

PRESS RELEASE

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**Silicon Studio Tokyo Game Show 2018 Business Day Exhibition
to feature middleware adoptions in VR Driving Simulator "T3R"
and "Street Fighter V Arcade Edition" demos**

Tokyo, Japan, (Sep 7, 2018) –Middleware technology and game development company, Silicon Studio Corporation is pleased to announce they will be exhibiting at this year's "Tokyo Game Show 2018" held at Makuhari Messe in Chiba prefecture on September 20th and 21st. This year's exhibition will feature demos of the hyper-realistic VR driving simulation utilized by pro-drivers "T3R" and mega hit fighting game STREET FIGHTER V ARCADE EDITION, which both feature adoption of Silicon Studio graphical middleware.

**TOKYO
GAME SHOW
2018**

 **Silicon Studio**

Tokyo Game Show is one of Asia's largest gaming events bringing together developers and the latest in gaming from around the world. This year will be held at Makuhari Messe in Chiba prefecture for 4 days from September 20th (Thu) to 23rd (Sun). Silicon Studio will be exhibiting during the business days, 20th(Thu) and 21st(Fri), which are restricted to people working in the game industry and those in the press.

The booth exhibition will feature the "T3R" full-scale VR driving simulator (<http://www.t3rs.net/en/>) from IROC. co., Ltd (Nagoya, Japan) where attendees are welcome to check out and test their driving skills. Along with an ultra-realistic feeling of speed "T3R" combines 360 degree-spatial images with 4-axis motion technology that accurately reproduces actual driving conditions by working in conjunction with racing simulator software "Assetto Corsa" (<https://www.assettocorsa.net/en/>) developed by KUNOS Simulazioni (Italy), which utilizes Silicon Studio optical post-effect middleware "YEBIS".

A second demo corner will be set up where attendees can test their mettle at "Street Fighter V Arcade Edition" (<https://streetfighter.com/>, ©CAPCOM U.S.A., INC. ALL RIGHTS RESERVED.) from Capcom Co, Ltd., which features implementation of dynamic real-time global illumination system "Enlighten". Attendees will be able fight it out using the HORI Real Arcade Pro. V Hayabusa arcade stick for PlayStation®4 / PlayStation®3 / PC (<http://stores.horiusa.com/real-arcade-pro-n-hayabusa-for-playstation-4/>), courtesy of Hori Co., Ltd. (Yokohama, Japan) displayed on what is touted as EIZO Corporation (Ishikawa, Japan) most advanced gaming monitor, the "FORIS FS2735" (<https://www.eizoglobal.com/products/foris/fs2735/>).

Attendees wishing to try demos will be accepted in order of arrival. There may be cases where a limit of attendees gathered to try demos may be reached. In cases of congestion, numbered tickets may be distributed.

Additionally, there will be an "Enlighten" and "YEBIS" demonstration corner feature various demo contents displayed on HDR monitors, where staff will explain the functions and implementation of our middleware for game development companies and attendees.



Image of Silicon Studio booth (From planning stage, may differ from actual)

Event Overview

About TOKYO GAME SHOW 2018

Schedule	Business Days 20th (Thursday) and 21st (Friday) September 2018 *Silicon Studio participation dates Public Days 22nd (Saturday) and 23rd (Sunday) September 2018
Venue	Makuhari Messe (Mihama Ward, Chiba City, Chiba Prefecture) Silicon Studio Booth : Hall 4, #4-C 01, Business Solution Area
Organizer	Computer Entertainment Supplier's Association (CESA)
Co-organizer	Nikkei Business Publications, Inc.
Special Supporter	DWANGO Co., Ltd.
Official Site	https://expo.nikkeibp.co.jp/tgs/2018/

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 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

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

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.

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™

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



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.

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

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

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