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MI6 CONFIDENTIAL – ART OF DECEPTION ISSUE #35 OUT NOW

(London, UK, May 24th 2016) MI6 Confidential, the full-colour magazine celebrating the world of James Bond 007, returns with its thirty-fifth issue.

Since the early days of digital animation, computer effects have been used to enhance or replicate elements on screen that were too costly or, frankly, too implausible to produce for real. Yet, Bond films have a worthy reputation – from explosions to death-defying stunts – of 'doing it for real'. But even his most impressive feats have been subtly enhanced by computer animation in recent years. This issue we talk to VFX experts from three companies who all worked closely with Sam Mendes, Steve Begg, and Hoyte van Hoytema to alter, enhance, and generate elements of *SPECTRE*.

We also host a new and exclusive interview with Steve Cole, whose second Young Bond adventure hits shelves this month, and celebrate the life and work of the late production designer Ken Adam. Featured in this issue:

- **IO Entertainment** worked alongside the crew to pre-visualise the stunning sequences
- **ILM** lent some magic to Mendes and van Hoytema's breathtaking opening in Mexico
- **Cinesite** recreated some classic Roman architecture and a curious rodent in Tangier
- **MPC** helped Bond hit the slopes again, this time aboard a Britten Norman Snow Plane
- **The Dreammaker** - The work and life of the late Ken Adam celebrated
- **Magisterial** - Meet the stunt team behind the OHMSS beach fight
- **Heads You Die** - Steve Cole on his second Young Bond adventure
- **The Bond Connection** - John le Carré's 'Night Manager' is a slick new miniseries

Issue #35 is now shipping around the world. To order online, visit www.mi6confidential.com

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