BUILD THE

BACK TO THE FUTURE™ DELOREAN

ISSUE 56









FANHOME

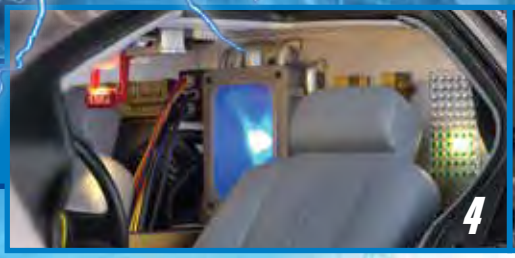
BUILD THE ICONIC 80s TIME MACHINE IN 1:8 SCALE

UNIVERSAL

BUILD THE

BACK TO THE FUTURE DELOREAN

ISSUE 56





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Add a circuit board and eight cables to your DeLorean model using the step-by-step guide.

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A number of practical effects were used on set to create the impression of a flying DeLorean.

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Darlene Vogel, who played Spike, the only female member of Griff's hoverboard gang, went on to a long and varied TV career.

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TO OUR READERS
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YOUR CAR PARTS

With this issue you receive a circuit board and eight numbered cables plus fixing screws.

56A CIRCUIT BOARD



56I YELLOW & BROWN — 21



56B	WHITE	1
56C	BROWN & WHITE	2
56D	ORANGE & BROWN	3
56E	BROWN & BLACK	4
56F	YELLOW & BLUE	7
56G	GREEN & BLACK	13
56H	BROWN & GREEN	20



FP 4 X SCREW

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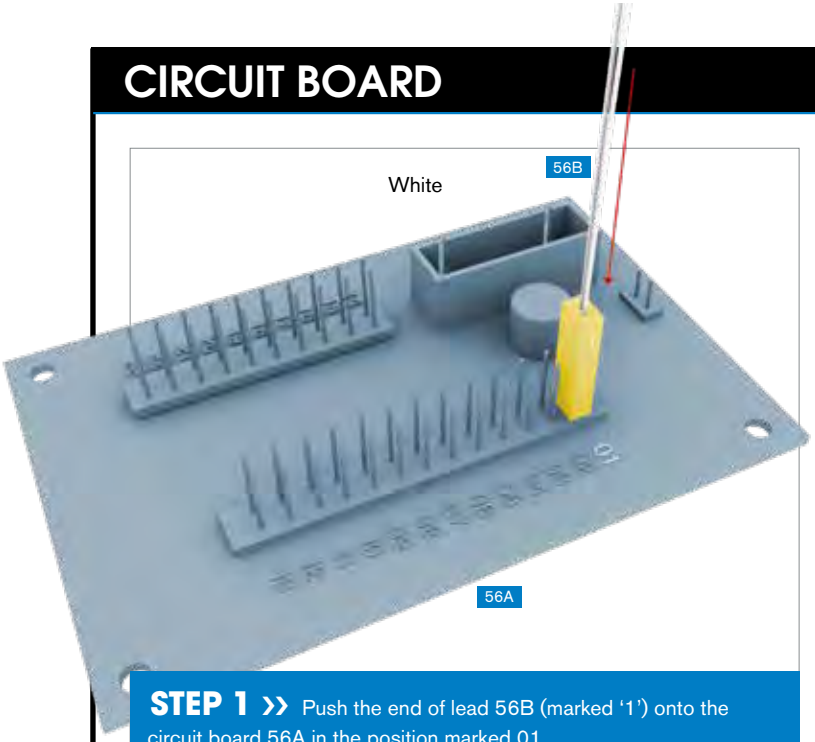
DRIVE TIME



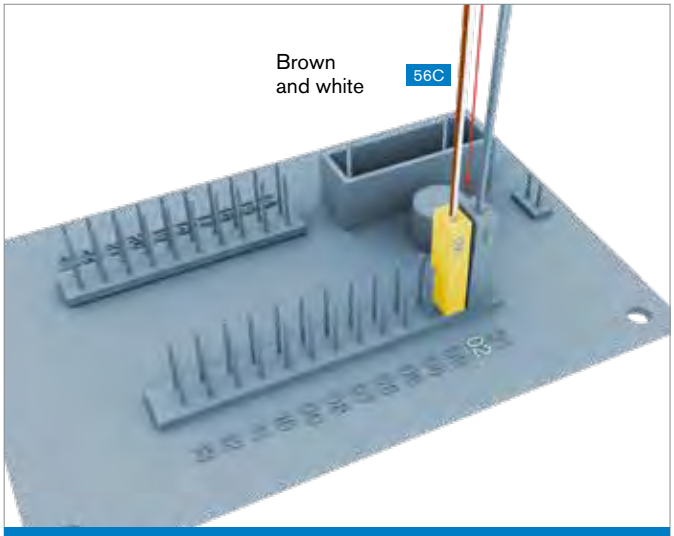
Connect cables to the circuit board in your DeLorean.

In this issue you will continue the assembly of the interior by fixing cables to the circuit board, following these step-by-step instructions, and the numbers on the plugs.

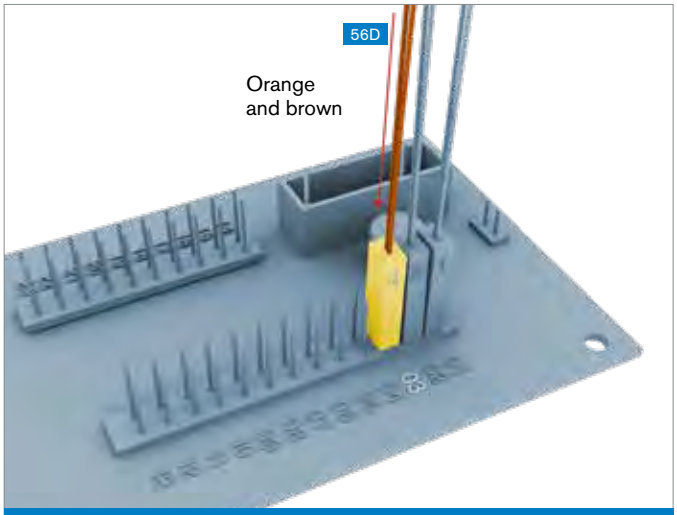
CIRCUIT BOARD



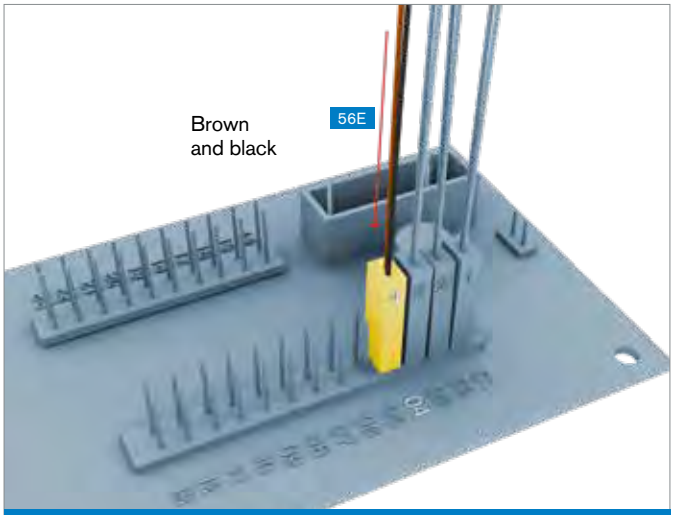
STEP 1 ›› Push the end of lead 56B (marked '1') onto the circuit board 56A in the position marked 01.



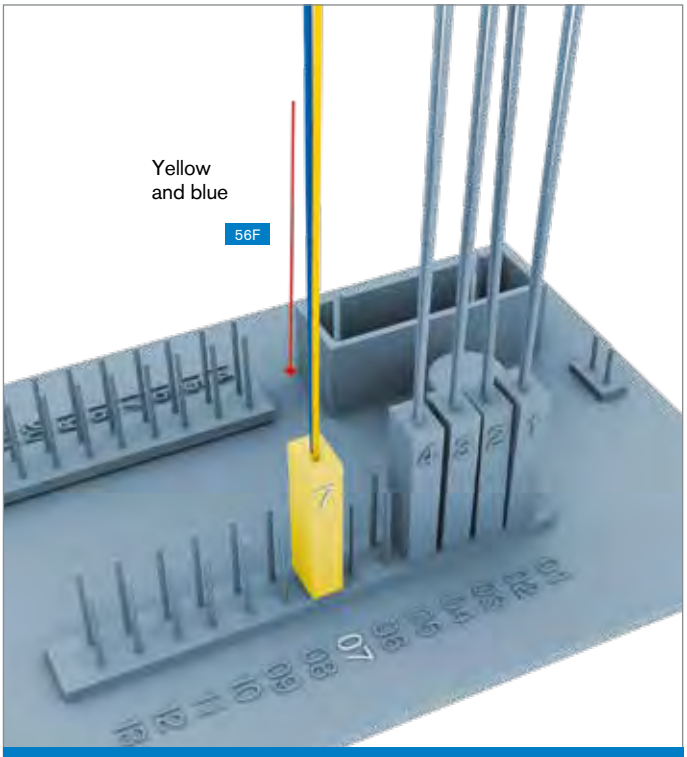
STEP 2 ›› Push the end of lead 56C (marked '2') onto the circuit board in the next position, marked 02.



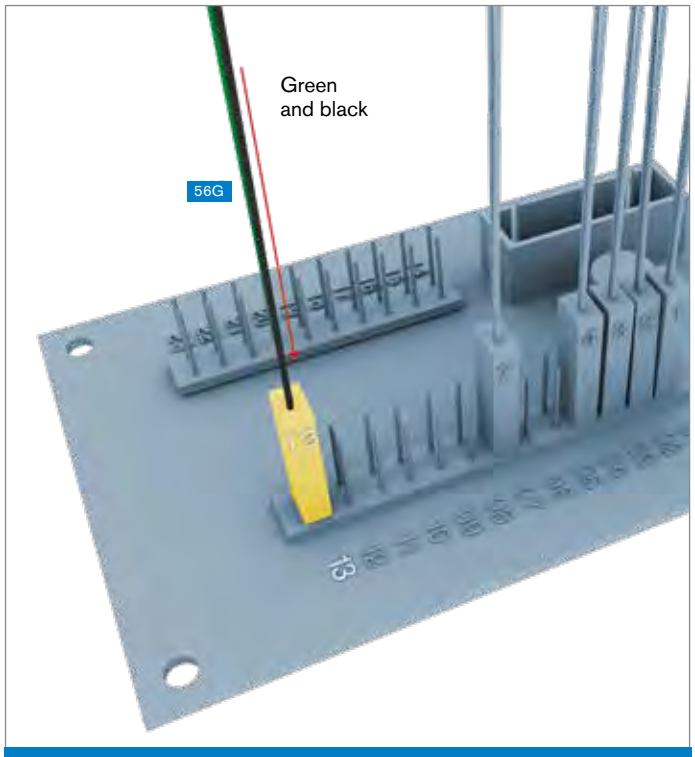
STEP 3 ›› Push the end of lead 56D (marked '3') onto the circuit board in the position marked 03.



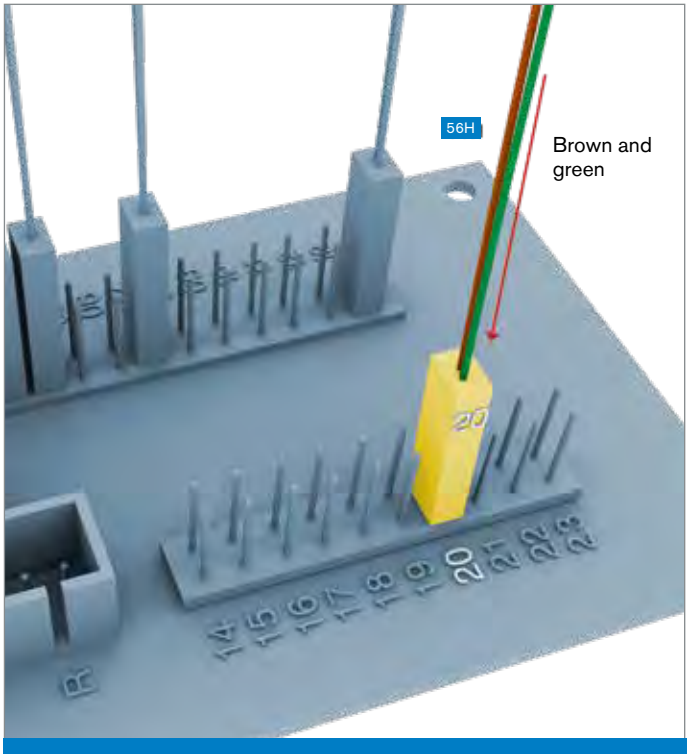
STEP 4 ›› Push the end of lead 56E (marked '4') onto the circuit board in the position marked 04.



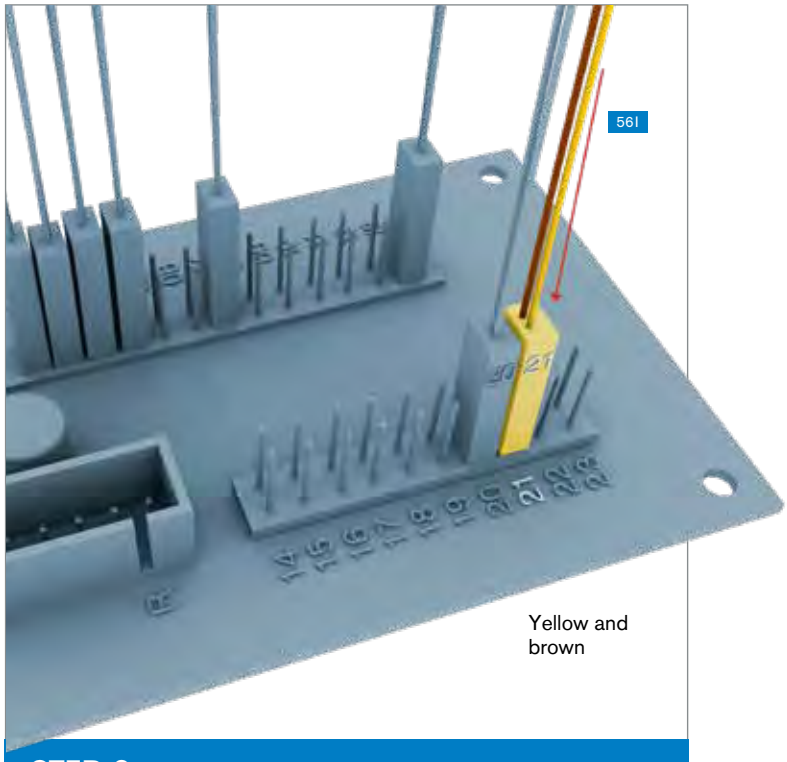
STEP 5 ›› Push the end of lead 56F (marked '7') onto the circuit board in the position marked 07.



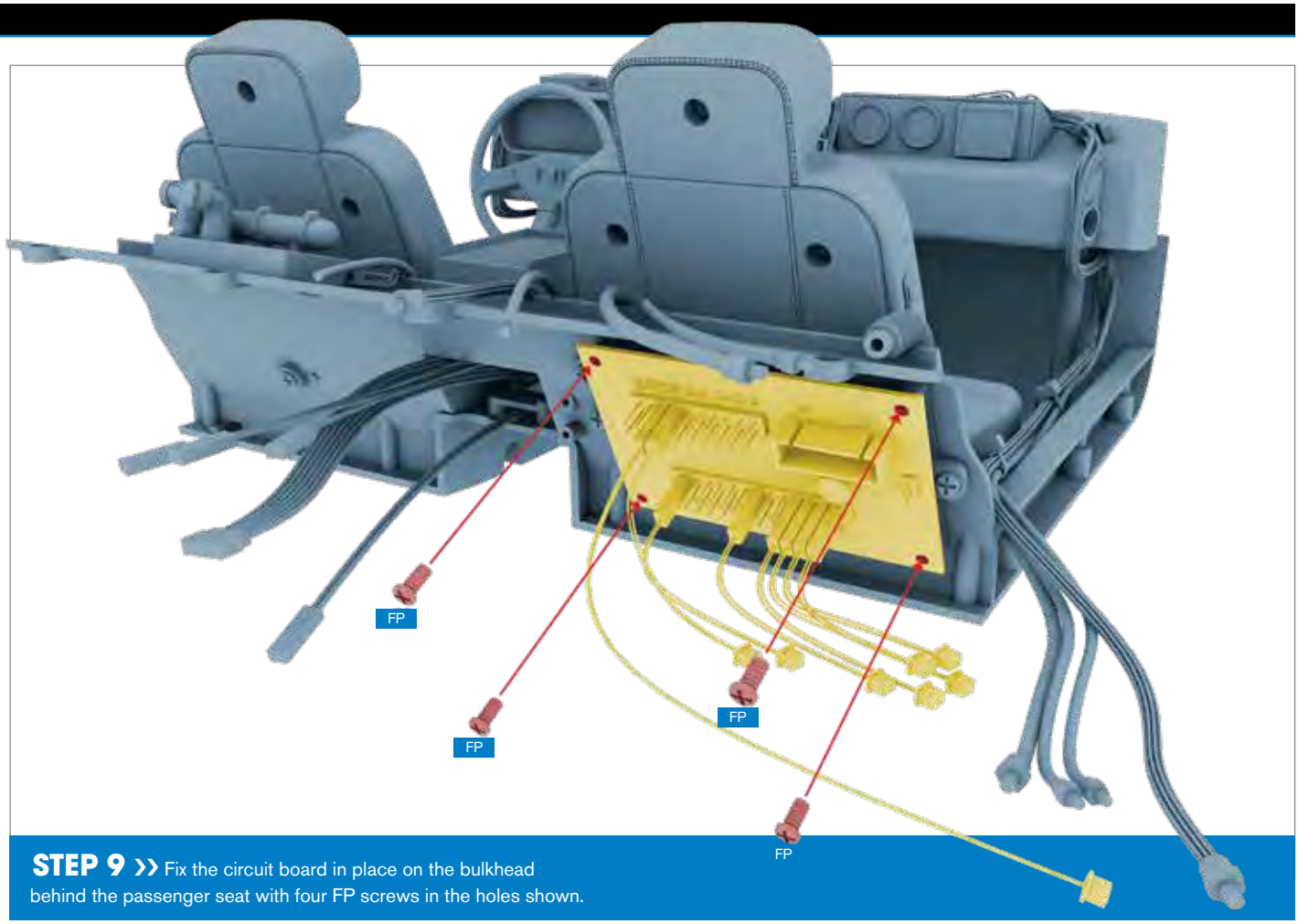
STEP 6 ›› Push the end of lead 56G (marked '13') onto the circuit board in the position marked 13.



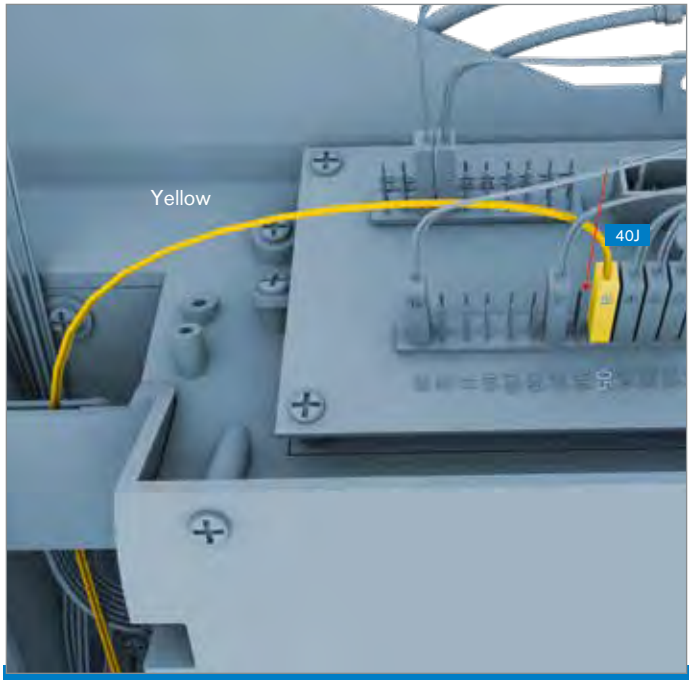
STEP 7 ›› Push the end of lead 56H (marked '20') onto the circuit board in the position marked 20 on the other side of the board.



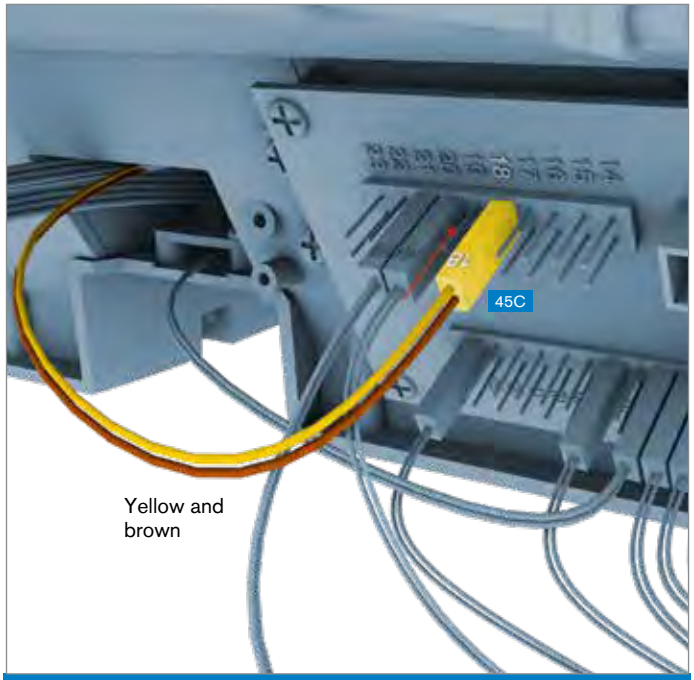
STEP 8 ›› Push the end of lead 56I (marked '21') onto the circuit board in the corresponding position marked 21.



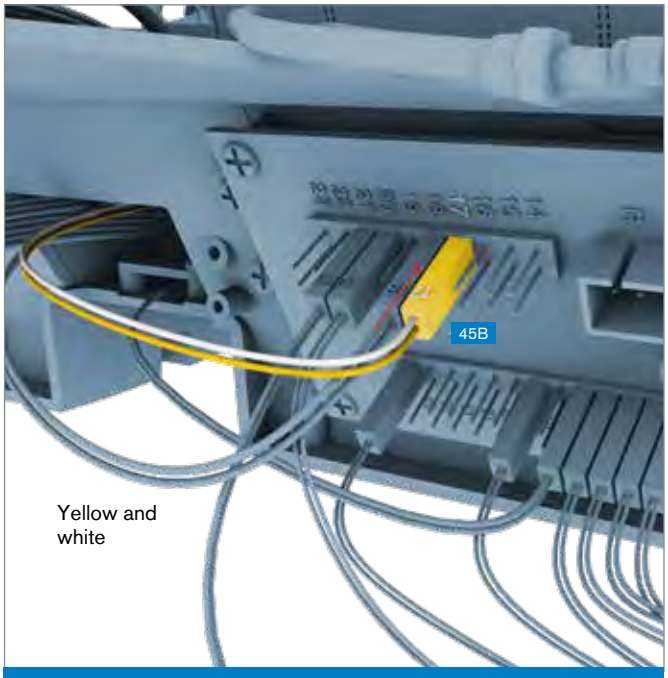
STEP 9 ›› Fix the circuit board in place on the bulkhead behind the passenger seat with four FP screws in the holes shown.



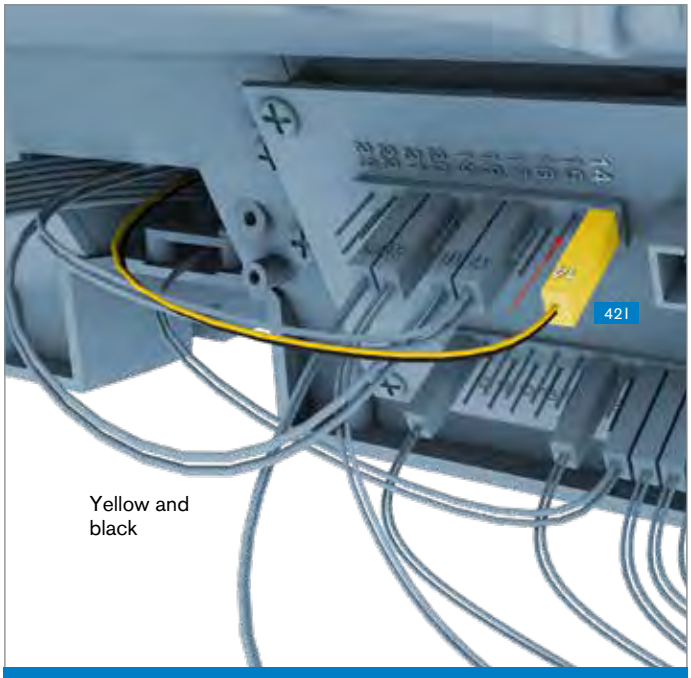
STEP 10 ›› Push the end of lead 40J (marked '5') onto the circuit board in the position marked 05.



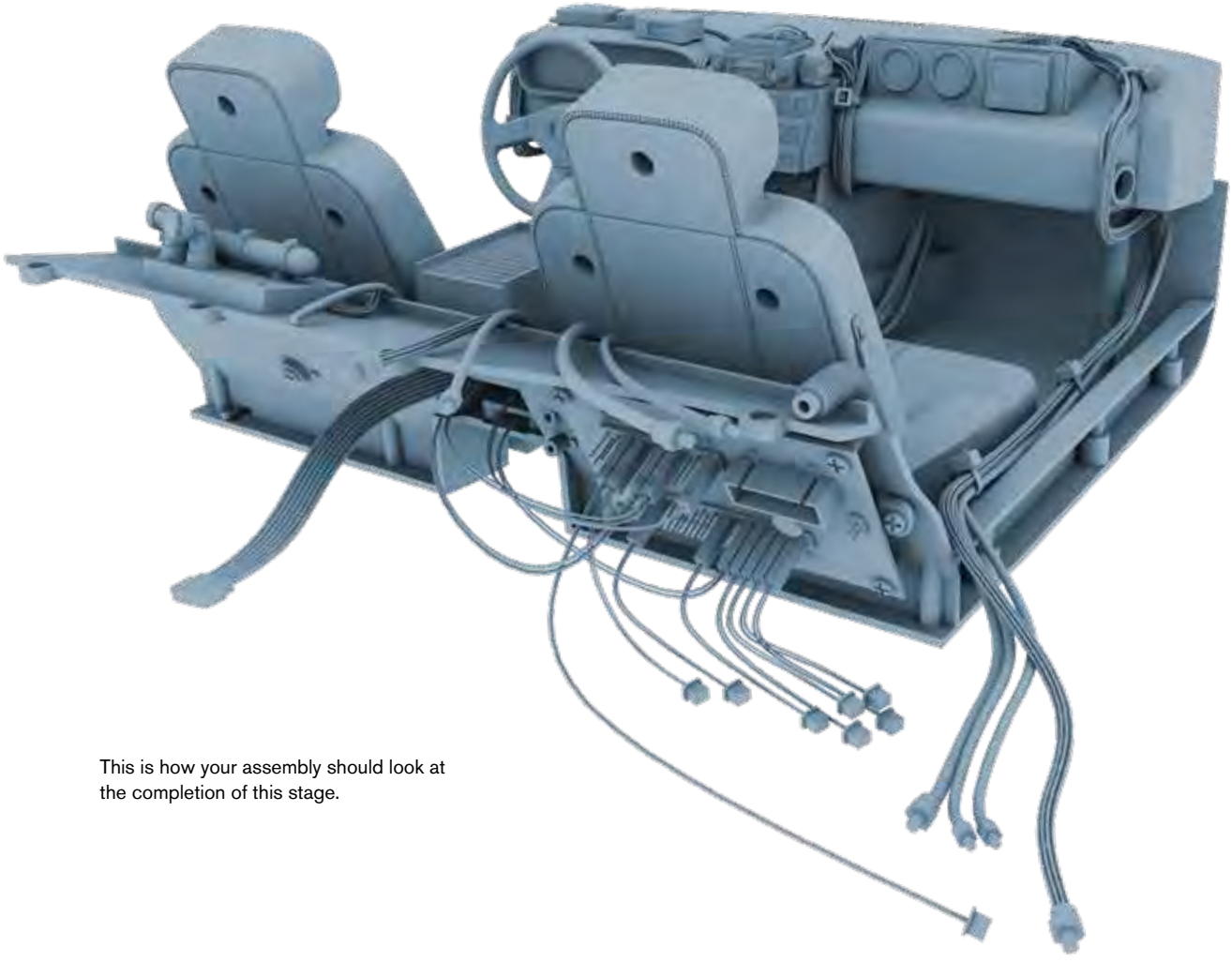
STEP 11 ›› Push the end of lead 45C (marked '18') onto the circuit board in the corresponding position marked 18.



STEP 12 » Push the end of lead 45B (marked '17') onto the circuit board in the position marked 17.



STEP 13 » Push the end of lead 42I (marked '14') onto the circuit board in the position marked 14.



This is how your assembly should look at the completion of this stage.

COMING IN TO LAND

PRODUCTION DIARY

Special effects provided many thrills in Back to the Future Part II *– and often there was a practical solution to a complex problem.*



LANDING GEAR
A fibreglass replica of the DeLorean is brought to the ground by a concealed crane arm for a scene near the start of the film.

Some of the best scenes in *Back to the Future Part II* were not achieved with electronic wizardry, instead they used practical on-set effects like flying wires that were nearly older than Hollywood itself. While filming was taking place with the principal actors elsewhere on the 2015 town square set, special effects supervisor Michael Lantieri and production designer Rick Carter were working together in a side alley to make the DeLorean fly. Or, more specifically, to bring it in to land.

FULL-SIZE CAR

A model DeLorean could be used for the flying sequences, but to maintain a heightened level of realism, a full-sized prop car was preferable, with the added advantage that it could be shown landing in a rainstorm and the rain would be in the correct scale.

A replica DeLorean, made of fibreglass and effectively hollow, was attached to a crane arm and lowered onto the lot. A black gap was created between two walls in the alleyway to accommodate the crane. The gap was closed with black brushes similar to those in a car wash so that the machinery would not be seen, and by clever use of camera angles the arm was also masked by the car as it descended.

Moving a prop car was one thing – it was a different matter when an effect also had to accommodate an actor or actress. Lantieri also oversaw the scene when Marty's jacket blow-dries itself after he has fallen in the pond, and called it one of his toughest effects. Director Robert Zemeckis wanted Michael J. Fox to be seen emerging from the pond and walking to camera with the blow-dry effect working. It had to be a single take, no cutaways, which would give the game away to the audience.

PLUG-IN MARTY

It was all a question of timing, as Lantieri explained. "We had to crawl below Michael and when he hit his marks, plug in cables, a hose and wires to make the effect work." Thankfully, the effects crew had an ally in Fox, who was always amenable to helping out and making the effect look more convincing on screen. "We could always ask Michael, 'When you hit your mark, if you can remember to do a little turn to the left...' He was great and always helped out." ■

TO BE CONTINUED....

THE REAL THING
Miniatures, hollow replicas and a genuine DeLorean (seen here on the Universal backlot) were combined to create the illusion of a flying time machine.


HILL VALLEY COURTHOUSE MALL
DMC



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Left : Darlene Vogel as Officer Chris Kelly in the TV police series Pacific Blue. *Above, with her red contact lens and bullet collar as Spike in* Back to the Future Part II.

DARLENE VOGEL

CALL ME SPIKE

The actress who played Griff's hoverboarding pal went from film lawbreaker to TV law enforcer!

As Spike, the only female member of Griff's hoverboard gang in *Back to the Future Part II*, actress Darlene Vogel made her feature film debut. It was an exacting role, requiring her to master various skateboarding and wire-flying techniques, but there was also a chance to show off her comic skills

Costume designer Joanna Johnston and ILM illustrator John Bell created a costume for Spike with a collar of bullets and a white top influenced by Jean Paul Gaultier's cone bra. Vogel also had a nail-shaped tattoo over her right eye and striking red contact lens.

A little later, Vogel was delighted to return to the world of Hill Valley as Heather, the host of a pre-filmed segment of *Back to the Future: The Ride,* which was an attraction at both Universal Studios Hollywood and Florida.

Vogel has worked in film and TV since and her highest-profile role was as Officer Chris Kelly in *Pacific Blue* from 1996 to 1999. She also played Dr Melanie McIver in *One Life to Live* (2000-2001) and guest starred in many more series. Her role in *Farscape* was the most exotic – as an alien called Lorana she wore a complex make-up of blue scales. ■

QUICK FACTS!

MANY FACES

- Vogel was born 25th October 1962 in Modesto, California. She was a model and appeared in commercials before she turned to acting.
- Vogel's films include the comedy *Ski School*, *Angel 4: Undercover* and *Ring of Steel*.
- She first worked on TV in *The Equalizer* in 1988. Her career has taken in many well-known series including *Boy Meets World*, *General Hospital*, *The Forgotten*, *House* and *Castle*.
- She recalled "They got the idea for Spike's contact lens because one of my eyes is actually two different colours. They looked at my eye and said 'That's really cool, we're going to do something with that.'"

NEXT ISSUE...

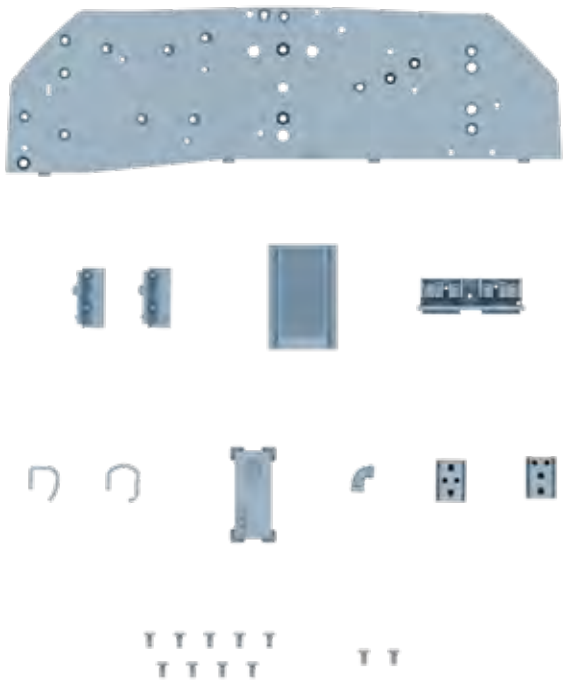
BULKHEAD (UPPER)

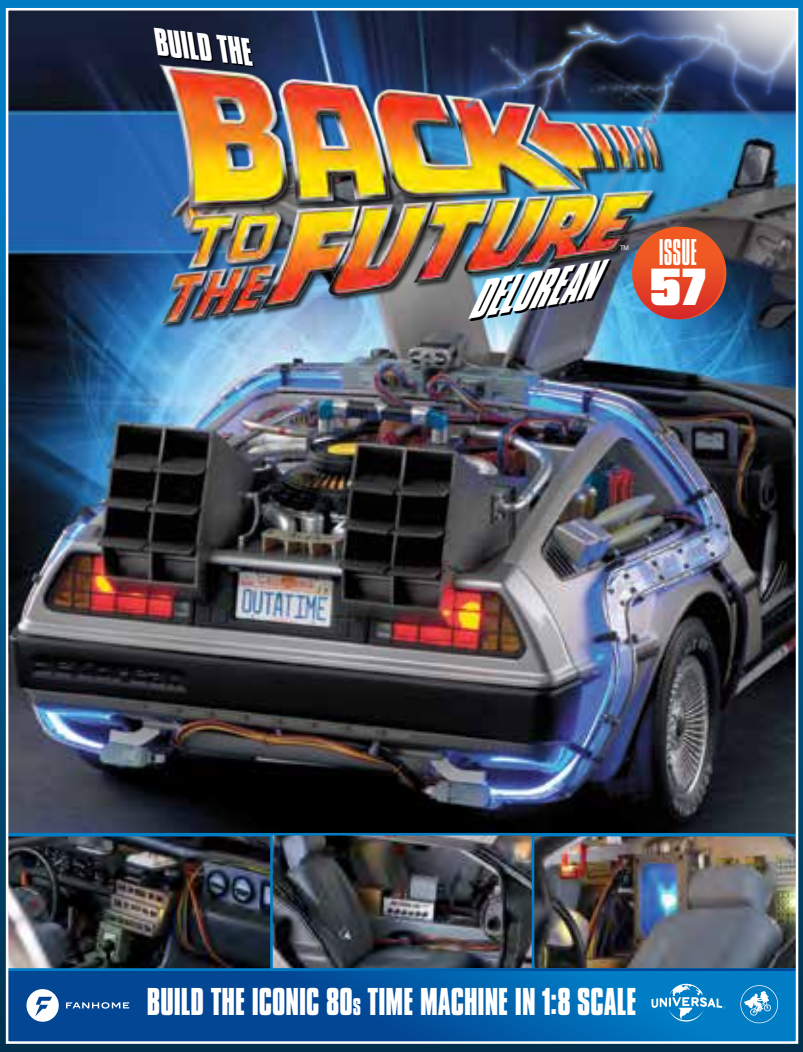
Add more parts to your DeLorean model.

In the next issue you'll receive the upper part of the bulkhead and other details, plus step-by-step instructions telling you how to add them to your model.

YOUR CAR PARTS...

BULKHEAD (UPPER)





HAPPY FEET

How the Nike Mags were created for *Back to the Future Part II* – and went on to raise millions for charity!

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