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Silicon Studio Collaborates on Development of NINJA GAIDEN 4

Supporting Feature Development, Optimization, and Implementation of Game Engine

Tokyo, Japan (November 19, 2025)—Silicon Studio Corporation—a middleware and technology developer that specializes in entertainment, gaming, automotive, video, and architecture—is pleased to announce its technical collaboration in the development of the high-speed action game NINJA GAIDEN 4, released today, October 21, 2025.



NINJA GAIDEN 4, co-developed by KOEI TECMO GAMES' Team NINJA and PlatinumGames, marks the long-awaited return of the NINJA GAIDEN series—its first numbered installment in 13 years.

For this project, Silicon Studio provided extensive technical support for PlatinumGames' proprietary game engine (Liberty Engine) used in the development of NINJA GAIDEN 4. Our contributions focused on enhancing and implementing various engine features, particularly those within the Core Library, graphics systems, editor functions, and tools used by technical artists.

Key areas of support included:

- Development and implementation of NPC navigation systems
- Feature development and implementation for graphics-related components
- Optimization and transformation functionality for 3D models
- Integration with third-party tools
- Enhancements and modifications to the engine editor
- Debugging support

Silicon Studio remains committed to supporting game developers through advanced technology solutions and collaborative development expertise.

In addition to developing and providing middleware solutions, Silicon Studio has a proven track record when it comes to building and supporting entire game development environments by leveraging its technical expertise and experience in consumer game development.

Looking ahead, we remain committed to helping game developers create high-quality games more efficiently. We will continue to address a wide range of needs—from customizing and enhancing game engines, to supporting and optimizing the latest hardware, as well as collaborating on the development and research of proprietary tools.

About “NINJA GAIDEN 4”

Title	NINJA GAIDEN 4
Genre	Action
Publisher	Xbox Game Studios (Microsoft)
Developer	Koei Tecmo's Team Ninja and PlatinumGames
Platform	Xbox Game Pass / Xbox Series X S / Microsoft Store™ / Steam® / PlayStation®5 / Microsoft Store™ / PC (Steam®)
Release Date	October 21 st , 2025
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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.

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