YEBIS 2 Real-time 3DCG video "RIGID GEMS" provided for OpenGL ES 3.0 platform in Android 4.3

Twain Harte, CA –Aug 5, 2013 – Silicon Studio, a high-end middleware provider and game developer, is pleased to announce that its **YEBIS 2** *"Rigid Gems"* real-time tech demo sets higher standard of visual experience for Android users, as the first Japanese video game company to take advantage of OpenGL ES 3.0 platform in Android 4.3 "Jelly Bean" OS.

The YEBIS 2 "Rigid Gems" real-time tech demo is a next-gen visual effects benchmarking program that tests the graphic capabilities of CPU and GPU hardware. The demonstration consists of multiple rings rotating on a marble table as 30 multicolored gems fall from above. The marble table shows reflections by a cube environment map of the background and upon closer viewing, the refracted images of the background can be seen across each of the falling gems. The next-gen lighting and physics features of YEBIS 2 and the standard-setting technology of the newly announced Nexus 7 device celebrate a new achievement in mobile gaming.

The YEBIS 2 "Rigid Gems" tech demo has been featured at Google's press event in San Francisco, CA, during the official unveiling of the new Nexus 7 device and Android 4.3 platform. The graphic quality achieved through the YEBIS 2 tech demo showcases the tremendous potential of mobile visuals on the new Nexus 7 device.

"It is a great pleasure to have our YEBIS 2 software featured at this exciting event," says Takehiko Terada, CEO of Silicon Studio. "The gaming potential of Nexus 7 is truly incredible due in large part to the high-end visuals that can be achieved. The 'Rigid Gems' tech demo highlights how next-gen lighting effects of YEBIS 2 can be produced efficiently and beautifully on Nexus 7."

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YEBIS 2 is a post-processing solution with the power to create stunning visual effects for next-gen development while offering current gen developers the ability to deliver high-quality visuals and lens-simulation effects. **YEBIS 2** is an effective tool for both large scale game productions as well as small indie teams. **YEBIS 2** is the world's only middleware with multi-color customizable glare, depth of field, motion blur, bokeh effects, and more. The software provides various high-quality lens effects which are scalable based upon the platform that the game is being created.

YEBIS 2 is utilized in Square Enix's *Agni`s Philosophy* tech demo, (showcasing next-gen game development on PlayStation® 4 and Xbox One®). **YEBIS 2** is a foundational middleware solution for high-end next-gen gaming.

More information on Silicon Studio and their products can be found here:
www.siliconstudio.co.jp/en/

www.siliconstudio.co.jp/middleware/YEBIS/en/

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ABOUT SILICON STUDIO
Established in 2000, Silicon Studio is an international company based in Tokyo, Japan, that delivers leading innovation in digital entertainment technology and content. Silicon Studio provides cutting-edge solutions in rendering technology, research and development methods, game content, post processing effects and online game solutions.

From fundamental development to integration and implementation, Silicon Studio provides seamless support to all aspects of a client's digital content needs and contributing to their success in creating groundbreaking and award winning interactive entertainment for current and next generation platforms.

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