



April 10, 2023

Press Release

3-1-3, Uchihiranomachi, Chuo-ku
Osaka, 540-0037, Japan
Capcom Co., Ltd.
Haruhiro Tsujimoto, President and COO
(Code No. 9697 TSE Prime)

**Capcom Bolsters Creation of Cutting-edge
Game Visuals with its New Facility, Creative Studio!**

- With a three-facility system, Capcom aims to further strengthen its development environment -

Capcom Co., Ltd. (Capcom) today announced that it has established Creative Studio in Osaka, Japan, a new production support facility boasting one of the largest motion capture studios in the country.

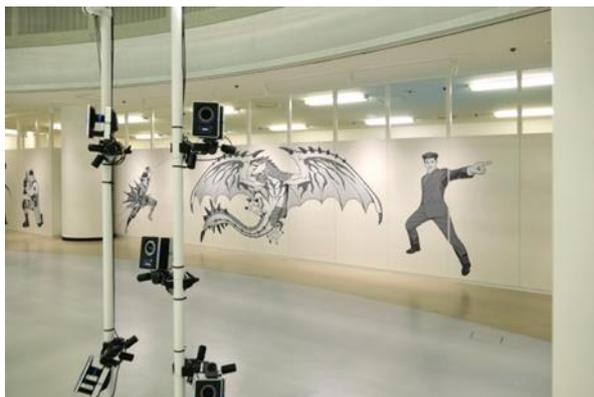
Capcom's corporate philosophy is to be a Creator of Entertainment Culture that Stimulates Your Senses. Since its founding in 1983, the company has followed its motto of From Osaka, to the World, and delivered excitement and joy to people around the globe through its superior game content, with the aim of contributing to a richer society for all. Currently, more than 300 of these titles are enjoyed in over 200 countries and regions worldwide.

The new Creative Studio is a cutting-edge production facility equipped with two motion capture studios. By enhancing the spatial density of filming with 150 cameras, including the latest ultra-high-resolution models, outfitted in one of the largest filming areas in Japan (11m×15m×5m), this new studio makes it possible to simultaneously film as many as 10 actors or even carry out full-performance motion capture. Additionally, the facility enables the company's game developers to maximize their creative and expressive abilities by coordinating filming with Capcom's game development environment, which is powered by Capcom's proprietary RE ENGINE game development tools. By completing this facility and establishing a system of three motion capture studios in total, Capcom continues to promote ever greater efficiency in game development while working to create the world's best content.

Capcom remains firmly committed to satisfying the expectations of all stakeholders by maintaining a superior game development environment and leveraging its industry-leading game development capabilities to create highly entertaining gameplay experiences.

[Creative Studio Summary]

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| 1. Address | 2-1-61 Shiromi, Chuo-ku, Osaka, Japan |
| 2. Total Area | 2,603.82 m ² |
| 3. Open Date | Studio L: March 13, 2023 Studio M: April 17, 2023 |



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