

Gaming: Fallout 3 with high-resolution, trailer-specific content

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07/10/2008 – The third instalment in the video game series Fallout – known for its bleak vision of a post-apocalyptic future, its high level of player freedom and its dark humour – will be on sale throughout Europe from 31 October 2008. In the run-up to the game's launch, two trailers have already been released.

The first teaser trailer showed a high-resolution but brief clip of a ruined Washington D.C., the capital of a United States that no longer exists. This was rendered using in-game graphics. The trailer was underscored by the song 'I Don't Want to Set the World on Fire'¹, and does away with the previous games' slogan of, 'War. War never changes'.

The second trailer was presented in the style of a 1950s advertisement, depicting a stereotypical, though exaggerated, family scene around the dinner table. A representative of the fictional bunker manufacturer Vault-Tec extols the advantages of living in one of their habitats in light of the imminent nuclear catastrophe. This trailer is also in high resolution and was produced in widescreen format, though the live-action Vault-Tec portion is shown in 4:3 aspect ratio, which was standard for the cinema and the nascent television industry of the time.

The way in which 1950s technology has been included, and integrated into gameplay as part of the retrosetting, is evident, as are all the references to nuclear war – from the direct, such as the brief glimpse of a newspaper headline mentioning a Chinese invasion of Alaska, an event important to the game's backstory, to touches such as the inclusion of foodstuffs with names like 'Sugar Bombs', whose logo is a bomb in the style of the first US nuclear weapons. The scene also incorporates captions typical of American educational videos, such as the text reassuring viewers that the atomic explosion and mushroom cloud visible in the background through the window are not part of an actual explosion. Short animated sequences featuring the company's mascot 'Vault Boy' are also used. Following the advertisement sequence, the picture zooms out from an old CRT television and expands to the widescreen ratio actually used by the video. The trailer then shows examples of gameplay using in-game graphics.

Video games are being promoted increasingly often with high-resolution videos, which nonetheless consist mostly of gameplay scenes taken directly from the game.

For Fallout 3, developer Bethesda Game Studios produced these scenes specially for the promotional material. While the teaser trailer does use in-game graphics, the developers have apparently not yet discussed whether it will be integrated into the game. The second trailer, using live actors, was developed for advertising purposes only, and will not appear in the game. This is the first time in the gaming sector that such a large amount has been spent on advertising. Both trailers are available for download at 720p29.26 from the developers' website.²

The game itself uses high-resolution graphics, although no information has yet been released on the minimum specs a system will need in order to run the game.

1 lyricsplayground.com: '[Song: I don't want to set the World on fire](#)'

2 fallout.bethsoft.com: '[Trailer download site](#)'

Further details on the maximum supported resolution and the game's audio are not yet available, and will be released shortly. The game will use a modified version of the graphics engine previously used in '[The Elder Scrolls IV: Oblivion](#)', also a Bethesda game. This already supported true widescreen resolutions of up to 1920x1080, which is HDTV-compliant.³ The widescreen mode (16:9) even has a larger horizontal field of view than is possible in other games, which use optical tricks to adjust the 4:3 image to a 16:9 ratio.

Sources

This article is based on hdtvtotal.com: '[Videospiel: Fallout 3 mit speziell für den Trailer angefertigten, hochauflösendem Inhalt](#)' (by Andreas -horn- Hornig) (28/09/2008, 17:02).

Original

[https://de.wikinews.org/wiki/Videospiel: Fallout 3 mit speziell f
%C3%BCr den Trailer angefertigten, hochaufl%C3%B6sendem Inhalt](https://de.wikinews.org/wiki/Videospiel:_Fallout_3_mit_speziell_f%C3%BCr_den_Trailer_angefertigten,_hochaufl%C3%B6sendem_Inhalt)

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³ widescreengamingforum.com: '[widescreengamingforum.com: Oblivions Widescreen-Unterstützung](#)'