

PRESS RELEASE

Media Contact

pr@siliconstudio.co.jp | +81 (0)3 5488 7070

## **Silicon Studio to feature Enlighten Global Illumination at Gamescom 2018 in JETRO / Japan Pavilion**

**Tokyo, Japan, (August 8, 2018)** –Middleware technology and game development company, Silicon Studio Corporation is pleased to announce they will be attending Gamescom 2018, Europe's largest gaming trade fare held in Cologne, Germany, as part of the JETRO Japan pavilion. Silicon Studio's exhibition, being held in the convention business area from August 21<sup>st</sup> through 23<sup>rd</sup>, will feature leading real-time global illumination (GI) system Enlighten.



"Gamescom" is a gaming trade fair, touted as one of the largest in the world, held annually at the Koelnmesse in Cologne, Germany. Hundreds of game and game related companies gather from around the world to exhibit their latest productions to the public, and introduce and negotiate around the latest technology, services, content and more in the expansive business area.

Silicon Studio will be a participant in the JETRO / Japan pavilion in the business area. JETRO, the Japan External Trade Organization, is a government-related organization that works to promote mutual trade and investment between Japan and the rest of the world.

During the exhibition, Silicon Studio staff will be open to meet with various companies and presenting demos of our real-time global illumination technology "Enlighten" and our optical post effect system "YEBIS".

Enlighten is a real-time dynamic global illumination solution, that can enhance the world of any creation be it a AAA photo-realistic quality adventure or even a cell-shaded cartoon fantasy, a close up PVP fighting game or a vastly expansive open world adventure. Real-time GI preview in editor means instant feedback on lighting changes, no need to wait for a bake. More iteration in less time allows the artist to deliver a higher quality result with stunning realistic reflections and emissive surfaces.



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

### **About Gamescom 2018**

Schedule:	August 21 <sup>st</sup> ~23 <sup>rd</sup> (Business area) *Convention public days August 22 <sup>nd</sup> ~25 <sup>th</sup>
Location:	Cologne, Germany
Venue:	Koelnmesse Exhibition Hall Koelnmesse, Messeplatz 1, 50679 Koeln
Organizer:	Koelnmesse GmbH
Official website:	<a href="http://www.gamescom.global/">http://www.gamescom.global/</a>
<b>Silicon Studio Exhibition</b>	JETRO Japan pavilion Hall 3.2, Stand A031K

### **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:

[Console] Nintendo Switch™, PlayStation®4, Xbox One [Mobile] Android™, iOS [PC] Microsoft Windows

Enlighten SDK is available for the following platforms:

[Console] Nintendo Switch™, PlayStation®4, Xbox One [Mobile] Android™, iOS [PC] Microsoft Windows

Enlighten also supports VR development

### **About "YEBIS"**

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.

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

YEBIS is available for the following platforms:

Playstation®4, PlayStation®VR, Playstation®3, PlayStation®Vita, Xbox One, Xbox 360®, Windows® (DirectX 9/10/11), Nintendo Switch™, iOS, Android™

### **About Silicon Studio Corporation**

Silicon Studio, a Japan-based game engine and middleware company, develops and provides advanced technologies such as "YEBIS" post effects, "Enlighten" real-time global illumination, and "Mizuchi" real-time rendering to major game and entertainment production studios worldwide. These technologies have helped to bring high quality graphics to a large number of successful AAA titles.

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

\* Enlighten and YEBIS are trademarks or registered trademarks of Silicon Studio Corporation.

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