

PACIFIC RIM Where are you with Pacific Rim? GDT: We are in the height of preproduction, scouting locations, finishing the design of the monsters, storyboarding; we are literally two and a half months away from shooting. It's happening. That's the movie that, as a director, it occupies my mind entirely. I have no other projects as a director at this time. How hands-on are you with your special-effects team and your artistic and set designers? GDT: I would say incredibly hands-on, unfortunately [laughs]. I try to get involved with anything visually or aurally that comes into the screen — any sound, audio track, color, shape, any texture. So, essentially, if you visited my offices, [you'll see] they are right in the middle of the concept department. I am right in the middle of the designers because I make the rounds. Or I make them come into my office every hour, every day, around the clock. I'm

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