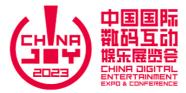




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# Silicon Studio to Exhibit Enlighten Global Illumination Technology at ChinaJoy 2023, China's largest Game Show

Tokyo, Japan, (July 20, 2023) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries, is pleased to announce exhibit Enlighten" real-time global illumination technology at China's largest gaming exposition "ChinaJoy 2023".







"ChinaJoy 2023" (https://www.chinajoy.net/) is a massive gaming event held at Shanghai New International Expo Center, in China for 4 days from July 28th to July 31st, 2023.

This year marks the 20th anniversary of the exhibition, and with more than 200 booths planned, could be the largest to date. ChinaJoy has been mostly a gamer and public facing event, however in response to the high demo, this year the show will host a BtoB area to spread game industry business development for both the domestic and international market.

In August 2022, Silicon Studio announced that game developer and publisher, Papergames (Headquartered in Jianshu, China), had fully adopted Enlighten global illumination technology. Through this deep business relationship, the company recognized the increasing potential of the Chinese game market, and decided to join and exhibit at "ChinaJoy" for the first time in order to build newer and stronger relationships throughout the market to expand and diversify the company portfolio of clientele in China.

During the exhibition, Silicon Studio will be exhibiting in the aforementioned new BtoB area, where the company plans to showcase to Chinese game companies, both real-time global illumination software "Enlighten", and post-effects middleware "YEBIS".

The "Enlighten" exhibition plans to feature the newest version compatible with Unreal Engine 5.1, as well mobile demos displaying the advanced benefits of the software for Android and iOS based games and applications.

## **ChinaJoy 2023 Overview**



Event name: ChinaJoy 2023 (China Digital Entertainment Expo and Conference)

Dates: July 28th (Friday) to July 31st (Monday), 2023

\*BtoB exhibition area is from July 28th (Friday) to July 30th (Sunday)

Venue: Shanghai New International Expo Center

Official site: https://www.chinajoy.net/

#### **About Enlighten**

"Enlighten" is a high quality real-time global illumination technology used for the game, cinematic, entertainment, architectural, and a number of other industries. The technology can efficiently calculate a large amount of mathematical processes to generate and maintain beautiful high-quality images through the usage of light maps, spherical harmonic probes, and reflection captures.

https://www.siliconstudio.co.jp/middleware/enlighten/en/

## Enlighten for Unreal Engine 4 & Unreal Engine 5 is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X|S, Stadia™, Microsoft Windows

#### **Enlighten SDK is available for the following platforms:**

 $Nintendo\ Switch^{\intercal M},\ PlayStation @4,\ PlayStation @5,\ Xbox\ One,\ Xbox\ Series\ X|S,\ Stadia^{\intercal M},\ Microsoft\ Windows,$ 

Android™, iOS

\*Enlighten also supports VR development

### **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/



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