



HDR10+ Technology LLC supports HDR10+ GAMING technology for HYBE IM's upcoming game, 'Architect : Land of Exile' to be introduced for the first time through G-STAR 2024

(translated from original release in Korean)

- HYBE IM joined HDR10+ Technology LLC as an Adopter
- HYBE IM applied HDR10+ GAMING technology to upcoming game 'Architect : Land of Exile'
- Premium gaming experience strengthened with expanding support for global AAA game titles

Seoul (2024/11/13) – HDR10+ Technology LLC announced on the 13th that it has applied its innovative gaming-specific technology 'HDR10+ GAMING' to HYBE IM's highly anticipated game 'Architect: Land of Exile (hereinafter referred to as Architect)'.

HDR10+ GAMING automatically recognizes the display connected to gaming platform, and enables the game engine to optimize the details in the blacks and the brightest highlights, and gives gamers the closest experience to what the game studios intended, regardless of the display type.

HDR10+ technology LLC has expanded its gaming ecosystem with HYBE IM joining as a new adopter in October, following other Korean game companies Neowiz, NCsoft and Nexon .

'Architect' is a high-end AAA MMORPG genre game that combines realistic graphics based on Unreal Engine 5 and cutting-edge technology, according to HYBE IM.

In addition, HDR10+ GAMING technology is combined using the HDR10+ GAMING plug-in for Unreal Engine accessible from FAB www.fab.com providing an optimized HDR gaming experience.

The PC and mobile MMORPG, Architect, will be unveiled for the first time at G-Star 2024 held from November 14th to 17th. Visitors can experience the new game on a 'Samsung Electronics Odyssey OLED G6' gaming monitor that has received HDR10+ GAMING certification at the HYBE IM booth located in BEXCO BTC Hall 2nd Exhibition Center.

Bill Mandel, co-representative of HDR10+ Technologies LLC, said, "The gaming industry is a key area where we can showcase the innovation of HDR10+ technology." He added, "We anticipate HDR10+ GAMING technology being applied to more game content in the future, providing gamers with an even more immersive gaming experience."...

HYBE IM CEO Wooyong Jung said, "We collaborated with Samsung Electronics on HDR10+ GAMING technology to maximize immersion in the architect world implemented with top technologies such as Unreal Engine 5." He added, "We focused on establishing a more advanced game play environment so that we can showcase Architect's reality beyond reality in a more three-dimensional way."

Meanwhile, HDR10+ Technology LLC continues to make efforts for spreading HDR10+ GAMING content and premium gaming experiences. Recently, it supported HDR10+ GAMING in 'Dragon Age: The Veilguard'.

Detailed information about HDR10+ GAMING supported game titles can be found on the HDR10+ Technology LLC website.

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■ About HDR10+ Technologies, LLC

HDR10+ Technologies, LLC develops specifications for HDR10+ applications and operates a certification, licensing and logo program. The technology is currently utilized, on a royalty-free basis, by over 160 adopters, including source providers, display manufacturers, SoC fabricators, GPU makers, content/gaming companies and tool vendors.

To learn more about the HDR10+ consortium, license and logo program, please visit:

www.hdr10plus.org/