

PRESS RELEASE

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**Silicon Studio's post effect middleware "YEBIS"
released for "STADIA" the new gaming platform from Google**

Tokyo, Japan, (Aug 22, 2019) –Middleware and game development company, Silicon Studio Corporation are pleased to announce that their leading post effects middleware "YEBIS" is now available for development of games and content for "Stadia", the new gaming platform from Google.

This release expresses Silicon Studio's commitment to expanding coverage of its technologies to new platforms and formats to give developers the tools to create graphically dazzling content. YEBIS' toolset brings with it powerful effects to bring games the look and feel of Hollywood blockbusters.

The SDK version of YEBIS is available upon request for game development. Interested parties may request a development package by contacting Silicon Studio through the YEBIS homepage inquiry section.



About YEBIS

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field, color correction, anti-aliasing, and glare. YEBIS provides a variety of simulations of actual camera lens to recreate the most realistic and accurate optical effects. (Official site: <http://www.siliconstudio.co.jp/middleware/yebis/en/>)

YEBIS is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®VR, PlayStation®Vita, Xbox One, Linux, Mac OS X, STADIA, Windows (DirectX 9/10/11, OpenGL), Android, iOS and other embedded devices



About Silicon Studio

Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

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