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Thom Ang Joins 38 Studios

- Award-Winning Art Director Brings Extensive Talent, Portfolio, and Team Leadership -

Maynard, MA, June 27, 2008 – Driving its unique artistic vision to the next level, 38 Studios (www.38studios.com), a pioneering entertainment company dedicated to delivering a broad spectrum of entertainment products, today announced the appointment of Thom Ang as Director of Art. Ang will oversee the management and direction of all aspects of 38 Studios artistic development, including the MMOG codenamed Copernicus. Thom will work closely with Todd McFarlane and R. A. Salvatore, leading the teams that will bring the MMOG and the company's intellectual property to life.

"38 Studios' creative teams have been meticulously crafting the signature look and feel for our upcoming MMOG over the past 18 months," said Brett Close, CEO and president. "Thom's extraordinary talent and experience will be key in driving the vision and quality of our Online Entertainment Experience."

An accomplished digital artist and illustrator, Ang joins 38 Studios with more than 15 years of experience directing the artistic vision on high profile, worldwide brands and franchises. Ang most recently served as art director at THQ, managing more than 25 titles. Prior to THQ, Ang was art director at EA LA, responsible for visual concept development, art production, and team management for the *Medal of Honor* franchise. He has created illustrations for TV shows such as *The X-Files* and was a storyboard artist for Sony/Columbia/Tri-Star TV Animation programs including *Roughnecks: Starship Troopers Chronicles* and *Max Steel*. Ang also was a senior artist at Disney Interactive for numerous games including *Toy Story II* and *Tarzan*. His illustrations and designs have been published by *BusinessWeek*, *The Village Voice*, Simon & Schuster, Jim Henson Studios, Random House, White Wolf, and both DC and Marvel Comics.

Ang is the recipient of numerous artistic awards including Spectrum, Society of Illustrators LA, Society of Illustrators NY, and *PRINT* Magazine's Illustration Annual. He holds a bachelors degree in fine arts and illustration from The Art Center College of Design and has been a guest lecturer and visiting artist at California State Polytechnic University, San Jose State University, and the University of Arizona at Tucson.

"38 Studios is absolutely committed to the next evolution of MMOGs, and every team member has great pride in the value of what they do," remarked Ang. "I am excited to contribute to this vision and become a part of an extraordinary team."

Ang will report to Scott Cuthbertson, Vice President of Creative Development, and will be based at the company's development studio in Maynard, Massachusetts.

About 38 Studios

38 Studios, a media and entertainment company founded in 2006 by Curt Schilling, is in pre-production on an original fantasy IP driven by the creative and artistic visions of pop-culture icons R. A. Salvatore and Todd McFarlane. Entertainment products will include a massively immersive Online Entertainment Experience™ that transcends the traditional MMOG genre, novels, comics, toys, movies, TV, and more. For more information, visit <http://www.38studios.com>.

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