Official Spider-Man Teaser Trailer Spins into Web and Theaters

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The first official **Spider-Man** teaser trailer has hit the Web and theaters.
The trailer is downloadable in 3 formats, QuickTime, Windows Media and Real Player. Apple has a page dedicated to the various QuickTime versions, while both the official site and Spider-Man Hype! have links to the various other versions.

To catch the action on the big screen, you'll want to see **Final Fantasy: The Spirits Within** – the trailer is currently attached to that film. Theaters might also be running it with other movies; ask your local theater if you want to find out where else you can catch it.



Here are a few details on the trailer, for the curious...

- We get just a glimpse of Spidey in this teaser trailer – we see about 2 seconds of what looks like it could be Tobey Maguire in costume, as he shoots a computer-animated web just past the camera; and we see about 8 seconds of a CG Spidey swinging through the city.

- The rest of the 1 minute 49 second trailer focuses on a bank robbery scene &#150 and yes, if you're wondering, all of that footage really is in the movie, as Director Sam Raimi told Spider-Man Hype! just that this past week.

- The music that plays during the trailer is "Leave You Far Behind," by Lunatic Calm, a song that appeared on the band's debut album, Metropol, and on the

soundtrack to **The Matrix**.

- Eagle-eyed viewers can catch a little reference to Doc Ock in the trailer... as one of the bank employees ducks behind his desk, in back of him is a painting with a plaque below stating "Otto Octavius Sr." S-MH! has a screen grab of the reference. (No, Doc Ock doesn't appear in the movie; this is the only reference we've heard of to that character.)

Overall, it's a fun little teaser trailer that gives us a tiny peek at the work Sony Imageworks has done with the computer animation so far, as well as the general style and look of the film.

Personally, I think what Spidey's webbing is capable of doing in this teaser trailer is a good argument for why they had to go with organic web shooters. After all, if no one else on Earth has ever been able to create a spider web-like substance that powerful (including the millions of dollars corporations, governments and armed forces may have spent trying to make a similar substance, for various reasons), how are we really to believe that just one, really smart kid (albeit one with spider-sense, strength and agility) would be able to make it on his own? It may be a departure from the comics, but I have to admit, I'm starting to come around to the arguments Raimi has made in favor of the organic web shooter idea; it seems to fit a bit better into a "realistic" world.



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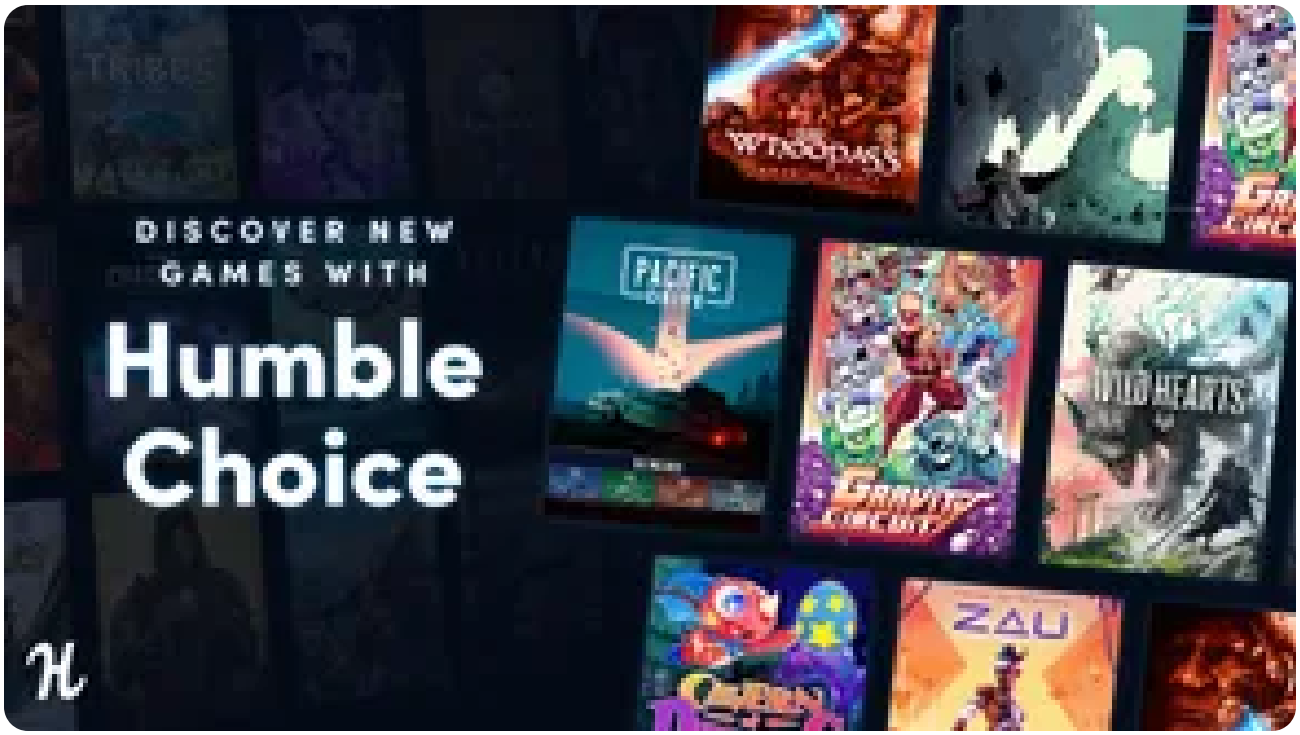

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