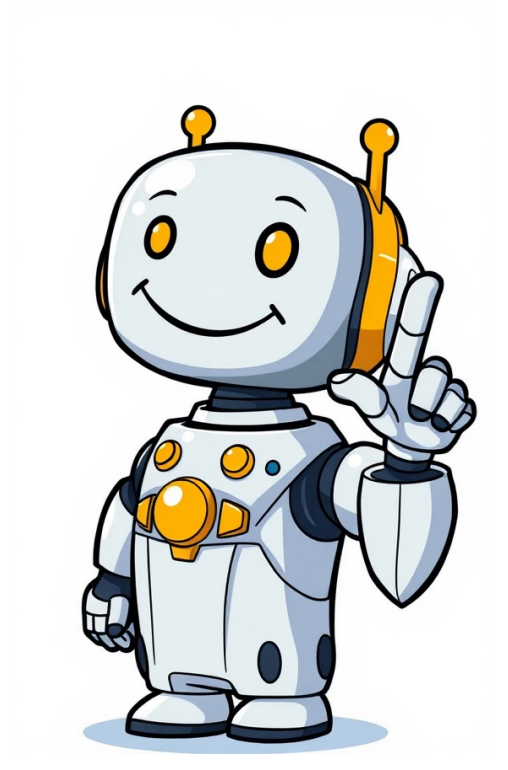


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It takes a magical village to make ARCANÉ — now streaming all Season One and Two episodes on Netflix — look so good on screen. The Emmy-winning animated series comes from co-creators Christian Linke and Alex Yee, with the French animation studio Fortiche Production in partnership with Riot Games, the minds behind the multiplayer battle game League of Legends, on which ARCANÉ is based.Fortiche Production and Riot Games' collaboration with Linke dates back to 2012, when they first collaborated for the League of Legends "Get Jinxed" character video. "It's a professional and friendly relationship spanning more than 10 years," Fortiche Production co-director Barthelémy Maunoury tells Tudum. "We exchanged daily [communication] with Christian and Alex, and their trust in Fortiche enabled us to work hand in hand."While the artists working on Season One focused on building the visual narrative of Piltover and Zaun as two distinctly different cities, Season Two's visual creatives explored more of the nuances of both cities as they got deeper into the story. Art by Faustine Dumontier"We tried to bring the viewers to new moods and environments," Julien Georgel, art director at Fortiche Production, tells Tudum. "We obviously have a lot of dark and sad moments after [Jinx's attack on the Piltover council], but we've also brought some surprises. It's not all darkness and war."The first drawing for Season Two was made just after ARCANÉ's November 2021 debut on Netflix, and it took a three-year creative effort to bring the finalized vision to life. That's partially because a single design can have up to 20 iterations and take anywhere from three weeks to three months to complete. "Sometimes we fall in love with the energy of the first sketch, but will work for months to keep its essence in the final design," production designer Arnaud-Loris Baudry tells Tudum. At the peak of work on the new season, Fortiche Production's creative team consisted of about 450 artists spread across the US and France. Their expertise touched every aspect of visual artistry, from animation and environments to matte paintings, props, FX, texture, and more. Keep reading to learn how those Season Two visuals made it from page to screen, as told by the Fortiche experts who worked to bring it all together. ACT IThe Making of SmeechAlice in Wonderland inspired Smeech's unique look. "Smeech's idea came from creating a yordle that would be linked to Zaun," Baudry says of the technologically enhanced criminal. "It was an opportunity to show a wacky character who had his body replaced with Chemtech augmentations that allowed him to change size. We thought it would be fun to give him the look of an Alice in Wonderland-inspired character with his top hat, his hairdo, and his Shimmer-infused cigar." Baudry adds that while designers like to pitch ideas and options, it's the animators and directors' role "to use those ideas to bring the scene to life." Inside Janna's TempleJanna's temple is the visual representation of Vi and Jinx's fractured relationship. In Season Two, Episode 3, jinx (Ella Purnell) sets a trap for Vi (Hailee Steinfeld) at the ruins of a temple in the undercity dedicated to the ancient spirit Janna. Vi, believing the old Powder is dead and that Jinx is a stain on her memory, has resolved to fix the problem she created. This leads to a showdown between the sisters at the serene temple surrounded by collapsed gray columns painted with fluorescent graffiti. "We needed a very neutral and peaceful mood in this ancient temple dedicated to Janna," Georgel explains. "For us, it's a canvas [on which] to put the emphasis on those paintings by Jinx, [that shows] the most important moments in her life." Baudry adds, "The colorful and fluorescent graffiti contrasts with the calm of the environment. They tell the dramatic story of the two sisters who have been opposed by tragic events."The Making of ViktorViktor's post-Hexcore evolution positions him as a "human messiah." Viktor (Harry Lloyd) not only survives Jinx's attack on the council but gets an upgraded look, which he unveils in the second episode of Season Two. The broken state of his body following that explosion is what allows the Hexcore to turn him into the messiah-like figure we see in later episodes. "At this stage, the Hexcore has been given the opportunity to heal and transform Viktor's body and bring him to a place where he can begin to build his church and community," Georgel explains. "We needed Viktor to look like a human messiah, with a superpositive and peaceful feeling — although his whole body looks like an organic machine made by the Hexcore."The design takes some of its cues from his champion skin in League of Legends, but a few enhancements were added for the show. "In the game, Viktor is a character with an interesting background but a dated design," Baudry says. "We took the opportunity to revisit the concept of his glorious evolution with a design language linked to transformation through the Hexcore. This is our vision of biomechanical design based on the fusion of his anatomy, his muscle fibers, merging with rigid parts like his corset and the mechanical straps that held his broken body. "Inside the Anomaly Viktor's anomaly in the Hexgate basement is connected to the Hexcore. There's a reason that Jayce (Kevin Alejandro), Ekko (Reed Shannon), and Heimerdinger (Mick Wingert) look horrified in Episode 3, Season Two when they discover Viktor's anomaly and their reality is distorted. That's because the spherical creation is a "raw and unstable expression of the arcane," Georgel says, with a "shape and color language pretty similar to the Hexcore." The design features changing, iridescent colors that are "always connected to this 'pattern of chaos' enigma Viktor is obsessed with," Georgel notes. "This spherical anomaly seems to be the source of the energy that's slowly corrupting the universe. And since Hextech might be drawing energy from that source — or at least it is very connected to it — we can see [that] the Hextech weapons are affected by its instability."Dive Deeper into the Making of ARCANÉ Season TwoACT IIThe Making of ViVi goes grunge to hide her distinct features.Episode 5 finds Vi caught up in a self-destructive cycle of fighting, excessive drinking, and sleepless nights in the undercity. She's opted for black hair and grungy makeup, which serves as a visual representation for how she's feeling on the inside. After a falling out with both her sister Jinx and friend Caitlyn (Katie Leung), Vi has "lost everything she cared for and does not belong to either Piltover or Zaun," Baudry says. "We imagined that she would hide her distinctive features — her hair color, her tattoo — and lose herself in the one thing she is good at: fighting." "Her life has become very gray and black," adds Georgel. This "unpleasant yellow in the street and in her makeshift bedroom," which is the same color as the alcohol she's overindulging in. He adds, "This super-aggressive and cold white light in the fighting pit ... We wanted it to feel dirty, depressive, and violent with these blinking lights in the bar."The Making of WarwickWarwick's ARCANÉ design is a combination of wild beasts and Vander's human characteristics.Vander (JB Blanc) is brought back by Singed (Brett Tucker), who turns him into the feral, bloodthirsty beast known as Warwick. Baudry says that Linke, who also serves as showrunner, had the idea early on that Vander would become Warwick. "We developed Vander's character during Season One with the idea that he was a particularly resilient person and extremely resistant to suffering," Baudry says. "It was his skills that allowed Singed to perfect his experience and make him the chimera that is Warwick."While Warwick bears a closer resemblance to a werewolf in the League of Legends game, Baudry notes that they "incorporated wild animal elements into his creation and design to evoke his wolf aspect." The creative team also kept Warwick's "traits and facial features close to Vander's" to serve the greater narrative. Art by Mariana Passos GalianoInside the CommuneViktor's serene commune takes inspiration from a famous Czech painter. One of the inspirations for the design was Alphonse Mucha's "The Slav Epic," a series of paintings detailing the story of the Slavic people. The Slav Epic was used for its "positive, bright and solar mood, and color schemes," says Georgel. "We wanted to give the impression that we are in the open country with [a] nice blue sky, far away from the oppressive city even though the commune is located in the depths of Zaun."Another important aspect of the design, Georgel notes, is that the members of the commune "are all very connected to Viktor's mind, especially the ones who have been healed by him. The basic structure of everything they build takes its origins from Viktor's obsession with the anomaly and the Hexcore's pattern."At every scale, from the "smaller details to the whole structure of the village itself" you can see a bit of that distinct spiral, a fractal, iridescent pattern.ACT IIIThe Making of MelMel's new mage look was designed to impress. In Episode 8, Mel (Toks Olagundoye) walks away from her encounter with the Black Rose sorceress (Minnie Driver) with a fresh look to match her newly discovered mage magic. "For the reveal of her mage look, we wanted a very simple and clean costume, both elegant and impressive," Baudry notes. Mel isn't exactly thrilled about becoming a mage and disguises herself with a billowy white cloak. Baudry says, "As she finds herself away from Piltover, we wanted to make it feel like she had traveled and was hiding in her new costume."When she taps into her power, as we see in Episode 9, the shapes of her magic are "based on the golden tattoos on her body," says Georgel.The Making of EkkoEkko's look in the finale is one step closer to his League of Legends design. A rejuvenated Ekko swoops into action in Episode 9 with a "prototype of his iconic Z Drive" as well as an "improvised weapon made from a clock hand that evokes his iconic bat," says Baudry. Ekko is not yet the champion we meet in League of Legends, but his look in the ARCANÉ series finale is a send-up of who he'll later become. "Ekko is a character that our fans love, but we knew he wouldn't have all his abilities by the time of the finale," Baudry explains. "We wanted to show the potential of the boy savior, the genius with the potential to defy time."Throughout ARCANÉ, Ekko wears his signature green and orange colors along with a white hourglass symbol painted on his head. Baudry notes that for his Episode 9 design, they wanted "to connect [Ekko] visually to Jinx," so that both characters' distinctive looks resonated with each other. "The color palette of this costume of Ekko is mixed with Jinx's color palette," Baudry adds. "There are visual elements and graffiti that [call back to] their fight in Season One."Inside the Black RoseThe chains in the Black Rose prison are more of a mental barrier. Runes, Hextech, Chem-tech, and Shimmer are all different forms of magic with their own distinct color palettes. When it came to introducing Black Rose magic in Season Two, Georgel says the team "wanted to find a new color palette and shape language to make it feel uncanny and dangerous."The Black Rose's mental prison takes on a red and black color scheme — complete with thorny black chains emitting a red glow — which creates a harsh environment that leaves Mel visibly uncomfortable. "We wanted those chains to look magical," Baudry notes, adding that the chains are not physical. In Episode 8, Mel is kept in a mind-prison but isn't physically restrained. Rather, she's "immobilized in the center of a pentagram-looking Black Rose device, and her mind is projected into a mental illusory prison."The design itself didn't evolve much from the original concept. "We worked at the same time on Episodes 3 and 5 hand in hand with the character designers for Amara and Elora," Baudry adds. "The FX and compositing team did nearly all the work to make it look good."Art by Faustine DumontierArt by Arnaud-Loris BaudryArt by Faustine DumontierArt by Faustine DumontierInside the FinaleThe final battle scene was years in the making. It took "years of work" to create the colossal battle you see in the series' final act. Baudry reveals, "We designed the entire second season around this decisive battle between all the factions we followed — the inhabitants of Zaun, Piltover, the Jinxers, the followers of Viktor, the Noxians," Baudry notes. As part of his "glorious evolution," Viktor extends his cosmic mental link beyond his followers to those involved in the showdown at the Hexgates, including Jayce, Vi, Mel, Sevika (Amirah Vann), Warwick, and Jinx. "It is an epic moment, but we wanted it to remain human and intimate," Baudry says. The final look for "Super Viktor" is a complex design that took "more than four years of visual development," Baudry adds. "It has its own design language, which evolves as the season progresses; as he evolves, transforms, and ultimately loses [his] humanity." ARCANÉ Seasons One and Two are now streaming on Netflix. HomeTop 10TrendingWhat to WatchShowsMoviesPodcastsShop ACT I: The aftermath of Jinx's attack on the Council sets the stage for new leaders to emerge, new alliances to form, and a dire escalation of the conflict between Piltover and Zaun.ACT I - Now Playing ACT II - November 16 ACT III - November 23 From Riot Games, ARCANÉ returns this November on Netflix. The animated series, based on the League of Legends game and one of Netflix's most successful animated series ever, is created by Christian Linke and Alex Yee. Executive producers include Linke, Marc Merrill and Brandon Beck. The Animation Studio is Fortiche Production. Voices include Hailee Steinfeld (Vi), Ella Purnell (Jinx) Katie Leung (Caitlyn), Kevin Alejandro (Jayce), Harry Lloyd (Viktor), Toks Olagundoye (Mel), Reed Shannon (Ekko), Amirah Vann (Sevika), Mick Wingert (Heimerdinger), Ellen Thomas (Ambessa) and Brett Tucker (Singed). Fortiche Production directed and produced the animation, under the direction of the founders Pascal Charrue and Arnaud Delord. Season One of ARCANÉ solidified Netflix's position as a leader in adapting game franchises into animated cultural phenomena. Globally praised as one of the Best TV Shows of 2021, the adult animated series also earned four PRIMETIME EMMY AWARDS (2022) including Outstanding Animated Program - the first streaming series to win Outstanding Animated Program. The series swept the 2022 Annie Awards with wins in Nine categories including Best TV/Media, Best Writing, Best Voice Acting (Ella Purnell), Best Direction (with Fortiche Production), Best Production Design (with Fortiche Production), Best Character Animation (with Fortiche Production), Best Storyboarding, Best Character Design and Best FX (with Fortiche Production.) The series was also recognized by the gaming community winning Best Adaptation at The Game Awards (2022). In addition, the Arcane album was nominated for a 2022 Billboard Music Award for Top Soundtrack SeriesAdventureActionFantasy NETFLIX GEEKED ANNOUNCEMENT: YouTube | Instagram | FacebookNetflix and Riot Games are bringing the global phenomenon League of Legends franchise to television with the animated event series Arcane, set to premiere on Netflix worldwide in Fall 2021.The series marks Riot Games' first series for television. Set in Riot's globally popular League of Legends IP, Arcane is an animated series developed and produced by Riot Games in partnership with Fortiche Productions. Set in the utopian region of Piltover and the oppressed underground of Zaun, the story follows the origins of two iconic League champions and the power that will tear them apart.Dominique Bazay, Director, Original Animation for Netflix: "League of Legends has inspired global fervor and fandom and we're thrilled to be the home of the first television series set in this universe, Arcane. The series promises to be a visually spectacular thrill ride that will have viewers on the edge of their seats."Shauna Spenley, Global President of Entertainment at Riot Games: "Arcane was created as a love letter to our players and fans, who have been asking us for more cinematic experiences that dive deeper into the worlds and champions in League of Legends. Netflix, with its incredible global brand and shared goal of delivering premium, high quality content, is the perfect partner to help us bring Arcane to players around the globe." Riot Games continues to grow its global fanbase in and out of game. It has amassed over 14 billion views on its videos globally, and its League of Legends 2020 World Championship esports competition saw record-setting viewership across multiple metrics. In total, over one billion hours of content was consumed around the world, extending League's position as the planet's most-watched esport, with the final match reaching a 23.04 million Average Minute Audience (AMA) and hitting 45 million Peak Concurrent Users (PCU).About NetflixNetflix is the world's leading streaming entertainment service with 208 million paid memberships in over 190 countries enjoying TV series, documentaries and feature films across a wide variety of genres and languages. Members can watch as much as they want, anytime, anywhere, on any internet-connected screen. Members can play, pause and resume watching, all without commercials or commitments.About Riot GamesRiot Games was founded in 2006 to develop, publish, and support the most player-focused games in the world. In 2009, Riot released its debut title, League of Legends, to worldwide acclaim. League has gone on to be the most-played PC game in the world and a key driver of the explosive growth of esports.As League enters its second decade, Riot continues to evolve the game while delivering new experiences to players with Teamfight Tactics, Legends of Runeterra, VALORANT, League of Legends: Wild Rift, and multiple work-in-progress titles, while exploring the world of Runeterra through multimedia projects across music, comic books, TV, and more. Riot has also launched a publishing group, Riot Forge, to collaborate with third party developers on additional games set in the League universe. Forge's first title, Ruined King: A League of Legends Story, is a story-driven, turn based role-playing game (RPG) being developed by Airship Syndicate.Founded by Brandon Beck and Marc Merrill and led by CEO Nicolo Laurent, Riot is headquartered in Los Angeles, California, and has 3,000 Rioters in 20+ offices worldwide. When last we saw ARCANÉ's League of Legends champions Vi and Jinx, the two sisters were veering down completely different paths in the looming showdown between Piltover and Zaun.The final chapter of ARCANÉ is now streaming, and according to co-creator Christian Linke, it's been a long time coming. "Arcane is just the beginning of our larger storytelling journey and partnership with the wonderful animation studio that is Fortiche Production," said Linke during a League Dev Update. "From the very beginning, since we started working on this project, we had a very specific ending in mind, which means the story of ARCANÉ wraps up with this second season. But ARCANÉ is just the first of many stories that we want to tell in Runeterra."Check out the video at the top of this article to hear from stars Hailee Steinfeld and Ella Purnell as they give you an exclusive sneak peek at Season Two. Read on for everything you need to know about ARCANÉ's unforgettable conclusion.What is ARCANÉ about? ARCANÉ tells the origin story of two iconic League of Legends champions, who just so happen to be sisters. Jinx (Purnell) — also known as Powder — and Vi (Steinfeld) find themselves on rival sides of a brewing war between the utopian city Piltover and its oppressed underbelly, Zaun. Powder and Vi are completely transformed by the end of the first season, as Powder becomes the mischievous Jinx and Vi proves she's one champion you don't want to mess with. What is ARCANÉ based on?ARCANÉ is based on the popular multiplayer online battle arena game League of Legends, developed and released by Riot Games in 2009. The animated series was constructed by co-creators Linke and Alex Yee and was produced by the French animation studio Fortiche Production in partnership with Riot Games. The co-creators were initially drawn to Vi and Jinx's origin story after having worked carefully on the characters for League of Legends. "I think it was a very organic magnetism toward them. They were just cool. They were really cool," Linke told Netflix. Read more about how the world of ARCANÉ came together. What happens in ARCANÉ Season One? To refresh your memory on all that went down between Piltover and Zaun and Vi and Jinx, read the Season One recap here, including everything you need to know about the explosive cliff-hanger we were left with.What can I expect from ARCANÉ Season Two?The world is more expansive than ever in the show's second season and will go to places you haven't imagined. Season Two picks up in the aftermath of the explosive events of Season One after Jinx launches a stolen Hextech gemstone at the Piltover council. "I think a lot of characters are the goody two-shoes of Season One, trying to avoid the open conflict between the two cities," said Linke. "And then, at the end of Season One, it's no longer possible to avoid that confrontation. And so, Season Two really explores the dark sides of the characters." Sisters Jinx and Vi are far from reconciling — Jinx must now reckon with her reckless decision, which may have jeopardized any possibility for resolution between Piltover and Zaun, as well as the effects it will have on her relationship with Vi. "One of the biggest themes of ARCANÉ is, you are the choices that you make, and you can never predict the consequences of those choices," Purnell told Netflix. And with Jinx in particular, she added, "She goes to an all-time low and has to finally decide, is she Jinx or is she Powder?" Steinfeld, who voices Vi, remarked on her character's growth throughout the series. "We've seen her deal with so much trauma, and we see her continue to do so — not always in a graceful way," she said. "But she comes out the other side having learned a lot and having grown a lot."See above for the titles of the first three episodes, which say a lot: "Heavy Is the Crown," "Watch It All Burn," and "Finally Got the Name Right." Watch the ARCANÉ Season Two "Paint the Town Blue" Music VideoHow was ARCANÉ Season Two made?ARCANÉ's second season is bigger in many ways than the first season, with visuals that take the story to a whole new level. "It's just really, really, really special," said Linke, who credits Fortiche with creating what he described as "a very visceral experience." Yee added, "We hope that fans still feel as though their characters have gotten a story that feels like it's authentically theirs."Both Steinfeld and Purnell agreed that there's something for everyone in Season Two. "I hope that [fans] watch it and feel like they can lose themselves in it," said Steinfeld, with Purnell adding, "It's heartbreaking and beautiful and devastating, and it feels satisfying. I'm really excited for people to watch it." Go behind the scenes of Season Two in this in-depth feature.Who's in the ARCANÉ Season 2 voice cast?Accepting Powder is gone, Vi comes to terms with what she must do — handle the monster she created: Jinx. Knowing how dangerous her sister is, Vi teams up with Caitlyn and gives in to her request to don the Enforcer badge.Hawkeye, SinnersJinx was torn between two identities: the strong, powerful, daughter Silco raised and the fearful, weak, little sister Vi protected. Now, accepting she's the monster that Vi created, Jinx becomes a hollow shell — she is the cursed "Jinx" that ruins everything.Yellowjackets, Army of the DeadCaitlyn is an Enforcer from Piltover. She once used her investigative prowess to expose the source of corruption in Zaun and Piltover, but after Jinx's attack on the council, she's abandoned hope for peace.Ekko empowers the Firelights, a group of Zaunites who build a new home they all fight to protect. He found an unlikely friend in Heimerdinger, and together they strive to make Zaun better.Heimerdinger warned the Piltover Council about the dangers of using magic without tangible solutions for safeguarding its use. Learning from his mistakes with Jayce, Heimerdinger inspires Ekko to keep looking for a solution and works with him to solve the problem, instead of just offering advice.Kung Fu PandaAmbessa, a Noxian warrior and Mel's mother, swears to protect her family's name...even if it means going against her daughter's wishes.In addition to the above, learn more about all the LoL champions who made their way into the series so far. There may even be some additions to the champion lineup after Season Two.Where can I listen to the ARCANÉ soundtrack? Music has always been a main character in ARCANÉ. Feast your ears on all the sonic sorcery here.What happens in Act 1 of ARCANÉ Season 2?Here's a recap above.Can I watch the ARCANÉ Season Two trailer?See the series trailer above.What's the ARCANÉ Season 2 release date? Both seasons of ARCANÉ are streaming now. Afterglow, the official postshow with talent, showrunners, and special guests will also be available.