GRAPHICS INNOVATOR SILICON STUDIO TO SHOWCASE NEW TECHNOLOGY AT
GDC CHINA 2015

Paradox Game Engine and YEBIS Post Optical Effects Middleware To Be Demonstrated

Tokyo, Japan – October 23, 2015 – Middleware and game development company Silicon Studio, will be demonstrating their new Paradox Game Engine and YEBIS post-optical effects technology at GDC China 2015. The event runs from October 25 through October 27 in Shanghai, China at the Shanghai International Convention Center. With middleware software that has helped power the visual splendor of such games like Bloodborne, MotoGP™15, and Magic The Gathering, Silicon Studio continues to be a world-leading innovator in visual special effects technology.

"We are thrilled to be able to feature two stellar products from the Silicon Studio lineup. This is the first time Silicon Studio will be at GDC China so we are very excited to showcase this year," said Elle Airey-Kajiwara, Head of Global Business at Silicon Studio. "Paradox and YEBIS are incredible tools that can be utilized by game designers to take their product to the next level, so it is amazing that we can bring this to the public's eye at such a big event."

The following Silicon Studio products will be featured at GDC China:

"Rescue Drone" Demo – Paradox Game Engine

The *Paradox* Game Engine was created to make game development more efficient and to give developers a plethora of creative freedom. By utilizing C# as the programming language, it allows *Paradox* to be highly efficient. Making the source open ensures that developers will never struggle with fixing bugs in game and optimizing is made easier.

YEBIS Middleware

YEBIS is the revolutionary middleware solution developed by Silicon Studio that enables game developers to elevate graphic quality without sacrificing valuable development resources. *YEBIS*' post-processing technologies have been utilized in prominent game titles such as: *Bloodborne*, *MotoGP15*, and *Magic the Gathering*.

More information on Silicon Studio and their products can be found at:

Silicon Studio's homepage - www.siliconstudio.co.jp/en/
Paradox homepage - http://paradox3d.net/
YEBIS homepage - www.siliconstudio.co.jp/middleware/yebis/en/

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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. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

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