

PRESS RELEASE

Media Contact

Jacqueline Pitts | Silicon Studio | [pr@siliconstudio.co.jp](mailto:pr@siliconstudio.co.jp) | +81 (0)3 5488 7070

**Silicon Studio "GDC2016"**  
**Skin rendering demo for "Mizuchi" rendering engine,**  
**New product "YEBIS for Maya", C# game engine "Xenko"**

**Tokyo, Japan, (March 4, 2016)** - Continuing the drive to expand on their digital content business for the entertainment industry, Silicon Studio, pioneering middleware and games innovator, announced they will be exhibiting their latest technological innovations at the upcoming Game Developers Conference at the Moscone Center in San Francisco, March 14th through the 18th.



■ **Exhibition Highlights**

- Real-time rendering engine "Mizuchi"

The Mizuchi exhibition will showcase a variety of new developments including skin shading with subsurface scattering, atmospheric scattering, and new video animation playback functionality increasing accessibility for a wider range of industries.

Also for the first time outside of Japan will be introduced the car and building (kitchen) viewer real-time rendering demos.

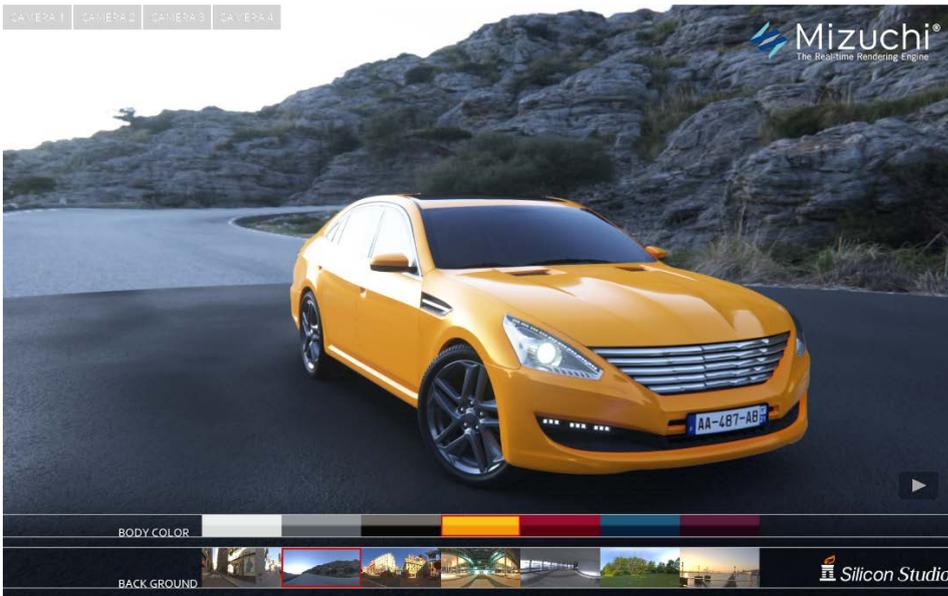
- Demo of the new "Autodesk® Maya®" plugin "YEBIS for Maya"



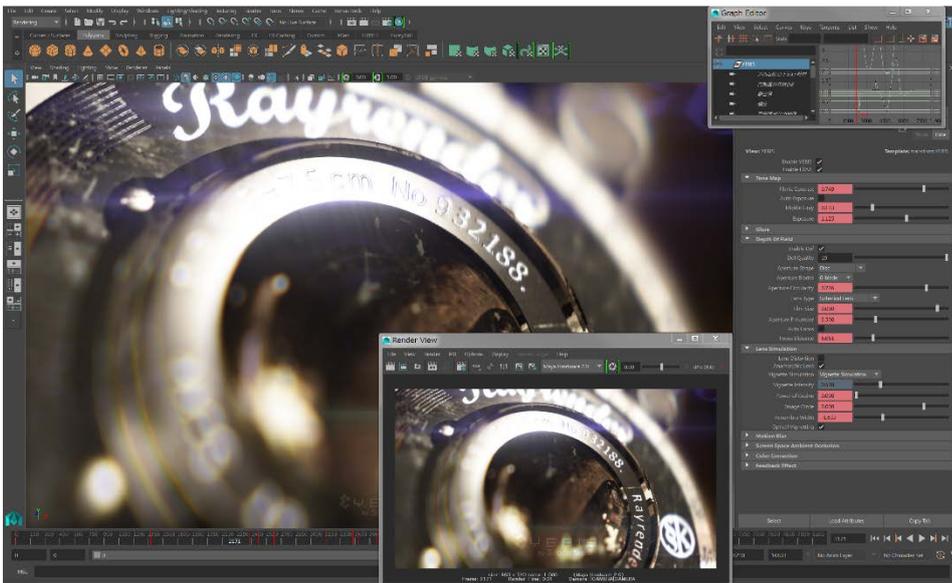
The soon to be released plugin, "YEBIS for Maya", provides a variety of middleware "YEBIS" real-time post effects for usage in Autodesk, Inc.'s DCC tool "Maya®" giving users more options to add new levels of realism to video production and realistic product visualization.

- C# game engine "Xenko"

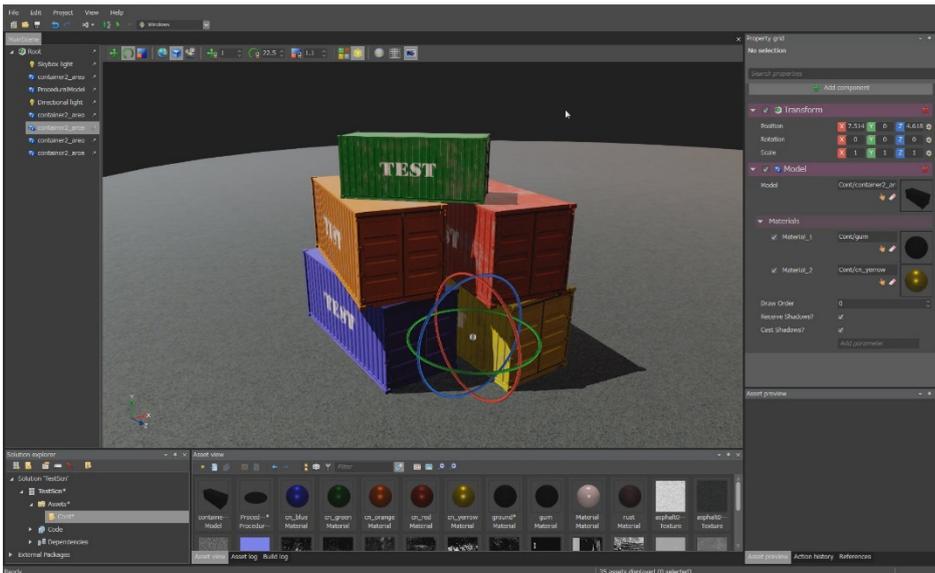
Will feature new additions and upgrades including the new particle editor, the PBR material editor, and prefabs.



"Mizuchi" real-time rendering car viewer demo



"YEBIS for Maya"



## # Game Engine “Xenko”

### ■ Exhibition Overview

Event Name	GDC 2016 (Game Developers Conference)
Website	<a href="http://www.gdconf.com/">http://www.gdconf.com/</a>
Event Dates	Monday March 14 <sup>th</sup> , 2016 ~ Friday March 18 <sup>th</sup>
Booth Staff	Marketing Division, Global Business: Michael Prefontaine、Jacqueline Pitts
Venue Location	The Moscone Center 747 Howard Street ( between 3rd and 4th streets) San Francisco, CA 94103, U.S.A. Booth Number : #416 Floor Plan : <a href="http://urx.blue/s8bU">http://urx.blue/s8bU</a>

※Mizuchi, YEBIS, Xenko are trademarks or registered trademarks of Silicon Studio Corporation.

※All other names and trademarks mentioned are the registered trademarks and property of the respective companies.