

More often than not, 3D conversions are pretty bad. That's more than likely why many fans breathed a sigh of relief upon hearing that Sir Ridley Scott would be shooting Prometheus in 3D (meaning we end up with a film which looks more like Avatar rather than Clash of the Titans). Talking to Total Film recently, the director had this to say about shooting in 3D and just how immersive an experience it will be for the audience. "I'm kind of naturally visual anyway, that's where I come from. And you're working off superb 3D screens, which are on the floor, and are really big. It was just wonderful. I was shooting on 3D, then seeing it on the floor. It was easy, I must say. You only want to push it so far, before it becomes arrows popping out of the screen and stabbing you in the eye. You use

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