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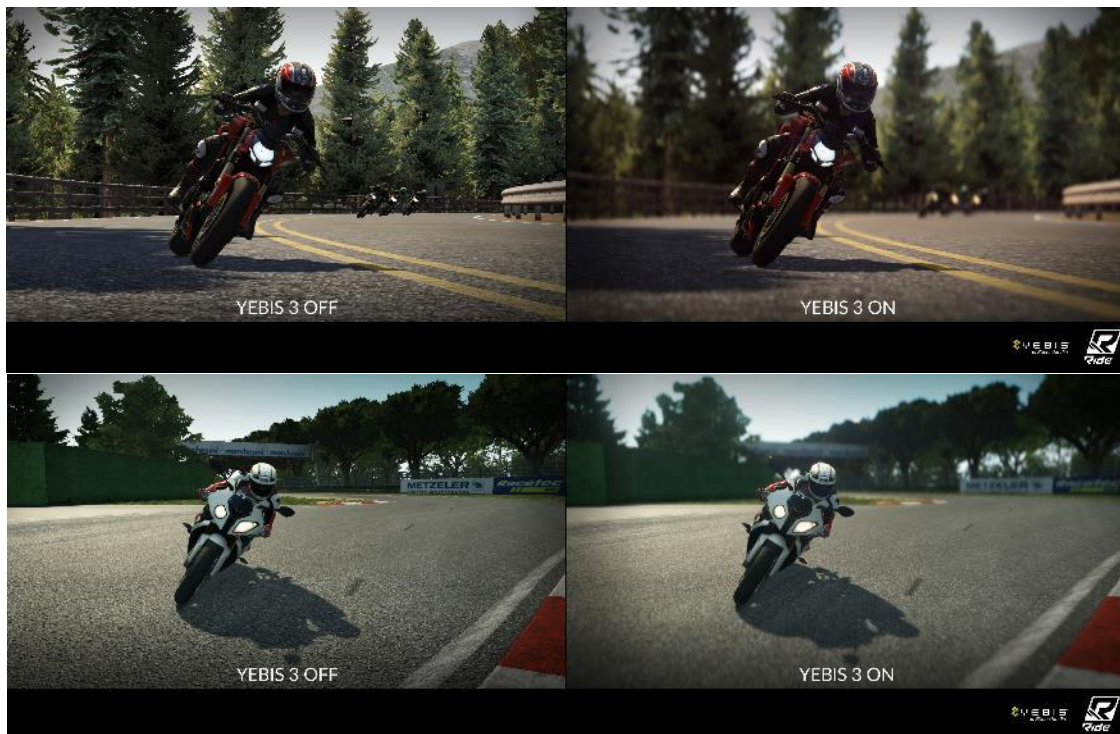
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Italian developer Milestone's latest motorcycle racing game, "RIDE" is supported by the post optical effects middleware YEBIS

Tokyo, Japan, (May 28, 2015) - Silicon Studio, pioneering middleware and games developer, announced their post optical effects middleware, YEBIS is featured on the latest motorcycle racing game, "RIDE" by Milestone. YEBIS post optical effects can be seen on PlayStation®4、Xbox ONE versions of "RIDE".



Comparison of YEBIS post optical effects in the motorcycle racing game, "RIDE"





“The versatility and scalability of the visual effects in YEBIS 3 have been quite determining to reach the maximum graphics realism. The game’s environments have been highly improved thanks to this new technology.” commented Mauro Ferrari, Head of Art at Milestone. “The full HDR support, the extraordinary bloom and depth of field allowed us to increase vehicles and tracks quality. Especially Replays Scenes have benefit of YEBIS 3 middleware power.”

About Silicon Studio

Silicon Studio is a Japan-based game engine and middleware company providing quality rendering, optical effects, and post-effects solutions for game development. Silicon Studio also publishes games across mobile, PC and consoles, and develops games for third parties.

About YEBIS

YEBIS is the advanced optical effects middleware from Silicon Studio that accurately delivers camera lenses effects such as bokeh, depth of field and glare. YEBIS simulates an actual camera lens to recreate the most realistic and accurate optical effects.

YEBIS is available for the following platforms:

PlayStation®4, PlayStation®3, PlayStation®Vita, Xbox One, Xbox360®, Windows®(DirectX 9/10/11), iOS, Android

<http://www.siliconstudio.co.jp/middleware/yebis/en/>



Details of RIDE:

Developer and Publisher: Milestone S.r.l.

Available on: PS4™, Xbox One, PS3™, Xbox 360 and Windows PC®/STEAM™

Official Website: <http://ridevideogame.com/>

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