

# League of Legends Championship 2020

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**EVENT:** League of Legends Championship 2020  
**LOCATION:** Shanghai, China

**DATE:** September - October 31st, 2020  
**VIDEO:** <https://youtu.be/hugv0CBh-E>

Creative Technology (CT) Shanghai has proudly completed the League of Legends World Championships from Quarter finals, Semi-finals to the World Final at the Pudong Stadium. The World Championship 2020 went from travelling to various Chinese cities to eventually taking place in a high-tech studio in Shanghai with no live audience. Only the final was hosted in front of a live audience, with over 9000 people at the new Pudong Stadium, additionally this was the first show ever hosted by the Pudong Stadium and the only major e-sport event in China in 2020.



In the early stages of the League of Legends World Championships, the month-long tournament was played out of a high-tech studio in Shanghai. The studio was fully supported by CT Shanghai, it comprised five departments, video which included LED, BOH TV and signal distribution using IP Solutions, audio (PA System, Riedel Comms) lighting, rigging and mains distribution. Together it supported the Unreal engine-powered content to create the amazing mixed reality effects.

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Once again, the League of Legends World Championship Final was a visually stunning spectacle. The upstage screens were comprised of two large LED screens that were 220sqm each, in addition the centre LED screen was 320sqm. To ensure the best audience experience, there were two additional screens, one on each side adding over 550sqm of LED. The huge quantity of LED allowed the live audience to clearly see every detail in the games and enjoy the immersive experience in the large stadium. The opening of the Finals was split into several parts, beginning with a Virtual K-pop group performing in augmented reality on stage, followed by a melody of anthems from the past World events with rising floor LED screens supporting the performances. The players were then introduced and a virtual towering version of the League of Legends character Galio appeared on stage. To top the experience, the gamer pods were lined with LED on the roof, back walls and even the gaming tables.

4th consecutive year CT has provided technical support for this month-long championship journey and it's been a pleasure working together with RIOT and Concom creating the best e-sports championship tournaments in the world.

The CT Shanghai team is extremely proud to have worked alongside RIOT and Concom for the League of Legends World Championship 2020. This marks the

