



Riot Games: League of Legends EMEA Championships (LEC)

The much anticipated League of Legends EMEA Championships (LEC) took place 8th - 10th September at the **Sud de France Arena** in Montpellier, France. The popular eSports tournament was held in front of a packed arena and was live-streamed online, reaching **peak viewing figures of over 650,000**.





TSL had the pleasure of providing the lighting package for the three day event, working with Head of Production Ben Vignola from **One Up Productions Ltd** and Lighting Designer Mat Stovall on behalf of **ConCom Inc.**

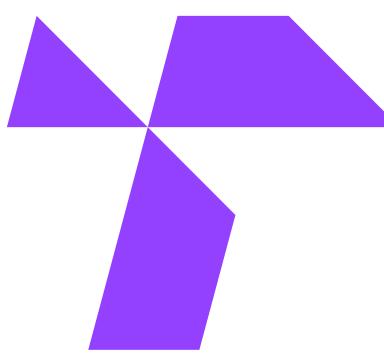
A huge range of TSL's fixtures were utilised, including over one hundred Ayrton Perseo Profiles which were used to **provide audience illumination as well as effect lighting** and TSL's Robe Spiiders ensured that all players had strong keylight as well as to **provide an array of eye candy effects throughout the show.**

Acting as backlight behind the players platforms and **used to dramatically shape the stage** were our SGM Q8 Dual Source Strobe/Blinders and fifty Robe MegaPointes made sure that **all beams in the show were razor sharp, punchy and crystal clear.**

TSL also provided an impressive control system consisting entirely of GrandMA3 consoles, utilising data distribution via a network of Luminex Luminode 12 and Gigacore 16xt switches. Taking advantage of the Luminode's "DMX Redundancy" feature alongside a dual redundancy fibre optic loop made sure that **the system was fully backed up to protect even issues with individual data cables** as well as a full network fail-over.



All equipment was prepped and rigged to TSL's high standards. A special mention needs to be said about TSL's crew on this show. The core team have worked together on many high profile eSports events for a number of years and with experience and teamwork built up over that time, they really are **first class at what they do and can be relied upon 100%**.



TSL