



STAY AHEAD WITH ADVANCED TEXTURE STREAMING

Graphine joins forces with Silicon Studio to bring advanced texture streaming to the Japanese market

Ghent, Belgium, January 19th 2016 - For immediate release – Graphine®, the Belgian middleware company, has signed a strategic deal with Tokyo-based Silicon Studio to represent them in Japan. The alliance of these two experts in graphics technology offers the latest innovations to the Japanese digital entertainment industry.

“As a middleware company that works closely with our customers we are dedicated to offering world class support.” Aljoshia Demeulemeester, Graphine’s CEO. “We are excited to collaborate with the highly experienced team at Silicon Studio to ensure that our Japanese customers get the most out of our technology.”

Silicon Studio’s CEO Takehiko Terada confirms: “ Silicon Studio is highly motivated to bring the best technologies from around the world to the Japanese market and we are proud to be working with a great innovative company like Graphine. Granite will allow Japanese developers to better create bigger, more complex and realistic game and application worlds, and we look forward to the wonderful creations to come.”

Starting today, Silicon Studio will include Granite SDK in its middleware portfolio. Granite SDK is a texture streaming middleware that can handle very large texture resolutions with very little to no performance impact. Silicon Studio will also offer support in Japanese.

Granite SDK typically uses significantly less video memory, even when using higher resolution textures, than other systems. It is also used to decrease loading times for textures as Granite needs only a few seconds to load while this is usually a large part of the total loading time of a video game. Granite SDK is used by video game companies (Wargaming, The Farm 51, ...), VR companies (Survios, Solfar, ...), and VFX companies like The Mill for example. Granite is available as a standalone SDK that can integrate in any engine and as a plugin for Unreal Engine 4 and Unity3D

Graphine also offers engineering services and consultation in the field of real-time rendering and game engines.

More information on the web site:

<http://graphinesoftware.com/blog/2017-01-19-graphine-now-offers-japanese-support-through-partner-silicon-studio>.

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About Graphine® – Graphine (www.graphinesoftware.com) is a Belgian graphics middleware company based in the historic center of Ghent. Graphine specializes in texture streaming and texture compression technologies for the video game and 3D visualization industries.

You can apply for an evaluation version at <http://graphinesoftware.com/products/granite-sdk>

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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.

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