

As we saw in the leaked set videos during filming of The Amazing Spider-Man last year, the team behind this incarnation of the iconic Marvel superhero have put an emphasis on using as many practical effects as possible to bring Spider-Man and his web swinging to life on the big screen. Perhaps one of the biggest faults people had with Sam Raimi's trilogy was how rigid and static the live action Spidey looked in comparison to the computer generated version. The transition between the two was always obvious. In an excerpt from my interview with legendary stuntman/stunt coordinator/second unit director Vic Armstrong about his autobiography The True Adventures of the World's Greatest Stuntman, this is what he told me about working on the film and how they went about achieving the real life web swinging effects. "I'm going to LA for the premiere on the 28th June. With [The Amazing] Spider-Man, it

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