

This document is an English translation of the original Japanese press release issued on June 5.  
In case of any discrepancy, the original Japanese version shall prevail at the following URL:  
<https://www.siliconstudio.co.jp/news/pressreleases/2025/250605switch2/250605switch2.html>

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## **Silicon Studio Collaborates with Nintendo to Support Game Development Environment for Nintendo Switch 2**

Tokyo, Japan (July 1st, 2025)—Silicon Studio Corporation—middleware and technology developer that specializes in entertainment, gaming, automotive, video, and architecture—is pleased to announce that they have collaborated with Nintendo Co., Ltd. in the development and setup of various tools, including SDKs, to support game title development for Nintendo's new dedicated gaming console, Nintendo Switch™ 2.

Silicon Studio has a longstanding relationship with Nintendo, built through past collaborations on development environments for the Nintendo 3DS™, Wii U™, and Nintendo Switch™. Building on this foundation, they continue to support Nintendo by providing essential tools, shaders, and SDKs, along with advanced middleware technologies that streamline game development on their platforms.

For the launch of Nintendo Switch 2, they contributed to the development of a comprehensive suite of asset creation tools, encompassing model and material editors, effects tools, layout utilities, and shader development. Silicon Studio also continued collaboration on the development of the NintendoWare Bezel Engine—the game engine behind many Nintendo Switch titles—enhancing the development environment to support the new features of Nintendo Switch 2 and streamline the development of new game titles.

Moving forward, Silicon Studio remains committed to combining the expertise and technologies of both companies to further enhance the development environment for Nintendo's dedicated gaming consoles. Their goal is to facilitate the creation of high-quality game titles while contributing to the growth and innovation of the gaming industry.

### **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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