

PRESS RELEASE

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Silicon Studio Game Engine “OROCHI 4”, utilized in development of Square Enix title “WORLD OF FINAL FANTASY MAXIMA”

Tokyo, Japan, (Dec. 7, 2018) –Middleware technology and game development company, Silicon Studio Corporation is pleased to announce that its game engine “OROCHI4” is adopted by the “WORLD OF FINAL FANTASY MAXIMA (WOFF MAXIMA)” which was released on November 6, 2018 from Square Enix Co., Ltd. (Square Enix).



“WOFF MAXIMA” is an upgrade to RPG “WORLD OF FINAL FANTASY (WOFF), of which the original PlayStation®4 and PlayStation®Vita versions were released on October 27, 2016, and the PC (Steam®) version released on November 22, 2017. Versions of “WOFF MAXIMA” for Nintendo Switch™, Playstation®4, Xbox One, and PC (Steam®) have all been released.

“OROCHI4” supports multi-platform development and was game engine used for “WOFF”. This marks the first usage of “OROCHI4” for Nintendo Switch™ and Xbox One development.

Comment from Square Enix:

“When we started thinking to upgrade our WORLD OF FINAL FANTASY as MAXIMA, our first concern was how we could support Xbox One and Nintendo Switch, completely new hardware, but didn’t materialize.

Thanks to OROCHI, we didn’t encounter serious problems in code porting and successfully can produce the same experience in four platforms.

Enjoy our “WORLD OF FINAL FANTASY MAXIMA” with your favorite hardware.

Hiroki Chiba, Director of WORLD OF FINAL FANTASY MAXIMA

3rd Business Division

Square Enix Co., Ltd.

Screenshots of “WORLD OF FINAL FANTASY MAXIMA”

About “WORLD OF FINAL FANTASY MAXIMA”

Title Name	WORLD OF FINAL FANTASY MAXIMA
Publisher and Developer	Square Enix Co., Ltd.
Supported Platforms	Nintendo Switch™, PlayStation®4, Xbox One, PC (Steam®)
Genre	RPG
Release Dates	November 6, 2018
Copyright	© 2016, 2018 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA/YASUHISA IZUMISAWA LOGO ILLUSTRATION:© 2016 YOSHITAKA AMANO
Official Site	https://worldoffinalfantasy.square-enix-games.com/en-us/home/

About “OROCHI 4”

All-in-One game engine “OROCHI” consists of thirteen libraries including for graphics, physics and AI and more than forty development tools. It boasts of its flexible design features to allow trial and errors as well as project-oriented customization along with thorough support by Japanese engineers. Post effect middleware “YEBIS” is bundled by default. Your game development tasks can be more speedy and effectively. “OROCHI 4” uses “Mizuchi extension” for rendering to implement its renowned world’s best class graphical quality.

“OROCHI 4” is only available to the Japanese domestic market.

<http://www.siliconstudio.co.jp/orochi/>

OROCHI is available for the following platforms:

Nintendo Switch™, Playstation®4, PlayStation®Vita, Xbox One, Arcade Game, PC (Windows)

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:

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

YEBIS Official Site

<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.

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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.