

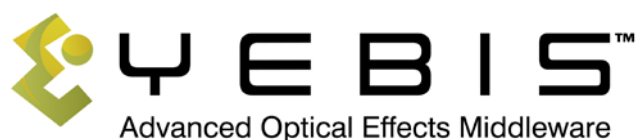
PRESS RELEASE

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**Silicon Studio's post effect middleware "YEBIS"
now available for Nintendo's new game console "Nintendo Switch"**

Tokyo, Japan, (May 26, 2017) –Middleware and game development company, Silicon Studio Corporation are pleased to announce that their leading post effects middleware “YEBIS” is now available for development of games for the “Nintendo Switch™”, the new game console from Nintendo Co., Ltd. released on March 3rd, 2017.



About YEBIS

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field, color correction, anti-aliasing, and glare. YEBIS provides a variety of simulations of actual camera lens to recreate the most realistic and accurate optical effects. (Official site: <http://www.siliconstudio.co.jp/middleware/yebis/en/>)



YEBIS Off



YEBIS On



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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.

YEBIS is trademark or registered trademark of Silicon Studio Corporation.

Nintendo Switch is a trademark of Nintendo.

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