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## Enlighten for Unreal 4 version 17 now available

**Tokyo, Japan, (October 20, 2017)** –Middleware technology and game development company, Silicon Studio Corporation has released the newest version of global illumination technology “Enlighten” for Epic Games, Inc.’s dominating game engine, Unreal 4. Enlighten is a proud partner of Unreal, and the release of new version, 17, marks Silicon Studio’s dedication to releasing reliable and timely updates for new Unreal versions and continuing the tradition of providing high quality customer support, and a great customer experience for both domestic and overseas customers.



One of the main features of this version update is development capability for Nintendo Switch™ on Unreal 4 allowing for real-time Global Illumination. For all versions and platforms, Enlighten is constantly looking to the future with many plans for development and advances in both technology and usability. To improve on the overall customer experience new Enlighten SDK documentation instructing on how to quickly build an effective real-time GI workflow utilizing Enlighten, and new UE4 Enlighten tutorials on how to configure level to achieve the best results while working in Unreal. These are just a small glimpse into the improvements planned for Enlighten with many more to come from now and throughout 2018. Also with version 4.18 set to release, this version will go into development immediately upon release.

Enlighten Unreal version 4.17 is available for the following platforms:

Console:

Nintendo Switch™, Xbox One®, Playstation 4®

Mobile:

Android™

PC:

Microsoft Windows®

## About Enlighten

"Enlighten" 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 SDK is available for the following platforms:

Console:

Nintendo Switch™, Xbox One®, Playstation 4®

Mobile:

Android™, iOS

PC:

Microsoft Windows®, Mac OS X®, Linux





### 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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