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## **Global illumination “Enlighten” adopted by “eFootball™ 2022”, the latest edition of Konami’s popular soccer game series**

Tokyo, Japan, (Sep. 30, 2021) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries, is pleased to announce that Konami Digital Entertainment’s smash hit soccer series has continued its utilization of Enlighten global illumination in its newest edition “eFootball™ 2022”, which service starts on September 30, 2021.



“eFootball™ 2022”, one of Konami’s most popular games, has been remodeled under a new brand title, “eFootball™”. From next generation consoles such as PlayStation®5 and Xbox Series X|S to mobiles, the new edition is supported on a wide variety of devices. The new edition is free to play from the start of service. Future updates will allow for cross platform competition with any compatible devices. Advanced graphics technology produces overwhelming immersion, which successfully realistically orchestrates heated games on the pitch. Enlighten is a real-time global illumination\* middleware. High quality and finely tuned illumination effects that can be quickly applied to graphics.

This new generation football game adopts “Enlighten” to produce high quality graphics by making the best of the hardware features of supported devices (excluding mobiles), and reproduces exciting games on the pitch by creating an overwhelmingly immersive atmosphere. This is the fourth edition in the series that “Enlighten” has been successfully integrated into.

(\*Note) Global Illumination (GI) is an algorithm that calculates the lights which are reflected or absorbed by materials or objects within scenes in order to include both indirect and direct lights for accurate simulation.

Official comment from Konami Digital Entertainment

For the eFootball™ 2022, we converted our engine to Unreal Engine, therefore all graphics had to be refurbished. One of our new challenges includes dynamic time zone changes in the stadium, corresponding to changes of their game start time settings. In order to make it a success, continuing to adopt “Enlighten” is a must.

You also need to manipulate lights skillfully to reproduce photo-real images. “Enlighten” offers exceptionally excellent technologies for this and plays a very important role.

Masakazu Ishizaki  
Director, Konami Digital Entertainment Co., Ltd.

**Examples of Enlighten global illumination usage in “eFootball™ 2022”**





### About “eFootball™ 2022”

Title Name	eFootball™ 2022
Publisher and Developer	Konami Digital Entertainment Co., Ltd.
Supported Platforms	PlayStation®4, PlayStation®5, Xbox One, Xbox Series S, Xbox Series X, Windows 10 (PC) 、 Steam® (PC) 、 Android™、 iOS
Genre	Soccer
Copyright	All copyrights or trademarks are the property of their respective owners and are used under license. ©Konami Digital Entertainment
Official Site	<a href="https://www.konami.com/efootball/en-us/">https://www.konami.com/efootball/en-us/</a>

### About Enlighten

"Enlighten" is a high quality real-time global illumination technology used for the game, cinematic, entertainment, architectural, and a number of other industries. The technology can efficiently calculate a large amount of mathematical processes 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|S, Stadia™, Microsoft Windows

Enlighten SDK is available for the following platforms:

Nintendo Switch™, PlayStation®4, PlayStation®5, Xbox One, Xbox Series X|S, 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.

\* "PlayStation" is a registered trademark of Sony Interactive Entertainment Inc.

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