

FOR IMMEDIATE RELEASE

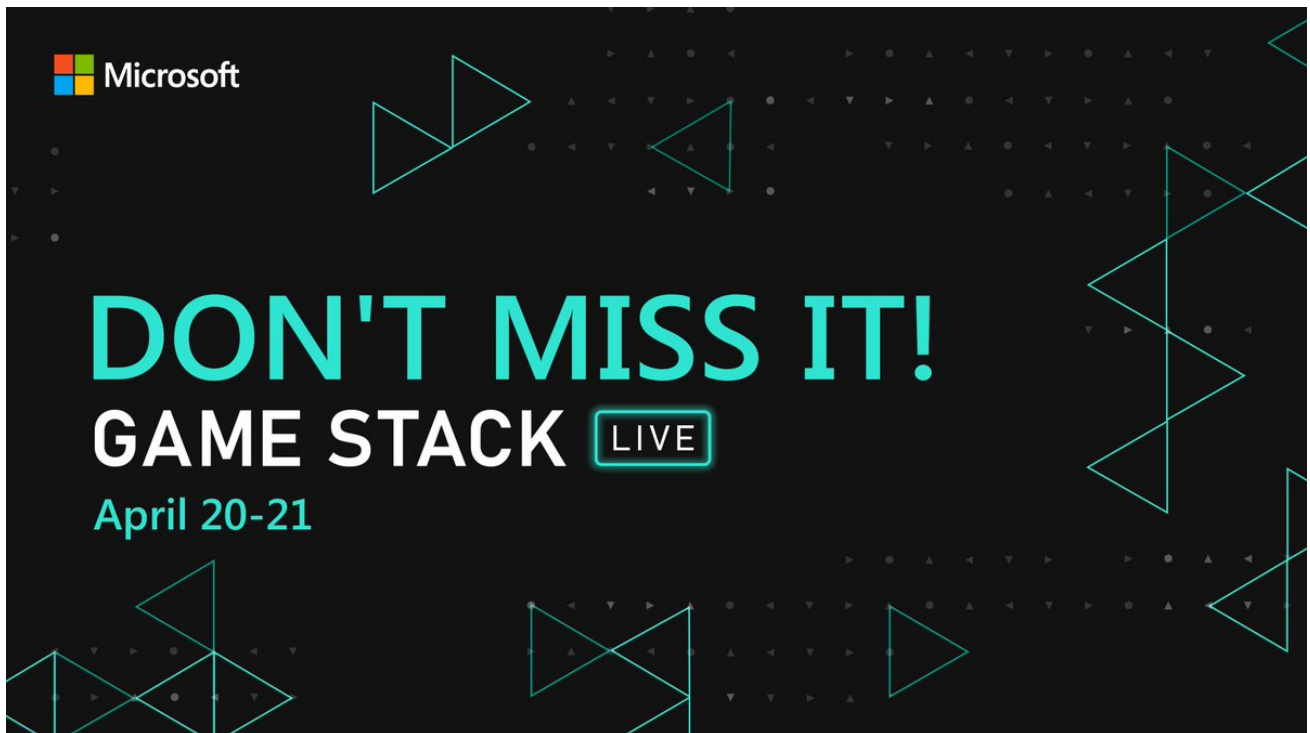
Contact Information

pr@siliconstudio.co.jp

+81 (0)3 5488 7070

## **Silicon Studio to feature Enlighten 4.0 Preview at Microsoft's Game Stack Live event**

Tokyo, Japan, (Apr. 7, 2021) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries, will be attending and exhibiting Microsoft's Game Stack Live online event on April 20-21. Silicon Studio's virtual booth will showcase Enlighten global illumination and YEBIS optical post-effects.



Game Stack Live is an online developer event by Microsoft, oriented around all things gaming. In addition to developer talks, the event features opportunities for attendees to network with the game development industry, and updates and education about the platforms, tools, and services from Microsoft. Game Stack Live is open to game developers around the world.

The 24 hour event kicks off in The Americas at 8:00am PDT (UTC-7) on April 20, moves to Asia Pacific at 8:00am JST (UTC+9) on April 21 and finishes up in Europe, Middle-East, Africa at 9:00am CEST (UTC+2) on April 21.

Silicon Studio will be highlighting new and coming features in a preview for our Enlighten 4.0 major version update, with both video and technical document content. Silicon Studio staff will be open to meet with attendees and answer their questions during the event in live chats or scheduled meetings.

For more information about the event, please refer to the link below:

<https://developer.microsoft.com/en-us/games/events/game-stack-live/>

### **Event Overview**

Event Name	Game Stack Live
Period	April 20-21, 2021
Organizer	Microsoft
Website	<a href="https://developer.microsoft.com/en-us/games/events/game-stack-live/">https://developer.microsoft.com/en-us/games/events/game-stack-live/</a>

### **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, PlayStation®5, Xbox One, Xbox Series X, Stadia™, Microsoft Windows

Enlighten SDK is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X, Stadia™, Microsoft Windows, Android™, iOS

\*Enlighten also supports VR development

### **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.

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

YEBIS is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®5, PlayStation®VR, Xbox One, Xbox Series X, Stadia™, Linux, Mac OS X, Windows (DirectX 9/10/11/12, OpenGL), Android, iOS and other embedded devices

### **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 and YEBIS are trademarks or registered trademarks of Silicon Studio Corporation.

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