



Umbra improves frame-rate performance in FINAL FANTASY XV

Helsinki, Finland – March 25th – Umbra announced today that Square Enix has licensed the Umbra's technology to boost graphics performance in FINAL FANTASY XV. The game will be published in 2016 for PlayStation 4 and Xbox One.

FINAL FANTASY XV is the first game in history to take full advantage of Square Enix's new game engine, which also has Umbra's visibility optimization technology integrated into it. The engine has been specifically designed to allow the game to have high density, polygon rendering performance. Umbra's technology is ensuring that only the visible objects in every frame are being processed and rendered, the end result being optimized performance ensuring the best possible graphics and frame-rate.

"By using Umbra, frame-rate performance could be improved over two times than before in characteristic scenes. The tool is extremely easy to use with a simple API build that allows paralleling computation to be handled with ease as well," says the development team.

Umbra creates an optimized database from your 3D data, whether it is a small game level or a huge architectural model. Umbra processes your data automatically, which means you can give Umbra your geometry as-is without modifying it in any way, or doing any extra work. Umbra's optimized database can then be used in an application to perform queries. The queries answer questions like "what can be seen here?" or "what needs to be rendered next?".

Umbra runs on virtually any modern CPU and does not depend on any specific hardware or external software. It's also available for a free evaluation on all major platforms.

About FINAL FANTASY XV

FINAL FANTASY XV is the highly anticipated action roleplaying game (RPG) and 15th mainline entry in the iconic FINAL FANTASY franchise. Set in an enthralling world where fantasy meets reality, players will join Crown Prince Noctis and his comrades on an epic journey of brotherhood, love and despair as they unravel Noctis's destiny and take up arms against the

warmongering empire, Niflheim. With a captivating cast of characters, breathtaking visuals, open world exploration and action-packed real time combat, FINAL FANTASY XV is the ultimate FINAL FANTASY experience for fans and newcomers to the series.

FINAL FANTASY XV will be available in 2016 for Xbox One, the all-in-one games and entertainment system from Microsoft and the PlayStation®4 computer entertainment system.

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About Umbra

Umbra has been powering up graphics performance in more than 100 video games during the last 10 years. Clients include internationally renowned game studios that have produced commercially successful AAA productions such as Call of Duty®: Black Ops III, Batman Arkham Knight, Quantum Break, The Witcher 3: Wild Hunt and Destiny.

Umbra is a Helsinki based company that was founded in 2006. Today the company employs a team of 20 specialists working in Finland, United States, Korea, China and Japan.

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