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## Battle of gods game trailer

We're quickly approaching the season 7 premiere of Game of Thrones, and to celebrate, HBO has rewarded fans with one last long trailer. In it, we see well a handful of characters we haven't heard of in a while, all the large-scale battles you might be able to handle, and more. Let's dive in and see what we have here, okay? 1. Daenerys finally sets foot in Westeros Game of Thrones Season 7 | IT took HBO six seasons, but we'll finally see the Mother of Dragons arrive in Westeros, with a huge squad on its back to boot. Here we see the first steps on the beach near Dragonstone, the ancestral home of the Targaryens. Based on what we've seen so far, he won't encounter much resistance in taking his first fortress. We saw him tear down the Stannis Baratheon banner that still hangs in the abandoned halls of the castle. 2. Sniffer dogs heading north of The Hound | HBO's Sandor Clegane has spent much of his time recently wandering the countryside aimlessly, in search of some kind of meaning. He discovered that last season in Brotherhood Without Banners, and was seen to have headed north to The Wall with them in Season 7. It also puts an unfortunate impediment in the plans of any fan who is still rooted for Cleganebowl, but if that means the Hound can go toe-to-toe with the White Walkers, we'll consider that an acceptable alternative. 3. Battle lannister massively, and check in fast in Bronn Game of Thrones Season 7 | HBO Bronn has been a fan favorite character since she was first introduced in Season 1 as Tyrion Lannister's personal mercenary bodyguard. Today, he serves a different Lannister, riding alongside Jaime as he leads their troops in what appears to be an epic scale battle. Throughout the trailer, we get a brief glimpse of this massive attack on the Lannisters by Daenerys' Unsullied, with many theories that this was an attack on Casterly Rock itself. 4. Bran arrives at Winterfell Bran Stark | HBO After spending what feels like an eternity wandering north of The Wall, it looks like Bran Stark is finally about to return home to Winterfell, seen above sitting in a wheelchair in front of a weirwood tree. How do we know that the Stark homestead is actually though? The mystery man standing with his back turned will probably give it a go, with some eagle-eyed fans recognising him as Maester Volkan, who served Bolton at Winterfell last season. 5. The Lightning Lord Restores Beric Dondarrion | HBO As the de facto leader of Brotherhood Without Banners, Beric Dondarrion has been fighting the Lannisters and their allies since Ned Stark lost his head in Season 1. He now turns his attention to things that Urgently in the north, because he brought the Brotherhood to help Jon Snow to fight the enemy alongside everyone, the White Walkers. 6. Euron Greyjoy takes his fleet to King's Landing Game of Thrones Season 7 | HBO With Daenerys has rejected Euron Greyjoy's overture to allies, we'll see the Iron Isles fleet sail sailing King's Landing, perhaps to align himself with the newly crowned Queen Cersei. It looks like Euron will have the same marriage request from Cersei, and with the Queen of the Seven Kingdoms short of allies, she may very well have no choice. 7. There will be White Walkers (and then some) Game of Thrones Season 7 | HBO If you're worried about not getting your White Walker fix in Season 7, the latest trailer goes a long way toward assuage those doubts. Here we see another battle, this time between an army of the undead and an army of wildlings. We've seen a lot of footage showing Jon wandering in the snow north of the Wall, so chances are he'll be the one leading the charge for the good guys here. 8. Call for unity of Game of Thrones Season 7 | HBO's Lone Wolf dies, but the pack survives, Sansa says in the final moments of the trailer, while we watch Jon stand in front of his troops, preparing to lead them against the White Walkers. Unity will be the driving theme of the last two seasons of Game of Thrones as well - can the warring houses of Westeros put aside their differences in time to counter this impesing threat, or will they destroy each other in the end? With that question in mind, Sansa's words ring true for all involved. Game of Thrones premieres Sunday, July 16, 2017 on HBO. Follow Nick on Twitter @NickNorthwest. Check out Entertainment Cheat Sheet on Facebook! It's almost time for the return of the great Game of Thrones, and as fans prepare for the big July 16 HBO premiere, many have questions. No, it's not just about the epic battle to come, but about the song in the new Game Of Thrones Season 7 trailer. I know I'm not the only one wondering. It is a song called Sit Down by British rock band James, with melodramaticly seductive lyrics. In love, in fear, in hate, in tears. Sit Down, originally released in 1989, only reached number 77 on the UK singles charts, according to The Guardian. The song would then find greater success in 1991, becoming the 20th best-selling single in the UK due to its second release. The song will again see its third revival in 1998, and has been highly regarded on the Manchester music scene. In 2013, it was listed as one of the biggest tracks to miss out on a number one spot on the UK charts, according to a BBC poll. With this song in the background, the new Game of Thrones trailer offers a thrilling peek into the upcoming season of the hugely popular fantasy drama series. During the short intro, fans can catch a glimpse of the three integral characters entering to make their way there to the throne. And the drama, for sure, seems to be the name of the game for Season 7 with Jon Snow, Daenerys Targaryen, and Cersei intensely lined up to take their seats in preparation for the war in Westeros.I am sure this season will be chockfull excitement as we will finally be able to see who actually rules the Seven Kingdoms. Follow the latest daily buzz with BuzzFeed Daily Daily Ever sat down to watch the trailer for the latest video game, only to find yourself getting out of the chair and dancing with excitement at the end of it? The graphics look so good, and did you see the explosion? It was like I was actually there! Unfortunately, over the last few years we have been taught that hope rarely meets reality in the world of trailer games. But why is that? How do developers make the game look so good for three minutes at a time, only to make them fall flat once the full game makes it to the shelves? In-Game vs. In-Engine vs. CGI Trailers In 2005, the Killzone 2 trailer debuted on E3, featuring graphics unlike anything anyone had ever seen before (console or other). The animations and character models are so fluid they look like they were ripped straight from a computer-generated movie. Used as advertising fodder to show off the PS3's improved graphics capabilities, the trailer was posted and reposted by every gaming news outlet in the country, and heralded as a launching point for both gaming renaissances. Of course, it didn't take long for the press to dissect the trailer little by little. When more actual in-game screenshots leaked over the next few months, journalists and gamers alike began to wonder if the trailer they showed on E3 really told the whole story. It turns out that Guerilla (Killzone developer) has used a technique known as rendering in the machine, which allows developers to add extra lighting elements, new animations, or other changes to clean up the final product. There are several different ways game developers can create trailers. Full CGI trailers, like the Overwatch trailer above, are made entirely separate from the gaming machine. This usually includes Pixar-esque sineas that involve characters in stories that combat some kind of battle or dialogue a lot. Although CGI trailers are a divisive promotional tool in the gaming community, they are also generally accepted as part of the advertising blitz needed to get games up for sale by the time it's on the shelf. In-engine trailers, such as the Killzone trailer in 2005 (or the Total War: Warhammer trailer above), are slightly different. When you create a trailer in a machine, it works with previously rendered CGI models, except that 3D artists animate characters using only game machines to create static cutscene. You can also see this referred to as a pre-render trailer. RELATED: How to Change Your Video Game Options for Better Graphics and Performance It's easy to make in-machine shots look good because you can fine-tune exactly how many resources a machine uses for a particular element. An artist can push more graphic fidelity into a character's face while obscuring or add more processing power to the animation instead of loading the character's artificial intelligence. They can also add custom animations or other cinematic effects that you won't see in games, games, if they need more processing power than a normal gaming PC will be able to handle. That's why everything looks so perfect. Finally, the in-game trailer takes place inside the actual game environment. In theory, this implies they are recording someone who is actually playing the game as a demonstration of what you see is what you get. When a company decides to release in-game footage for an upcoming release, it all starts with choosing the part of the game they want to show off the most. Once the route for players is planned and choreographed, developers will walk through segments on the development PC, and record their movements as they progress through the map. Why In-Game Doesn't Always Mean What It Should Be That's not the whole story, though. In-game snippets can still be changed. By changing the settings carefully such as how certain shots are exposed, developers can be sure that their in-game footage looks best by the time the trailer is released, even if it uses features not available to normal gamers, or requires processing power that the gaming PC will not be able to do. Sometimes, this case can be made that what we see in this trailer is what the company wanted the last game to look like, as a vision of what it could be with the endless resources and time they wanted. In the case of The Division in 2013, Ubisoft showed off a game rich in graphics and dense filled with gorgeous textures that lined the living and breathing world. Now that the beta is out in 2016, three years later, testers everywhere are reporting how little the game they played resembles the experience of the first trailer. RELATED: PS4 vs Xbox One vs Wii U: Which is Right For You? Many jumped to the conclusion that developers misled them. But it can also be a sign of developers with big ideas who are forced to accept the reality of working on limited hardware on a budget, and having to downgrade graphics or gameplay elements in order for the game to run without crashes every few seconds. For now, there is only vague legislation that can prevent companies from using in-game record tags on any gameplay footage that has been through editing since it was originally recorded. After all, cutscenes even pre-render technically in the game, so they can be referred to as gameplay. The problem is that developers will often spend months working on how to make only one part of their game look as good as possible for trailers, while ignoring the fact that the same resources could probably be better spent on improving overall title performance. No established international body can dictate how gaming companies promote they are, so until more concrete limitations of fake advertising are placed on developers for what they can refer to as in-game compared to within the machine, the problem will only continue to worsen from here. Image Credit: Sony Computer Entertainment America, America,

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