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Press Release

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***RESIDENT EVIL 7 biohazard* Wins Best VR Audio at 2018 G.A.N.G. Awards!**

Capcom Co., Ltd. (Capcom) today announced that *RESIDENT EVIL 7 biohazard* (*RESIDENT EVIL 7*) for PlayStation®4, Xbox One and Windows PC, won the award for Best VR Audio at the 2018 Game Audio Network Guild Awards (G.A.N.G. Awards).

RESIDENT EVIL 7 builds upon the *Resident Evil* series' roots of fear, exploration and tense atmosphere. The full game is available to play via the included optional PlayStation®VR Mode for the PS4 version. In order to provide an overwhelming, deeply immersive horror experience, the game's system underwent a dramatic shift from its previous third-person camera to a new first-person perspective, helping to drive sales of the title to 5.1 million units* worldwide. Further, in December 2017 Capcom released *Resident Evil 7 biohazard Gold Edition*, a complete set featuring the main game as well as all Season Pass content. *As of March 31, 2018

G.A.N.G. Awards are selected by the game audio industry and members of the Game Audio Network Guild, and recognize achievements in game music and sound effects. *RESIDENT EVIL 7* was judged against other VR games before winning the award for Best VR Audio, garnering praise for blending creativity with technological prowess via its use of extended technique with string instruments, sound effects recorded at the company's Foley stage and by utilizing the Yamaha Corporation's ViReal™ stereophonic sound technology.

Sound design on *RESIDENT EVIL 7* made use of Capcom's fully equipped Foley stage to produce sound effects that enhanced the characteristics of enemy characters as well as fear-inducing environmental sounds, and even in composing the game's musical score. Capcom maintains its development environment at the cutting edge of technology in order to fulfill the company's commitment to creating the world's most entertaining games, a stance that lead to developing the REMM (Resident Evil Music Module), a proprietary audio tool that runs on Native Instruments' Kontakt engine and allows for easier layering of tones and effect control. Further, Capcom is continuing to bolster the quality of its sound production, and in April of 2018 opened two new sound studios at its R&D headquarters in Osaka capable of recording and refining 3D audio.

Capcom remains firmly committed to satisfying the expectations of all users by leveraging its industry-leading game development capabilities in order to create highly entertaining gameplay experiences.

[Product Details]

1. Title	<i>RESIDENT EVIL 7 biohazard</i>
2. Genre	Survival Horror
3. Platform	PlayStation®4, Xbox One, Windows PC
4. Release Date	Japan: January 26, 2017 North America: January 24, 2017 Europe: January 24, 2017 Asia: January 24, 2017

*“PlayStation” is a registered trademark and “PS4” is a trademark of Sony Interactive Entertainment Inc.

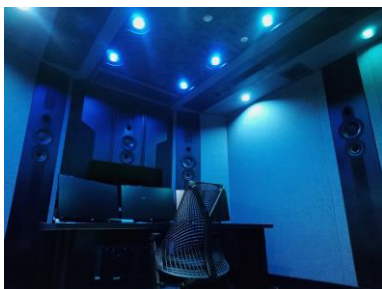
*Microsoft, Xbox One and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries.



Recording sound effects at Capcom’s Foley stage



REMM



Capcom’s two new sound studios

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