

PRESS RELEASE

Media Contact

Silicon Studio | [pr@siliconstudio.co.jp](mailto:pr@siliconstudio.co.jp) | +81 (0)3 5488 7070

## **Enlighten global illumination technology adopted by KONAMI's mega-hit soccer series PRO EVOLUTION SOCCER 2019**

**Tokyo, Japan, (May 10, 2018)** –Middleware technology and game development company, Silicon Studio Corporation is pleased to announce that the latest entry of the fan favorite soccer series from Konami Digital Entertainment, PRO EVOLUTION SOCCER 2019, which is set to release this August utilizes industry leading global illumination system Enlighten.



PRO EVOLUTION SOCCER 2019 (PES 2019), known as Winning Eleven in Japan, is the newest edition in one of the biggest and most beloved games in the soccer and sporting game genres with thousands of players around the world. Players worldwide can soon start fielding their favorite teams PlayStation®4, while those in Asia, the EU, and North America can also set off on their path to goals and glory on Xbox One, and Steam.

Enlighten is a dynamic global illumination middleware solution that simulates indirect light reflected by objects in real time to allow creators to make high quality lighting effects and increase realism faster and more efficiently.

Examples of Enlighten global illumination usage in PRO EVOLUTION SOCCER 2019



**Official comment from General Producer, Manorito Hosoda**

“Incorporating Enlighten global illumination made the world view of PRO EVOLUTION SOCCER dramatically realistic. Enlighten improved the workflow, allowing our lighting artists to clear up issues we were having with the expressive power of indirect light. After integration, necessary production time was shortened and we were able to concentrate more on quality control. We are committed to providing our customers with aesthetically and graphically high quality games through continued usage of Enlighten technology.”

Manorito Hosoda  
General Producer, Konami Digital Entertainment Co., Ltd.

**About PRO EVOLUTION SOCCER 2019**

Title Name	PRO EVOLUTION SOCCER 2019 (Overseas) Winning Eleven 2019 (Japan)
Publisher and Developer	Konami Digital Entertainment Co., Ltd.
Supported Platforms	PlayStation®4 (Worldwide) Xbox One, Steam (Asia, Europe, North America)

Genre	Sports, Soccer
Release Dates	August 28 <sup>th</sup> , 2018 North America August 30 <sup>th</sup> , 2018 Asia, Europe, Japan
Copyright	All copyrights or trademarks are the property of their respective owners and are used under license. ©Konami Digital Entertainment
Official Site	<a href="https://www.konami.com/wepes/2019">https://www.konami.com/wepes/2019</a>

### **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.

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

Enlighten for Unreal 4 is available for the following platforms: Nintendo Switch™, PlayStation4®, Xbox One, Mac OS X, Microsoft Windows, Android™, iOS

Enlighten SDK is available for the following platforms: Nintendo Switch™, PlayStation4®, Xbox One, Linux, Mac OS X, Microsoft Windows, Android™, iOS, HTC, Oculus, PSVR

### **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.

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

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