Final Fantasy VII Rebirth Performance Mode Visual Update On The Way, Director States

Description

The director of *Final Fantasy VII Rebirth*, Naoki Hamaguchi, has said that a new patch for the game is being made. This specific patch will improve the visual quality of the game while it is in performance mode. The announcement was made through the video game website [One More Game](). The exact release date of the new patch remains unknown. However, Hamaguchi hinted that it would be soon.

Hamaguchi stated, "We've heard from many players about improving the graphics in the performance mode, and we're working on it. We believe that the release date will not be too far off. We are also working on improving the facial lighting as per the players' feedback."

The feedback from many players pointed out that the characters' faces sometimes appeared too dark or scary due to lighting. The team is working on fixing this issue.

The news was shared by a Twitter user named [Genki]().

Final Fantasy VII Rebirth is the second game in the *Final Fantasy VII Remake* series. The new game has more exciting features than the first one. It is set to run until The Forgotten Capital, a part of the original game.

Players can expect more playable characters like Cait Sith and Red XIII. Gold Saucer, a place with many fun games, will be a key location in the game. Another minigame, called the Junon infiltration, has been greatly enhanced. Here Cloud, the game's character, will coordinate soldiers to form particular formations. Importantly, Sephiroth will also be playable during the Nibelheim flashback part of the game.

There are also changes in the combat part of the game. Players will get to experience new Synergy attacks which can be executed by using multiple party members. Another update is that Red XIII will now have his own unique revenge gauge mechanic.

If you are interested, read our review of the game to learn more.

Final Fantasy VII Rebirth is now available exclusively on PlayStation 5.

Please note that this post may contain Amazon affiliate links, meaning we may earn a commission on purchases made through these links.

Vocabulary List:

1. **Patch** // (noun): A small piece of code that is used to update or fix issues in software.
2. **Visual Quality** // (noun): The overall clarity sharpness and appeal of the visual elements in a product.

3. **Performance Mode** // (noun): A setting or option in software that prioritizes performance over other aspects.
4. **Facial** // (adjective): Relating to the face or features of the face.
5. **Minigame** // (noun): A small simple game within a larger game often as a diversion or additional feature.
6. **Synergy** // (noun): The interaction or cooperation of two or more elements that creates a combined effect greater than the sum of their separate effects.

Vocabulary quizzes

Multiple Choice (Select the Correct answer for each question.)

1. What type of character in fantasy games can raise the dead?

   Option: Wizard
   Option: Necromancer
   Option: Warrior
   Option: Assassin

2. What term refers to the interaction between living organisms and their environment?

   Option: Habitat
   Option: Population
   Option: Ecosystem
   Option: Species

3. Which feature of a character in a game is often customizable?

   Option: Facial
   Option: Visual
   Option: Performance
   Option: Mode

4. What term describes finding something previously unknown?

   Option: Creativity
   Option: Dedication
   Option: Discovery
   Option: Challenge

5. What term refers to the interaction where the combined effect is greater than the sum of individual effects?

   Option: Correlation
   Option: Synergy
   Option: Material
   Option: Feature

6. In a larger game what type of smaller game is often included for extra entertainment?

   Option: Enhancements
   Option: Minigame
   Option: Challenge
   Option: Boosted

7. What term describes an increase in performance or abilities?

   Option: Admiration
   Option: Boosted
   Option: Challenge
   Option: Creativity

8. Which term is used to describe an animal that preys on others?

   Option: Occurrence
   Option: Nutrients
   Option: Solitary
   Option: Predator

9. What term refers to a distinctive attribute or aspect of something?

   Option: Patch
   Option: Visual Quality
   Option: Feature
   Option: Performance Mode

10. What term describes the arrangement or organization of parts within a whole?

   Option: Structure
   Option: Electron
   Option: Correlation
   Option: Material

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. Game developers often release _____ to improve gameplay and fix bugs.

12. Some characters in games have a _____ ability that activates automatically.

13. Writing code in _____ allows programmers to have more control over hardware.

14. The _____ of a rare event can add excitement to a game.

15. Players may need to consider _____ their base to a safer location in strategy games.

16. Modern games often focus on achieving high _____ to immerse players in the

experience.

17. Game data analysts look for patterns and _____ between player actions and

outcomes.

18. Players may express _____ for skilled gamers who achieve impressive results.

19. Exploring hidden areas in a game can lead to exciting _____ of new items or clues.

20. Increasing the difficulty level provides a greater _____ for experienced players.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)

21. A is the internal framework of the body on which the body's tissues and organs are constructed.
22. Switching to in games can enhance graphics and frame rates for a smoother experience.
23. The developer's to creating a realistic game world is evident in the attention to detail.
24. Crafting in games often requires gathering specific to create new items or structures.
25. A loyal follower or servile underling in games is often referred to as a of the main character.
26. Game developers release a to address issues and introduce new content.
27. Adding visual and performance can make a game more enjoyable for players.
28. Some games offer a experience where players can explore alone without interaction from others.
29. In games an is a subatomic particle that can determine the behavior of virtual elements.
30. Using power-ups or special items can give players a advantage in challenges.

Answer

Multiple Choice: 1. Necromancer 2. Ecosystem 3. Facial 4. Discovery 5. Synergy 6. Minigame 7. Boosted 8. Predator 9. Feature 10. Structure
Gap-Fill: 11. Enhancements 12. Passive 13. Assembly Language 14. Occurrence 15. Relocating 16. Visual Quality 17. Correlation 18. Admiration 19. Discovery 20. Challenge
Matching sentence: 1. Skeleton 2. Performance Mode 3. Dedication 4. Material 5. Minion 6. Patch 7. Enhancements

8. Solitary 9. Electron 10. Boosted

CATEGORY

1. Sci/Tech - LEVEL3

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Author
aimeeyoung99