

HDR10+ Technologies, LLC Announces Further Expansion of HDR10+ GAMING-Compatible Titles

Support Confirmed for Hell is Us and Borderlands® 4, with Updated Compatibility for EA SPORTS™ F1® 25 and Cyberpunk 2077

Los Angeles (September 03, 2025) — HDR10+ Technologies, LLC announced two highly anticipated titles will launch with HDR10+ GAMING compatibility this month. ***Hell is Us*** from NACON and Rogue Factor, and ***Borderlands® 4*** from 2K and Gearbox Software will join the growing list of supported titles designed to take full advantage of the HDR10+ standard, offering an automatic, premium high dynamic range experience.

Fresh off its recent release, **EA SPORTS™ F1® 25**, an official game of the 2025 FIA Formula One World Championship™, has added compatibility for Nvidia GPUs in its latest update, joining the growing list of games optimized for HDR10+ GAMING. Cyberpunk 2077 has also received updated support for Intel GPUs, delivering a best-in-class HDR experience automatically.

HDR10+ GAMING is engineered to deliver a best-in-class HDR experience with no manual calibration required. Certified displays automatically switch to low-latency game mode, enabling display-optimized rendering exactly as developers intended, without player intervention.

"HDR10+ GAMING delivers real benefits for both players and developers," said Bill Mandel, co-manager of HDR10+ Technologies. "For players, it optimizes visuals automatically, removing the need for complicated setup. For developers, it guarantees the most accurate HDR output, ensuring players experience the game as intended. The result is plug-and-play HDR with precise contrast, brightness, and color rendering across all supported devices."

HDR can dramatically enhance the way games look, but until now, roadblocks like manual calibration and inconsistent visual performance across devices have prevented it from reaching its full potential. HDR10+ GAMING eliminates these barriers, ensuring the most accurate picture quality across all certified platforms and creating a consistent, immersive experience that players and developers can trust.

"We want *Hell is Us* to feel as visually cinematic as possible, and HDR10+ GAMING helps us deliver that vision consistently on every supported device," said Jonathan Jacques-Belletête, Creative & Art Director at Rogue Factor.

The announcement follows updates [revealed at CES 2025](#), where HDR10+ Technologies, LLC outlined growing developer interest and industry adoption across game engines, media players, and display manufacturers. HDR10+ is royalty-free, and its certification program ensures a consistent standard across all supported devices. The format is now backed by over 160 adopters and over 13,000 compatible products, including support from major streaming platforms such as Netflix, Amazon Prime Video, Hulu, and Paramount+, and leading display manufacturers like Samsung, Panasonic, and others.

HDR10+ GAMING is supported by a range of certified products from companies, and works across multiple game engines, including Unreal Engine 5 through the new plug-in for Unreal Engine. For more information about HDR10+ GAMING and certified devices, visit www.hdr10plus.org or contact info@hdr10plus.org.

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