



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

ESCAPE
VELOCITY

CONTACT:

Nico Pandi
+1-657-215-1701

nico.pandi@museumofsciencefiction.org

FOR IMMEDIATE RELEASE

Orion III Model Arrives in Baltimore

Baltimore, MD (Jul. 19, 2016) – The Museum of Science Fiction, the world's first comprehensive science fiction museum, has teamed with the Maryland Science Center to display its large-scale Orion III spaceplane from *2001: A Space Odyssey*. The model is in the SpaceLink exhibit and will be on display until late February 2017.

"The Orion III model is capturing the imaginations of many of our visitors," said Abby Goodlaxson, Public Programs manager at the Maryland Science Center. "Displaying it alongside our models of real NASA spacecraft has sparked conversations about the future of space travel and the relationship between science fiction and real emerging technologies."

The model was the centerpiece of the Museum's "Future of Travel" exhibition in 2015 at Reagan National Airport. The model is approximately 1/35 scale and was constructed by professional model builder BP Taylor for the Museum of Science Fiction.

The SpaceLink exhibit is a high tech and hands on environment that utilizes different interactive experiences to inform visitors of the latest in space science development. In addition to seeing the Orion III spaceplane, visitors can try on a flight suit, watch NASA mission launches live, and construct a planetary rover among other rotating activities.

More information about this and other activities are available here: 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. The Museum's annual Escape Velocity event seeks to make a measurable positive impact to boost informal learning on the more conceptually challenging academic areas. Escape Velocity's mission is to re-invigorate the interest of our

young people in science, technology, engineering, art, and math by producing and presenting the most compelling, exciting, educational, and entertaining science festival in the United States using science fiction as the primary engine. For a full press packet on the Museum of Science Fiction's vision and other information, please visit: www.museumofsciencefiction.org/presspacket

###