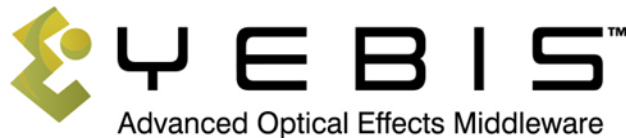FOR IMMEDIATE RELEASE

Media Contact
Elle Airey | Silicon Studio | pr@siliconstudio.co.jp |+81 (0)3 5488 7070

Silicon Studio's Masaki Kawase to give talk on Real-Time Rendering of Physically Based Optical Effects in Theory and Practice at Siggraph 2015

Tokyo, Japan, (August 6th, 2015) - Silicon Studio, pioneering middleware and games developer, announced that the architect of optical effects middleware YEBIS, Masaki Kawase will be speaking about Real-Time Rendering of Physically Based Optical Effects in Theory and Practice.

Masaki Kawase will be one of three instructors on the course along with Yoshiharu Gotanda of tri-Ace, Inc. and Masanori Kakimoto of Tokyo University of Technology. The course will be held on Sunday, August 9th 2:00 pm - 5:15 pm at Los Angeles Convention Center, Room 404AB.

About SIGGRAPH 2015
The annual SIGGRAPH conference is a five-day interdisciplinary educational experience in the latest computer graphics and interactive techniques, including a three-day commercial exhibition that attracts hundreds of exhibitors from around the world.

About Silicon Studio
Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development and computer graphic industries. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

About YEBIS

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field and glare. YEBIS simulates an actual camera lens to recreate the most realistic and accurate optical effects.

YEBIS is available for the following platforms:
PlayStation®4, PlayStation®Vita, PlayStation®3, Xbox One, Xbox360®, Windows® (DirectX 9/10/11), iOS, Android
http://www.siliconstudio.co.jp/middleware/yebis/en/

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