

## Break Thru (Red) by Joel Dickinson

A solid object. A sealed space. An impossible penetration. You hold a small box at your fingertips. A solid spike is pushed cleanly straight through it, no hesitation, no cover. Then everything stops. The box is opened. Inside sits a solid acrylic block, perfectly filling the entire interior. No space. No gaps. Nowhere for anything to go. What was just pierced... is now completely, impossibly solid. A moment that doesn't just surprise, it resists explanation.

### Why This Hits

**Break Thru** is built on clarity. There's no sequence to follow. No layered procedure. Just a single action... and a result that shouldn't exist. The visual is immediate. The logic is closed. And the solid block reveal doesn't just escalate the effect, it ends it. Completely.

### Nothing to Reconstruct

At the core of **Break Thru** sits an acrylic block that genuinely occupies the full internal space. This matters. Because when the box is opened, there's no "version" of events that makes sense. No hidden structure. No transitional phases. No backtracking. Spectators are left with a single, uninterrupted reality, and no way to reverse it.

### Built for Performance

**Break Thru** is engineered for real-world use. The handling is straightforward, with the method working for you rather than against you. The result is a piece that feels bold to perform, but remains controlled throughout.

- No difficult sleight of hand
- No fragile moments
- No complicated setup It's reliable, repeatable, and designed to hold up under attention.

### What You Receive