

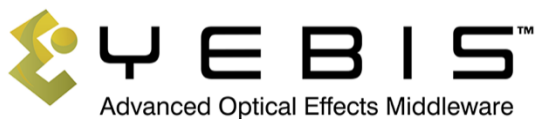
PRESS RELEASE

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**Silicon Studio's post-effect middleware "YEBIS"
and global illumination system "Enlighten"
adopted by "GOD EATER 3" from BANDAI NAMCO Entertainment**

Tokyo, Japan, (Jan. 30, 2019) – Middleware technology and game development company, Silicon Studio Corporation is pleased to announce that its optical post-effect middleware YEBIS and advanced real-time global illumination system Enlighten have both been adopted by the latest game in the mega-hit "GOD EATER" series, "GOD EATER 3" from publisher BANDAI NAMCO Entertainment Inc., and developers BANDAI NAMCO Entertainment Inc. and Marvelous Inc. 1st Studio.



"GOD EATER 3", releases on Playstation®4 on December 13th last year in Japan, and worldwide on Playstation®4 and PC (Steam®) on February 8th, 2019.

The "GOD EATER" series has been an extremely popular fan favorite since its first release due to the single or co-op play high-speed action allowing players to switch between melee and shooting, a rich and charming story filled with unique characters and a multitude of player customization options.

"YEBIS" post-effects adds various effects in post process such as glare, depth of field, color correction, anti-aliasing; bringing beautiful and high-quality graphic effects without sacrificing performance, the evolving the graphics of "GOD EATER 3" far beyond its predecessors.

"Enlighten" is an advanced dynamic global illumination system that adds the effect of indirect and reflected light that updates in real time allowing developers to reduce the number of light sources installed in the scene. When reconfiguring lighting, changes can be seen in real-time without having to wait extensive baking, greatly shortening the iteration time and contributing to the improvement of workflow.

Comment from BANDAI NAMCO Entertainment Inc.

*"A world that has been destroyed by the powers of the "Gods"
The battles held there between lives beyond humanity ...*

By adopting "YEBIS" and "Enlighten", we were able to develop "GOD EATER 3" for the stationary devices for the first time in the series; aiming at strengthening the existential feeling of the field and enhancing the expression of characters in event scenes. Making it possible to realize a new exhilarating and gorgeous sense of action appealing to players around the world.

I hope all of our players will be charmed by this new experience."

Yuya Toyama

Producer, BANDAI NAMCO Entertainment Inc.

Comment from Marvelous Inc.

"Now that "GOD EATER 3" has been changed from the portable devices to stationary platforms, the environment has changed allowing us to take on big graphic challenges.

As one of the challenges was to draw a richly expressed GI while creating a devastated world, we adopted the lighting middleware "Enlighten" and integrated it into our own engine.

Enlighten is powerful and I think that it brought a new dynamic "light" to the world of "GOD EATER 3".

We also adopted "YEBIS", and the synergistic effect of post-effects provided by YEBIS and the GI is able to realize a more attractive world than ever before, which I hope is able to deliver a unique experience to stationary devices for everyone."

Ryuzo Kishi

Senior Designer, Marvelous Inc.

“GOD EATER 3” Screenshots



Character highlight



Battle scene



YEBIS OFF



YEBIS ON



Enlighten OFF



Enlighten ON

About "YEBIS"

"YEBIS" enables various advanced optical expressions such as glare, depth of field, motion blur, lens optical effects, film / photosensitive effects, color correction, anti-aliasing, etc. in 3D / 2D graphic environments. The latest updates allow for reproduction the unprecedented photographic blur effects by accurately simulating the correction of aperture opening and closing and lens aberration. In addition to the combination of circular apertures and the number of blades, it is possible to express realistic blur flavor with various features such as different color fringes before and after focus, depending on the lens configuration. 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®Vita, Xbox One, Linux, Mac OS X, Windows(DirectX 9/10/11, OpenGL), Android, iOS and other embedded devices

YEBIS Official Website

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

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

Enlighten Official Site

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

About "GOD EATER 3"

Publisher	BANDAI NAMCO Entertainment Inc.
Developer	BANDAI NAMCO Studio Inc., Marvelous Inc. 1st Studio
Platform	Playstation®4, PC (Steam®)
Genre	Action RPG
Official Release Dates	Japan: PlayStation®4 December 13 th , 2018 Worldwide: PlayStation®4 / PC (Steam®) February 8 th , 2019
Copyright	GOD EATER™ 3 & ©BANDAI NAMCO Entertainment Inc.

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/>

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