



PRESS RELEASE

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**Tokyo Game Show 2016, Silicon Studio to exhibit  
latest version of "Mizuchi" tech demo "YURI",  
and playable demo of "Square Enix Co., Ltd." title "Figureheads"  
highlighting usage of "YEBIS" post-effects**

**Tokyo, Japan, (September 9, 2016)** –Middleware and game development company, Silicon Studio, announced it will be participating in "Tokyo Game Show 2016" (also referred to as "TGS2016"), taking place between September 15th and 18th at Makuhari Messe in Chiba. The corporate booth will be exhibiting the latest version of the "Mizuchi" real-time rendering tech demo "YURI", and the playable demo of the "Square Enix Co., Ltd." title "Figureheads", highlighting the in-game usage of the "YEBIS" post effects middleware.



**TOKYO  
GAME SHOW  
2016**

Demo Overview

Along with the playable demo of the "Square Enix Co., Ltd." title "Figureheads" and other tech demos of both YEBIS and Mizuchi, the main feature will be the latest version of the Mizuchi real-time character representation demo "YURI", previously shown at CEDEC2016 (Official Website <http://cedec.cesa.or.jp/2016/>). The latest version of the demo elegantly represents YURI in hyper 3D photo-realistic quality, as she sits relaxing and overlooking the garden of a traditional Japanese house, as the autumn leaves flutter in the wind.

(This demo is a work in progress and is planned to be gradually updated and upgraded to further exhibit the power of Mizuchi, including VR capability.)



### Exhibition Overview

Event Name	Tokyo Game Show 2016
Official Website	<a href="http://expo.nikkeibp.co.jp/tgs/2016/">http://expo.nikkeibp.co.jp/tgs/2016/</a>
Business days (Only)	September 15 <sup>th</sup> (Thur.)~ 16 <sup>th</sup> (Fri.) 2016
Booth Location	4-N42 (Business Center)
Venue	Makuhari Messe (Mihama-ku, Chiba City)
Sponsor	Computer Entertainment Supplier's Association (CESA)

### About Mizuchi

Mizuchi is a high-powered real-time rendering engine that supports physically based rendering concepts. Mizuchi's strength lies in the overwhelmingly realistic texture expression, made possible through highly accurate light reflection representation. Thanks to the capabilities of real-time graphics, a variety of materials and textures such as metal, wood, glass, skin, and cloth can be expressed in life-like quality. The flexible design supports not only game development but also content production for video and non-entertainment fields. In addition, the post effect middleware "YEBIS" is integrated into the system enabling advanced optical representation.

<https://www.siliconstudio.co.jp/middleware/mizuchi/en>

### About YEBIS

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field and glare. YEBIS simulates an actual camera lens to recreate the most realistic and accurate optical effects.

YEBIS is available for the following platforms:



PlayStation®4, PlayStation®3, PlayStation®Vita, Xbox One, Xbox360®, Windows®(DirectX 9/10/11), iOS, Android

YEBIS Official Website

<http://www.siliconstudio.co.jp/middleware/yebis/en/>

### About Figureheads

Sales & Publishing	SQUARE ENIX CO., LTD.
Developer	Game Studio Inc.
Supported OS	Windows
Service start date	March 11 <sup>th</sup> , 2016
Official Website	<a href="http://figureheads.jp/">http://figureheads.jp/</a>
Copyrights	©2015,2016 SQUARE ENIX CO., LTD. All Rights Reserved.

### About Silicon Studio

Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

\* YEBIS and Mizuchi are trademarks of Silicon Studio Corporation.

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