Silicon Studio

PRESS RELEASE

<u>Media Contact</u>

Michael Prefontaine | Silicon Studio | pr@siliconstudio.co.jp |+81 (0)3 5488 7070

Silicon Studio to extend Xenko, C# open source, game engine

free usage campaign until December 31st, 2017

Tokyo, Japan, (July 20, 2017) – Middleware and game development company, Silicon Studio, announced today that the welcome campaign for their C#, open source game engine, Xenko, would be extended until December 31st 2017. Xenko was originally released April 25th this year after 2 years of beta testing. During the campaign period, users may use the Personal and Pro license versions free without any registration.

For further details about the campaign, please refer to Xenko.com.

About Xenko:

Xenko is a next generation cross platform open source game engine developed in C#, created by developers who wanted to provide an environment to create games faster and more freely, and respond to needs of all developers be they beginners, indies, or major studios.

Along with a full scene editor, Xenko boasts a built-in prefab system, scene streaming, the latest in PBR (Physically Based Rendering) technology, multi-threading capabilities, and support for the newest graphics APIs (Vulkan and Direct X 12). The latest shader system for cross platform output and development, and being open source developers can investigate into the code and customize their games to maximize efficiency and output.
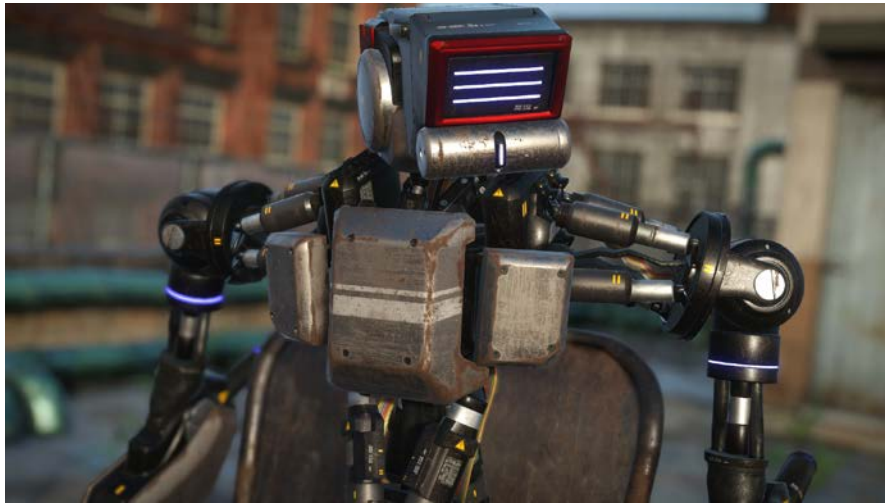
About Silicon Studio

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 develops and publishes games across mobile, PC and consoles, and develops games for third parties.

Xenko is a trademark or registered trademark of Silicon Studio Corportation.
All other names and trademarks mentioned are the registered trademarks and property of the respective companies.