



HDR10+ Technologies LLC unveils new HDR10+ GAMING plug-in for Unreal Engine

Plug-in now available on Unreal Engine marketplace

San Francisco, CA – October 18, 2023 – HDR10+ Technologies LLC, an industry group with over 150 adopters and more than 8,000 supported devices, announced today a new HDR10+ GAMING plug-in for Unreal Engine. HDR10+ GAMING maximizes HDR (high dynamic range) display output and brightness levels without the need for manual user set-up.

HDR10+ provides a wide range of features, including outstanding brightness and color, robust standardization, ease-of-use, and worldwide certification; along with no licensing fees and seamless compatibility with HDR10 content. The new plug-in has been specifically designed to deliver engaging game play, with low latency and a more immersive and realistic gaming experience across a variety of consumer electronics products.

In contrast to SDR (standard dynamic range) games, HDR offers greater detail in dark and light image areas, along with higher contrast and wider color. However, rendering HDR onto displays can be challenging, given the different models available. Both game developers and players require displays that are very accurate, to realize the highest quality HDR performance possible.

The HDR10+ GAMING plug-in is available to Unreal Engine users free-of-charge and insures more seamless implementation and greater visual accuracy, from the game engine to the display. The new plug-in's benefits include convenient automatic calibration; optimized dynamic HDR rendering; low latency operation; and a more simplified QA test process. All of this enables developers to save time and preserve resources.

"We are pleased to provide this new Unreal Engine plug-in directly to studios and developers to allow faster access to HDR10+ games on certified monitors and televisions" said Bill Mandel, co-manager HDR10+ Technologies LLC. "We believe this new plug-in will further expand the adoption of HDR10+ GAMING across the industry".

The new Unreal Engine plug-in also utilizes the latest NVIDIA HDR NVAPI SDK driver and conforms to the HDR10+ GAMING standard. In addition, HDR10+ GAMING is compatible with displays from Amazon Fire TV, Hisense and Samsung. It will also be supported on the upcoming *The First Descendant* game developed by NEXON.

For more information on the new HDR10+ GAMING plug-in, go to <https://www.unrealengine.com/marketplace/en-US/product/hdr10-gaming-plug-in>