



# Net and Ejector for Active Debris Removal and Tools for Their Design

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## Net & tether elastic threads

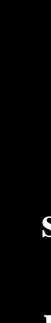
**Debris** 

Rigid bodies



**Environment** 



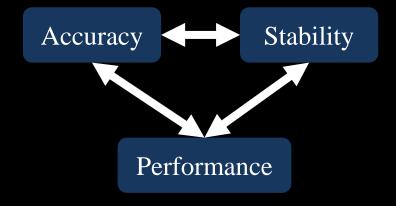


**Cosserat rods** 

contacts & gropus

semi-implicit Euler

non-linear materials



Python scripting

multiplatform

GUI

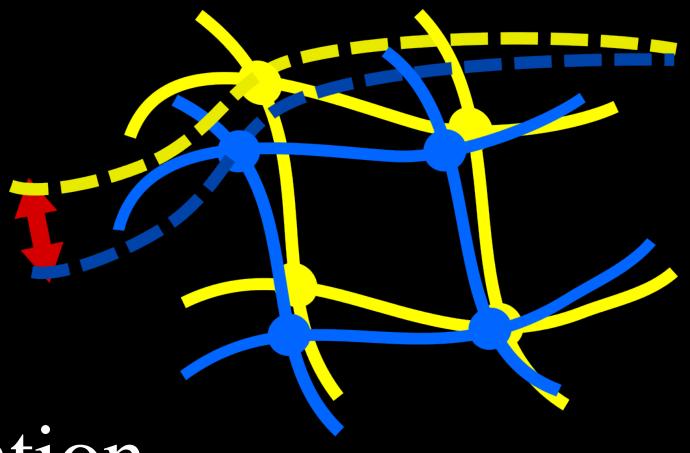


#### Simulator GUI

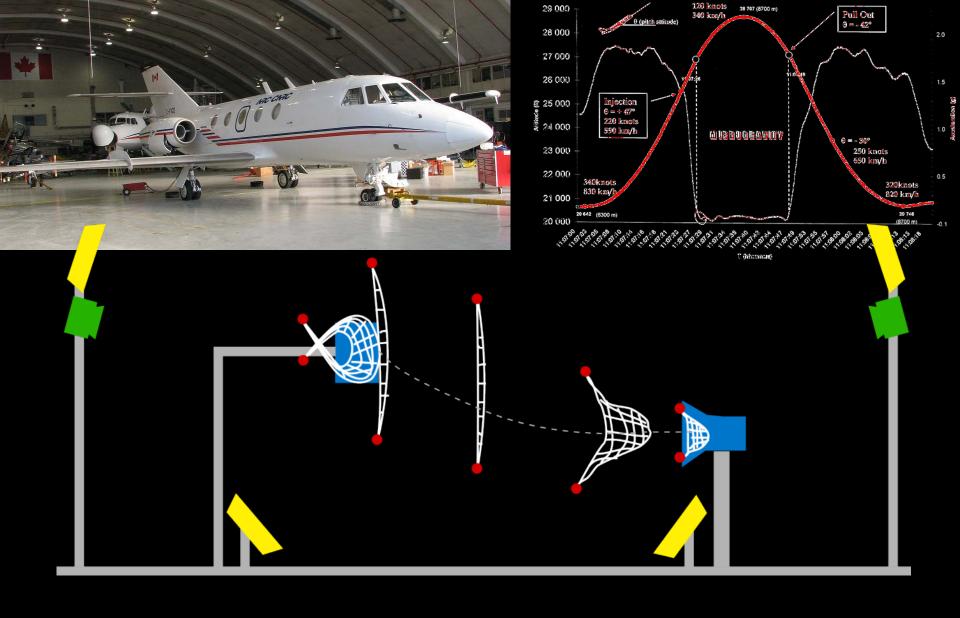


## experiment – simulation

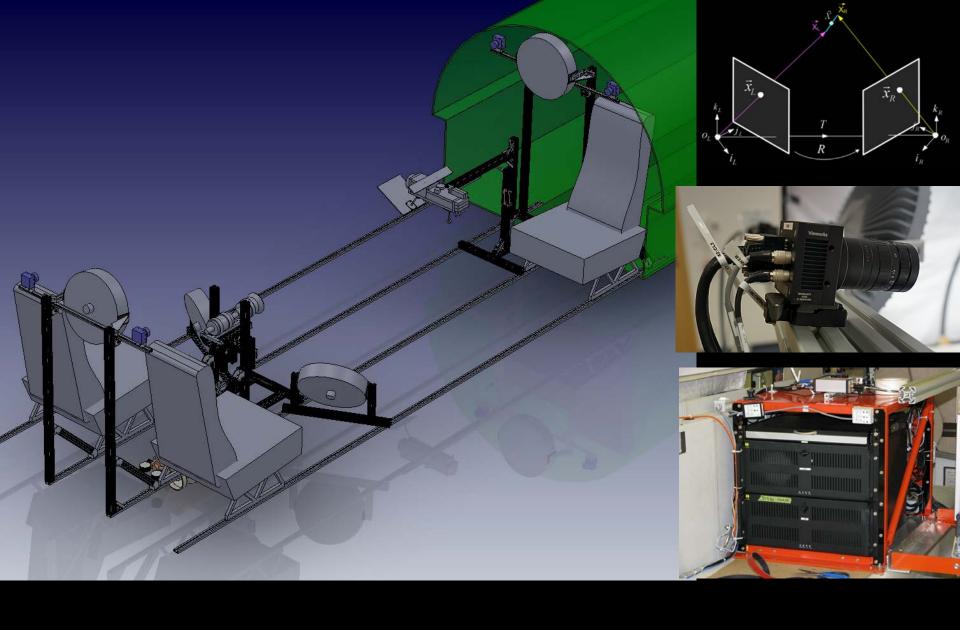
= error



Validation



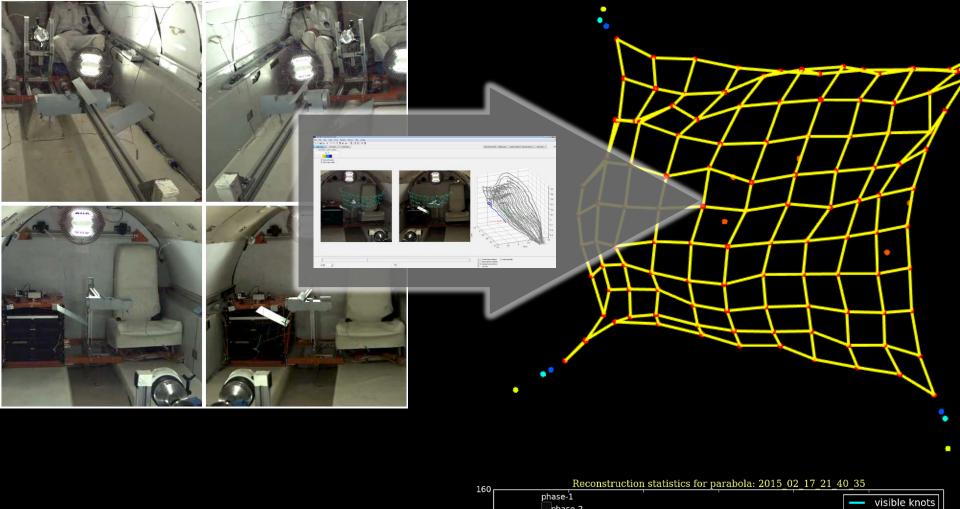
## Experiment scheme



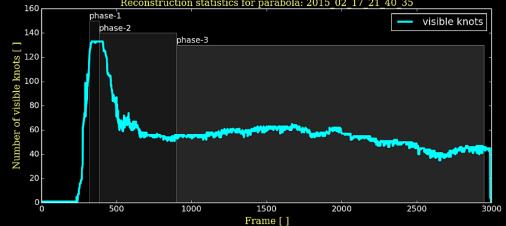
 $2048px \times 2048px \times 175 \text{ fps} = 700 \text{ MB/s}$ 



## Flight

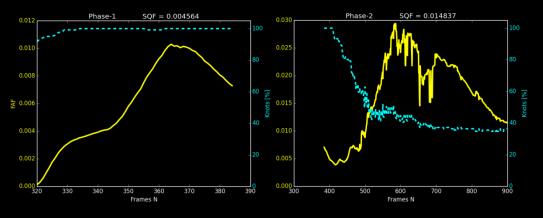


#### Reconstruction











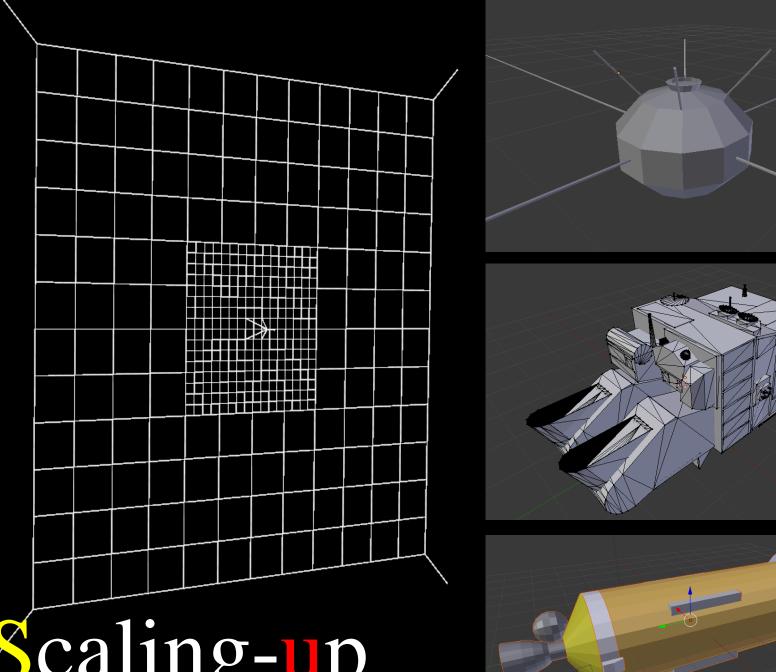
Orbit cleaning services

Scaling-up

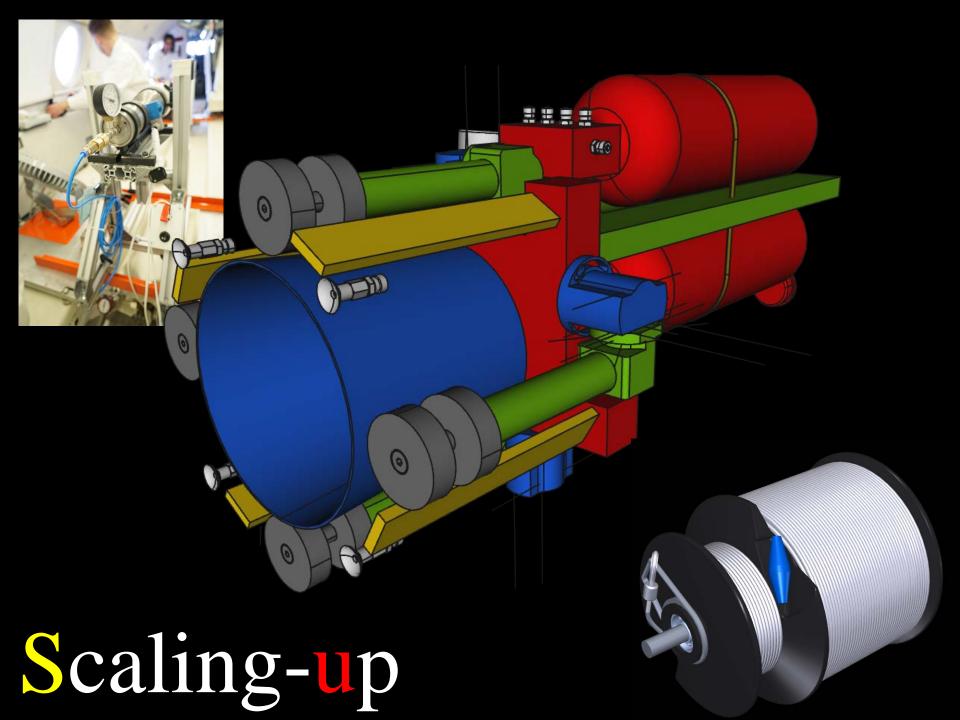
Demostration & Validation

Business plan





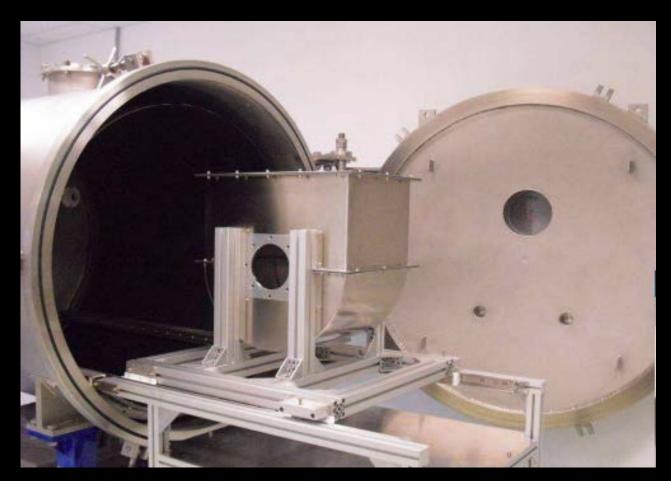
Scaling-up





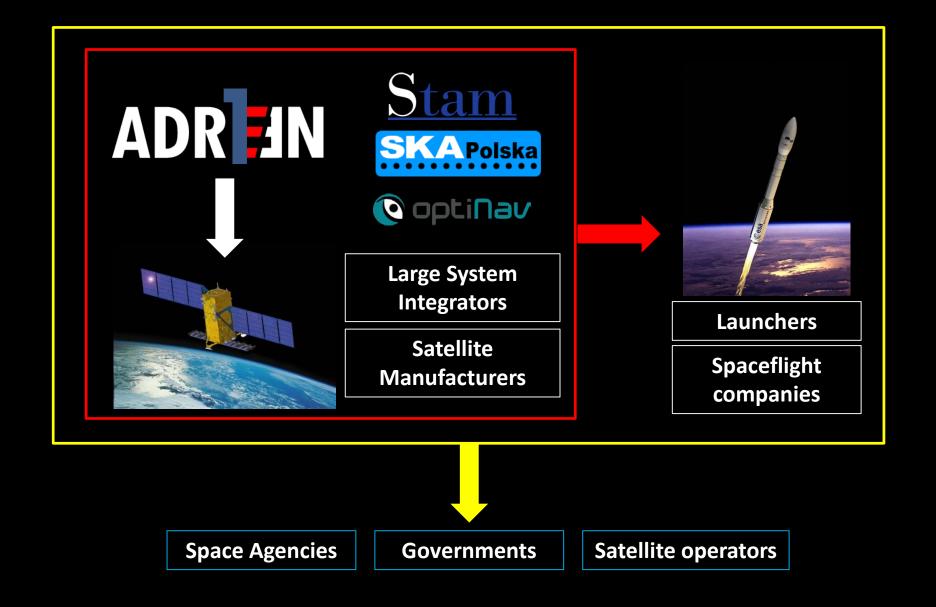


## Demonstration





## Validation



## Business plan















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