



**FOR IMMEDIATE RELEASE**  
**May 19th, 2014**

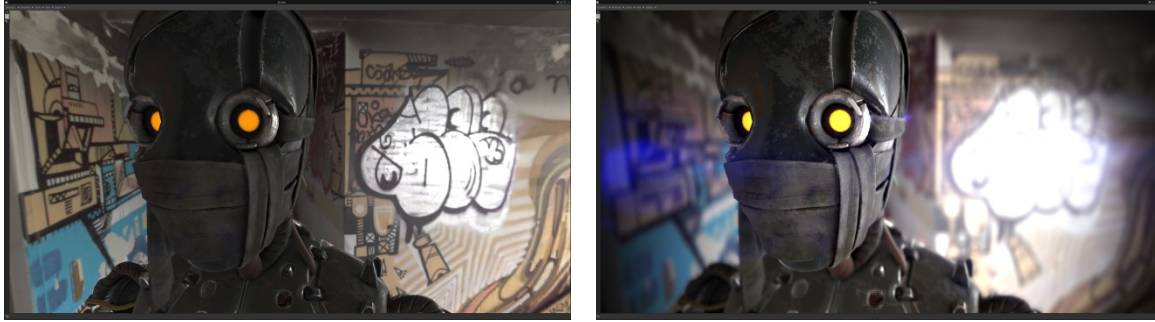
**Allegorithmic Integrates Silicon Studio's YEBIS 2 Tech Into All Substance Products.**

*State of the Art Rendering and Post-Processing Technologies Now Let Game Artists See Final Render In Real-Time; Substance's Physically Based Viewport Now Best in Industry*

**MARINA DEL REY, CA** – May 19th, 2014 – What happens when the world's best post-processing middleware meets the world's most popular texturing technology for games? Game artists are about to find out, as today [Allegorithmic](#) will begin integrating Silicon Studio's [YEBIS 2](#) into Substance Designer 4.3 and Substance Painter beta.

After this integration, what game developers see in their viewport is what will be available in the final rendering. Removing the need to ever leave the program establishes a workflow that for the first time begins and ends in Substance. Whether that means creating beauty shots or making sure the asset currently being textured behaves after applying cinematic post processing effects like SSAO, anti-aliasing, glare, and depth of field, artists now have a level of convenience (and power) that's never been seen before in the world of game design.

*"Digital artists ultimately want to feel unconfined by unnecessary layers. They want to make a change and see what it's actually going to look like right away,"* said Dr. Sébastien Deguy, Founder and CEO at Allegorithmic. *"Combining YEBIS 2's stellar post processing technology with the PBR viewports in both our Substance texture creation products will help us remove most of these layers, and will continue to make the Substance suite the only one-stop shop for textures."*



Comparison of a scene without YEBIS (left) and with YEBIS (right); Depth of field, glare, lense flare and other lense simulations adds to the realism of the picture.

*"Today the latest and most advanced version of our middleware YEBIS 2 is used by the most innovative game developers in Japan and abroad," said Takehiko Terada, CEO at Silicon Studio. "It is a real pleasure to see it utilized by the most innovative company in its field and through products we love. We cannot wait to see what the 3D artists' community will produce now that YEBIS has joined with Substance!"*

### **Availability**

This integration will be available for Windows users first, with plans to roll it out to Mac users in the near future. There will be no additional costs added to the price of Substance Designer or Substance Painter because of this integration. For more information, please visit [www.allegorithmic.com](http://www.allegorithmic.com).

### **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. For more information on Silicon Studio and its products, please visit <http://www.siliconstudio.co.jp/en/>.

### **About Allegorithmic**

Founded in 2003 and based in France, the US and China, Allegorithmic is the leader in 3D texturing technologies with more than 50,000 users and clients including Microsoft, Sony, Activision, Electronic Arts, Ubisoft, NCSOFT, Tencent, Autodesk, NVIDIA and Intel. The company specializes in creating advanced authoring software and middleware that is designed to simplify the process of creating and distributing high-quality textures for next-generation content developers. The company's flagship



product range is Substance. For more information on Allegorithmic and its products, please visit [www.allegorithmic.com](http://www.allegorithmic.com).

#####

*© Copyright 2014 Allegorithmic. All products or brand names mentioned are trademarks or registered trademarks of their respective holders.*

"YEBIS 2" is a trademark of Silicon Studio Corporation.

The other company and product names used herein may be trademarks of their respective owners and are used for the benefit of those owners.

**For more information, Press only**

Anthony Chau  
Reverb Communications  
(209) 586-1495 ex. 110  
anthony@reverbinc.com

**CONTACT**

Global Business Development  
Silicon Studio Corporation  
+81-3-5488-7070  
Pr.grobal@siliconstudio.co.jp