SILICON STUDIO AND OTOY INC. ANNOUNCE PARTNERSHIP FOR SIGGRAPH 2013

Global Middleware Provider and California-Based Cloud Rendering Company Highlight Integration of YEBIS 2 into Cloud Rendering Solution - BRIGADE

Tokyo, Japan – July 22, 2013 – Silicon Studio, a high-end middleware provider and game developer announced today a partnership with OTOY Inc., the California-based cloud rendering company whose software has been utilized in many leading film franchises including *The Curious Case of Benjamin Button*, *Avatar*, *The Social Network*, and *The Avengers*. This partnership bridges the gap between computer generated effects in films and video games with the post-rendering effects of **YEBIS 2** combined with OTOY Inc.'s cloud rendering solution **BRIGADE**. These two pieces of software bring together offline and cloud-based real-time rendering, redefining the speed and quality of video game development.

In conjunction with this announcement, OTOY Inc.'s Founder and CEO Jules Urbach will be hosting a thirty minute presentation at SIGGRAPH 2013 in Anaheim, California. Reporters and attendees are invited to attend, the presentation called "The Convergence of Cinema and Games: From Performance Capture to Final Render," on Wednesday, July 24th at 3:20 pm at the Anaheim Convention Center, in the NVIDIA Visual Computing Theater, Booth #803.

"Our relationship with OTOY is going to bring great things to visual effects production," says Takehiko Terada, CEO of Silicon Studio. "Video games and modern films share many features in graphics rendering technology, and developers in both fields will be very impressed by the results of our partnership. By combining *YEBIS* and OTOY's technology, you can create a game, keeping the same quality of what film does, which is something you never experience. "

"*BRIGADE* bridges the gap between high-end rendering and real-time performance." says Urbach. "*BRIGADE's* Real-time path tracing gives artists, architects, and gamers the ability to fully immerse themselves in a photo realistic experience or workflow without compromising quality or performance."

Please [contact us](#) for interview opportunities.

BRIGADE is the first game engine which is able to render photo-realistic images in real-time with physically based soft shadows, reflections, refractions, diffuse color bleeding, ambient occlusion and depth of field. Images are rendered using real-time path tracing, an extension of ray tracing calculating the color of each pixel by tracing a number of paths that connect the camera and light sources. **BRIGADE** can be used for games, previews of real-time motion capture performance, as well as scientific and architectural visualization.

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 lens-simulation effects. **YEBIS 2** is an effective tool for both large scale game productions as well as small indie projects. **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 game's platform.

A trailer of **YEBIS 2** showing off the glare, lens flare, and other visual effects can be seen here: www.youtube.com/watch?v=52ojtk9N5yo

YEBIS 2 is utilized in Square Enix's *Agni`s Philosophy* tech demo, (showcasing next-gen game development on the 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/

# # #

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.

ABOUT OTOY INC.

OTOY, Inc. develops a server-based gaming technology that allows play over the Internet. It provides software solutions, as well as provides convergence technologies, content, and special effects for video game and film industries. The company also offers Open Streaming Initiative Server Platform, which streams concurrent HD games, remote desktops, and live

HD video to various online devices; ORBX Encoding to encode video on GPU through OpenCL based GPU servers; and LightStage, a capture technology for the creation of photo-real characters and digital assets for use in films, television, video games, and immersive simulations. It serves studios, game developers, and visualization companies. The company was incorporated in 2010 and is based in Los Angeles, California.

MEDIA CONTACT
Mike Haruki Yamazaki
International Relations
Corporate Strategy Group
TEL : +81-3-5488-7070
FAX : +81-3-5488-7433