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Media Contact

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

**Silicon Studio to Showcase New “Mizuchi” Rendering Engine Tools
for the First Time at GDC 2015**

*Sessions with playable demo of Bandai Namco’s PC title “Rise of Incarnates” to showcase
Silicon Studio’s optical effects middleware “YEBIS 3” and versatile C# game engine*

San Francisco, Calif., (February 2, 2015) - Silicon Studio, pioneering middleware and games developer, announced they will be exhibiting their latest middleware technology at the upcoming Game Developers Conference at the Moscone Center in San Francisco, March 4-6, 2015.

Silicon Studio will showcase new tools and features of cutting-edge rendering engine “Mizuchi” at booth 316 with real-time demos of *Museum* for PC and Playstation®4. “Mizuchi” will be released in Summer 2015. Playable demos utilizing high-end optical effects middleware “YEBIS 3” will also be available, featuring upcoming free-to-play Bandai Namco Games PC game *Rise of Incarnates* and Bandai Namco Games America PC and console game *MXGP*. *Rise of Incarnates* also features the game engine “OROCHI3.” Silicon Studio will also host presentations highlighting the capabilities of versatile C# game engine “Paradox,” showcasing the details on its features and scene editor, post-effects software, and modular shaders. Engineers will be present at the booth to demo products and answer technical questions, along with the sales team.

“We are very proud to present our line of highly advanced middleware at GDC 2015,” said President and CEO Takehiko Terada. “Our engineers have been working hard to implement the latest technology and have also listened to our customers’ feedback to make great improvements. We believe that our products can provide a real solution for our users and we will continue to strive forward to keep “YEBIS 3,” “Mizuchi” and “Paradox” at the forefront of middleware technology.”

Thirty-minute presentations will include three ten-minute sessions to feature “Mizuchi,” “YEBIS 3,” and “Paradox” technology, including playable demos on 80” screens. The last presentation on March 6 will feature two “Paradox” sessions. The presentation times are as follows:

Wednesday, March 4th: 11 – 11:30 AM; 2 – 2:30 PM; 4 – 4:30 PM

Thursday, March 5th: 11 – 11:30 AM; 2 – 2:30 PM; 4 – 4:30 PM

Friday, March 6th: 11 – 11:30 AM; 1:30 – 2:10 PM

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Silicon Studios will be hosting a reception on March 5, 7 PM to 9 PM. Capacity is limited to 80 guests, admitted by invitation only; please ask Silicon Studio booth staff for event details and tickets.

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reception on March 5, 7 PM guests, admitted by Studio booth staff for event

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 Bandai Namco Games

“We have built a good working relationship with Silicon Studio as our developers. Our current project was originally designed three years ago to be a Japanese-made, fast-paced action game with next gen graphics that could hold their own in a challenging international environment. At the time when there was a change of hardware, we were looking for an external engine which allowed the development to be efficient and had the support structure, our choice for this was “OROCHI 3” and “YEBIS 3.” We believe the engine will still continue to evolve so we have used it for the current project and will consider it for future projects too.”

Rise of Incarnates Executive Producer

General Manager, Production Department 5, Production Group 1

BANDAI NAMCO Games Inc.

Ryuichiro Baba



“PlayStation” is a registered trademark of Sony Computer Entertainment Inc.

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Rise of Incarnates is a development product of Bandai Namco Studios.

MXGP is a development product of Milestone.

“YEBIS 3,” “Mizuchi,” and “Paradox” are trademarks of Silicon Studio Corp.

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