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Silicon Studio Joins the Open 3D Foundation to Provide Commercial Support for the Open 3D Engine

Tokyo, Japan, (May 26, 2023) – Silicon Studio Corporation; middleware and technology developer, focusing on entertainment, gaming, automotive, video, architecture and other industries, is pleased to announce their membership in the Open 3D Foundation (O3DF), a collective of more than 25 of the top technology companies from around the world brought together under the auspices of the Linux Foundation to work together to develop and promote real-time, open source 3D technologies for games, robotics and high-fidelity simulations. As the newest member of the foundation, Silicon Studio plans to provide commercial support to companies building applications using the Open 3D Engine (O3DE).



Through the shared knowledge and abilities of the members, the Foundation seeks to create a development platform to experiment, learn, and create. This engine's open source format allows for untethered creativity and exploration, and the opportunity for 3D developers from every sector, industry, and size to build at will, share knowledge and techniques. With access to advanced tools and expansive pools of knowledge, the Foundation anticipates new growth in previously unrealized 3D mediums while further advancing the potential of gaming, entertainment and robotics.

For over 20 years, Silicon Studio has pushed to be at the forefront of graphics technology, and as a member of the foundation and one of the developers who contributed to the development of the Open 3D Engine, being a member of this endeavor is one they take the highest pride in.

“As a company dedicated to developing and breaking the boundaries of graphics-based technology, the choice for Silicon Studio to be part of O3DF was an easy one,” said Yasuyuki Kandori, Executive Officer, General Manager, Technology Management Unit. “We have long understood that applications and technologies that may have begun with gaming would continue to spread to a multitude of industries and increasingly impact the daily lives of everyone. To aid in this proliferation of technology, education and accessibility of tools to bring about further progress must be open and varied. We take great pride in our contributions to O3DE and encourage creativity with this new open format, as we eagerly await the results to come. This project is a collaborative investment in the future of our ever-evolving industry. Leveraging our wealth of experience and position in the industry, Silicon Studio seeks also to act as a bridge for the foundation into the Japanese market, providing support and solutions to increase accessibility and awareness to bring more talented users and collaborators into the fold. By working together, we aim to strike a path as a leader and guide.”

“We're excited to welcome Silicon Studio to the O3DF community,” said Royal O'Brien, Executive Director of Open 3D Foundation. “Having commercial support for those building on O3DE is an important part of our

growing ecosystem. As one of the major contributors to the Atom renderer, Silicon Studio's deep knowledge of O3DE will make them a great partner to support game creators, robotics simulation developers and others in bringing their 3D solutions to market. We also look forward to their support in helping advance open 3D development in Japan where the increasing adoption of 3D technologies in cities like Tokyo is creating numerous business growth opportunities. By joining O3DF, Silicon Studio is demonstrating its investment in building an open source, fully-featured, high-fidelity, real-time 3D engine."

About the Open 3D Engine Project

Open 3D Engine (O3DE) is the flagship project managed by the Open 3D Foundation (O3DF). The open source project is a modular, cross-platform 3D engine built to power anything from AAA games to cinema-quality 3D worlds to high-fidelity simulations. The code is hosted on GitHub under the Apache 2.0 license. To learn more, please visit o3de.org. To get involved and connect with the O3DE community, please join us on Discord and GitHub.

About the Open 3D Foundation

Established in July 2021, the mission of the Open 3D Foundation (O3DF) is to make an open-source, fully-featured, high-fidelity, real-time 3D engine for building games and simulations, available to every industry. The Open 3D Foundation is home to the O3D Engine project. To learn more, please visit o3d.foundation.

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/>

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