

On Creating A Digital New York City For The Movie: We had never created a digital city on this scale at ILM [Industrial Light & Magic] before, so it was certainly a humongous challenge to undertake. However, it was also something we were looking forward to working on because it's such an iconic movie. The first step saw us look at the pre-vis for the movie, which is when we realised that the action occurs in different parts of the city. We got a map of New York and Marvel's visual effects supervisor led us through the process where we decided which buildings we'd see in the movie and which streets we'd see characters like Iron Man fly down. We sent four teams of staff to New York for eight weeks to shoot the photography needed for the project. Each team was four or five people, and it was a massive undertaking.

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