

What follows is an excerpt from that interview: Quint: Do you think with the recent massive success of Fast Five, a film whose whole marketing campaign revolved around big, real stunts, that studios might turn away from their more CG-intensive stuntwork? Vic Armstrong: I think that started already. The last few films I've been involved with, Green Hornet, Thor and now Spider-Man, the first thing said when we go into meetings is "We want make this as real as possible. We don't want it to look like a CG fest," etc, etc. We spent weeks and weeks on Spider-Man getting Andrew Garfield and the stunt doubles to fly for real rather than just having cartoon characters whizzing around the screen. There's some great stuff on YouTube of Spider-Man flying down 12th Ave. underneath this big, gothic archway, viaduct. There's a whole resurgence in doing things for real, which is how we like to do

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