

## CBLOL 2020 CREDITS

Client: Riot Games Brasil  
Creative Lead: Daniel Gouw  
Visual Designer: Bruce Arbex  
Video Producer: Daniel Araújo

Produced by Histeria!

Director: Jannerson Xavier  
Story by: Riot Games Brasil, Jannerson Xavier  
Art Director and Concept Artist: Daniel Kano  
Executive Producers: Daniel Gouw, Jannerson Xavier, Marcelo Moreno, Daniel Kano  
Editor: Jannerson Xavier  
Colorist: Lucas Silva Campos

### **2D Production**

Animation Studio: Histeria!  
Motion Graphics and VFX Director: Jannerson Xavier  
Executive Producer: Marcelo Moreno, Gabriela Zaneti  
Storyboard/Animatic: Jannerson Xavier, Daniel Kano, Victor Tchaba, Jon Suguiyama, Mateus Carvalho  
Illustration and Design: Daniel Kano, Mateus Carvalho, Victor Tchaba, Jon Suguiyama  
Motion Graphics: Vinicius Almeida, Thais F. Perissinoto, Samantha Oda, Gabriela Zaneti  
VFX: Jannerson Xavier, Daniel Kano, Gabriela Zaneti  
2D Compositing: Gabriela Zaneti e Samantha Oda

### **3D Production**

3D Director and Executive Producer: Paulo Sampaio  
Technical Director: Yohann da Geb  
Producer: Paulo Sampaio  
CG Supervisors: Paulo Sampaio e Yohann da Geb  
Modeling: Saulo Bonatto e Steferson Rocha  
Original Models by Riot Games  
Rigging: Thiago Valentin  
Layout Camera and Animation: Bernardo Teuber Pereira  
Animation Director: Bruno Monteiro  
Animation Supervisors: Rodrigo Dutra e Francisco Catão  
Animation Artists: Diego de Paula, Rafael Polanczyk, Robson Ribeiro, Mariana Galvão, Marcelo Zanin, Rafael Albuquerque, Jonathan Edward, Rodrigo Mendes, Hannry Pschera, Matheus Caetano, Leonardo Felix, Gabriel Souza, Christian Weckl, Emerson Manfrin, Bruno Santos, Mariane Tostes, Karina Chung, Bruno Largura, Lennon Valinhas, Daniel Esteves Oliveira, Bernardo Teuber Pereira  
Lookdev Artists: Paulo Sampaio e Maurício Alvarenga  
Lighting Artists: Paulo Sampaio, Mauricio Alvarenga e Yohann da Geb

Renderfarm Wranglers: Paulo Sampaio e Yohann da Geb  
Pipeline: Paulo Sampaio e Yohann da Geb  
Pipeline Tools: Joaquim Nazário  
HDRI Drone Operator: Thiago Cunha  
Matchmove Artists: Paulo Sampaio e Enrico Guarischi  
Prep Artists and Roto: Guilherme Sarinho, Leandro Amorim, Bruno Flores e Enrico Guarischi  
CG Compositors: Paulo Sampaio e Yohann da Geb  
I.T. Studio: Yohann da Geb

### **Live Action**

Production Company: Abacateiro Filmes  
Live Action Director and Executive Producer: Guilherme Beltrami  
Production Director: Thais Gaal  
Producer: Paulo Chun  
Production Design and Production Assistant: Shay Peled  
Assistant: Thais Vallim  
Director of Photography/Cameraman: Paulo Chou  
1st Camera Assistant: Rodrigo Schwanz de Almeida  
Gaffer: Roberto Luiz Freitas Barbosa  
1st Gaffer Assistant: Eduardo Mizael  
2nd Gaffer Assistant: Danilo Aparecido Rodrigues  
Make-up Artist: Florha Amaral  
Logger: Junior Batista  
Drone Operator: Emerson Pena  
Assistant/Drone Operator: Adriano  
Camera Drone Operators: Roseane Romão e Danilo Diniz  
Bodyguard: Willian Moura  
Driver: Celso Sunto

### **Audio**

Song: Somos Um Só (Final CBLOL 2020)  
Riot Games

Musical Direction: Samuel Ferrari  
Artists: Vintage Culture, Pedro Qualy  
Original Song: Samuel Ferrari, Pedro Henrique Venturelli Antunes da Silva, Cesar Souza Funck, Andrew Polychronopoulos, Adam Kershen, Lukas Ruiz Hespanhol  
Lyrics: Pedro Qualy  
Record Production: Riot, Samuel Ferrari, Cesar Souza Funck, Andrew Polychronopoulos, Adam Kershen, Lukas Ruiz Hespanhol  
Song Mixing: Pimpo Gama, Samuel Ferrari, Clóvis Vilela  
Sound FX e Movie Mixing: Danilo Battistini, Glauber Coelho  
Produced at mdois and Vintage Culture's studios

## SINOPSIS

League of Legends has taken over São Paulo. Literally! As the community logs in to play and root for their squads in the brazilian championship finals, they inadvertently turn the city in a giant LoL match, with the Elder Dragon perched on top of the City Hall and titanic battles through the city's historical center.