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Silicon Studio signs buisness alliance agreement with Quixel (Sweden), providers of large scale scan-based texture library "MEGASCANS"

Tokyo, Japan, (February 3, 2017) –Middleware and game development company, Silicon Studio are pleased to announced the signing of a new business alliance agreement with software company Quixel, provider of large scale scan-based texture libraries.

Quixel（http://quixel.se/）is a Swedish company that provides specialized texture based technology. Their texture creature tool for Photoshop, "Quixel Suite", is beloved by artists all over the world. Quixel's clientele include leading film production companies, game companies, automobile manufacturers, and government-related organizations.

Silicon Studio will become the official representative and reseller of Quixel's leading library product "MEGASCANS", for the Japanese, Korean, and Thai regions; and through cooperation in this business alliance, aims to strengthen the value of both "MEGASCANS" and Silicon Studio products.

Quixel utilized their specialized scanner to create and ever expanding scan-based texture library of a multitude of natural scenes, flowers, rocks, trees, etc., provide, and sell these textures and 3D models through various online services. By scanning actual objects and flora to generate textures and models with this specialized scanner, artists can create highly realistic environments, and with the editor freely create amazing expressions and designs.

■Quixel Official Comment

> "Quixel is committed to bringing the highest quality and most
> easy-to-use content, services and tools to artists and studios around
> the world, and we are thrilled to partner with the highly experienced
> team at Silicon Studio to ensure that our Japanese, Thai and Korean
> customers get the most of our award-winning Megascans technology."
>
> (Quixel Founder and CEO, Teddy Bergsman)

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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