



Enhanced HIRISE image

1
00:00:13,360 --> 00:00:11,110
the movie you're watching here is a

2
00:00:15,640 --> 00:00:13,370
sequence of three hi-rise images that

3
00:00:17,830 --> 00:00:15,650
were taken of an object that might be

4
00:00:21,429 --> 00:00:17,840
the beagle to lander in assadis

5
00:00:24,670 --> 00:00:21,439
plantasia it was seen first as a series

6
00:00:27,700 --> 00:00:24,680
of bright spots these bright spots are

7
00:00:31,090 --> 00:00:27,710
not uncommon in spacecraft images as

8
00:00:33,790 --> 00:00:31,100
cosmic rays strike the CCD

9
00:00:35,680 --> 00:00:33,800
it's in two of the hi-rise images so we

10
00:00:38,410 --> 00:00:35,690
know they're on the ground they're not

11
00:00:41,410 --> 00:00:38,420
artifacts of cosmic rays strike on the

12
00:00:43,510 --> 00:00:41,420
CCD the third image was taken recently

13
00:00:45,370 --> 00:00:43,520

and I've taken the color channel from

14

00:00:48,760 --> 00:00:45,380

that third image and I've used it to

15

00:00:51,729 --> 00:00:48,770

colorize the first to the object itself

16

00:00:53,860 --> 00:00:51,739

seems to have different points on it

17

00:00:56,170 --> 00:00:53,870

that are catching glints from one image

18

00:00:58,540 --> 00:00:56,180

to another from this we're interpreting

19

00:01:00,549 --> 00:00:58,550

that we may actually be looking at the

20

00:01:03,670 --> 00:01:00,559

beagle to lander and that it is actually

21

00:01:06,850 --> 00:01:03,680

in some deployed condition whether all

22

00:01:09,250 --> 00:01:06,860

the panels have been opened up or not is