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Popular online MMO "Black Desert" developed by Pearl Abyss (S. Korea) announces full adoption of Silicon Studio post effect technology

TOKYO, JAPAN – December 8, 2016 – Middleware and game development company, Silicon Studio, is happy to announce the full adoption of its post effects technology YEBIS by "Black Desert", the hit MMORPG from game developer Pearl Abyss Inc. (HQ: Gyeonggiz Province (Kyunggido), Korea. CEO: Jung Kyoungin).

**Official comment from Pearl Abyss:**

"By collaborating with Silicon Studio, we have been able to realize fantastic realistic graphics that make it possible to raise the user experience one step higher."

Pearl Abyss : Jung-KyoungIn, CEO

About "Black Desert" Online

"Black Desert" is a 3D MMORPG set in medieval fantasy world where players set off on adventure to uncover the mysteries of the legendary black stone, the origin of all power and wealth. On multiple servers and channels, players participate in realistic combat, siege warfare, production, trade and other tasks that challenge the limit of standard MMORPG's, all set in an expansive open world with a variety of nearly limitless content.



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

YEBIS Official Site

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

Screenshots

YEBIS OFF



YEBIS ON



YEBIS OFF



YEBIS ON





About Pearl Abyss

Founded in September of 2010, Pearl Abyss is a game development company and the studio behind the hit MMORPG "Black Desert".

The game was developed by Pearl Abyss Chairman Kim Daeil, who produced hit MMO titles "Reign of Revolution 2" and "Continent of the Ninth Seal" for WEBZEN (formerly NHN Games). "Black Desert" began start of service in: South Korea in December 2014, Japan in May 2015, Russia in October 2015, and Europe and the US in March of 2016. Pearl Abyss will continue to bring fantastic experiences to more regions and users.

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 develops and publishes games across mobile, PC, and consoles, and develops games for third parties. More information on Silicon Studio and its products can be found here: www.siliconstudio.co.jp

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