"Neo-retro" arcade rally racer (available on the Eshop)

With the Update V1.5, Rise: Race The Future on NINTENDO SWITCH™ just got a new Render Engine including a 60 FPS mode.

RISE: Race The Future **is a racing game inspired by arcade rally games from the 90's featuring futuristic cars equipped with a boost system. The gameplay mixing arcade and simulation will let you slide on all type of terrains and especially on water.**

Loving popular rally arcade titles from the 90's and dreaming of mastering powerslides with the ease demonstrated by the best gymkhana race drivers, the team at VD-DEV wanted to combine it all in a new racing game which would maintain the technical fun of sliding with cars with the dynamics of a proper arcade game.

This new major update features:

- **New Render Engine with physically based rendering (PBR) and new post process**
- **60 FPS mode**
- **Improved graphics**
- **Advanced CPU optimization**
- **New shaders**
- **Global Data Compression**
- **Main Menu at 60 FPS**
- **Improved Italian language**

Players can look forward to improved loading times, better real time shadow distance, and more. They will be able to choose live between two different visual quality settings:

- **The 60 FPS mode for the smoothest animation and more responsive gameplay**
- **The 30 FPS mode for higher graphical fidelity**

Update available June 25, 2020

Video of the update 1.5: https://www.youtube.com/watch?v=WY96pCcWRt0
Download HQ video: http://www.vd-dev.com/Rise/Video/Rise_Switch_Update_1.5_HQ.zip

Chart comparing the quality settings and improvements:

	Original Build - 30 FPS	New Build - 30 FPS	New Build - 60 FPS
Render Engine and Shader	Phong Lighting	Physical Lighting with new optimizations	
Resolution	Docked = 1920x1080 Undocked = 1280x720	Docked = 1920x1080 Undocked = 1280x720	
Color Space	Gamma	Linear	
AntiAliasing	FXAA	SMAA 4x	NoAA
Motion Blur	YES	YES	NO
Other Post-FX (bloom, Lut, vignette…)	YES	YES	
Texture Filtering	Anisotropic 2x	Anisotropic 4x	Trilinear
Object Draw Distance (tree, Bush…)	100 %	140 %	100 %
Soft Particles	YES	YES	NO
Lighting/Shadow on the Particles	NO	YES	
RealTime Shadow Distance	50m /164 ft + shadow fade	100m / 328 ft	70m / 229 ft
RealTime Shadow Resolution	1024	2048	1024
CPU Optimizations	About 10 ms	About 5 ms	
Latency Control	Medium	Good	Very good
Main Menu at 60 FPS	NO	YES	
Loading	Normal	Slightly Faster	

Released on **Nintendo Switch™:** https://www.nintendo.com/games/detail/rise-race-the-future-switch/

Press contact: press@vd-dev.com

Youtube: https://www.youtube.com/user/VdDevGames
Twitter: https://twitter.com/vddevgames
http://www.risethegame.com/
http://www.vd-dev.com/

About Rise: Race The Future:

Unique futuristic cars, smooth powerslides, jumps and water zones take old-school rally arcade games to the next level of fun!

RISE: Race The Future is a racing game set in a near future where a new kind of wheel technology will let you powerslide on all type of terrains and especially on water.

Why did VD-DEV develop Rise: Race The Future?

Loving popular rally arcade titles from the 90's and dreaming of mastering powerslides with the ease demonstrated by the best gymkhana race drivers, the team wanted to combine it all in a new racing game which would maintain the technical fun of sliding with cars with the dynamics of a proper arcade game. The boost system was implemented to bring a totally unique rhythm to the race.

About VD-DEV

VD-DEV was founded 29 years ago by Fernando Velez and Guillaume Dubail. This small independent team started by attracting the biggest name in the industry such as Atari, Ubisoft and Nintendo thanks to their technical prowess in maximizing hardware capacity. They received numerous world awards such as "Best graphics technology" and "Best action game" at E3 for games like "V-Rally", "Cop the recruit" and "Iron Fall".

About Anthony Jannarelly

Anthony Jannarelly is a professional car designer who started his career in Automotive by designing the supercars for W Motors, the Lykan and the Fenyr Supersport. He also designed the upgraded off-road Zarooq Sand Racer and more recently the Jannarelly Design-1.