

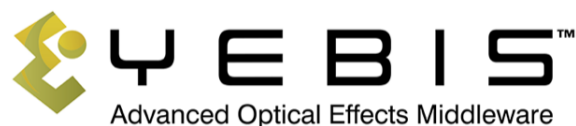
PRESS RELEASE

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**Silicon Studio's post effect middleware "YEBIS"
adopted by "Pokémon Sword and Pokémon Shield"
for the Nintendo Switch™**

Tokyo, Japan, (Dec. 26, 2019) – Silicon Studio Corporation middleware and technology developer, focusing on entertainment, automotive, and other industries, announced that its optical post-effects middleware YEBIS was adopted by the latest games in Nintendo's and The Pokémon Company's world famous mega hit Pokémon series, " Pokémon Sword and Pokémon Shield " for the Nintendo Switch™.



*A new set of games in the Pokémon series for the Nintendo Switch™ that follow up "Pokémon Let's Go! Pikachu and Pokémon Let's Go! Eevee" (Developer: GAME FREAK inc.) released in 2018.

Embark on a new RPG adventure set in the vast "Galar region" with various landscapes such as gentle countryside's, modern cities, majestic grasslands and rugged snowy mountains.

“Pokémon Sword and Pokémon Shield ” Screenshots





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, STADIA, Windows (DirectX 9/10/11, OpenGL), Android, iOS and other embedded devices

YEBIS Official Site

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

About “Pokémon Sword and Pokémon Shield”

Publisher	The Pokémon Company
Distributor	Nintendo

Developer	GAME FREAK inc.
Platform	Nintendo Switch™
Genre	RPG
Release Date	November 15 th 2019
Copyright	©2019 Pokémon. ©1995-2019 Nintendo/Creatures Inc. /GAME FREAK 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/>

- * Pocket monsters / Pokémon is a registered trademark of Nintendo · Creatures Inc. · GAME FREAK inc.
- * "Nintendo Switch" is a trademark of Nintendo.
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