

**The Architecture of Villains:
Dr. No.**
Anna Ulak

THE ARCHITECTURE OF VILLAINS: DR. NO

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James Bond movies represent a veritable catalogue of architectural modernism, with the villain's lairs in particular embodying the forefront of cutting-edge design. As such, James Bond movies can be considered phantasmagorias, allowing audiences to imagine the future of architecture. From a faux volcano /rocket launch pad off the coast of Japan to a surveillance data centre in central London, the James Bond villain has deftly evolved from its initial function as a manifestation of a paranoid Cold War society to a manifestation of the collective fears surrounding the demise of western civilization. The lairs therefore act as architectural constructs of popular anxieties of the 20th and 21st centuries.



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