

## NVIDIA and Square Enix Team Up to Deliver Stunning Version of FINAL FANTASY XV on PC

### Newest addition to FINAL FANTASY XV Universe, FINAL FANTASY XV's WINDOWS EDITION, Comes Loaded with NVIDIA GameWorks Technology, Other Advanced PC Features

Gamescom - NVIDIA and Square Enix today announced they are bringing FINAL FANTASY XV WINDOWS EDITION to the PC and adding cutting-edge graphics and physics simulations technologies, as well as support for NVIDIA's capture and share tools.

The FINAL FANTASY series is one of the best-selling videogame franchises of all time, with over 135 million units sold worldwide. The series is known for having among the highest production values in video games.

Square Enix will use its next-generation Luminous Engine together with [NVIDIA® GameWorks™](#) and other advanced technologies to make FINAL FANTASY XV WINDOWS EDITION the definitive version of the game with native support for 4K and 8K resolutions, as well as HDR10. In addition, FINAL FANTASY XV WINDOWS EDITION will include all free game updates and paid downloadable content available for the console version.

FINAL FANTASY XV WINDOWS EDITION will support both [GeForce® Experience™](#) capture and share tools. [NVIDIA Ansel™](#) is an in-game photography tool that allows gamers to compose shots from any position, adjust with post-process filters, capture HDR images in high-fidelity formats and share screenshots in 360 degrees via smartphones, PCs or VR headsets. [NVIDIA ShadowPlay™ Highlights](#) automatically captures a gamer's greatest gaming achievements in video and screenshot, and enables seamless sharing through Facebook, YouTube or Imgur.

"With the help of NVIDIA, we are creating a stunning visual experience in FINAL FANTASY XV WINDOWS EDITION, one worthy of this beloved franchise," said Hajime Tabata, director of FINAL FANTASY XV at Square Enix. "NVIDIA pushes the pace of innovation in our industry, and that benefits gamers and developers alike."

NVIDIA creates and provides to game developers a large amount of rendering and simulation techniques as well as special effects via the NVIDIA GameWorks platform. To date, NVIDIA has released over 2 million lines of code and GameWorks technologies appear in over 1,000 games.

"Our mission is to help game developers deliver jaw-dropping gaming experiences, by pushing the state of the art in graphics and physics technologies," said Rev Lebedev, vice president of GameWorks at NVIDIA. "We do this in a production-oriented way, and provide support with the engineering expertise necessary to make it practical for developers."

FINAL FANTASY XV WINDOWS EDITION will include the following GameWorks technology for real-time graphics and physics simulations:

- [NVIDIA Flow](#) -- to create dynamic, combustible fluid, fire and smoke.
- [NVIDIA HairWorks](#) -- to create dynamic, life-like hair and fur for characters, animals and monsters that inhabit the game.
- [NVIDIA ShadowWorks](#) -- to enable characters to cast shadows on themselves.
- [NVIDIA Turf Effects](#) -- to create dynamic grass and vegetation in the game environment.
- [NVIDIA VXAO](#) -- to add depth and realism based on the physics principles of shadows and light.

An action role-playing game (RPG), FINAL FANTASY XV is the 15th mainline entry in the iconic FINAL FANTASY franchise. With a captivating cast of characters, breathtaking visuals, open world exploration and action-packed, real-time combat, it is the ultimate FINAL FANTASY experience for fans and newcomers to the series.

#### Making the Highest-End Version of FINAL FANTASY XV

NVIDIA is working with Square Enix to provide PC gamers the benefits of NVIDIA technologies and maximize the performance benefits of the [NVIDIA GeForce GTX 10-series GPUs](#) on FINAL FANTASY XV WINDOWS EDITIONS.

Creating graphics technologies on NVIDIA hardware assures they will work great on GeForce GPUs when they appear in a game. To achieve this, NVIDIA is providing Square Enix with onsite engineering expertise, graphics and physics simulation middleware, developer tools, and source code.

NVIDIA is also working with Square Enix to fine tune performance and stability, as well as to add support for features and technologies only offered on the GeForce GTX PC gaming platform, such as [Game Ready Drivers](#), [NVIDIA G-SYNC™ monitor technology](#), optimized playable settings and GeForce Experience.

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#### About NVIDIA

[NVIDIA's](#) (NASDAQ: NVDA) invention of the GPU in 1999 sparked the growth of the PC gaming market, redefined modern computer graphics and revolutionized parallel computing. More recently, GPU deep learning ignited modern AI -- the next era of computing -- with the GPU acting as the brain of computers, robots and self-driving cars that can perceive and understand the world. More information at <http://nvidianews.nvidia.com/>.

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