

PRESS RELEASE

Media Contact

pr@siliconstudio.co.jp | +81 (0)3 5488 7070

Enlighten global illumination releases version 3.11 with next-gen console compatibility

Tokyo, Japan, (Sep. 10, 2020) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries; is excited to announce the release of the new 3.11 version of Enlighten featuring full adoption compatibility for major next-generation platforms.



This release for both SDK and Unreal Engine 4 releases early access and allows developers to access full development features for the major next generation platforms (such as “Xbox Series X”). Thus, continuing the team’s policy of providing global illumination capabilities and support for the ever-evolving graphics industry.

In addition to platform capabilities there are a number of features and fixes to speak of.

The SDK version incorporates new advancements allowing better usage of Ryzen Threadripper Processors, and various Visual Studio usage improvements. The Unreal Engine version, which will allow compatibility with version UE4.25 onward, features indirect lighting when utilizing directional lights with sunlit foggy atmospheres, indirect lighting for materials using hair shading models, and early access for indirect lighting for UE4 Rect lights.

For further details and information, readers are welcome to access the documentation and release notes here:

Enlighten 3.11 SDK

<https://enlighten.atlassian.net/wiki/display/SDK311/Enlighten+SDK+3.11+Release+Notes>

Enlighten 3.11 UE4

<https://enlighten.atlassian.net/wiki/display/UEF311/Enlighten+UE4+3.11+Release+Notes>

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.

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

Enlighten for Unreal 4 is available for the following platforms:

Nintendo Switch™, PlayStation®4, Xbox One, Xbox Series X, Stadia™, Microsoft Windows

Enlighten SDK is available for the following platforms:

Nintendo Switch™, PlayStation®4, Xbox One, Xbox Series X, Stadia™, Microsoft Windows, Android™, iOS

Enlighten also supports VR development

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/>

* Enlighten is a trademark or a registered trademark of Silicon Studio Corporation.

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