Silicon Studio to Exhibit Enlighten Global Illumination Technology at "Unreal Fest 2023 Shanghai"
hosted by Epic Games China, targeting Unreal Engine users in China

Tokyo, Japan, (Nov. 22, 2023) – Silicon Studio Corporation - middleware and technology developer that specializes in entertainment, gaming, automotive, video, and architecture - is pleased to announce its sponsorship for exhibit of "Enlighten" real-time global illumination at "Unreal Fest 2023 Shanghai" being held in China (Pudong new area, Shanghai), to expand its presence while seeking more marketing opportunities.

Epic Games China will be hosting "Unreal Fest 2023 Shanghai", which aims to share technology updates with Unreal Engine[1] users for two days from Thursday, November 30th, to Friday, December 1st.   In collaboration with Epic Games China, we will promote "Enlighten" real-time global illumination technology and demonstrate the benefits of adopting it for game development within Unreal Engine to game developers in China.   We will introduce the latest version of "Enlighten" which is compatible with Unreal Engine 5.2 and demonstrate how it works for mobile games on Android and iOS by promoting at the booth and speaking at the session.

The simulation of light propagation in global illumination is inherently complex, necessitating a powerful GPU. This complexity arises from the intricate interplay of mutual reflections, absorption, scattering, refraction, and wraparound between objects, while being further compounded by direct lighting effects. Therefore, implementing it in mobile games is not an easy task. However, "Enlighten", using CPU as its primary processing

method, does not compromise GPU performance, which allows for mobile games to achieve high-quality visuals with fully dynamic global illumination.

"Unreal Fest 2023 Shanghai" Overview and Information:

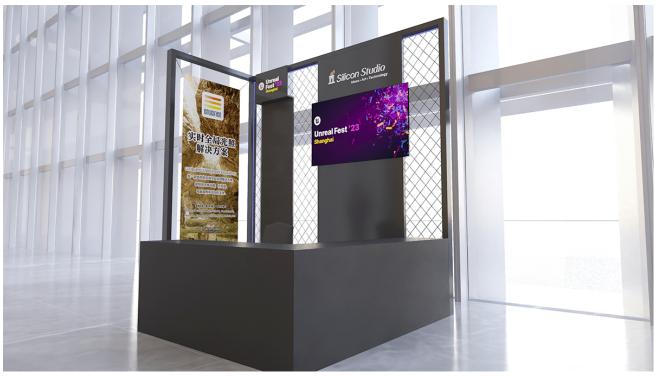|	
Event name:	Unreal Fest 2023 Shanghai
Dates:	Thursday, November 30th, and Friday, December 1st
Venue:	Shangri-La Qiantan, Shanghai (200124 551 West Hai Yang Road, Pudong, Shanghai)
WeChat :	https://mp.weixin.qq.com/s/iamkBaazSiQ-0Ik0iGpFRA

Image: *Enlighten Exhibition Booth*

About Enlighten

"Enlighten" is a high quality real-time global illumination technology used for games, cinematic, entertainment, architectural, and several other industries. The technology can efficiently calculate many 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 Engine 4 & Unreal Engine 5 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 many successful AAA titles.
https://www.siliconstudio.co.jp/en/

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