

At this year's San Diego Comic-Con, director Guillermo del Toro was promoting his highly anticipated science fiction epic Pacific Rim (which hits theaters next summer). Among the things he said concerning the movie was that he wasn't fond of the idea of releasing it in 3D, citing his fear that the 3D will lower the film's scale. However, last week, Warner Bros. announced that Pacific Rim will be converted to 3D for its theatrical release. Since then, many have speculated that del Toro was pushed into releasing the film in the 3D format. But now, speaking with Shock Til You Drop, the director explains how certain factors made him change his mind concerning 3D. "What happened was, in the weeks and months following Comic-Con, what I asked from the studio was to agree to four points that I wanted to do," he says. "The more the ILM shots arrived, the more

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