eSOL Forms Strategic Partnership with W4 Games for Industrial Applications of OSS Games Engine “Godot”

eSOL’s Real-Time 3D Engine for Industry “eXRP™” is scheduled for release in Q2 2026,
supporting the realization of SDx in all industries

Tokyo, Japan, 5 January 2026 – eSOL, a leading developer of real-time embedded software solutions, has concluded a strategic partnership with W4 Games Limited (“W4 Games,” Dublin, Ireland, CEO: Juan Linietsky, Nicola Farronato), a provider of products and enterprise services for the Godot game engine, to utilize Godot in industrial applications.

eSOL will release the eXRP (eSOL XrossReality Platform) real-time 3D engine powered by the open source Godot Engine for the industrial sector, in Q2 2026 and will offer solutions together with product support services and engineering services for the product.

In recent years, the concept of SDx (Software Defined Everything) has spread rapidly across various industrial fields, and the value of manufacturing is shifting from hardware to software. The key to competitiveness is the ability to flexibly define and evolve product functions through software. In this SDx trend, game engine technology is no longer simply a visualization tool; it is beginning to play an important role as a real-time simulation platform, including digital twins, and as an HMI/UI framework. eSOL supports the realization of SDx in all industries by combining the advanced capabilities of game engines with its extensive knowledge of embedded technologies.

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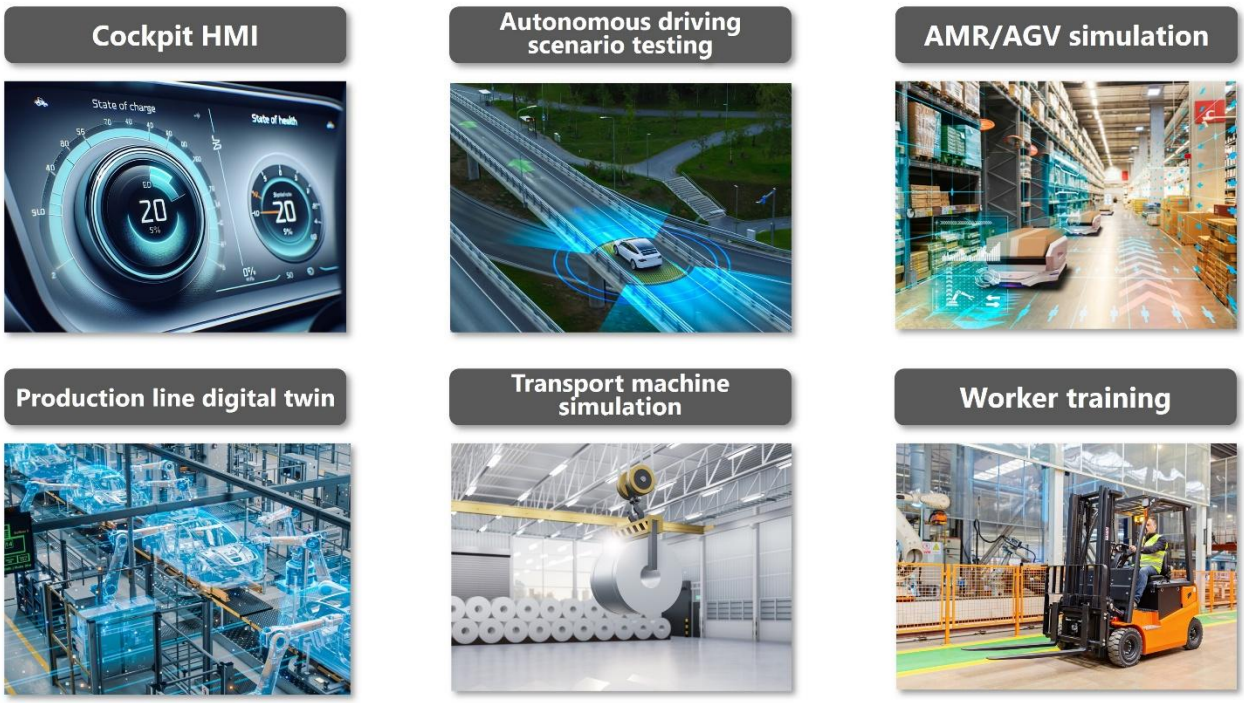
Godot is a cross-platform and open-source 2D/3D game engine that was released to the public in 2014 as an integrated development environment with a runtime environment included. It is simple, highly scalable, lightweight, and highly compatible with embedded devices. Godot brings together all the features needed for game development under one roof, including graphics, audio and physics simulation, with the aim of streamlining game development. Using a game engine lets developers efficiently perform complex processing tasks and create high-quality games supported on different platforms. Recent years have seen a growing focus on the use of game engines in industrial applications and the effectiveness of such approaches as a result of technological trends in industrial domains such as greater demand for enhanced visualization, the spread of digital twin and CPS technology and the lowered cost and improved efficiency of development.



Game engine use cases in industrial domains

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In terms of business, W4 Games is an important global provider of services and commercial products for Godot. This strategic partnership is one that allows eSOL to deploy the first Godot corporate service among Japanese companies. With years of experience and a strong track record in embedded software development, eSOL supports the development of 2D/3D applications for a variety of uses in industrial domains, as well as the implementation of industrial DX, in cooperation with W4 Games.

“Our partnership with eSOL, a company with deep insight into embedded software development across a wide range of fields, shows the effectiveness of game engines in response to the challenges faced by industry and technological trends. I look forward to being able to further expand on the potential of Godot in the enterprise domain,” said Juan Linietsky, CEO of W4 Games.

“SDx is attracting attention in various industries, and game engines are increasingly being used to realize SDx. By combining our company's embedded software technology and expertise in various domains cultivated over many years with Godot's superior game engine technology, we believe we can meet the challenges faced by various companies in the industrial sector. We believe that the partnership with W4Games, which is responsible for Godot's enterprise solutions, will greatly contribute to the realization of SDx not only in Japan but also globally.” said Masaki Gondo, CEO, CTO, and President and Representative Director of eSOL Co., Ltd.

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Supplementary Materials (Japanese)

Godot explainer (blog):

What is the “Godot” Game Engine? Going Over Its Features, How it Compares to Unity/Unreal Engine and the Outlook for Its Future
https://blog.esol.co.jp/embedded/godot_explanation

White Paper:

Why Is Industry Turning to Game Engines Now?

Their Use in Developing High-Level Rendering/Visualization Systems, as Seen from Their Use and Use Cases in In-Vehicle and Manufacturing Domains

https://lp.esol.co.jp/dl/game-engine_white_paper

Related Information:

Graphics & Visualization

Providing Optimal Rendering and Visualization Solutions for Industrial Domains Including In-Vehicle, Manufacturing and Robotics, Leveraging a Wealth of Technological Insight Spanning from DX Tools to Embedded GUI and Mobile Apps
https://www.esol.co.jp/embedded/services/graphics_visualization.html

About W4 Games

W4 Games is a company founded in Ireland in 2021 by a core team of Godot project leaders Juan Linietsky, Rémi Verschelde and Fabio Alessandrelli together with entrepreneur Nicola Farronato with the mission of strengthening the open-source Godot ecosystem by providing the commercial products and services required by game development studios.
For more information, please visit: https://www.w4games.com/

About eSOL

eSOL is a world-class Full Stack Engineering company to realize the Cyber-Physical Society for the people using its innovative computer technologies. eSOL's high-performance and scalable software platform products and first-class professional services, centered around its unique and patented eMCOS® multikernel real-time operating system (RTOS) technology, are used worldwide in demanding embedded application fields that conform to stringent quality, safety, and security standards. This includes automotive systems, industrial equipment, satellites, medical and digital consumer electronics.

In addition to the research and development of its leading-edge products, and joint research with major manufacturers and universities, eSOL is actively engaged in AUTOSAR, Autoware, and multi/many-core technology standardization activities. eSOL was founded in 1975 and is listed on the Standard Market of the Tokyo Stock Exchange (TSE: 4420).
For more information, please visit: https://www.esol.com/

* Autoware is an open-source software built on ROS/ROS 2 for autonomous driving.