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**NASA Names ASU Finalist for 2007 Mars Mission — Space Animation Developed
by BREAKIRON Animation&Design**

**Breakiron Animates Prototype for \$325 million NASA “Scout” Mission
in only Six Days**

Phoenix, Arizona — Jan. 6, 2003 — BREAKIRON Animation&Design today announced its role in depicting the Arizona State University (ASU) proposal for NASA’s 2007 Scout mission space project. ASU is currently one of four finalists in mission design for NASA’s Mars Exploration Program.

“Animating our spacecraft helped greatly in visualizing the project,” said Laurie Leshin, ASU geologist and chemist and Mars mission project lead. “When it comes to space exploration of any kind, animation is extremely valuable in picturing and discussing elements of a mission. Charlie Breakiron’s ability to accurately depict our proposal is very important to us — we hope to continue our collaboration in the future.”

ASU’s proposal — Sample Collection for Investigation of Mars (SCIM) — involves a specialized craft that collects dust and gases from Mars’ atmosphere prior to returning to Earth. Breakiron’s animation demonstrates the design and operation of the craft, as well as its “free-return trajectory.” Breakiron completed the project on a compressed timeframe of only six days.

“I distilled 3-D elements from existing drawings and worked closely with Laurie’s team for the detailing. I can increase the animation’s complexity as needed,” said Breakiron, sole proprietor of BREAKIRON Animation&Design. “Animating spaceship scenes for the feature film Titan AE gave me a foundation for animating objects in space.”

NASA makes its final selection in August 2003, and will launch one or more Scout missions beginning in 2007 with budgets of up to \$325 million per mission.

About BREAKIRON Animation&Design

Charlie Breakiron owns and operates BREAKIRON Animation&Design, a sole proprietorship delivering high-end 3-D graphics and animation using the top-performing Softimage animation solutions. Industry-savvy and experienced, 14-year veteran Breakiron has served leading graphics houses such as: Fox Animation Studios (feature film Titan AE); Quiet Man in New York (AT&T, Disney); Janimation in Dallas (new Barney show, K-Mart); Metropolitan Audio-Visual (Diamondback logo effects) and more. Pixel Liberation Front (PLF) hired Breakiron for a cinematic promoting the 3-D

action/adventure game Medal of Honor. Breakiron performs well under pressure — his high-quality work and outstanding creativity are critical assets to any production team. For additional information and samples, please visit <http://www.breakiron.com>.

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