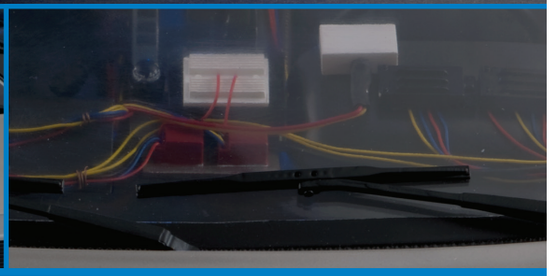
BUILD THE BACK TO THE FUTURE™ DELOREAN

ISSUE 110









FANHOME

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

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BUILD THE

BACK TO THE FUTURE™ DELOREAN

ISSUE 110





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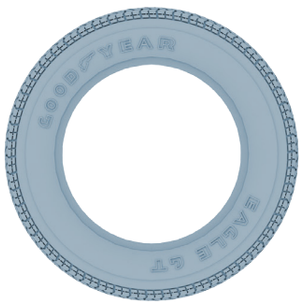




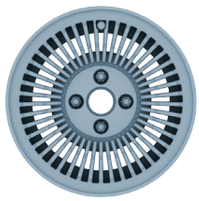
YOUR CAR PARTS

With this issue you receive the spare wheel for your DeLorean. Assemble it and fit it into the trunk, and also affix the windscreen wipers.

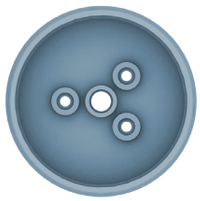
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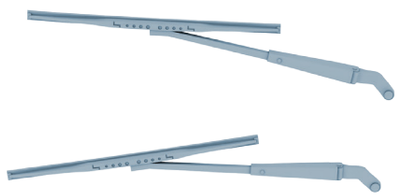
110B WHEEL CENTRE



110C WHEEL BODY



110F WINDSCREEN WIPERS X 2



110D WHEEL CENTRE



110E WASHER



BP SCREW X 3

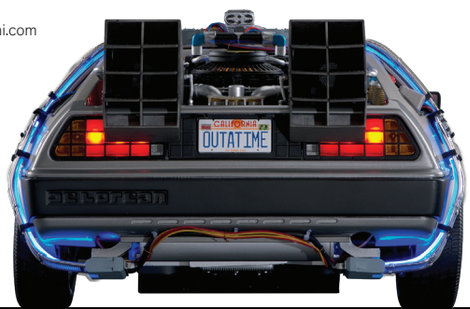


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DRIVE TIME

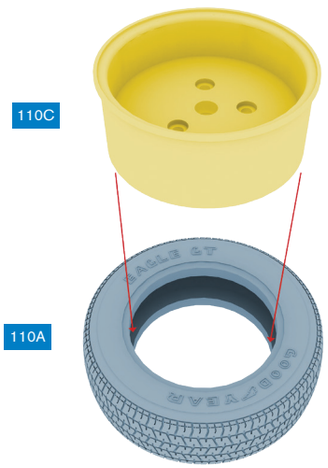
Assemble the spare wheel and fit it in the trunk of your DeLorean.

With this issue, you can follow the step-by-step guide to make the spare wheel for your DeLorean, then fit it in place and add the windscreen wipers.

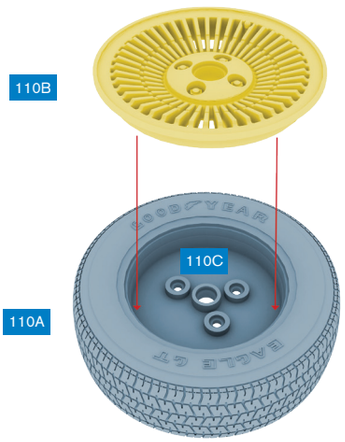


SPARE WHEEL

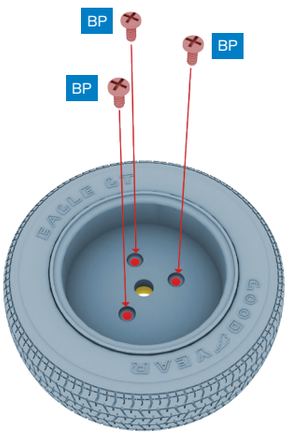
STEP 1 ›› Carefully push the body of the spare wheel 110C into the tyre 110A.



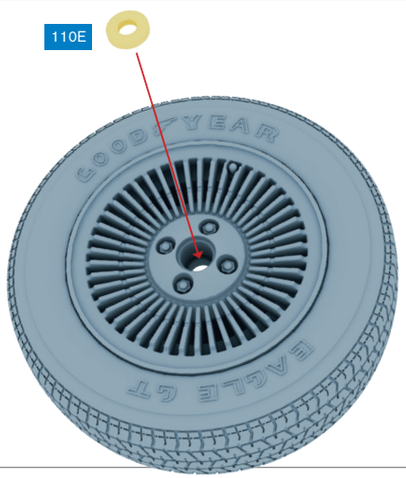
STEP 2 ›› Push the centre of the wheel 110B into the body of the wheel.



STEP 3 ›› Turn the wheel over and fix 110B to 110C with three BP screws as shown.

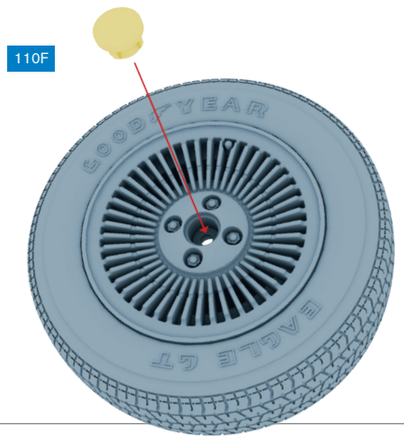


STEP 4 ›› Take the washer 110E and push it into the centre of the wheel.

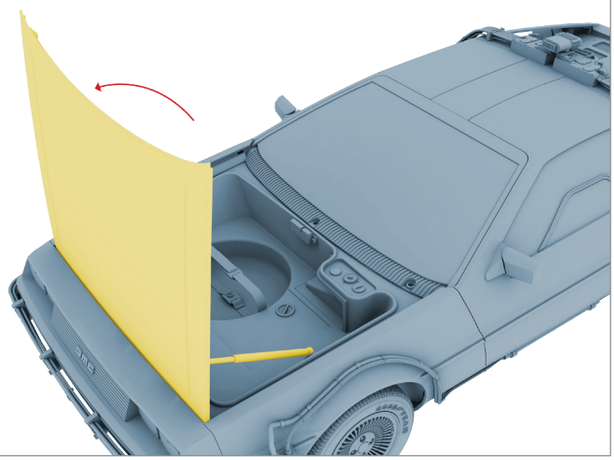


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STEP 5 ›› Push the central plug 110F into the centre of the wheel.



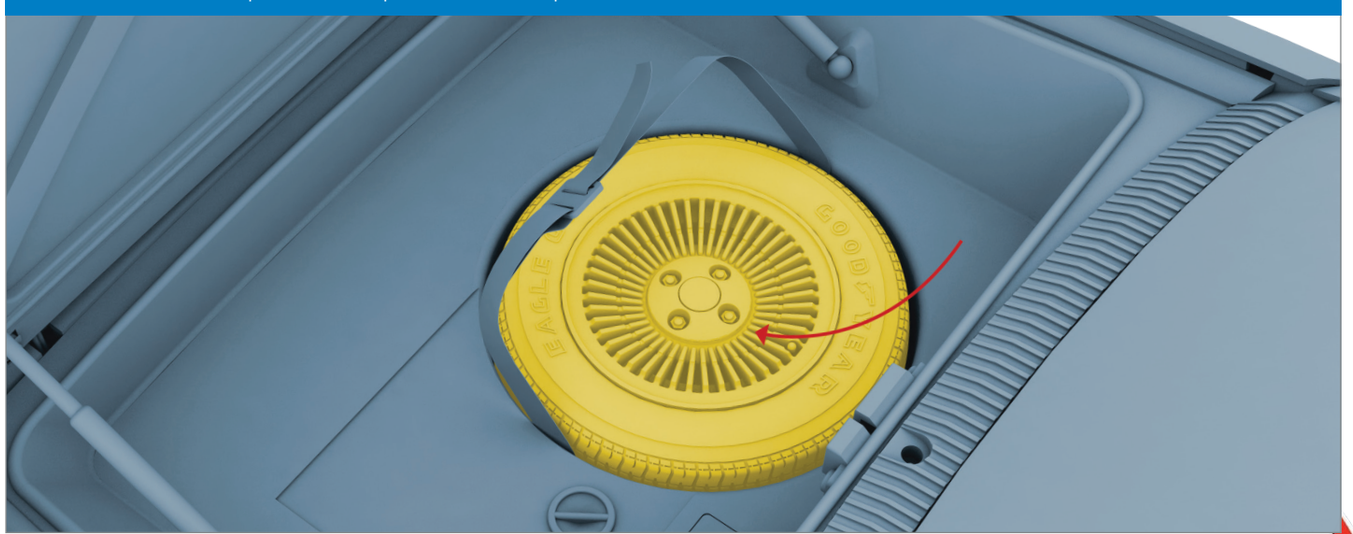
STEP 6 ›› Lift the DeLorean's hood to open the trunk.



STEP 7 ›› Loosen the strap that will hold the spare wheel in place.



STEP 8 ›› Slide the spare wheel into place inside the strap.

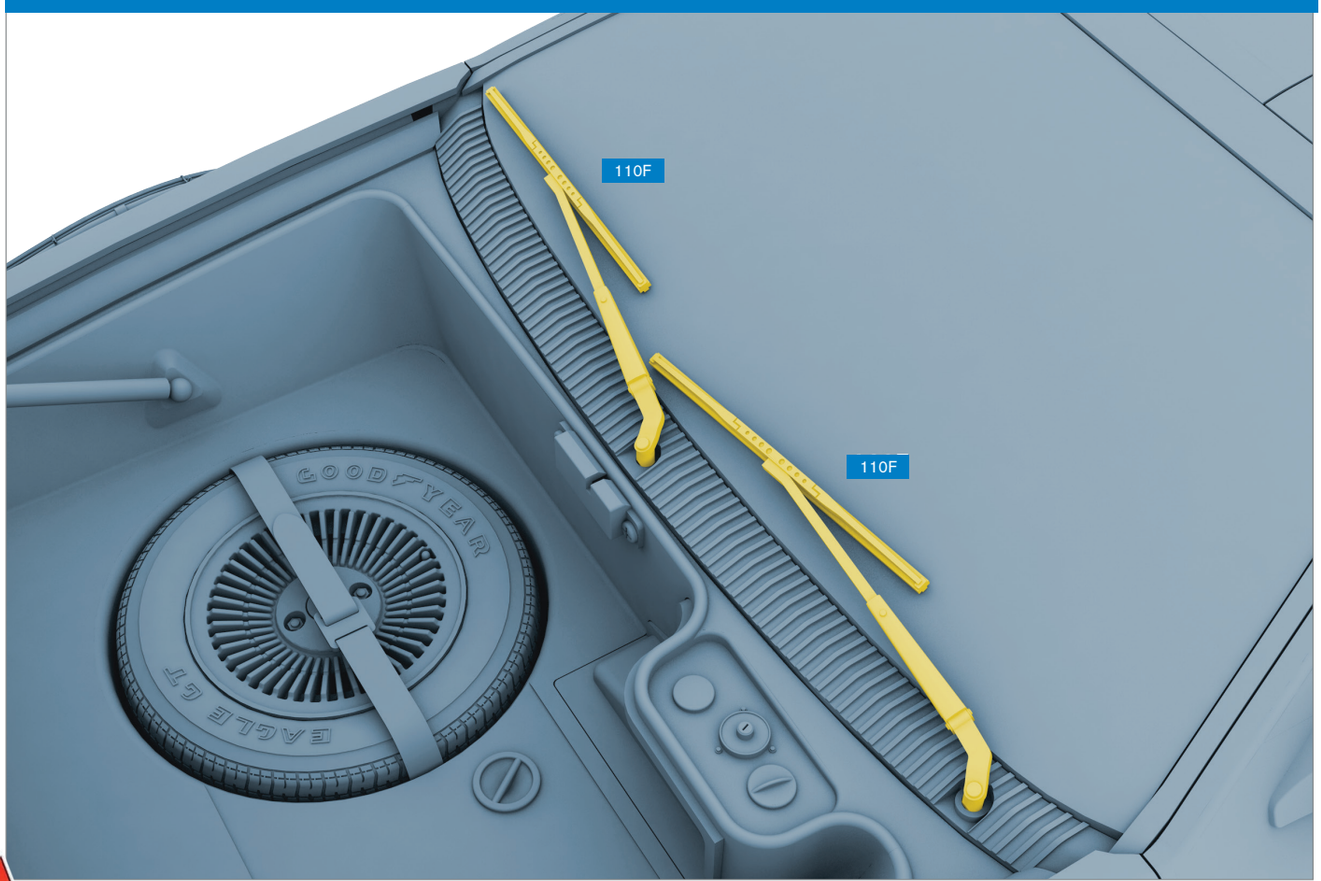


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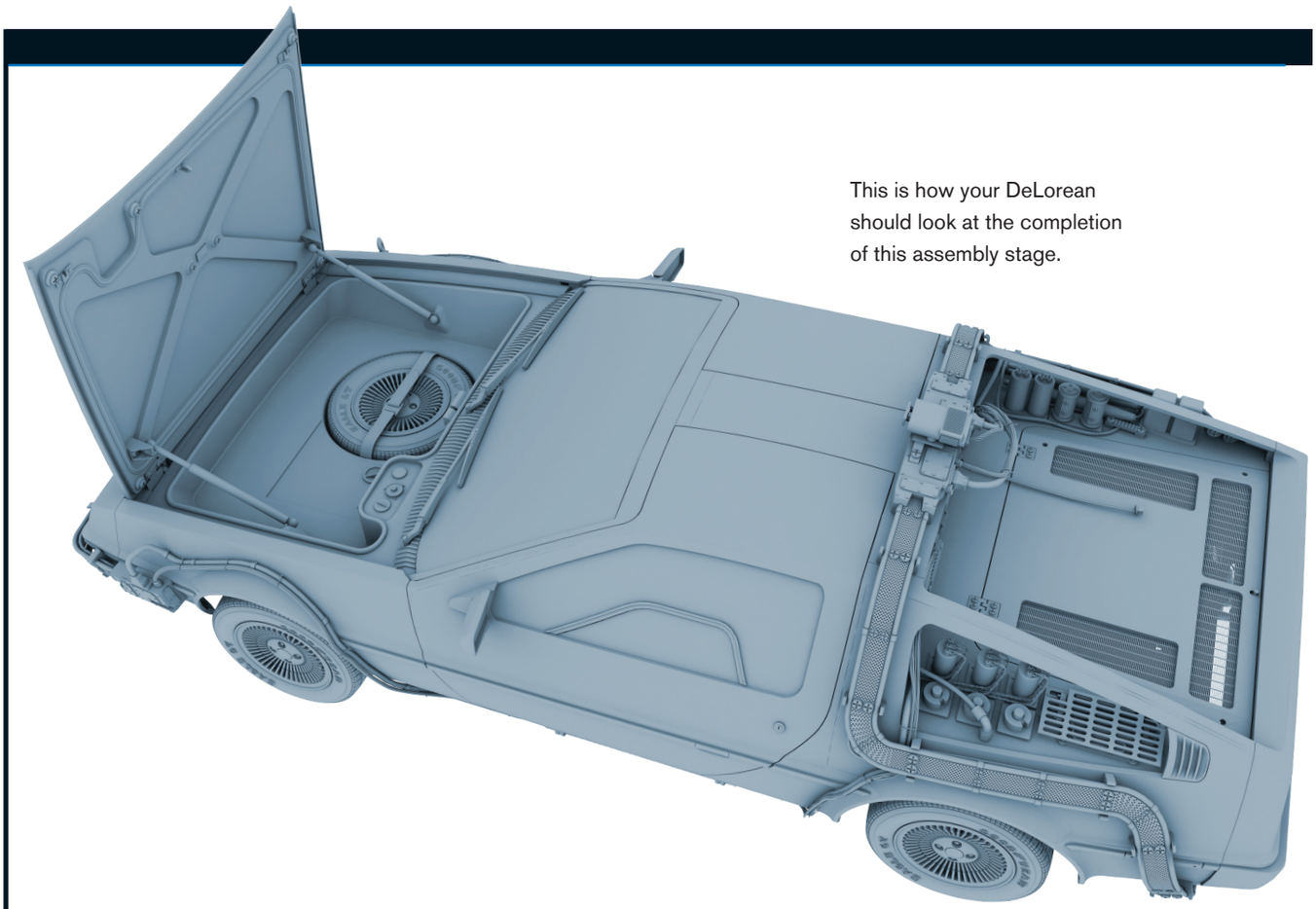
STEP 9 ›› Pull the strap tight to hold the wheel in place.



STEP 10 ›› Push the two windcscreen wipers 110F into place on the windscreen.



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



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TAKE THE RIDE OF YOUR LIFE!

ANOTHER SPIN FOR THE DELOREAN

How *Back to the Future: The Ride* became one of the main attractions at Universal Studios.





© John M. Heller/Getty Images

TRIP THROUGH TIME

From its earliest inception, Back to the Future: The Ride *featured a trip back to the time of the dinosaurs and an encounter with a Tyrannosaurus. The setting for the ride became the Institute of Future Technology, where the public became time travelling 'volunteers'.*

The idea for a *Back to the Future*-themed ride was first suggested by none other than Steven Spielberg, the film's executive producer. In 1986, Spielberg met Universal/MCA's head of development Peter Alexander at the launch of the *King Kong Encounter*, part of the Universal Studios Hollywood tour.

Spielberg mentioned that his friend George Lucas had recently taken him on the *Star Wars*-themed *Star Tours* ride at Disneyland, telling Spielberg that "Universal could never do a *Star Tours*". Never one to resist a challenge, Spielberg asked Alexander to think about a visitor attraction based on *Back to the Future*. The tram ride through the studio already included a tour of the backlot that had become famous as Hill Valley town square, and this part of the trip was a favourite for many visitors.

Initial planning for the ride began in 1988. The original concept for a *Back to the Future* ride was a roller coaster but the designers quickly realized it would be impossible to tell a meaningful story at high speed. The second idea was a simulator ride of a kind already established. Riders would sit in hydraulically-controlled vehicles based on the DeLorean time machine, and interact with a film projected onto a huge, domed IMAX screen.

BUCKLE UP!

An advertisement in a July edition of the *Los Angeles Times* gave a taste of things to come: "Buckle up! Doc Brown has plans to take you on the ride of your life in his time-travelling wonder car! The hit movie *Back to the Future* is going to become the ride of your life at Universal Studios Hollywood in 1991. Doc will take you climbing, diving, banking and blasting back to the dinosaurs at the Dawn of Time! You're on your way to the most unbelievable time-travel adventure eve imagined." Filmmaker Greg MacGillivray, who had experience making IMAX films, was hired to direct the film sequences. The project was coordinated

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ALL ABOARD!

Above: Concept artwork for the DeLorean 'fleet' and the IMAX screen. Doc Brown guided the time travellers through their adventures via screens on the Delorean's dashboard.

by Steven Marble, produced by Peter Alexander and Phil Hettema. Special effects artist Richard Edlund, who had worked on the *Star Wars* trilogy and *Raiders of the Lost Ark*, was brought in to handle the visual effects. MacGillivray and Edlund put together a short demo film that included a scene featuring the DeLorean.

NOT QUITE RIGHT

Unfortunately, there was little storytelling in the demo film and it resembled a kind of flying travelogue, perhaps unsurprisingly, as MacGillivray had experience making aviation-themed films at IMAX. Although they were not involved in the creation of the ride, *Back to the Future* creators Robert Zemeckis and Bob Gale saw the test footage and found it lacking. "When we heard that version wasn't going ahead we were very relieved," said Gale. In addition, the motion of the camera and the motion of the vehicle were not synchronised, which made test subjects feel sick. It was back to the drawing board for the ride.

It was then that the fortuitous decision was made to bring on board the legendary visual effects artist Douglas Trumbull, who had worked on *Close Encounters of the Third Kind*, *2001: A Space Odyssey* and *Blade Runner*. He also had experience with motion-based rides, having produced *Tour of the Universe*, a space-shuttle simulation ride in Toronto's CN Tower. Trumbull quickly saw the problem with the existing footage. "It was based on live action, and you can't shoot live action. You have to completely control the camera with motion control, otherwise it's not going to look right." Trumbull's proposal was to shoot the entire film using model sets and a computer-controlled camera rig, and some of those model sets would be very elaborate indeed... ■

TO BE CONTINUED....

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Left: Ken Ralston received the Lifetime Achievement Award from the Visual Effects Society in 2017. Above: Ralston with director Tim Burton on the set of Disney's live-action Alice in Wonderland *(2010).*

KEN RALSTON

VISUAL EFFECTS SUPERVISOR

An award-winning pioneer of special effects techniques.

Ken Ralston began his career at Cascade Pictures in Hollywood, an influential commercial animation and effects company, where he worked on over 150 advertising campaigns.

In 1976, he was hired by Dennis Muren at Industrial Light & Magic to help George Lucas create the effects for *Star Wars*. He remained with ILM for 20 years, before joining Sony Pictures Imageworks where he is currently the visual effects supervisor and creative head, most recently working on such films as *Alice in Wonderland, Men in Black 3,* and *Alice Through the Looking Glass*.

One of Ralston's longest associations is with director Robert Zemeckis. Their first collaboration was on *Back to the Future* in 1985, then on *Who Framed Roger Rabbit*, *Back to the Future Parts II and III*, *Death Becomes Her* and *Forrest Gump*. Ralston was instrumental in developing the motion-capture techniques that Zemeckis used in *The Polar Express* and *Beowulf*. Of the painstaking motion capture process, Ralston said, "After motion capture is done, no one ever appreciates the mountain of effort that goes in. It's really the main production. The effort required to grasp that material and get it on screen looking the way it does is beyond monumental." ■

QUICK FACTS!

- While at ILM, Ken Ralston helped to develop such pioneering techniques as go motion, used in *The Empire Strikes Back* (1980) and *Dragonslayer* (1981) to create more realistic movement in stop-frame animated models.
- Ralston always tries to give the effects projects he supervises a signature touch, but he admits it became harder as effects became more technical. Even in 1989, Ralston said "There are hundreds of people working on *Part II*, but if I'm with Bob Zemeckis at critical times, making decisions that are vital, it means my approach to a shot is felt more than anybody else's. That's one of the few creative moments I have. After that, it's a technical nightmare!"

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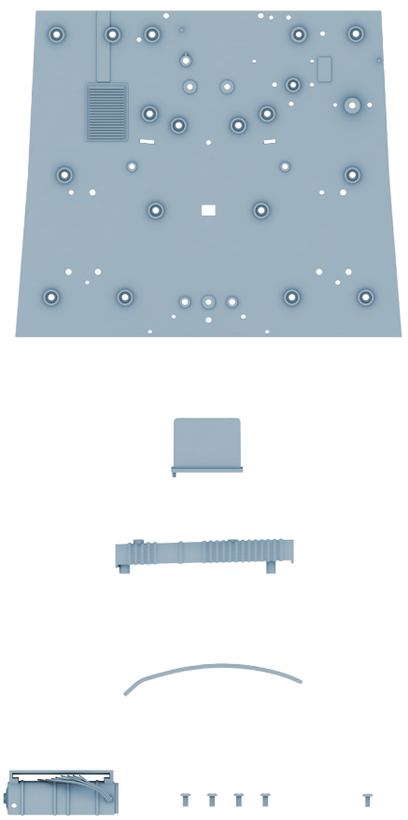
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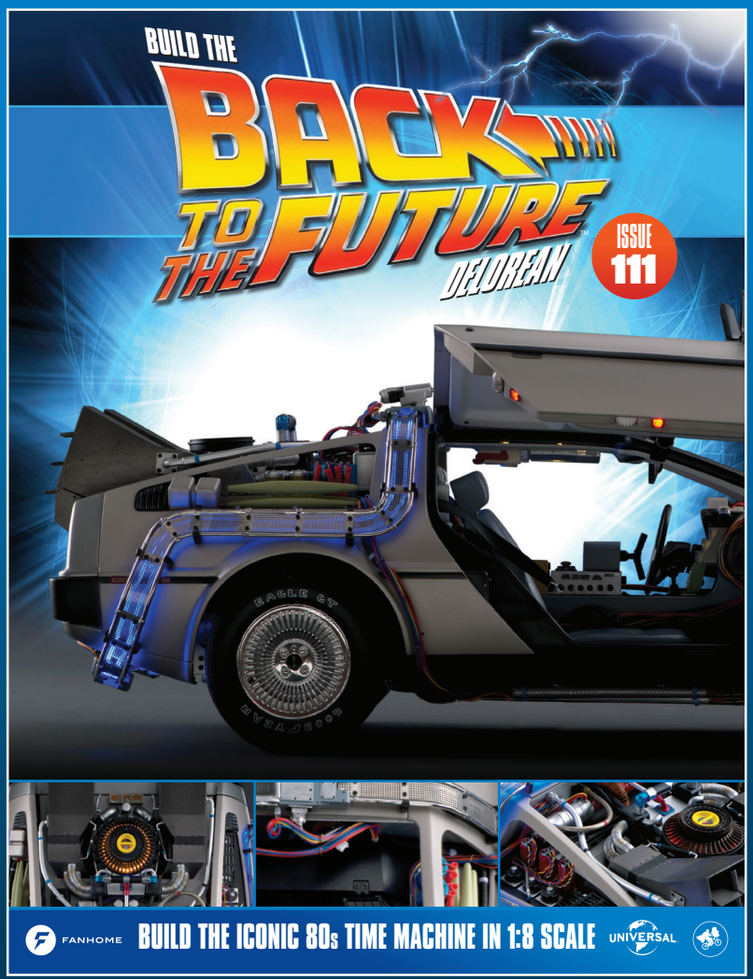
REACTOR BASE

Add more details to the body of your DeLorean.

With next issue you will receive the base for the reactor at the heart of the DeLorean. Fit it into the car by following the step-by-step guide.

YOUR CAR PARTS...





BACK TO THE FUTURE: THE RIDE

More on how the blockbuster movie was made into a breathtaking attraction at Universal Studios.

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