

Over the course of the weekend at SDCC Tom Hardy stayed good to his promise of not revealing so much as a dickybird about playing Bane in The Dark Knight Rises. But while speaking to Hitfix he did go into some detail about what it's like making such a huge budget blockbuster with mass appeal, as opposed to his most recent, critically acclaimed film Warrior..

From Hitfix.. “[Warrior] is like the top end of creating something out of nothing,” Hardy told HitFix in an interview this weekend, saying that the film went through “a million” drafts, took years to edit. “You deal with something Dark Knight – or ‘Mad Max,’ or ‘Superman’ or ‘Spider-man,’ whatever – it’s like going to work in an airport and going, ‘Hi I’m over here!’ and then everybody goes ‘Oh here’s that, that’s the villain of the piece.’ Then it’s a thousand people going to Duty-Free. Like, [shouting]

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