SQUARE ENIX

SQUARE ENIX Unveils Real-Time CG Tech Demo Using DirectX 12 at Microsoft Build

– World's Highest Quality Real-Time CG Created with Cutting-Edge Technology–

SAN FRANCISCO (April 30, 2015) – Square Enix Co., Ltd. (Square Enix) today announced "WITCH CHAPTER 0 [cry]," a real-time tech demo that utilizes DirectX 12, a Windows10 based new generation API, at the Microsoft Build Developer Conference.

As a part of a research project that studies a variety of next generation technologies, Square Enix conducted extensive research on real-time CG technology utilizing DirectX 12 in collaboration with Microsoft and NVIDIA Corporation. Revealed today as a technology demonstration titled, WITCH CHAPTER 0 [cry], the results of this research will be incorporated into Square Enix's LUMINOUS STUDIO engine, and is intended for use in future game development.

WITCH CHAPTER 0 [cry], has achieved some of the world's highest-level quality of real-time CG. It portrays the human emotion of crying-- one of the most difficult representations for existing real-time CG technology. The emotion is displayed in a level of quality which has never been seen before with a real-time CG animated character teemed with life.

WITCH CHAPTER 0 [cry] was created mainly by the developers of AGNI'S PHILOSOPHY – FINAL FANTASY REALTIME TECH DEMO, a tech demo for LUMINOUS STUDIO revealed in June 2012. Square Enix research enabled the real-time CG to feature even more refined graphics and improved processing capabilities in WITCH CHAPTER 0 [cry].

"Our team has always pursued cutting-edge pre-rendered and real-time CG," commented Hajime Tabata, head of the next-generation technology research project and Division Executive of Business Division II of Square Enix Co., Ltd. "As a part of the technical development, we created this demo using world-class, real-time CG technology with generous support from leading-edge software and hardware providers – Microsoft's Windows10/DirectX 12 and NVIDIA's GeForce GTX. The efforts from this project will power future game development as well as FINAL FANTASY XV, currently a work in progress."

"Square Enix is working on this next-generation research project as a showcase for our technology and creativity which will lead the future of Square Enix," said Yosuke Matsuda, president and representative director of Square Enix Co., Ltd. "The results will be used to further advance the quality and technical expertise of our games. We will continue to pursue this research on cutting-edge technologies including high-end real-time graphics using the innovative DirectX 12."

Furthermore, this tech demo was made possible by using NVIDIA GeForce GTX TITAN X-4-way SLI PC.

"We've designed DirectX 12 to deliver industry leading performance across the widest range of form factors and graphic cards," said Steven Guggenheimer, corporate vice president and chief evangelist at Microsoft. "The work Square Enix is doing plays a valuable role in exhibiting the potential of DirectX 12 to enable even greater innovation and optimized game performance."

"WITCH CHAPTER 0 [cry] features the most ambitious real-time, cinematic-quality graphics ever undertaken," said Jen-Hsun Huang, president and CEO, NVIDIA. "Square Enix's achievement is nothing short of breathtaking. I am delighted that their amazing team turned to the NVIDIA GAMEWORKS EFFECTS STUDIO to help bring WITCH CHAPTER 0 [cry] to life. This is a preview of the beauty and artistry of video games to come."

Square Enix will continue to drive research and development of new technologies in game development and to provide the world's highest quality entertainment content to consumers.

The WITCH CHAPTER 0 [cry] demo video showcased at the Microsoft Build Developer Conference can be viewed here: http://channel9.msdn.com/Events/Build/2015/KEY02

The WITCH CHAPTER 0 [cry] will also be showcased at "de:code 2015," a developer conference hosted by Microsoft Japan, to take place May 26-27 in Tokyo, Japan.

About DirectX 12

http://dev.windows.com/en-us/games

Windows 10 introduces DirectX 12, the next version of the 3D graphics pipeline that powers Windows. DirectX 12 brings faster and more efficient API performance than ever before. Your game can feature richer scenes, more objects, more impressive effects, and can better utilize modern graphics hardware. DirectX 12 will provide optimized graphics across Windows devices, including phone, PC, and Xbox One.

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