

On Converting Star Trek 2 To 3D And How He Plans On Shooting The Movie: Yeah, we've done some tests. Not only lens flare tests, but we've done 3D tests. We actually converted a bunch of the original movie, which looked really good. That was the thing that made me feel like, maybe that would be okay. But, I didn't want to shoot the movie digitally. We're shooting on film, and the reason for that is I wanted to shoot with anamorphic, and you can't shoot 3D in anamorphic. It will be converted, for those who want to see it in 3D. But, I wanted to match the look of the first one and shoot it anamorphically. On The Pressure From The Studio To Convert The Movie To 3D: I did not fight for the 3D. It was something that the studio wanted to do, and I didn't want to do it. And then,

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