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Silicon Studio provides middleware & graphics development technology To the "Nintendo Switch" development environment Strengthening its development collaboration with Nintendo

Tokyo, Japan, (May 19, 2017) –Middleware and game development company, Silicon Studio Corporation announce they have provided technology for the development SDK for the “Nintendo Switch™”, the new game console from Nintendo Co., Ltd.



For many years, Silicon Studio Corporation has held a close relationship with Nintendo through joint development and technical provision of development environments for Nintendo game systems. In cooperation with Nintendo, Silicon Studio Corporation is using their fine-tuned game tools, shader development, middleware development technology, and other specialized tech to build some components of "Nintendo Switch" development software.

In addition, to the post-effect middleware product "YEBIS", the all-in-one "OROCHI"* game engine, and next generation game engine “Xenko”, officially released in April 2017, are both accelerating implementation of "Nintendo Switch" platform development capability. Through this combination of expertise and technology from both companies, developers can create in an environment that allows easier development of higher quality games. Silicon Studio Corporation plans to continue this creation of new and innovative products and strive to create new business opportunities.

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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*OROCHI licensing is only available to the Japanese domestic market.

Nintendo Switch is a trademark of Nintendo.

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