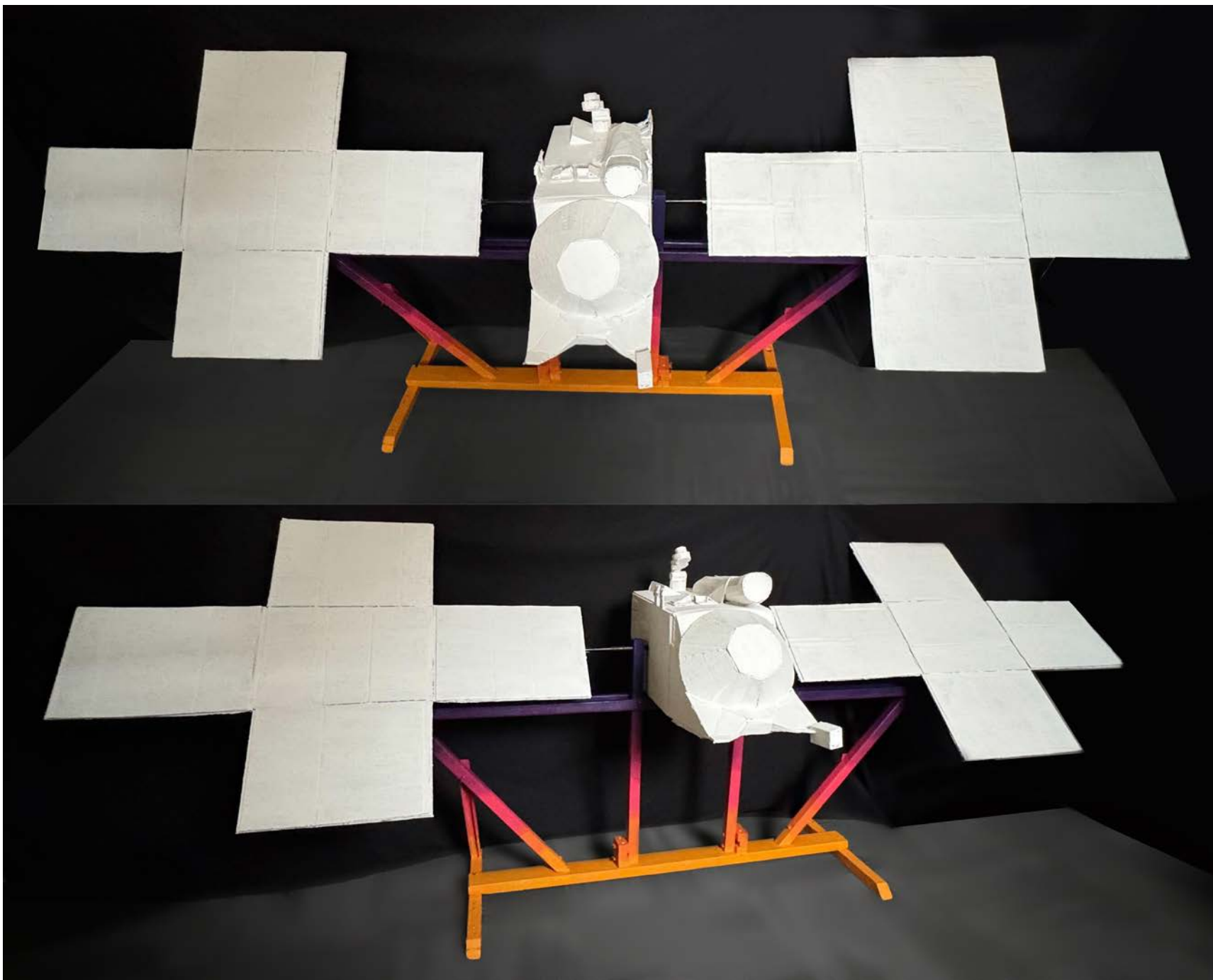
# Chibi Psyche

Therese Manesia Cook  
*Digital (Procreate)*

My third project, called “Chibi Psyche,” imagines the spacecraft as a mini cartoon character. When designing this, I drew inspiration from the very cute mascot characters that the Japan Aerospace Exploration Agency (JAXA) has created for its space missions. I did my best to include the most important spacecraft components I learned about in the design. It was amusing to squish the huge set of cross-shaped solar panels way down into tiny chibi-form. I thought that the big X-band radio antenna on the spacecraft would be perfect to act as Chibi Psyche’s face, and that the two booms beneath it (with Psyche’s spectrometer and magnetometer instruments) could be her arms. The two dots below her chin represent the multispectral imager, and the big gold-and-silver tube on top is Psyche’s DSOC laser transceiver. (Also, the numerous little rectangles patterning the sides of the spacecraft--as I finally found out--are things called louver boxes, which help keep Psyche the right temperature as it travels further from the Sun.) To frame the character in the final piece, I added a backdrop of the asteroid 16 Psyche, as well as a cool blue trail of glowing xenon plasma coming from Psyche’s electric thrusters. The rounded silhouette of the frame is inspired by the shape of the Psyche mission’s logo, and the bottom edge of the outline is accented by the mission colors.







**SCAN ME**

# Made with Love

Madelaine T. Vu

*Wood & cardboard*

When I first visited the NASA Johnson Space Center in Houston, Texas, one of the biggest things that stood out to me (both literally and metaphorically) was the Saturn V rocket. Just being there and walking around the massive rocket was such a breath-taking experience, but the main thing that really stuck with me was knowing that hundreds of thousands of people put their whole lives and careers into building that engineering masterpiece. Every detail, every calculation, every nut and bolt precisely put together by each of those hundreds of thousands of individuals. It is absolutely incredible. That is what inspires this project, “Made with Love.” Seeing photos of the Psyche spacecraft development, from its large size to seeing all the various teams that put so much hard work into different aspects of Psyche, I wanted to commemorate every individual that worked on the project. My piece, “Made with Love”, is made with cardboard, hot glue, and wood (+ love!). The spacecraft is painted white, so that individuals that worked on the project can print their hands onto it to showcase all the individuals that put their hard work and love into Psyche.



# Odyssey

Cameron Sacra

*Linocut (water-soluble block ink on paper)*

“Odyssey” is the first of two relief prints I’ve created to commemorate the relationship between the Psyche spacecraft and 16 Psyche the asteroid. It’s meant to function as a diptych with my other relief print, “Agape”. This piece portrays the spacecraft in repose as she makes the long, dark, and lonely journey towards the asteroid. She sleeps in a large patch of pure darkness, a space in which she is the only being for miles and miles. One of the first things I learned about the mission was about the sheer distance between (16) Psyche and its surrounding asteroids - it could have been thousands of years since the asteroid has been in close contact with anything else. It would most likely be the very first space object the spacecraft would encounter since leaving Earth. These revelations directly inspired this two-part series’ themes of loneliness, discovery, and love.











# Sending Letters Home

Jessica Hall

*Collage/acrylic painting on canvas (magazines, thrifted childrens' books, science books, book board, tinfoil, aluminum wire, copper wire, popsicle sticks, acrylic paint)*

“Sending Letters Home” is a collage that represents the carefully structured, collaborative effort of the Psyche mission, as well as the emotional experience of launching this spacecraft to an unfamiliar place and awaiting its feedback. The piece evokes feelings of nostalgia, inspiration, and hope for what is yet to come from the Psyche mission. There are a lot of intentional details, many of them very obscured by the painting’s multitude of layers, that are built into this collage. The base of the painting was made from pages of old science books and texts about space travel, the solar system, the Earth, and other similar scientific topics. Additional texts and images of the stars were all taken from childrens’ books about space, reflecting the childlike wonder and curiosity that inspires humanity to study space. Finally, the 3-dimensional aspect of this project represents the depth and layers behind the science and exploration of space. The concept of collage itself represents the idea that space exploration is not just an answer to a question, but rather a resource to supplement us with the data and ideas to further a picture that we are only beginning to understand.



# Meet The Interns

<https://psyche.ssl.berkeley.edu/get-involved/psyche-inspired-iridium-class/>



**Alexa Jones**  
*Arizona State University*  
Mechanical Engineering



**Ash Soriano**  
*Arizona State University*  
Media Arts and Sciences



**Brooke Flanagan**  
*Plymouth State University*  
Graphic Design



**Cameron Sacra**  
*University of Arizona*  
Studio Arts



# Meet The Interns

<https://psyche.ssl.berkeley.edu/get-involved/psyche-inspired-iridium-class/>



**Carrie Geisler**  
*Princeton University*  
Mechanical and Aerospace  
Engineering



**Hoang Nguyen**  
*University of Maryland*  
Astronomy



**Injir Batmunkh**  
*Iowa State University*  
Scientific Illustration and  
Visualization



**Jessica Gurney**  
*University of Arizona*  
Astronomy



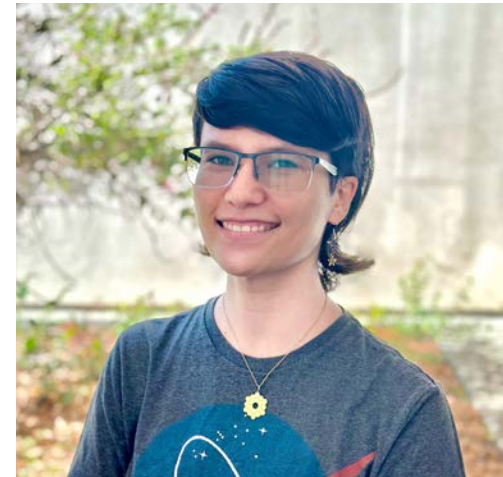


# Meet The Interns

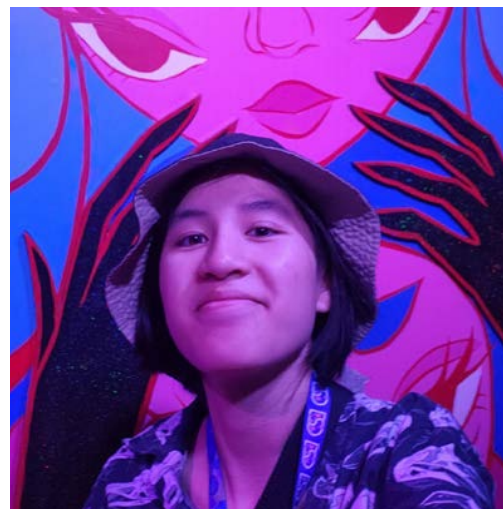
<https://psyche.ssl.berkeley.edu/get-involved/psyche-inspired-iridium-class/>



**Jessica Hall**  
*Rochester Institute of Technology*  
New Media Design



**Liz Phillips**  
*University of California,*  
*Santa Barbara*  
Physics



**Madelaine T. Vu**  
*Arizona State University*  
Psychology and Neuroscience



**Nidhi Shah**  
*Columbia University*  
Mechanical Engineering



# Meet The Interns

<https://psyche.ssl.berkeley.edu/get-involved/psyche-inspired-iridium-class/>



**Rebecca Farmer**  
*Utah State University*  
Music (Composition)



**Therese Manesia Cook**  
*University of California,*  
*Los Angeles*  
Physics



**Veronica Keff**  
*University of Colorado, Boulder*  
Astrophysics



**Aalijah Johnson (Fall 2024 Only)**  
*The Evergreen State College*  
Psychology and Art;  
Computer Science





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