



Enlighten Delivers Real-time Global Illumination Across All Platforms





The leading global illumination technology

Global illumination computes the way that light is bounced from, or absorbed by, materials in a scene. By adding the effect of bounced light, artists are able to light any scene with just a small number of light sources, all while bringing unrivalled subtlety and harmony to the application's graphics.



Enlighten ON



Enlighten OFF

Enlighten calculates the effect of global illumination in real-time. Lights, materials and objects can be moved and updated at runtime with the global illumination updating in milliseconds. This runtime feature is available both in-game and in-editor and scales across all of today's gaming and consumer devices.

Supported Platforms

PC Games for Windows®, Linux, Mac OS X, Xbox One™, PlayStation®4, PlayStation®Vita, Android™, Android x86, 64-bit Android, iOS, 64-bit iOS, Windows RT, Nintendo Switch™

The technology is designed to interact smoothly with the developer's graphics pipeline and computes industry-standard outputs: directional lightmaps, spherical harmonic probes and reflection captures. These are combined with state-of-the-art relighting models during shading to light any world to high quality.



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Silicon Studio Corporation
1-21-3 Ebisu Shibuya-ku, Tokyo 150-0013 Japan
www.siliconstudio.co.jp/en