



NEXT GENERATION POST-PROCESSING EFFECTS ARRIVE WITH LAUNCH OF *FIGHTER WITHIN* POWERED BY *YEBIS 2*

*Xbox One Launch Title Showcases the
Unique Visual Effects of YEBIS 2 Middleware*

Tokyo, Japan – November 21, 2013 – Silicon Studio, a high-end middleware provider and game developer, announced today that the Xbox One® Kinect-enabled launch title *Fighter Within* will feature the next-gen effects courtesy of the post-processing power of **YEBIS 2**. As the most immersive motion-based brawling experience to release, the realistic optical effects of **YEBIS 2** enable *Fighter Within* to significantly raise the visual quality for this highly anticipated Xbox One launch title.

To be part of the revolutionary Xbox One launch is thrilling, said Jérôme Coppens, CTO of Daoka. "It's a great feeling to be confident with the quality of our launch title, *Fighter Within*. The confidence comes from working with a team dedicated to this fighting game project and the help from Silicon Studio's YEBIS 2 middleware. The amazing post-processing effects enabled us to achieve the next-gen visuals without sacrificing unnecessary development time.



Xbox One launch title *Fighter Within*, post processing effects by **YEBIS 2**

“Through the use of our high-end middleware, developers can effectively and efficiently achieving next-gen visual quality,” says Takehiko Terada, CEO of Silicon Studio. “YEBIS 2 offers powerful post-processing visual effects without sacrificing development time, money, and resources. We like to congratulate Ubisoft and Daoka with the launch of *Fighter Within* and look forward to working with next-gen game developers to help achieve their next-gen graphic benchmarks.”

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

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 visuals and lens-simulation effects. 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.

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, which showcases next-gen game development on PlayStation® 4 and Xbox One®, and more announcements will be coming soon regarding **YEBIS 2** post-processing effects for next-gen game products.

More information on Silicon Studio and its 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.

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