



**YEBIS 2 REVS UP OPTICAL EFFECTS ON  
NEXT GENERATION RACING TITLE MXGP – THE  
OFFICIAL MOTOCROSS VIDEOGAME PS4™**

“The aim for MXGP was the Realism and thanks to YEBIS  
we had the chance to bring it one step further!”

Milestone

**Tokyo, Japan –December 4<sup>th</sup>, 2014** – Silicon Studio, a high-end middleware provider and game developer announced today that next-gen developer Milestone, Italy's premier developer of videogames for console and PC, and world leader in the development of videogames dedicated to the world of motorcycling, will utilize Silicon Studio's remarkable middleware solution, **YEBIS 2** to power the visual effects in their upcoming next-generation racing title, *MXGP – The Official Motocross Videogame*. The cutting edge post processing effects of **YEBIS 2** enable game developers to elevate graphic quality without sacrificing valuable development resources.

“Using advanced optical effects, as Lens Flare and Depth of Field, allowed by YEBIS combined with video footage taken from the MXGP Championship events to give the player the same feeling of a real visual experience. Using technologies like HDR and Tone Mapping effects, from which YEBIS is based, allowed us to manage in the most realistic way all of the lightning situation like back-light and sudden lighting changes due to the frenetic situation of a motocross challenge,” says Milestone’s development team.



YEBIS2 On/Off Screen Shot

“Through the power of YEBIS 2, developers can create fantastic visual effects that complement their games,” says Takehiko Terada, CEO of Silicon Studio. “The fantastic visuals seen in MXGP – THE OFFICIAL MOTOCROSS VIDEOGAME are a testament to the realistic lighting and optical effects that YEBIS 2 can add to any game developer's project.”

More information on Silicon Studio and their products including **YEBIS 2** can be found at the following links: [www.siliconstudio.co.jp/en/](http://www.siliconstudio.co.jp/en/)

More information about MXGP – THE OFFICIAL MOTOCROSS VIDEOGAME on <https://www.facebook.com/MXGPVideogame>, or through the official product site <http://mxgpvideogame.com/>

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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.

#### **ABOUT MILESTONE**

Founded in Milan in 1996, Milestone S.r.l. is the biggest Italian videogames developer and it is recognized worldwide as a leading Studio specialized in racing titles. The company is unique in the Italian scenario thanks to an obsessive desire for quality combined with an elaborate attention to detail which have always been the trademarks and philosophy of the company. SBK® Superbike World Championship series, MotoGP™, MXGP – The Official Motocross Videogame and the official game of the FIA World Rally Championship represent clear examples. For further information please visit [www.milestone.it](http://www.milestone.it).

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