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Rama'sSCREEN spent the last month conducting an e-mail interview with Sean Hood, the man who was responsible for rewriting the Conan The Barbarian movie script. There is not much about the film that the interview does not cover, it's both comprehensive and extensive. Below is just a portion of the interview... Did you set it up so that the movie would have scenes that jump out at your face? or is it going to be more depth of field type 3D like Pixar's UP and TOY STORY 3? What is the goal to have CONAN in 3D besides to have audiences pay more for those pesky glasses? Unlike many recent fantasy films, in which the images and action look more like a digital cartoon than the natural world, the director was very passionate about filming Conan in a way that looks gritty and realistic. In other words, the stunts, the fighting, and the