



Museum of Science Fiction
Washington, DC
USA: Earth: Sol: Milky Way

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Comet Hitchhiker Concept Unveiled at NASA Symposium

Washington, DC (Jan. 26, 2015) – The Museum of Science Fiction, the world’s first comprehensive science fiction museum and NASA's Jet Propulsion Lab are unveiling concept art for a revolutionary alternative propulsion design at the NASA Advanced Innovative Concepts (NIAC) Symposium in Cocoa Beach, Florida beginning on January 26. Cornelius Dämmrich, Museum of Science Fiction concept artist based in Cologne, Germany created the images by working with NASA JPL research technologist Dr. Masahiro Ono, a member of the NIAC-funded program and designer of the system to use a passing comet to “hitch a ride” into deep space.

The concept art and additional information about the Comet Hitchhiker program can be seen on the Museum's website: museumofsciencefiction.org/jpl-hitchhiker

“I was really excited to work with Dr. Ono and bring his idea to life,” said Dämmrich. “It's such a cool idea, and being able to work with the team at NASA JPL during the creation process was quite an honor.”

“Ever since I was a boy and saw the Voyager II images of Neptune, my dream was to build a spacecraft that could make a great discovery,” said Dr. Ono. “I'm so happy that we have these beautiful illustrations by Cornelius to show us today what the future may hold tomorrow for deep space exploration.”

“Cornelius is fantastic artist, and I'm proud to have him on the Museum's team of featured artists,” said Paul Miller, Creative Director for the Museum of Science Fiction. “This concept art is another wonderful example of an idea going from imagination to reality while staying true to science behind Dr. Ono's research.”

More information about this and other collaborations are available on the Museum's website:
www.museumofsciencefiction.org

About the Museum of Science Fiction

The nonprofit Museum of Science Fiction will be the world's first comprehensive science fiction museum, covering the history of the genre across the arts and providing a narrative on its relationship to the real world. The Museum will show how science fiction continually inspires individuals, influences cultures, and impacts societies. Also serving as an educational catalyst to expand interest in the science, technology, engineering, art, and math (STEAM) areas, the Museum uses tools such as mobile applications and wifi-enabled display objects to engage and entertain. For a full press packet on the Museum of Science Fiction's vision and other information, visit:
www.museumofsciencefiction.org/presspacket

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