



For Immediate Release

NOT IMPOSSIBLE'S "PROJECT DANIEL" USES 3D PRINTERS TO MAKE PROSTHETIC ARMS FOR CHILDREN OF WAR IN SOUTH SUDAN

Not Impossible, LLC Taps Into the Innovation Community to Transform Lives and Revolutionize Healthcare by Facilitating DIY, Open-Source Technology Collaborations, and Compelling Action via Inspiring Content

VENICE, CA, December 27, 2013 -- A California media and technology company is using 3D printing to provide hands and arms for amputees in South Sudan and the war-torn Nuba Mountains. In November, Not Impossible printed a prosthetic hand that allowed a teenager to feed himself for the first time in two years.

[Project Daniel](#) is the second life-changing project that Not Impossible has unveiled. In 2010, company CEO & founder Mick Ebeling spearheaded the creation of the [Eyewriter](#), eye-tracking glasses with free, open-source software that enabled a renowned graffiti artist paralyzed by ALS to draw and communicate using only his eyes. The technology was lauded in *Time* magazine's "Top 50 Inventions of 2010," was named to Gizmodo's Eight Incredible Health Innovations that Transform Lives, and became the subject of the award-winning documentary "Getting Up."

PROJECT DANIEL:

Just before Thanksgiving 2013, Mick Ebeling returned home from Sudan's Nuba Mountains where he set up what is probably the **world's first 3D-printing prosthetic lab and training facility**. More to the point of the journey is that Mick managed to give hope and independence back to a kid who, at age 14, had both his arms blown off and considered his life not worth living.

Just prior to the trip, the now 16-year-old Daniel was located in a 70,000 person refugee camp in Yida, and, on 11/11/13, he received version 1 of his left arm. **The Daniel Hand enabled him to feed himself for the first time in two years. He ate chocolate for the first time.**

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After Daniel had his own “hand,” with the help of Dr. Tom Catena, an American doctor working under extreme conditions, the team set about teaching others to print and assemble 3D prostheses. By the time the team returned to their homes in the U.S., the local trainees had successfully printed and fitted another two arms, proving the project will have lasting benefit beyond the team’s presence.

That Project Daniel successfully unfolded in a region where a cease-fire had expired (and where fighting has now escalated), and that the people taught to utilize the 3D printers were barely familiar with computers, let alone the idea of 3D printers, is a milestone achievement that bears the potential for global impact. “We’re hopeful that other children and adults in other regions of Africa, as well as other continents around the globe, will utilize the power of this new technology for similar beginnings,” said Not Impossible founder Mick Ebeling. “We believe Daniel’s story will ignite a global campaign. The sharing of the prostheses’ specifications, which Not Impossible will provide free and open-source, will enable any person in need, anywhere on the planet, to use technology for its best purpose: restoring humanity.”

The Daniel Hand came to fruition at Not Impossible HQ in Venice, California by crowdsourcing a dream team of innovators (including the South African inventor of the Robohand, an Australian MIT neuroscientist and a 3D printing company owner from Northern California) to crowd-solve the 3D-printable prostheses. The project was supported by NY-based precision engineering company Precipart and by Intel, a global leader in innovative essential technologies. Intel will be including Mick Ebeling and Project Daniel as part of their presentation at the 2014 International CES in Las Vegas.

“We are on the precipice of a can-do maker community that is reaching critical mass,” said Elliot V. Kotek, Not Impossible’s content chief and co-founder. “There is no shortage of knowledge, and we are linking the brightest technical minds and creative problem-solvers around the globe. Project Daniel is just the tip of the proverbial iceberg,”

ABOUT NOT IMPOSSIBLE:

Not Impossible believes in technology for the sake of humanity. By utilizing crowd-sourcing to crowd-solve healthcare issues, Not Impossible aims to provide low-cost and DIY solutions on an open-source platform, and to enable high-tech devices to reach people in need all over the world.

Utilizing the content production strength of its founders, Not Impossible is disrupting the status quo of

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healthcare via compelling stories in which the one person helped inspires many to action.

Not Impossible creates a sustainable cycle where collaboration inspires innovation, and where content compels further action.

About Mick Ebeling:

Mick Ebeling is the founder and CEO of Not Impossible, LLC, and the Not Impossible Foundation. He is also an award-winning film, television, and commercial producer, entrepreneur, and public speaker. He is the founder and CEO of The Ebeling Group (TEG), an international production company and creative think tank representing some of the world’s leading design/director collectives.

About Elliot V. Kotek:

Elliot Kotek is the content chief and co-founder of Not Impossible, LLC. He also serves as editor-in-chief for *Beyond Cinema* and is the CEO and founder of The Nation of Artists. He was the first U.S.-based editor-in-chief of *Moving Pictures*, has interviewed close to a thousand industry leaders for dozens of publications and has received numerous accolades, including three Maggie Awards and a NYU/Tisch Craft Award.

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