



**CLARK VAN HOTEN ON**

**AIRWOLF**

**THE TRIP**

**MARCH 2005**

**LOCATIONS • CREW**



The **Wolf's Lair** issue #1 features Vasquez Rocks, the location of Airwolf's **Red Star Control**, and the first location seen in the pilot episode

## **SHADOW OF THE HAWKE**

*(Above, Left and on the cover):*

Clark stands on either side of the famous rock formation, located near Agua Dulce, CA.





Next Stop, the home of Helmut Kruger near Malibu.  
*(Above and Right):*  
Kruger's Paraguay estate as seen in

**FIGHT LIKE A DOVE**



After a brief stop at a certain “Libyan” locale...



*(Left):*  
Kafir Palace as seen in  
**SHADOW OF THE HAWKE**



...it was time to see  
some friends.

*(Right):*  
Art Director **GARY A. LEE**  
Cameraman **STAN MCCLAIN**  
Unit Manager **TOM BLANK**

*(Upper Right):*  
Stan with his original camera

Gary, Stan and Tom got together  
to talk with Clark about the show.



Then...

A visit with Airwolf's film editor and Associate Producer **LEON ORTIZ-GIL**.



*(Right and Below):*

Leon working on his latest show, "Law and Order: Trial By Jury." His tools have come a long way!

Note: Leon proudly displays his copy of **The Wolf's Lair** magazine next to his desk!



What scouting trip would be complete without a visit to **Universal Studios**? Here, Clark poses among the facades of the backlot thanks to a special pass.

Read about these people and places in **THE WOLF'S LAIR** Airwolf magazine. Visit [www.airwolf.tv](http://www.airwolf.tv) to start your subscription!





*(Above):*  
Pete Slagle, Andrew Probert,  
and Clark Van Hoten

*(Right):*  
Clark, Pete and his wife enjoy a  
down home Tex Mex dinner with  
**ALEX** and **SUSANNAH CORD**.

Check out Alex's new book,  
an autobiographical western called  
**A FEATHER IN THE RAIN**,  
at [www.alexcord.net](http://www.alexcord.net).



## Finally...

A stop in the heart of Texas to interview  
miniatures expert **PETE SLAGLE** and  
Airwolf's designer, **ANDREW PROBERT**.

Andrew's artistic contributions to Airwolf are  
coming up in Wolf's Lair issue #2.

Features:

The Airwolf mock-up

The "Airwolf" art department

Art department tools: storyboards, drawings

Kafir palace