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Silicon Studio’s optical effects middleware “YEBIS” adopted by space sandbox MMO “Dual Universe” from Novaquark

Tokyo, Japan, (September 27, 2022) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries, is pleased to announce that after years of intense development, French developers Novaquark, with offices in Paris and Montreal, will finally release groundbreaking sci-fi MMO “Dual Universe” utilizing Silicon Studio’s leading optical post-effects middleware YEBIS.



Novaquark grew from a crowdfunded indie company with a vision to build the first virtual civilization to become one of the leading developers of the metaverse. Their first ambitious project, Dual Universe, offers unprecedented possibilities to build almost anything players have in mind, thanks to a revolutionary voxel technology. During two years of beta, Dual Universe players have created wonders of virtual art, from majestic space stations to sprawling cities, and explored a vast, shared solar system ripe with opportunities and powered by the company’s unique Single-Shard server technology.

Of course, an epic space adventure such as Dual Universe needs to set the right mood and give players a true epic sense of exploration and discovery. For this, the proper usage of lighting and effects is key, especially for a game where new alien landscapes can be brilliant rendered in HDR.

Official comment from Novaquark

“We used YEBIS for most of our compositing in DU (HDR remapping, bloom, auto exposure, camera lens effects, tone mapping). It was pretty straightforward to plug it in our rendering pipeline and offered enough flexibility for most of our use cases”

Chief Technology Officer: Guillaume Gris

About “Dual Universe”

Developer	Novaquark
Platform	Steam® (Windows PC)
Genre	MMORPG
Release Date	September 27, 2022
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About YEBIS

"YEBIS" enables various advanced optical expressions such as glare, depth of field, motion blur, lens optical effects, film / photosensitive effects, color correction, anti-aliasing, etc. in 3D / 2D graphic environments. The latest updates allow for the reproduction of unprecedented photographic blur effects by accurately simulating the correction of aperture opening and closing and lens aberration. In addition to the combination of circular apertures and the number of blades, it is possible to express realistic blur flavor with various features such as different color fringes before and after focus, depending on the lens configuration. YEBIS simulates an actual camera lens to recreate the most realistic and accurate optical effects.

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

YEBIS is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®5, PlayStation®VR, Xbox One, Xbox Series X|S, STADIA, Linux, macOS, Windows, Android, iOS and other embedded devices

Supported API:

DirectX 9/10/11/12, OpenGL (Core/Compatibility Profile) , OpenGL ES3, Vulkan, Metal (iOS), Other Platform-Specific Drawing APIs

About Silicon Studio Corporation

Silicon Studio, a Japan-based game engine and middleware company, develops and provides advanced technologies such as "YEBIS" post effects, "Enlighten" real-time global illumination, and "Mizuchi" real-time rendering to major game and entertainment production studios worldwide. These technologies have helped to bring high quality graphics to a large number of successful AAA titles.

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

* YEBIS is a trademark or a registered trademark of Silicon Studio Corporation.

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