Funcom Unveils New Dune: Awakening Footage in Epic Trailer and Featurette

As Dune: Part 2 hits theaters, Funcom debuts the Dune: Awakening Direct series of showcases, revealing an Arrakis unseen by the camera, and the freedom players will experience in Open World Survival MMO Dune: Awakening.

**Oslo, Norway – March 4, 2024 –** Funcom is proud to reveal a brand-new trailer and featurette for *Dune: Awakening,* premiered in the first of a new showcase series, Dune: Awakening Direct. Hosted by the prominent Soe Gschwind, the fifteen-minute show dropped spectacular new footage of the open world survival MMO, where you will fight to survive on the most dangerous planet in the universe.

After announcing *Dune: Awakening* back in 2022, Funcom has kept its cards close to its chest. With the release of *Dune: Part 2* this weekend, however, the developers are finally ready to uncover what has been growing beneath the sand’s surface this whole time.

In *Creating Worlds: From Book to Film to Game*, Funcom takes us on a breathtaking journey into the heart of Arrakis, featuring never-before-seen footage from the game. Interviews with Greig Fraser, academy award-winning Cinematographer on Villeneuve’s *Dune Part 1 and 2*, and Funcom Creative Director, Joel Bylos, reveal the creative overlap between *Dune: Awakening* and the recent movies. Get a glimpse at what it takes to bring the ultimate Dune fantasy to life.

[[Creating Worlds Featurette](https://youtu.be/LW6ou6mugAA)]

Following *Creating Worlds*, the Survive Arrakis Trailer explodes out of the sand with colossal sandworms and soaring ornithopters. Gather materials to build your base in the style of your choosing, explore the deadly deserts in a variety of vehicles, learn deadly techniques and abilities from the Great Schools of the Imperium, and rise from survival to dominance. Witness the awesome scale and freedom of a living Arrakis.

[[Survive Arrakis](https://youtu.be/1S-l7NySFsI) Trailer]

*Dune: Awakening* combines the grit and creativity of survival games with the social interactivity of a large, persistent multiplayer game to create a unique and ambitious open world survival MMO. *Dune: Awakening* is more sandbox than theme park. The emphasis lies in the freedom it offers in choosing and pursuing your goals, and the emergent moments that arise as they clash with that of other players.

In *Creating Worlds*, Joel Bylos summed up the meaning of *Dune: Awakening*, "Funcom as a company has been on this journey for a long time, creating multiplayer worlds where players can live out their dreams and fantasies. We were there in the beginning with massively multiplayer online games. We’ve been there in the beginning with survival open world crafting games, and *Dune: Awakening* is a culmination of those legacies, bringing us forward into the future. It’s a culmination of what Funcom means as a company and what we can deliver."

This was only the first Dune: Awakening Direct, with more soon to follow, showcasing additional gameplay, interviews, and more. *Dune: Awakening* will come to PC, PlayStation 5, and Xbox Series X|S. Sign up to the Beta now at [www.duneawakening.com](http://www.duneawakening.com/) and wishlist the game on [Steam.](https://store.steampowered.com/app/1172710/Dune_Awakening/)

**ABOUT FUNCOM**

**Funcom is a developer and publisher of online games for PC and consoles. Funcom has provided outstanding entertainment since 1993 and continues to expand its track-record of more than twenty released games. Titles include ‘Conan Exiles‘, ‘Secret World Legends, ‘Age of Conan: Hyborian Adventures’, ‘The Longest Journey', 'Anarchy Online', 'The Park', and 'Dreamfall: The Longest Journey'. For corporate information please visit** [**www.funcom.com**](http://www.funcom.com/)**.**

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**ABOUT FRANK HERBERT**

**Frank Herbert (1920 – 1986) created the most beloved novel in the annals of science fiction, DUNE, winner of both the Hugo and Nebula Awards. He was a man of many facets, of countless passageways that ran through an intricate mind. His magnum opus is a reflection of this, a classic work that stands as one of the most complex, multi-layered novels ever written in any genre. Today the novel is more popular than ever, with new readers continually discovering it and telling their friends to pick up a copy. It has sold tens of millions of copies worldwide, in more than 40 languages. Today his literary legacy is managed by his son Brian Herbert, and grandchildren Kim Herbert and Byron Merritt.**