

PRESS RELEASE

Media Contact

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

**Silicon Studio “Gamescom 2017”
to exhibit Enlighten and YEBIS**

Tokyo, Japan, (August 10, 2017) – Pioneering middleware and game innovation company, Silicon Studio Corporation, announced they will be exhibiting their latest technological advancements at the upcoming Gamescom at the Koelnmesse in Cologne, Germany August 22nd through 24th.



At the expo, Silicon Studio will be presenting of their leading middleware products; Enlighten, YEBIS, and staff from our new data science service, YOKOZUNA data will be in attendance.

About Enlighten

The GI of choice for Unreal® developers.

"Enlighten", the leading global illumination technology, recently acquired from Arm/ Geomerics, is a high quality real-time global illumination (indirect light expression) technology used for the game, movie, real estate and product visualization industries. The technology can efficiently calculate a large amount of mathematical processes, which are an important task in real-time global illumination to generate and maintain beautiful high-quality images through the usage of light maps, spherical harmonic probes, and reflection captures.



Enlighten is available for the following platforms:

Nintendo Switch™, Xbox One, PlayStation®4, PlayStation®Vita, PC Games for Windows®, Apple® Mac OS, Linux, Android™ (& 64-bit), iOS (& 64-bit), Unreal®, Unity®

(Official site:<http://www.siliconstudio.co.jp/en/products-service/enlighten/>)

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.



YEBIS ON



YEBIS OFF



YEBIS ON



YEBIS OFF

Black Desert Online © 2017 PearlAbyss Corp.

YEBIS is available for the following platforms:

Nintendo Switch™, Xbox One, PlayStation®4, PlayStation®Vita, PC Games for Windows®, Android™, iOS, Unity®
(Official site: <http://www.siliconstudio.co.jp/middleware/yebis/en/>)

About YOKOZUNA data

YOKOZUNA data is a state-of-the-art machine learning engine to predict individual player behavior, a recommendation system, and a player prediction platform that utilizes next generation AI algorithms to move game development into the future.

A free proof of concept is available to show predictions results and advanced analytics of your games at no cost.
(Official site: www.yokozunadata.com)

Attending staff will be answering questions and inquiries regarding Silicon Studio's other products, middleware "Mizuchi" the real-time rendering engine, and C# open source game engine Xenko.

Please feel free to stop by and check out the latest content or contact to arrange an appointment.

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.

■ Exhibition Overview

Event Name	Gamescom 2017
Website	http://www.gamescom-cologne.com/
Event Dates	Tuesday August 22 nd ~ Saturday August 26 th 2017 (Entertainment Area) Tuesday August 22 nd ~ Thursday August 24 th 2017 (Business Area)
Booth Staff	Marketing Division, Global Business: Event Manager: Michael Prefontaine
Venue Location	Koelnmesse GmbH Messeplatz 1 50679 Cologne, Germany Booth Number : Hall 2, Booth 044A Hall Plan : http://www.gamescom-cologne.com/gamescom/trade-fair/hall-plan/index.php

※YEBIS, Mizuchi, and Xenko are a trademarks or registered trademarks of Silicon Studio Corporation.

※All other names and trademarks mentioned are the registered trademarks and property of the respective companies.