PRESS RELEASE

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Xenko C# game engine to turn into a community-based project licensed under MIT

Tokyo, Japan, (August 2, 2018) –Middleware technology and game development company, Silicon Studio Corporation is pleased to announce that Xenko, the C# game engine, will have its runtime and editor relicensed under MIT from August 2, 2018.

Xenko is a next-generation cross-platform open-source game engine developed in C#, featuring powerful graphics capabilities. Plans were announced for four licenses: "Xenko Personal" for small studio, "Xenko Pro" for smaller studios, "Xenko Pro Plus" for larger studios and "Xenko Custom" for teams with special projects and requirements.

Instead, Xenko will be free and licensed under the permissive MIT license. Development, bug fixes and support will be transferred to user community. For more details, please see the community announcement: https://xenko.com/blog/xenko-opensource-mit/

Silicon Studio hopes that relicensing Xenko under MIT license will help to grow the user community and allow development to proceed smoothly.

About Xenko

Xenko is a next generation cross platform open source game engine developed in C#, created by developers who wanted to provide an environment to create games faster and more freely, and respond to needs of all developers be they beginners, indies, or major studios. Along with a full scene editor, Xenko boasts a built-in prefab system, scene streaming, the latest in PBR (Physically Based Rendering) technology, multi-threading capabilities, and support for the newest graphics APIs (Vulkan and DirectX 12). The latest shader system for cross platform output and development, and

being open source developers can investigate into the code and customize their games to maximize efficiency and output.

To learn more about Xenko, visit https://xenko.com.

<u>About Silicon Studio Corporation</u>

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.

* "Xenko" is a registered trademark of Silicon Studio Corporation.
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