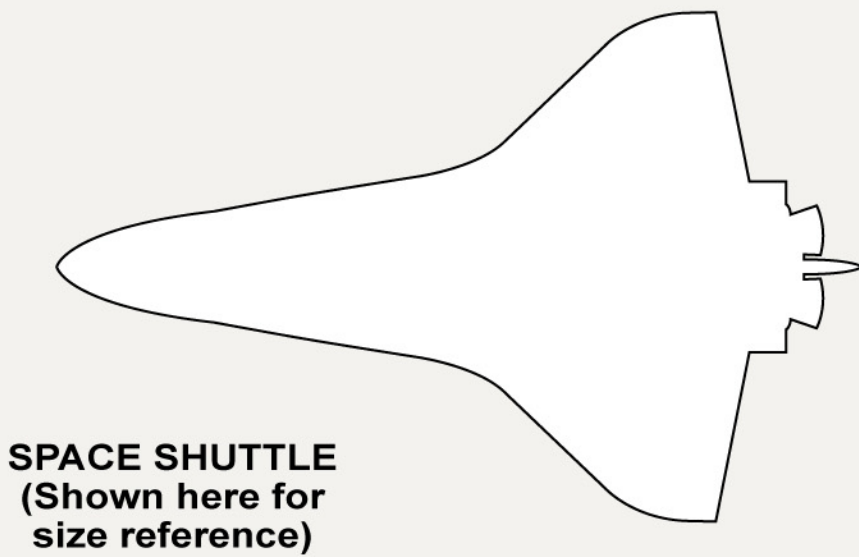
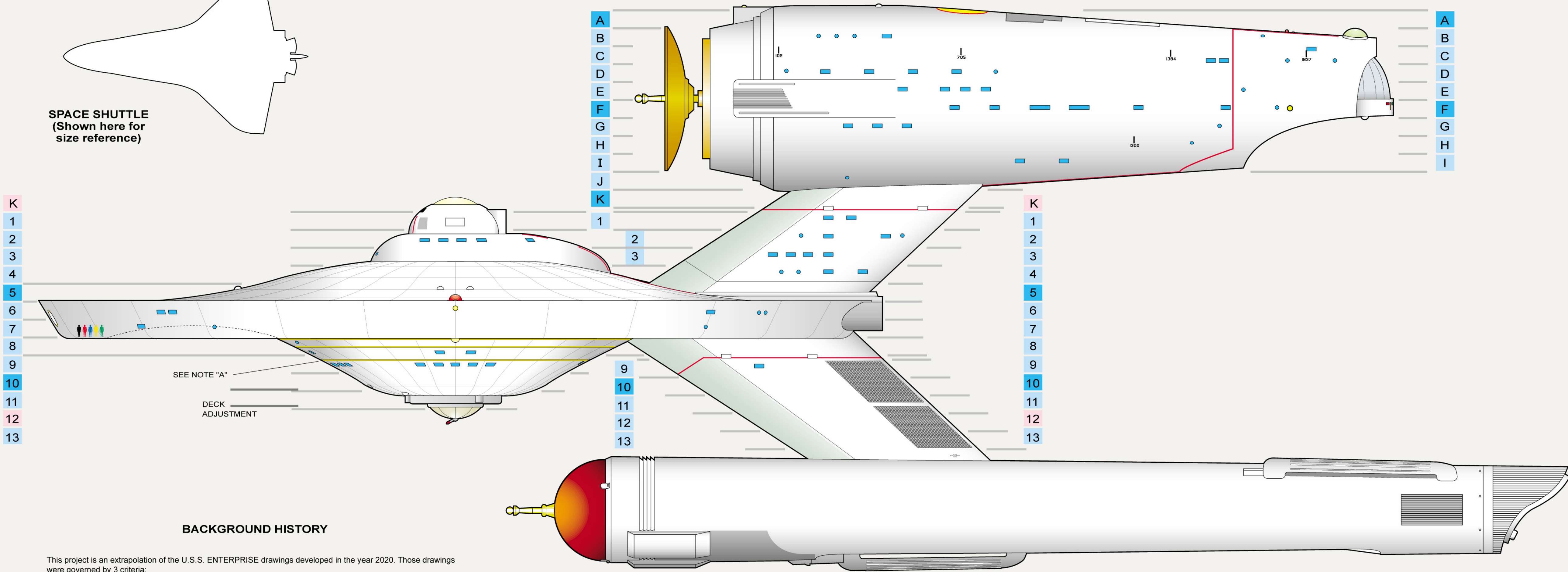


If printed 17 inches tall (from black-outlined edge to black-outlined edge) the scale of these drawings is 1/350.



SPACE SHUTTLE
(Shown here for
size reference)



BACKGROUND HISTORY

This project is an extrapolation of the U.S.S. ENTERPRISE drawings developed in the year 2020. Those drawings were governed by 3 criteria:
(1) The 11-foot-2.08-inch (3.4-meter) studio model,
(2) The Writer's Guide, and
(3) The 79 episodes plus the original pilot.
There are no such criteria to guide these drawings, but the basic design philosophy is to complete this ship in the same style that Franz Joseph (FJ) developed for his Technical Manual and in the same style as his Heavy Cruiser blueprints. The goal is to try and fit all the components inside the hull. But what are "all the components"? What are the roles of "Light Cruisers" in the STAR TREK universe?

A "Light Cruiser" was a type of ship on Earth in the early 20th Century. They were light in armor, not in displacement. They were still self-sufficient and able to act independently. Throughout history, they served in a variety of roles.

According to Star Fleet, a "Light Cruiser" is a small-to-medium sized multi-purpose vessel, capable of sustained independent operation, but more lightly armed compared to other cruiser types, and not necessarily intended for front-line combat.

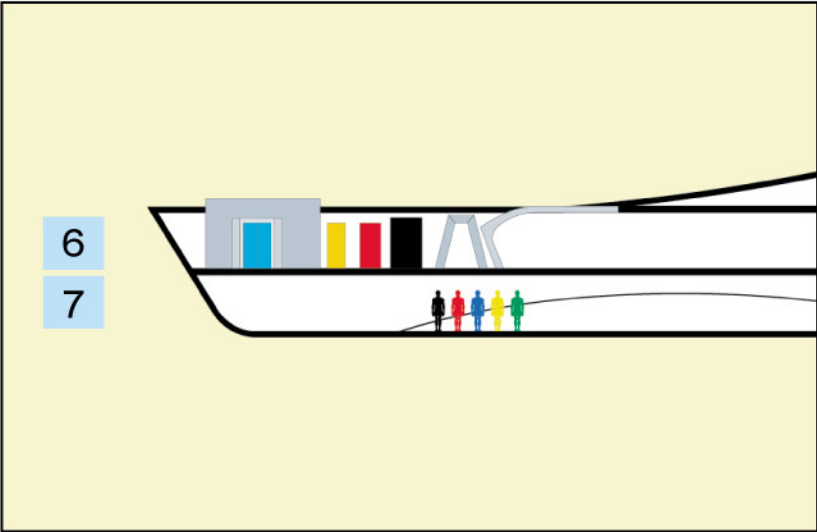
The U.S.S. KELVIN was first seen in the movie STAR TREK released in the year 2009. This design represents a jump from that alternate timeline back to the original timeline.

CONSTRUCTION NOTES

Can the engine nacelle be disconnected in an emergency? Can the Primary Hull make an emergency landing? Can it make a landing with the Secondary Hull still attached or can the Secondary Hull also be disconnected? Should the 2 Main Landing Legs be deleted, or should more (or stronger) legs be added?

In my profile drawing (at the top of this page) the light grey horizontal lines show the initial deck locations. They represent a constant 8 foot ceiling throughout the entire ship, continued upwards and downwards from the starting point, Deck 6 and Deck 7. This makes the Phaser Control Room too low.

Therefore, the dark grey horizontal lines show the adjusted deck locations. This works well for the Primary Hull. The undercut on the Primary Hull affects Deck 7. This undercut affects the floor of Main (Impulse) Engineering. More on this later (see NOTE "G" and see the notes for Deck 7 on Page 19).



Since disconnection equipment is located on Ventral Deck 8 and Ventral Deck 9, it makes sense to keep this area clear of crew and difficult to access except by authorized personnel. Therefore, these 2 decks are accessible only by ladder.

Disconnection equipment is also located on Dorsal Deck K and Dorsal Deck 1. This area is also kept clear of crew and is difficult to access except by authorized personnel. Therefore, these 2 decks are also accessible only by ladder.

The Matter-Antimatter Reaction Chamber is at the bottom of the ventral neck, partially within the Warp Engine nacelle.

The dorsal neck leads upwards to the Secondary Hull. Steps lead down from Deck C and up from Deck D to the Observation Gallery.