

Jan 28, 2021
CRI Middleware Co.,Ltd.
(Code No. 3698, TSE Mothers)

CRI provides their latest technology to SQUARE ENIX for their upcoming title, "BALAN WONDERWORLD"

-Approximately 60% reduction in size for pre-rendered cutscenes-

CRI Middleware Co., Ltd. (Headquarters: Shibuya-ku, Tokyo, President: Masao Oshimi, TSE Mothers: Securities Code 3698, hereinafter "CRI") announces that they have provided technical cooperation in the cutscene production of "BALAN WONDERWORLD" scheduled to be released on March 26, 2021 (Friday) to SQUARE ENIX CO., LTD. (Headquarters: Shinjuku-ku, Tokyo, President: Yosuke Matsuda (hereinafter referred to as "SQUARE ENIX")).



■ CRI reduced data size for cutscene playback affected by changes in appearance

In "BALAN WONDERWORLD", you can choose the appearance of the main character, and the pre-rendered cutscene played in the game will change according to the appearance of the main character. Therefore, it was necessary to reduce the data size while reflecting everything such as the appearance of multiple selectable characters and their reflection in the mirror in the cutscenes.

In order to develop a high-quality cutscene production, which is the strength of the SQUARE ENIX title, for multiple platforms, CRI has customized the cutscene playback middleware "CRI Sofdec2" for "BALAN WONDERWORLD" and added a multi-character function. The targeted amount of data would normally go up to 4 times per scene. However, CRI was able to suppress it to about 1.5 times, which contributes to the implementation of cutscene production of the same title.



■ What is "BALAN WONDERWORLD?"

"BALAN WONDERWORLD" is a 3D action game with a stage musical style. It is scheduled to be released by SQUARE ENIX on March 26, 2021 (Friday).

The hero will explore the mysterious imaginary world "Wonder World", which is a mixture of real-world memories, landscapes, and key items, while making full use of the unique "costume" abilities on stage.

The 12 stories that exist in Wonder World await the hero with different characteristics. The story approaches the core by stepping through the stages where various gimmicks are arranged, intricately like a labyrinth.



■ Playable demo of "BALAN WONDERWORLD" is now available

From Thursday, January 28th, the trial version of "BALAN WONDERWORLD" will be available. The trial version also applies the pre-rendered cutscene changes due to the selection of the main character and their appearance.

【About CRI Middleware Co., Ltd.】

Based on our corporate philosophy of "Enrich society with sound and video," we mainly conduct research and development related to audio and video, and use the results as the middleware product brand "CRIWARE". "CRIWARE" is implemented in various fields, mainly in the game field and embedded field. Through "CRIWARE", CRI will provide technologies and solutions for improving usability and quality, support the solution of problems for developers, and support the improvement of usability for end users.

<https://www.cri-mw.co.jp/>

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