



PRESS RELEASE

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**Silicon Studio enters exclusive reseller partnership  
with world-class texture streaming tech developer Graphine (Belgium)**

**Tokyo, Japan, (January 19, 2017)** –Middleware and game development company, Silicon Studio announces new exclusive reseller partnership for the Japanese region with world-class texture streaming technology developer Graphine (Belgium).



Graphine (<http://graphinesoftware.com/>) is a Belgian middleware company based in the city of Ghent, developing and providing texture streaming and compression technology used mainly by the game and 3D visualization industries. Graphine's "Granite SDK" is available as a plugin for Unreal Engine and Unity3D as well as a standalone SDK. It dramatically reduces texture loading time and memory usage for large textures through application of its dedicated streaming technology.

Texture streaming is a solution aimed at using high resolution texture maps and a large number of textures, without causing memory shortages, extended loading times and other issues like texture popping. Granite SDK supports super high resolution textures up to 256K X 256K, the UDIM texture format used in VFX, and classic game textures with high resolution (4K and 8K). In order to exceed the standard limits of traditional asynchronous methods, the system equips methods such as loading by reading distance from the camera and each mipmap level, tile-based texture streaming, virtual texturing shader libraries, various texture compression formats, texture transcoder, a prediction system, a cache management system and various other technologies.



#### ■ Graphine Official Comment

“As a middleware company that works closely with our customers we are dedicated to offering world class support.” Aljosha Demeulemeester, Graphine’s CEO. “We are excited to collaborate with the highly experienced team at Silicon Studio to ensure that our Japanese customers get the most out of our technology.”

(Graphine Founder and CEO, Aljosha Demeulemeester)

#### 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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