PRESS RELEASE

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Xenko game engine announces Vulkan graphics API implementation

Tokyo, Japan, (October 14, 2016) – Silicon Studio is pleased to announce that we have implemented Vulkan in our cross-platform open source game engine, Xenko. Vulkan is the next generation graphics API from the Khronos Group, and we are excited to be one of the first commercially available game engines to support Vulkan!

Vulkan is a new, low-overhead, 3D graphics application programming interface (API) which is now a public standard providing high-efficiency, cross-platform access to modern graphic processing units (GPU) used in a wide variety of devices. Vulkan has been designed to work on PCs, consoles, mobile devices and embedded platforms. It mostly targets realtime 3D graphics applications such as videogames, offering higher performance and lower central processing unit (CPU) usage. In addition to enabling lower CPU usage, Vulkan also reduces power consumption and is able to better distribute work amongst multiple CPU cores.

According to Mr. Terada, CEO of Silicon Studio, "It was straightforward for our graphics team to implement Vulkan, thanks to the architecture of our powerful, cross-platform game engine, Xenko. Our internal graphics system is well-suited to the new Vulkan API. Xenko has been built to support multi-threaded processing from its inception. We believe this is the first game engine of its kind to be fully Vulkan enabled from the start."

Adds Neil Trevett, president of Khronos, "Khronos is excited about the rapidly growing support for Vulkan in the industry and is pleased to see Silicon Studio's Xenko, join the growing list of game engines that support Vulkan. We're eagerly looking forward to the first official Xenko release with Vulkan support."

Find out more about Vulkan at https://www.khronos.org/vulkan/

For the Xenko homepage, follow the link here at https://www.xenko.com/

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