



FIGHTER WITHIN – LAUNCHING ON XBOX ONE – HIGHLIGHTS THE POWER OF YEBIS 2 FOR NEXT-GEN GAMING

Tokyo, Japan – August 28, 2013 – Silicon Studio, a high-end middleware provider and game developer announces today that independent studio Daoka is utilizing Silicon Studio's middleware solution, **YEBIS 2**, in the upcoming Kinect-enabled title *Fighter Within*, published by Ubisoft for Xbox One, the all-in-one games and entertainment system from Microsoft. Utilizing the power of Xbox One and Kinect for Xbox One, *Fighter Within* delivers the long awaited motion fighting promise, allowing players to throw punches and kicks in the most immersive and competitive brawling experience available in gaming.

"YEBIS 2 allowed us to implement state of the art post processing effects in our game," said Yves Grolet, Studio Director at Daoka. "This saved us a great deal of time and allowed us to significantly raise the visual quality of our next gen title, *Fighter Within*"

In addition to providing next-gen gameplay mechanics, through the power of **YEBIS 2**, Daoka is bringing the best in next-gen visual effects, including tone mapping and color grading, glare effects, depth of field, anti-aliasing, and god rays. *Fighter Within* sets a high standard on visual effects for Xbox One, launching this fall.

"By utilizing YEBIS 2," says Takehiko Terada, CEO of Silicon Studio "Daoka can create the ground-breaking effects available in YEBIS 2 without compromising development time, money, and resources. This is a beautiful looking game, in large part due to this newly formed relationship."

Players can see the powerful visual effects brought to *Fighter Within* by downloading the following screenshots [HERE](#).

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 also utilized in Square Enix's *Agni`s Philosophy* tech demo, (showcasing next-gen game development on the PlayStation® 4 and Xbox One) and to showcase

the next-gen visuals at the Nexus 7 unveiling this year. **YEBIS 2** is a foundational middleware solution for high-end next-gen gaming.

More information on Silicon Studio and their products including **YEBIS 2** can be found at the following links: 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.

MEDIA CONTACT

Mike Haruki Yamazaki

Silicon Studio Corporation

+81-3-5488-7070

Haruki.yamazaki@siliconstudio.co.jp