

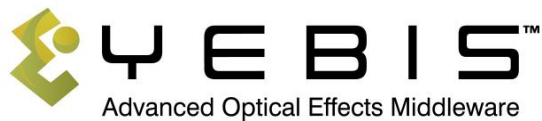
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Media Contact

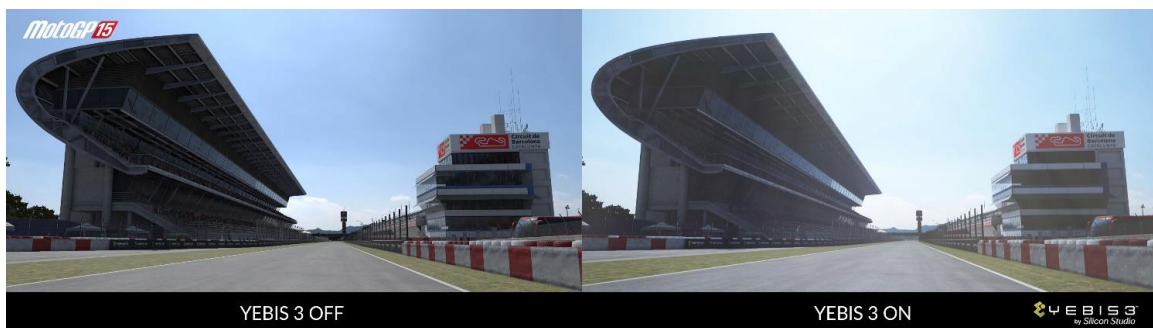
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“MotoGP™15” from Italian developer, Milestone features post optical effects middleware YEBIS

Tokyo, Japan, (October 13, 2015) – Middleware and game development company, Silicon Studio revealed that their post optical effects middleware, YEBIS is featured in the latest motorcycle racing game, “MotoGP™15” by Milestone. YEBIS post optical effects can be seen on PS4™, PS3™, Xbox ONE and Xbox 360 versions of “MotoGP™15”.



Comparison of YEBIS post optical effects in the motorcycle racing game, “MotoGP™15”





※Game content is subject to change

“YEBIS gives us complete control on the lighting of a scene.” Said Paolo Bertoni, Art Director at Milestone.

“We use it both to improve the visual mood of the track (with Light Shaft, Glare, Diffraction Spikes effects) and to gain in realism with effects such as Depth of Field and Motion Blur. This middleware is definitely what makes our games look ‘next gen’.”

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.

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®3, PlayStation®Vita, Xbox One, Xbox360®, Windows®(DirectX 9/10/11), iOS, Android

<http://www.siliconstudio.co.jp/middleware/yebis/en/>

Details of MotoGP15:

Developer and Publisher: Milestone S.r.l.

Available on: PS4™, Xbox One, PS3™, Xbox 360 and Windows PC®/STEAM™

Official Website: <http://motogpvideogame.com/>



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