

# Riot Games - Wild Rift



Production Designer - Dan Betteridge

Art Director - Kate McConnell

Set Decorator - Anna Lynch Robinson

Filmed at Leavesden

# Riot Games - Supporting Statement

## **Introduction**

Originally briefed as a live event, a lockdown in China necessitated the move to an online media broadcast. The air date was hard set on the 9th to coincide with the final with the last shoot day just 5 days beforehand, giving no time in post production for any VFX. However this was a fantastic opportunity to explore some old fashioned in-camera techniques such as:

Traditional Glass Matte Paintings

Miniatures and Forced Perspective Backings

Mechanical Rigs for quick in camera effects

Anamorphic live action set pieces and architectural projection mapping.

## **Aesthetics**

Based loosely on Singaporean elements and subculture we created a journey through the city set to an original musical piece by the artist TKay. We attempted to create a journey blending the old and the new of Singapore, with switches between hues and colour temperatures as she makes her way through the city

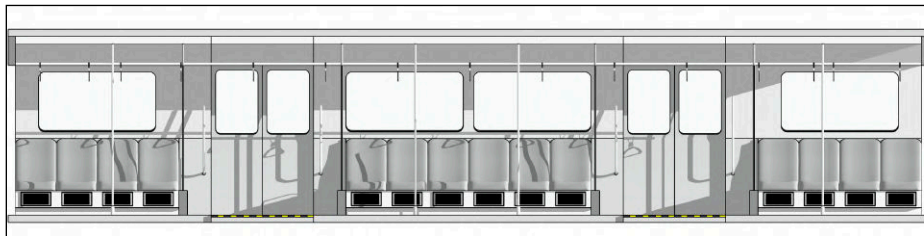
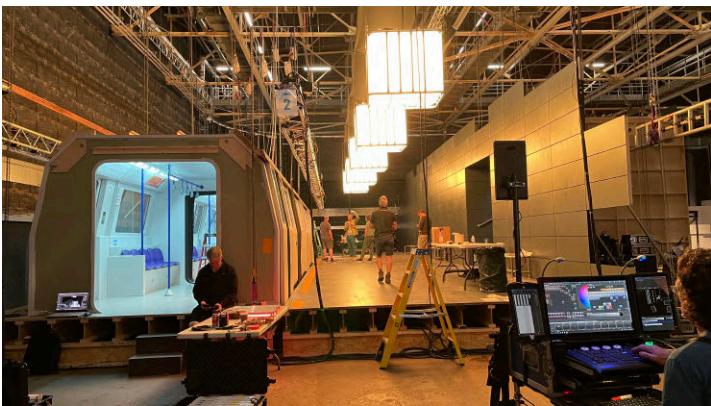
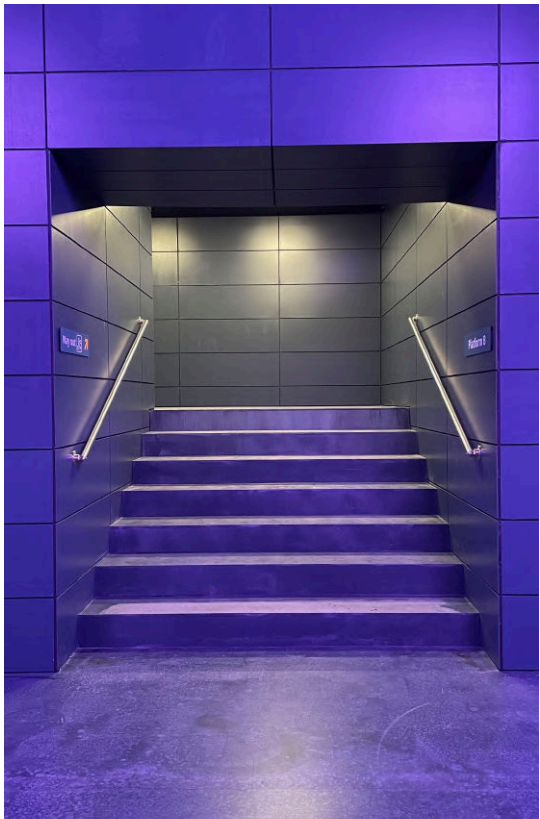
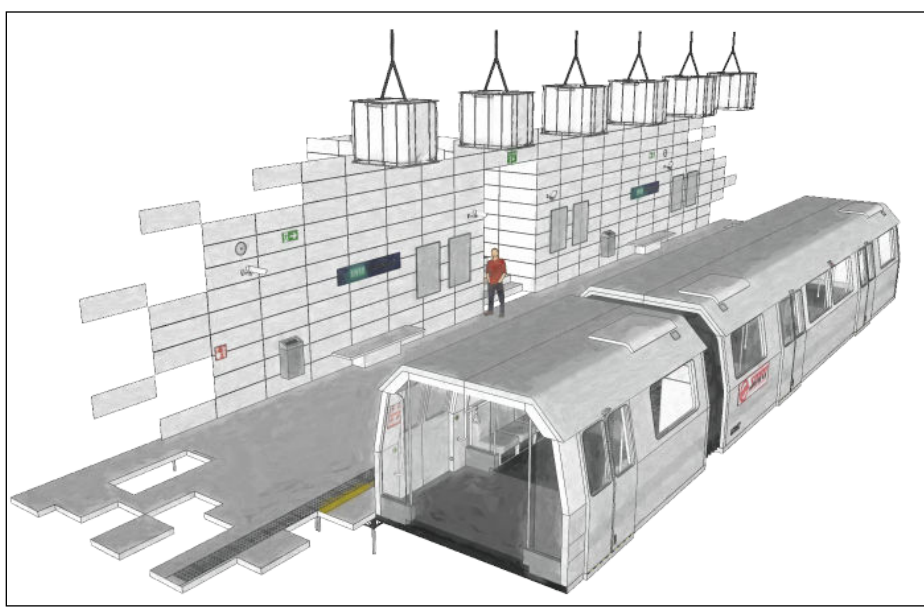
## **Technical**

All elements had to be achieved in camera due to the lack of time for VFX (Clean up only), this was a fantastic brief as we were allowed to bring traditional film making elements onto set and work with various rigs and techniques that are usually usurped by post production.

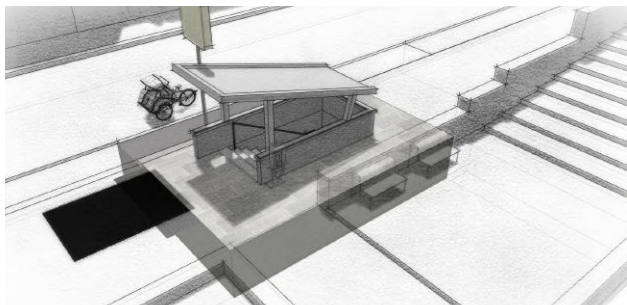
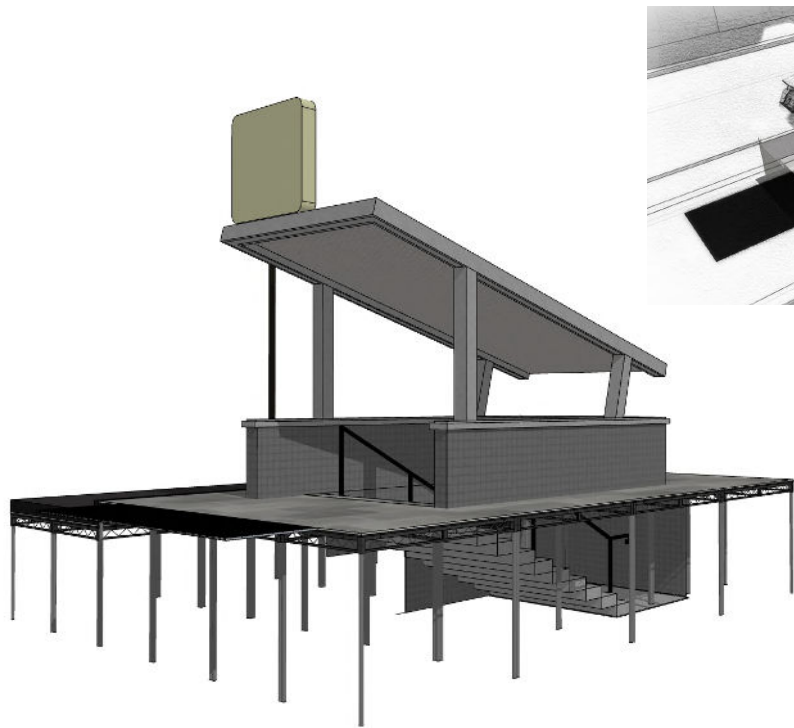
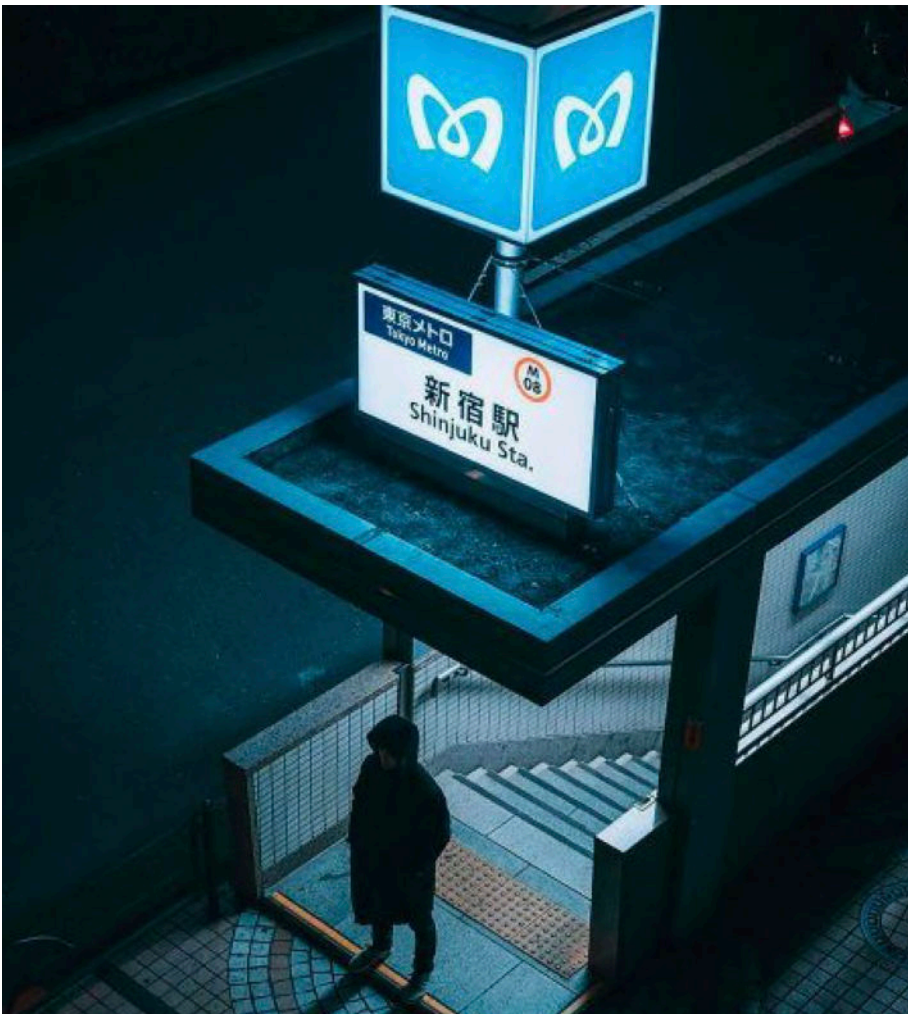
## **Challenges**

Timing 1 month from Brief to Wrap; at the start of the project a Director had not yet been found or a script written which made things a little more difficult in the initial stages....

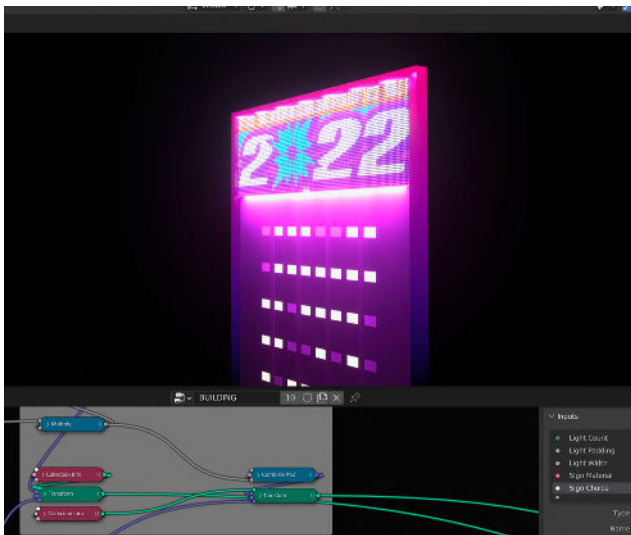
This was truly a dream job with a fantastic team with the lack of time actually feeding into the piece in a positive way



Construction of Subway Train and Platform, front 1/3 of carriage hung on chain tackles to simulate movement between the carriages and scenic painting in the rear set on a sliding rig to give a further perspective shift within the frame



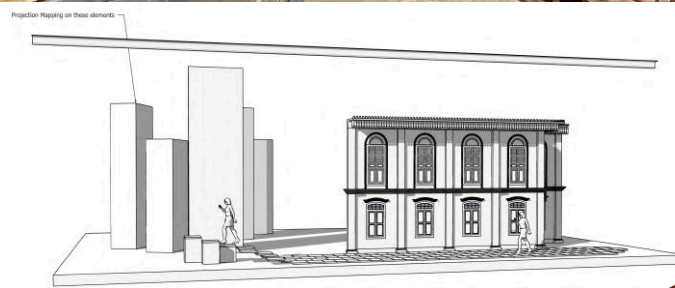
Live action set composited in camera using traditional glass painting techniques



Projection Mapping Nodal Graphics

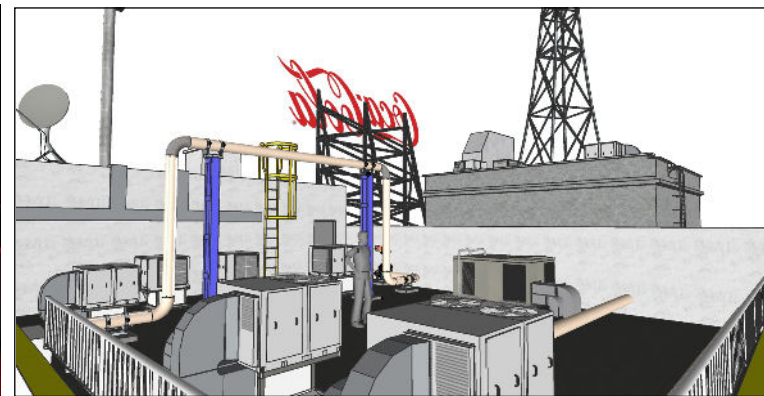
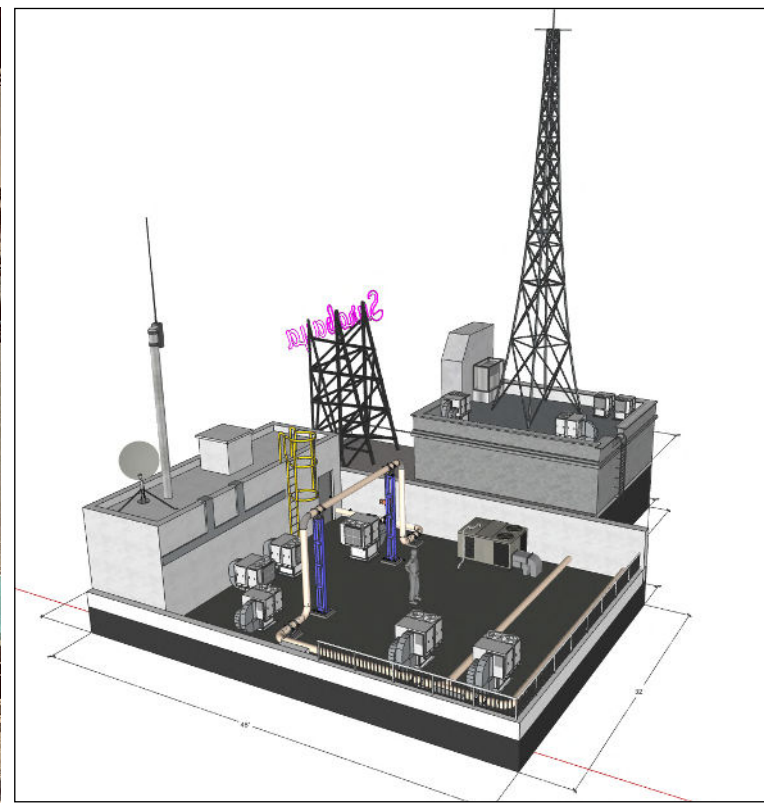


20'+ High Blocks for in camera projection mapping

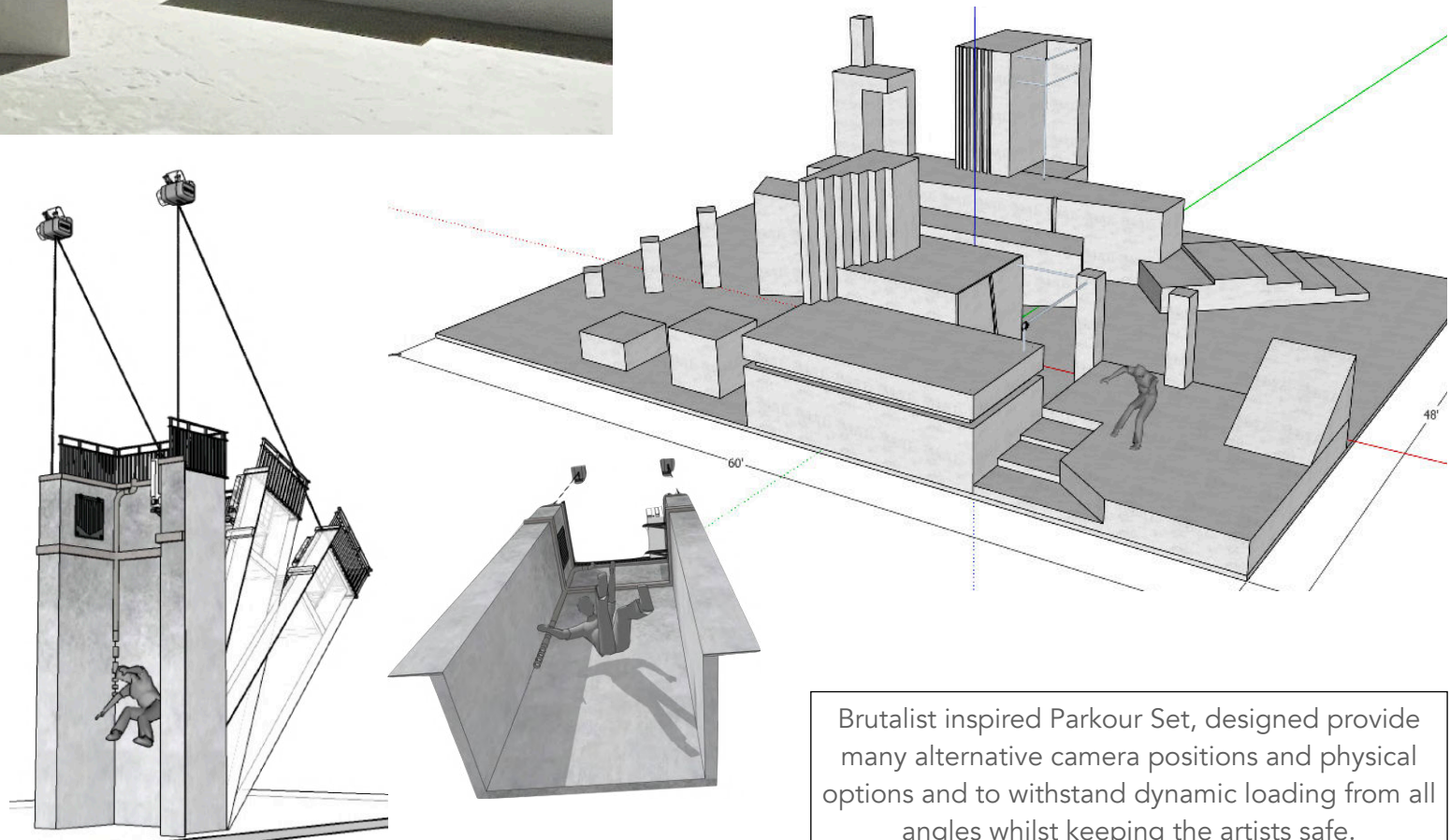
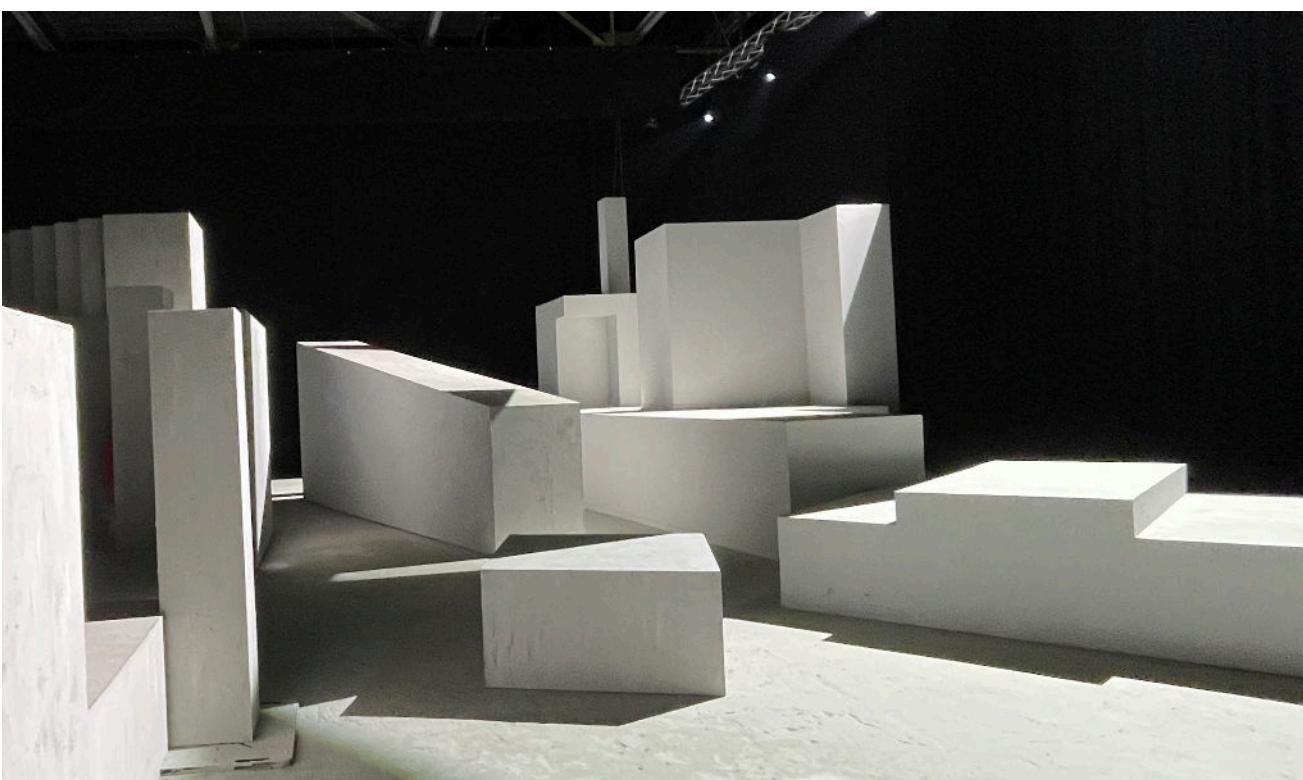


Traditional Singaporean building theatrically segueing into modern projection mapped tower blocks

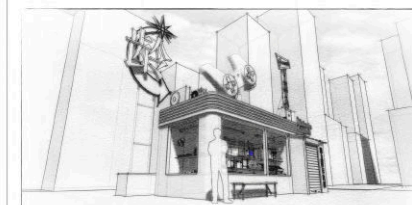




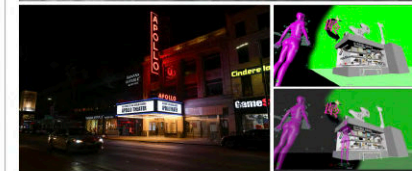
Multi Level  
Rooftop Set/  
Staging for  
Dancers, set build  
drawings and  
reference sheets



Brutalist inspired Parkour Set, designed provide many alternative camera positions and physical options and to withstand dynamic loading from all angles whilst keeping the artists safe.



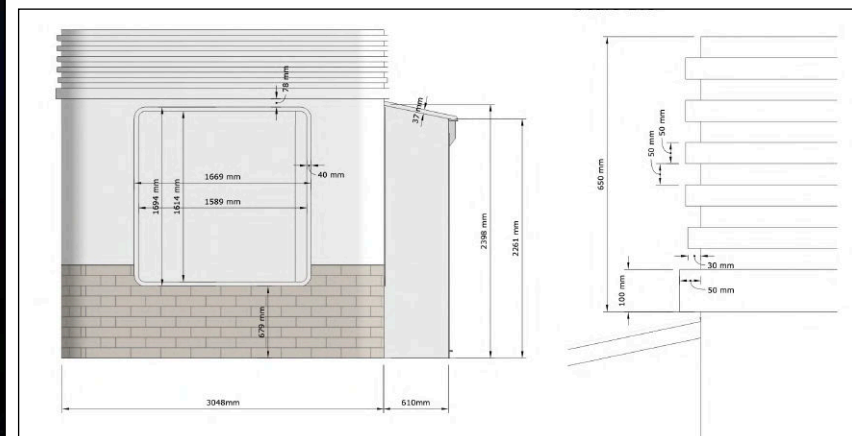
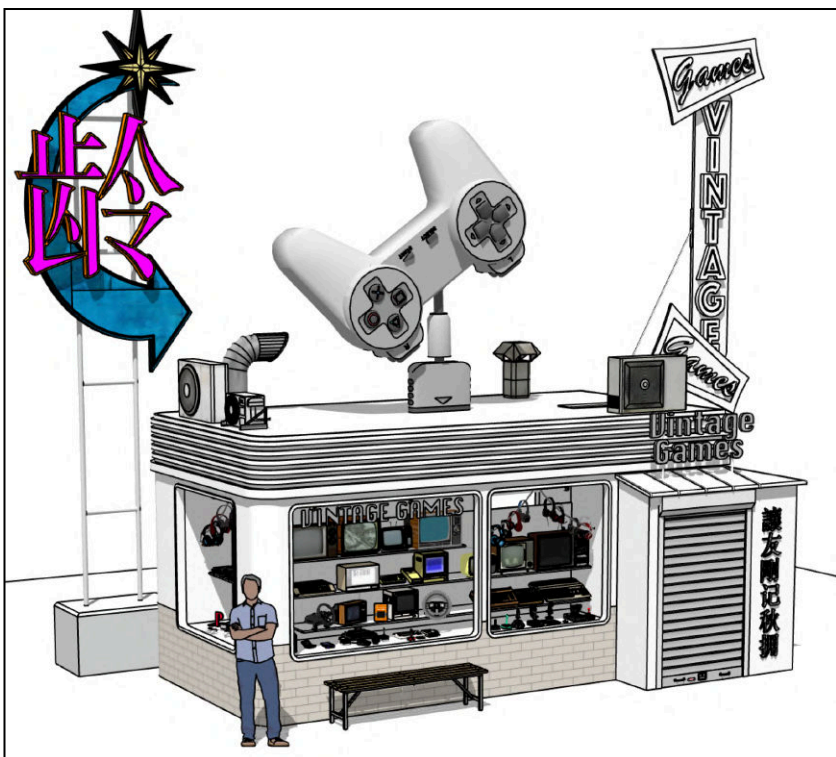
Kiosk is set in the middle of a neighbourhood that has been heavily built up over the years and is surrounded by skyscrapers reaching upwards and with strong lines receding into the distance, the building on the left of the kiosk are simple black outlines and fade into more detailed designs to the right of frame



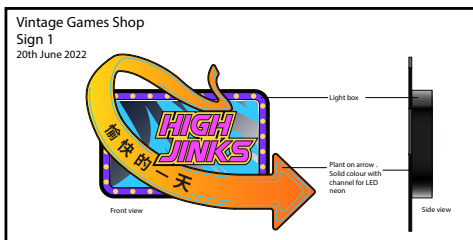
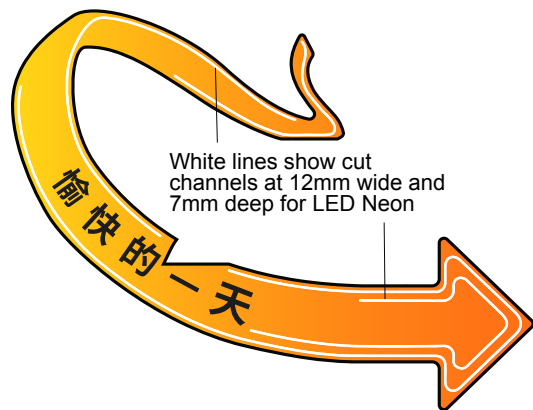
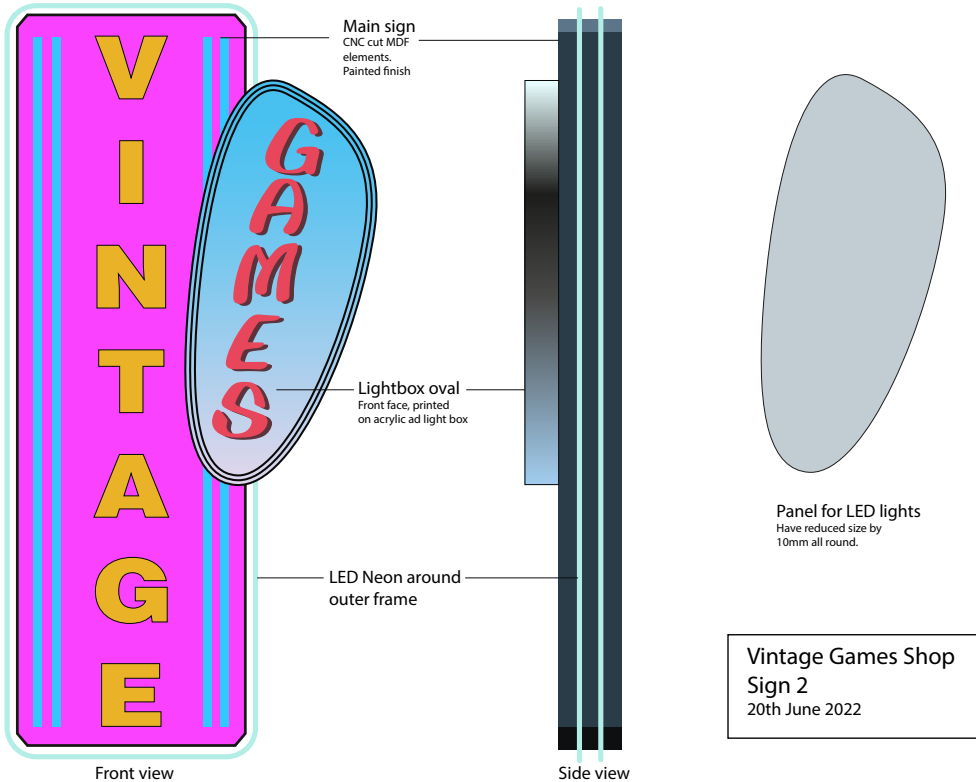
Matte Painting fades in from black on the left to allow Tkay to enter frame and appear next to the kiosk (fade indications on the left) -Black is clear and Green is painting



Riot Games 



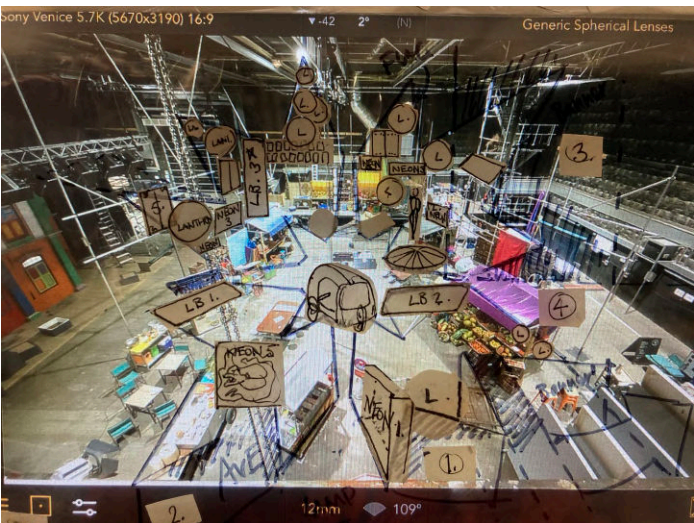
Vintage Games Shop, Glass Paintings and mechanical and electronic effects



EXT. NIGHT MARKET\_ LB2 BEEF NOODLE BOWL



Graphics Examples, a mixture of English and Malay



Final Street Market Set, the action and scenery resolves to an in-camera anamorphic set piece to make up the wild rift logo at the end. This had to be built to camera from a 25' tower - see images on the left