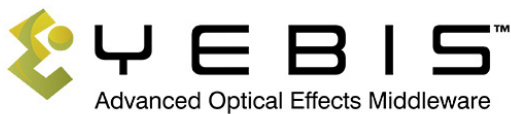Contact Information
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Silicon Studio's post-effects middleware "YEBIS" to be integrated into the official racing game of the FIA World Endurance Championship and the 24 Hours of Le Mans

Tokyo, Japan (February 21, 2024) – Silicon Studio Corporation, a leading middleware and technology developer specializing in entertainment, gaming, automotive, video, and architecture, is pleased to announce that YEBIS–their post-effects system–has been integrated into the racing game "Le Mans Ultimate" by Studio 397 BV (Netherlands). YEBIS is renowned for its cutting-edge CG lighting and optical expression effects, enhancing the immersive experience of the game.

"Le Mans Ultimate" stands as the official racing game of the FIA World Endurance Championship and the 24 Hours of Le Mans. The title will feature all the cars and circuits from a memorable year of racing in 2023, showcasing Hypercars such as Cadillac, Ferrari, Glickenhaus, Peugeot, Porsche, Toyota and Vanwall, and players will be able to experience the thrill of piloting iconic cars at spectacular laser-scanned circuits such as Sebring, Portimão, Spa-Francorchamps, Monza, Fuji, Bahrain and legendary Circuit de la Sarthe in Le Mans.

"Le Mans Ultimate" is slated for a worldwide release date of February 20, 2024, in early access on PC via Steam®.

Studio 397, the developer and provider of "Le Mans Ultimate," initially integrated Silicon Studio's post-effects middleware YEBIS into the racing simulator "rFactor2," which was released in 2013. Since then, "rFactor2" has served as a key training tool for thousands of passionate sim racing fans, racing teams, and professional drivers, with its graphics significantly enhanced through the utilization of YEBIS.

In "Le Mans Ultimate," photorealistic visuals are implemented across numerous aspects, including realistic rain effects, debris accumulation on the windshield, lifelike water flow, and the presence of puddles on the circuit. YEBIS post-effects significantly enhance the realism and dynamic visual expression within this racing environment by incorporating various optical and lighting effects, such as depth of field, motion blur, glare, and other immersive lens effects.

Official comment from Studio 397

> "Studio 397 developed an enhanced state of the art graphics engine that includes day/night transitions, changing weather conditions as well as a dynamic racing surface with rubber build up and marbles. YEBIS advanced optical effects greatly enhanced the quality and immersion of our graphics and we can see ourselves continuing to leverage it as we improve our graphics subsystem in the upcoming months and years."
>
> *Dom Duhan, Head of Studio 397*

About "Le Mans Ultimate"

Developer	Studio397
Platform	Steam® (Windows PC)
Genre	Racing Simulation
Release Date	February 20, 2024 (Early Access)

About YEBIS

"YEBIS" provides a myriad of advanced optical expressions within 2D and 3D graphic environments including glare, depth of field, motion blur, lens optical effects, film/photosensitive effects, color correction, anti-aliasing, and more. The latest updates introduce the ability to replicate unprecedented photographic blur effects by precisely simulating aperture opening and closing corrections, along with lens aberrations. Beyond the combination of circular apertures and blade count, it now allows for the portrayal of realistic blur nuances through various features such as distinct color fringes before and after focus, contingent upon lens configurations. YEBIS meticulously simulates real camera lenses to deliver the most authentic and precise optical effects.
https://www.siliconstudio.co.jp/middleware/yebis/en/

Supported Platforms:
Nintendo Switch™, PlayStation®4, PlayStation®5, PlayStation®VR, Xbox One, Xbox Series X|S, Linux, macOS, Windows, Android, iOS and other embedded devices

Supported APIs:
DirectX 9/10/11/12, OpenGL（Core/Compatibility Profile）, OpenGL ES3, Vulkan, Metal (iOS), Other Platform-Specific Drawing APIs

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/