

PRESS RELEASE

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**Silicon Studio "GDC2018"**  
**Exhibition to feature the new direction of**  
**Enlighten global illumination with new demos and a special sponsored session**

**Tokyo, Japan, (March 13, 2017)** – Silicon Studio Corporation, prominent middleware and game technology innovation company, announced their intention to attend the upcoming Game Developers Conference (GDC) at the Moscone Center in San Francisco, March 19<sup>th</sup> through 23<sup>rd</sup>. They will exhibit their latest technological advancements with global illumination technology Enlighten, post optical effects system YEBIS, and our hyper-accurate data prediction service YOKOZUNA data.



2018 is the year of progress for Silicon Studio, as we step forward with new ideas and developments to bring to the gaming and entertainment community. We look forward to you visiting us, seeing everything new, and learning about what is to come next.

**Special Sponsored Session**

Now that Silicon Studio has taken the reigns of Enlighten global illumination and its development, we are proud to be hosting a special sponsored session to discuss the new team our advancements in the technology. William Joseph, formerly of Geomerics and now Enlighten lead at Silicon Studio, will lead this session. Details can be found below.

Title Global Illumination That Scales: Streamlined Workflow with Enlighten's Volume Lighting  
Presenter William Joseph  
Schedule March 21<sup>st</sup>, 12:45 pm  
Official Site <http://schedule.gdconf.com/session/global-illumination-that-scales-streamlined-workflow-with-enlightens-volume-lighting-presented-by-span-classhighlightsilicon-studiospan/855806>

## Exhibition Highlights

### Real-time global illumination for ever-expanding game worlds “Enlighten”

The new Enlighten team is happy to have the opportunity to both present and exhibit some of the newest advancements in global illumination. The team will be displaying HDR implementation in the Sea Stack Bay demo and a number new and up and coming features.

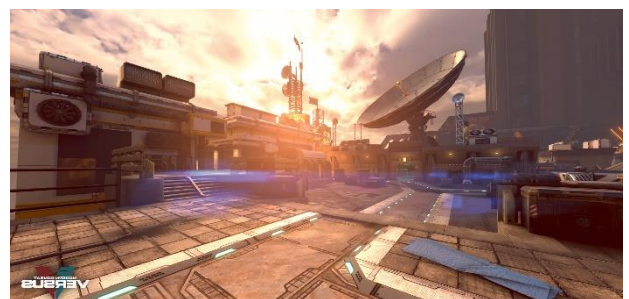
The team will also be highlighting Enlighten’s scalability with:

implementation in RIME by Tequila Works (Spain) on Nintendo Switch™:



Nintendo Switch™ RIME © 2017 TEQUILA WORKS. ALL RIGHTS RESERVED.

and Modern Combat Versus from Gameloft on mobile:



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"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.



HDR version (Sea Stack Bay (Courtesy of Ninja Theory))

Enlighten for Unreal 4 is available for the following platforms: Console: Nintendo Switch™, Xbox One®, PlayStation 4® Mobile: Android™, iOS PC: Microsoft Windows®, Mac OS X®

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

Enlighten Office Site: <https://www.siliconstudio.co.jp/middleware/enlighten/en/>

### **“YEBIS” realistic optical post-effects bringing the power of light:**

This year YEBIS will be showing off stunning HDR capabilities in our HDR theatre. This will mark the overseas debut of the powerful Tyler demo, produced in Unity, as well as show casing brand new Nintendo Switch™ implementation demos.

The YEBIS team will also be exhibiting in-game implementation of RFactor 2 from Studio 397 (Netherlands) as part of their graphic overhaul of the powerful and popular racing simulator. Brand new footage of the full adoption of YEBIS technology by hit MMO Black Desert Online from South Korean developer PearlAbyss Corp. will also be shown with strong advancements made since first teased last year.

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field and glare. YEBIS simulates an actual camera lens to recreate the most realistic and accurate optical effects.





■ **Exhibition Overview**

Event Name	GDC 2018 (Game Developers Conference)
Website	<a href="http://www.gdconf.com/">http://www.gdconf.com/</a>
Event Dates	Monday March 19 <sup>th</sup> ~ Friday March 23 <sup>rd</sup> , 2018
Booth Staff	Enlighten Department Global Lead: Event Manager: Michael Prefontaine
Venue Location	The Moscone Center 747 Howard Street ( between 3rd and 4th streets) San Francisco, CA 94103, U.S.A.  Booth Number : South Hall #2023  <a href="http://www.expod.com/host/fx/ubm/gdc18/exfx.html?event=southhall#floorplan">http://www.expod.com/host/fx/ubm/gdc18/exfx.html?event=southhall#floorplan</a>



**About Silicon Studio Corporation:**

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.

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\*"PlayStation" is a registered trademark of Sony Interactive Entertainment Inc.

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