

On The Importance Of Reality Behind Captain America: The First Avenger: "I don't like it when someone says, 'Wow! What great visual effects!' because that means the story is buried. The music, the visual effects and the action sequences are there to tell the best story. [Captain America] does some amazing things that none of us can do, but he doesn't break any laws of physics. We made rules for him, and we stuck to them." On Establishing A Grounded And Realistic Set Of Moves For Cap: "We felt it was necessary to ground the story in reality. When you have a guy throw a ship through the air...and the audience decides that's not real, they can lose interest. There are many examples in [comic book] films where a line is crossed and audiences say, 'I don't believe it anymore.' We walked a pretty fine line on that. If you take the most powerful

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