PRESS RELEASE

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Silicon Studio "GDC2017"
Game engine Xenko to announce official release,
Special co-promotion with MSI (Japan)
and PearlAbyss Corp. (S. Korea) for YEBIS

Tokyo, Japan, (February 21, 2017) – Pioneering middleware and game innovation company, Silicon Studio, announced they will be exhibiting their latest technological advancements at the upcoming Game Developers Conference (GDC) at the Moscone Center in San Francisco, February 27th through March 3rd.

Silicon Studio plans to announce the official release date of long awaited C# Xenko game engine. This year's exhibition also comes with a special promotional collaboration between Silicon Studio and outstanding gaming pc manufacturer Micro-Star International (Japan) for in booth demo hardware, and hit MMO Black Desert Online developer PearlAbyss Corp. (S.Korea) for YEBIS implementation.
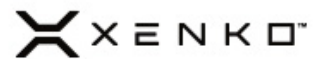

■ **Exhibition Highlights**
・ **C# game engine "Xenko" release**
Xenko will finally announce the long awaited official release date, along with initial pricing models and up and coming post release features. At the event, the engine will showcase new features:
- New high-end rendering techniques (RLR, Light Probes, Skin rendering, etc.)

- VR support and features for multiple devices
- Scene streaming system.

At GDC2017, the Xenko team will also be collaborating with and have a demo space with the International Game Developers Association.
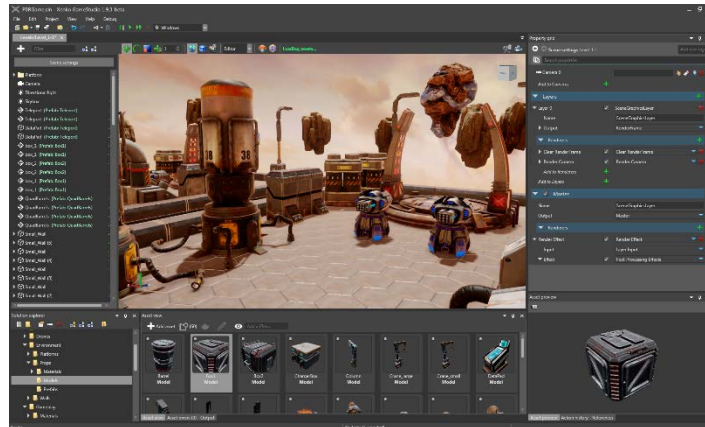
・**YEBIS promotional collaboration with Black Desert Online and development of YEBIS for Unity**

For the first time Silicon Studio will highlight special video of the full adoption of YEBIS technology by hit MMO Black Desert Online from South Korean developer PearlAbyss Corp., marks the start of co-promotion between the two companies to express further the power of YEBIS and the amazingly gorgeous world of Black Desert Online. YEBIS will also be showing some in development demos of a new plugin version for Unity, as well as other demos shown at Tokyo Game Show.


YEBIS Off

YEBIS On

YEBIS Off

YEBIS On

Black Desert Online © 2017 PearlAbyss Corp.

![Silicon Studio logo]

・Mizuchi

Mizuchi will be featuring new rendering features such as clear coat and metal flake; alembic file support, and multi method HDR Support. The booth will also be showing a demo of our VR support, which is continuously being optimized for better performance, and the HDR Yuri demo displayed at Tokyo Game Show.
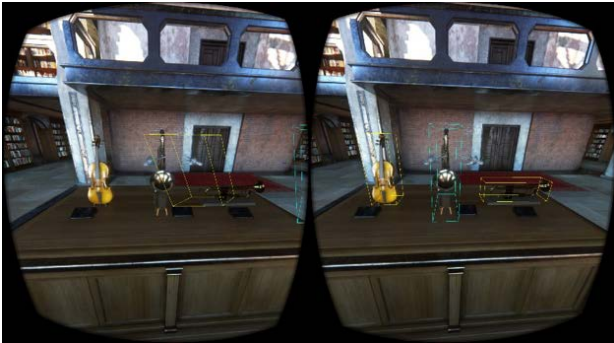
・Collaboration with ultimate gaming notebooks MSI JAPAN

As image quality tech increases so do hardware demands, and when traveling long distances to display high-spec and VR demos, using heavy tower PCs is not a practical solution. To bridge this gap Silicon Studios is proud to be collaborating with MSI and exclusively showing our in-booth demo content on MSI gaming laptop products. Achieving the best in-game quality while maintaining high performance is key to displaying the impact and power of Mizuchi, YEBIS, and Xenko's rendering capabilities and MSI's GT83VR Titan SLI and GT73VR Titan Pro 4k give us the power and performance we need in a mobile solution. The graphics rendering power, Hi-Res Audio DAC output, True Color calibration with 100%sRGB ready, and up to 10~15 heatpipes of the best dual/triple fans cooling system, allow us to run our demos at highest performance as accurately as possible, and the 4k screen of the GT73VR Pro 4k produces stunning visuals for a mobile solution.

MSI JP Official Site   High performance notebooks
https://jp.msi.com/   https://jp.msi.com/Laptops/

MSI JP Official Comment:

MSI are very pleased that we were able to contribute to Silicon Studio.

Silicon Studio are creating intensive and advanced content worldwide, we are pleased to bring the BEST partner and our BEST high performance gaming laptop together. MSI will continue to strengthen this collaboration and build a strong partnership with Silicon Studio over a long span.

MSI extends their best wishes for Silicon Studio's exhibition in GDC2017.

・Presentation Information

Silicon Studio

Xenko team engineer Joerg Wollenschlaeger will be presenting at the KHRONOS group's "Vulkan on Desktop Deep Dive" session on the topic of "Vulkan in the Xenko game engine" on Tuesday February 28th between 2:40pm~ 3:40pm.

Session information
Khronos 3D Graphics Developer Day Sessions at a Glance
Date: Tuesday, February 28, 10AM to 6PM
Location: Room 3022, West Hall

Khronos Booth
Date: Wednesday, March 1, 11AM
Location: South Hall, booth #2419

■   **Exhibition Overview**

Event Name	GDC 2017 (Game Developers Conference)
Website	http://www.gdconf.com/
Event Dates	Monday February 27th ~ Friday March 3rd, 2017
Booth Staff	Marketing Division, Global Business: Event Manager: Michael Prefontaine
Venue Location	The Moscone Center 747 Howard Street (between 3rd and 4th streets) San Francisco, CA 94103, U.S.A. Booth Number：South Hall #624 Floor Plan： http://fp37.a2zinc.net/Clients/fpUBM/gdc2017/Public/Eventmap.aspx?mapID=33&shmode=E

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