Silicon Studio at GDC 2015

The Rendering Engine "Mizuchi" tools showcased for the first time
Playable demo of the Bandai Namco Games PC title "Rise of Incarnates"
using Silicon Studio's optical effects middleware "YEBIS 3"
Sessions showcasing the versatile C# game engine

Silicon Studio, pioneering middleware and games developer, is set to exhibit the latest in middleware technology at Game Developers Conference 2015 (GDC 2105), March 2nd to 6th at the Moscone Center, San Francisco.

We will be showcasing our pioneering rendering engine "Mizuchi", our high-end post-effects middleware "YEBIS 3" and the breakthrough C# game engine "Paradox" at our booth (booth 316). Engineers will be at the booth to demo the products and answer any technical questions. The sales team will also be there to answer any questions on the business end.

About our products on display at the booth:
-"Mizuchi"
We will be showcasing the tools included in the physical based rendering engine, "Mizuchi". We will be presenting the workflow of how "Mizuchi" can actually be applied using the real-time demo "Museum" which we released last year. There will be a PC demo version as well as a real-time demo using PlayStation®4. There will also be a demo session which will highlight the main features of "Mizuchi" (see below for details).

-"YEBIS 3"

We will be showcasing the Real-Time Post Effects Middleware, "YEBIS 3" with a demo on PC. Playable demos of the upcoming Bandai Namco Games' Free to play PC game "Rise of Incarnates" and Bandai Namco Games America's PC and console game "MXGP" both featuring "YEBIS 3" and also featuring "OROCHI 3" on ROI, will be available. (Rise of Incarnates, developer: Bandai Namco Studios / MXGP, Developer: Milestone) A session to demonstrate the key features of "YEBIS 3" will be available (see below for details).

-A message from Bandai Namco Games

> We have built a good working relationship with Silicon Studio as our developers. Our current project was originally designed 3 years ago to be a Japanese made, fast-paced action game with next gen graphics that can hold its own, in a challenging international environment. At the time when there was a change of hardware, we were looking for an external engine which allowed the development to be efficient and had the support structure. Our choice for this was "OROCHI 3" and "YEBIS 3". We believe the engine will still continue to evolve so we have used it for the current project and will consider it for future projects too.
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> BANDAI NAMCO Games Inc.
> *Rise of Incarnates* Executive Producer
> General Manager, Production Department 5, Production Group 1
> Ryuichiro Baba

- "Paradox"

We will be presenting the latest features and tools of the open source breakthrough C# Engine "Paradox".

- Sessions at Silicon Studio booth

We will be having short sessions to highlight the use and features of our middleware range.

Each session will be about 10 minutes including a demo on an 80" screen. There will be three time slots with a session on "YEBIS 3", "Mizuchi" and "Paradox" in each slot.

-Session Schedule

Date	Time slot
March 4th	1. 11am to 11:30am 2. 2pm to 2:30pm 3. 4pm to 4:30pm
March 5th	1. 11am to 11:30am 2. 2pm to 2:30pm 3. 4pm to 4:30pm
March 6th	1. 11am to 11:30am 2. 1:30pm to 2:10pm

- "Mizuchi" Sessions

The Cutting-Edge Rendering Engine, "Mizuchi" is set to be released summer 2015. We will be presenting the key features of the engine using the acclaimed real-time demo "Museum".

- "YEBIS 3" Sessions

We will be highlighting the new features of the Pioneering Optical Effects Middleware, "YEBIS 3" using a real-time demo.

- "Paradox" Sessions

Our open source versatile C# Game Engine, "Paradox" will be presented in three separate sessions. Each session will be presented once a day in separate time slots with two sessions on the second slot on March 7th.

1. "Paradox" over view: Features and Scene editor
2. PBR: Lights, Materials, and Post-Effects
3. Beyond Über-Shaders: modular Shaders.

Free Silicon Studio GDC party!

We will be hosting a party again at GDC. As always, it will be a great place to network and socialize with many different people from the games industry in a casual environment. Please ask our staff at the booth for details and for your free ticket!

Party details

Date and time	March 5th 7pm to 9pm
Fee	Free, by invitation only
Capacity limit	80 guests
Party type	Casual reception style party with refreshments and drinks
Venue	Please ask booth staff for details

Exhibition details

Event	GDC2015(Game Developers Conference)
Event website	http://www.gdconf.com/
Event dates	March 2nd to 6th 2015 Exhibition days: March 4th to 6th
Venue	The Moscone Center 747 Howard Street (between 3rd and 4th streets) San Francisco, CA 94103, U.S.A. Booth: #316

For inquiries or more info please contact:

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