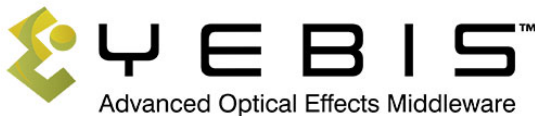


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Silicon Studio's Middleware Solutions Support Nintendo's New Dedicated Gaming System "Nintendo Switch 2"

Tokyo, Japan (April 3rd, 2025)–Silicon Studio Corporation–middleware and technology developer that specializes in entertainment, gaming, automotive, video, and architecture–is pleased to announce that their post effects middleware “YEBIS” and global illumination middleware “Enlighten” will be compatible with Nintendo’s new dedicated gaming system “Nintendo Switch™ 2” to be released on June 5, 2025.



YEBIS is a post-effects middleware that enables advanced optical simulations for computer graphics. It allows for the addition of effects such as glare, depth of field, motion blur, lens effects (optical simulations), film/photosensitive effects, color correction and anti-aliasing during the post-processing stage before final rendering.

YEBIS is set to support Nintendo Switch 2 with its upcoming version, scheduled for release in July 2025. The upcoming version will continue to support HDR output and will enable effective use of post-processing effects combined with upscaling technologies in game development for Nintendo Switch 2.

Enlighten is a middleware that processes global illumination in real-time. In addition to the direct influence from light sources in the scene, it also takes into account the mutual reflections between objects and the infinite bounce of light, rendering the natural effects of indirect lighting.

The standalone SDK version of Enlighten supports Nintendo Switch 2, with an evaluation version available for trial. We also plan to offer a version integrated with Unreal Engine. By adopting Enlighten, game developers targeting Nintendo Switch 2 can incorporate high-quality dynamic global illumination while minimizing processing costs.

YEBIS and Enlighten support game development by fully leveraging the significantly enhanced graphics performance of Nintendo Switch 2, offering a major improvement over Nintendo Switch.

The versions supporting Nintendo Switch 2 will be made available to all developers in the middleware section of the Nintendo Developers Portal. Please contact us for access to evaluation versions.

About YEBIS

"YEBIS" is a post-effect middleware enabling within 2D and 3D graphic environments a wide range of post-effects such as glare, depth of field, motion blur, lens optical effects, film/photosensitive effects, color correction, anti-aliasing, and more. It faithfully reproduces photographic blur effects by accurately simulating aperture, opening and closing corrections, along with lens aberrations. Combining real lens parameters such as circular apertures and blade count, it provides photorealistic bokeh effects including before and after focus color fringing. YEBIS meticulously simulates real camera lenses to deliver the most authentic and precise optical effects.

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

About Enlighten

"Enlighten" is a high quality real-time global illumination technology used for the game, cinematic, entertainment, architectural, and several other industries. The technology efficiently calculates numerous mathematical operations to simulate realistic high-quality indirect lighting using light maps, spherical harmonic probes, and reflection captures.

<https://www.siliconstudio.co.jp/middleware/enlighten/en/>

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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