



HAND-DRYING became an 'art' in old-style washrooms. Right: Bottom bunks and wastebaskets provided the only seats for recreation, relaxation.

manner. Functional design of messing spaces is the answer, a design allowing room for the waiting mess line, for the rapid serving of food and for comfortable conditions for the men while eating.

The design of the messing area of the large aircraft carrier *uss Forrestal* (CVA 59) shows how the four-man table again is used to good effect. At the end of each of the ship's two big mess areas will be several rows of the small-sized tables.

These tables will serve a double purpose. During regular meal time, they will provide messing space in the normal fashion. In between meals, during times when the snack bar in each mess is open, the same tables will be used by off-duty sailors

like tables at a corner soda fountain. A recreation area and library off the snack bar area will add to the recreational facility.

**Color**—Color is another consideration in making Navy ships more livable. Although there is probably no scientific basis for the theory that certain colors reduce seasickness or raise the morale of a crew to any appreciable extent, designers are nevertheless proceeding on the basis that pleasant colors, carefully matched, make for pleasant surroundings (as well as easing eye strain by cutting down reflection).

Hence, a number of new colors will probably make their appearance in new construction. Not too many, though, for each new color added to the Navy standard rainbow means

new headaches of supply for logistics planners.

One example of what can be done with carefully matched colors can be seen in *Carronade's* mess hall. Here's how it will look: light blue-green for the overhead and two of the four bulkheads; white for the two remaining bulkheads; coral for chair seats and upholstered benches against the bulkhead; buff for table tops; and dark green for the linoleum that will cover the deck.

At little extra cost, other small but useful livability features can be added to ships.

One such feature is the clever toilet article locker Joe Brown found in *Meredith*. Another is a small canvas "utility bag" that will hang next to a man's bunk and can hold such items as slippers, a book or the current copy of *ALL HANDS* (over-night only!).

The livability features like the ones outlined in this article—and others that will be dreamed up in the future—are not going to turn the U. S. Navy into a fleet of floating palaces, as some newspaper headlines may have given the reading public the impression.

For from it. A warship is going to remain just that—a ship of war, a compact piece of fighting machinery whose every effort is directed toward the purpose of meeting the enemy in battle and defeating him.

The value of the new improvements in livability will lie in the fact that such features should produce a more efficient fighting man. Instead of reporting to his battle station out of sorts from crowded washrooms, an elbow-knocking meal and a half hour spent waiting for his chow on a rain-swept weather deck, the Navyman should show up in a better frame of mind to operate the complicated piece of equipment assigned to him. Instead of reporting still tired from a night in a steaming hot compartment or one reeking with odors from the galley, he should appear on deck well-rested and ready to lick the world—or at least that small part of it allotted to his ship.

It is toward this end that the livability program is directed.

Chances are that in the future there will be a lot more Joe Browns who will gawk around like new recruits when they get their first look at what the designers have done to their new ship.

CONVERTED washrooms contain individual lockers; forced ventilation dries towels. Right: Tables and chairs make chess game easier for these sailors.

