



PRESS RELEASE

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Silicon Studio's Xenko game engine available now

Open-source game engine with the latest C# scripting and advanced VR tools

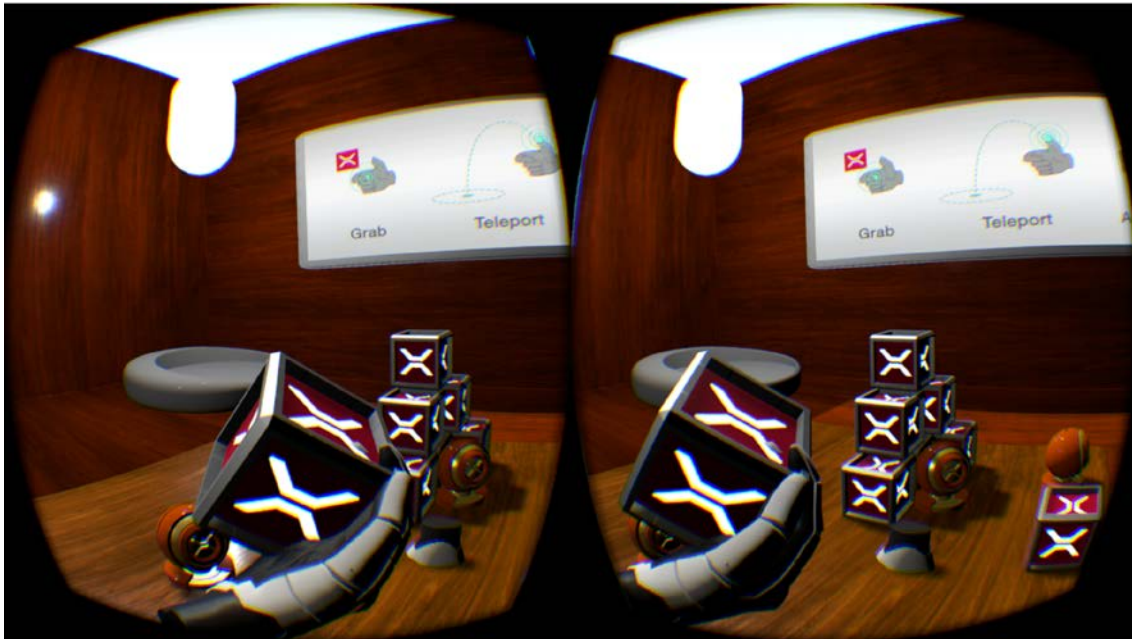
TOKYO, Japan (April 25, 2017) – Game maker and middleware pioneer, [Silicon Studio](#), today releases the [Xenko](#) game engine, giving developers more options than ever before in creating projects of all sizes, from mobile games to realistic VR experiences and beyond. Xenko is free for educational use, small studios and individual users, with larger studios paying a nominal monthly fee. To celebrate the launch, Silicon Studio will offer all users' access to the engine's unrestricted **Pro** plan at no cost and with no registration requirements through July 31, 2017.

"We worked with developers to create a tool that lets them explore their creativity without running into some of the limitations they may find with other game engines," said Terada Takehiko, CEO of Silicon Studio. "By offering advantages like C# and photorealistic rendering, we're positioning Xenko as the top choice for creators working in 3D, VR, and everything in between."



Xenko was designed by an international team of developers, for developers. Using the latest version of C#, the open source engine features high-end realistic rendering, multithreading with support for the latest graphic APIs (Vulkan & DirectX 12), nested prefabs, particle effects, a built-in script editor and more.

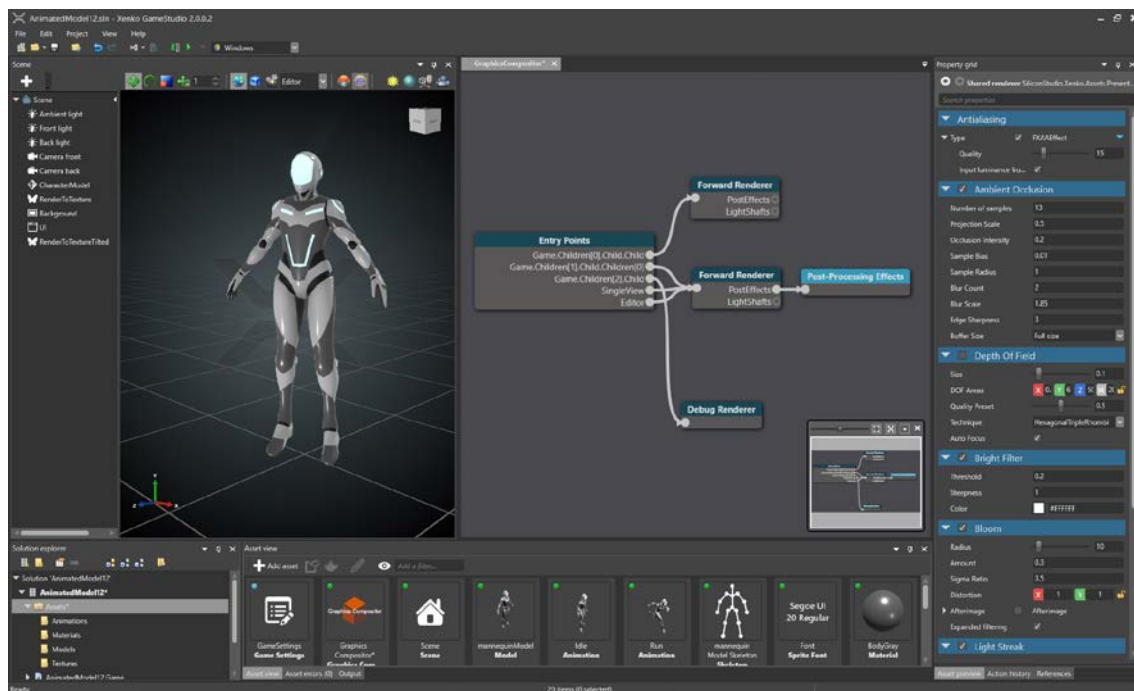
Compared to the beta version, this release version boasts major improvements that include VR support – with features such as binaural audio, single pass rendering, one-click VR setup, multi-sampling anti-aliasing (MSAA) –, scene streaming management, a pipeline rendering editor, and light probes (a first step to global illumination), along with greatly improved stability.



"I've been developing with the Xenko engine for over two years now," said beta user and game developer Filip Dusek, creator of the game Children of the Galaxy. "I'm really pleased with the performance and stability of the engine. The renderer is remarkable - both in terms of use and the visual results."



Xenko represents a new option for developers that want more flexibility from game engines, and this release is just the first step. Silicon Studio will continue to offer new features and updates, including a much more advanced rendering pipeline editor, a visual scripting system, and more.



To celebrate the launch, Silicon Studio is introducing the Xenko Welcome Campaign, allowing access to the **Pro** and **Personal** plans, without registration to all users at no cost until July 31, 2017. Following the conclusion of the welcome program, users that took advantage of the **Pro** Plan who wish switch to the **Personal** plan can simply register their account and select the **Personal** option (studio size restrictions apply). For more details, see the [campaign page](#).

Pricing, availability, and welcome campaign

Pricing for Xenko is broken into four tiers:

- **Xenko Personal** – Free for small studios, personal, and students
- **Xenko Pro** – Designed for small to medium-sized studios; \$75 per month (free until August 1st 2017)
- **Xenko Pro Plus** – Designed for larger studios; \$150 per month
- **Xenko Custom** – Available to accommodate teams with a variety of special needs, projects, and requirements.

During the campaign, **Xenko Pro Plus** plan will only be available for corporate customers through the product “Contact Us” form. When the campaign ends the **Pro Plus** plan will be made available to all users through the Xenko store.

A **Xenko Education** version is free for students and universities to use for non-commercial education uses.

For full details, see the [Xenko license plan page](#).

Xenko is available for PC and allows developers build games for Windows, iOS, Android and Xbox One, with support for other consoles coming later. Xenko can be downloaded directly through the [Xenko website](#).

About Silicon Studio

Silicon Studio is a Tokyo-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 first party-games and non-gaming applications for third parties.

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