

# Exhibition Design

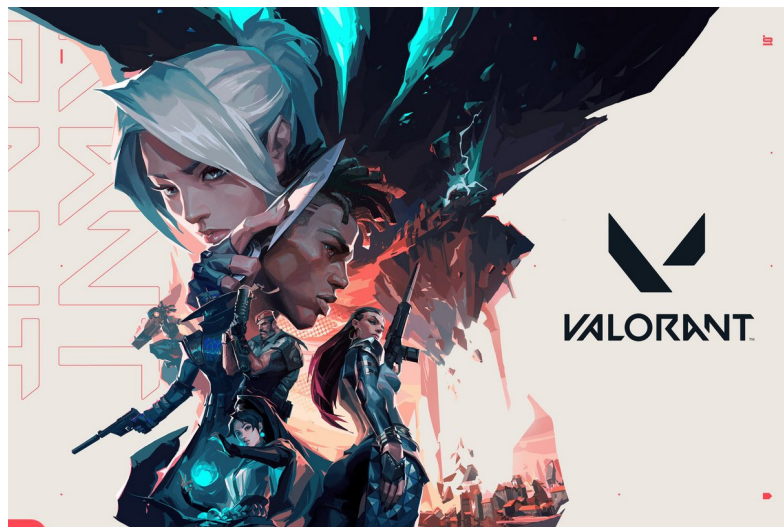
VALORANT

*IML 230 – Tina Shi*

# VALORANT

*“Outwit, outplay, and outshine your competition with tactical abilities, precise gunplay, and adaptive teamwork.” - Riot Games*

VALORANT is a first person shooter game developed by Riot Games. They describe it as a “character-based 5v5 tactical shooter set on the global stage.” The game includes a wide range of characters, weapons, and loot, as well as having a vibrant playerbase. VALORANT is incredibly well designed with beautiful illustrations, marketing, and lore.



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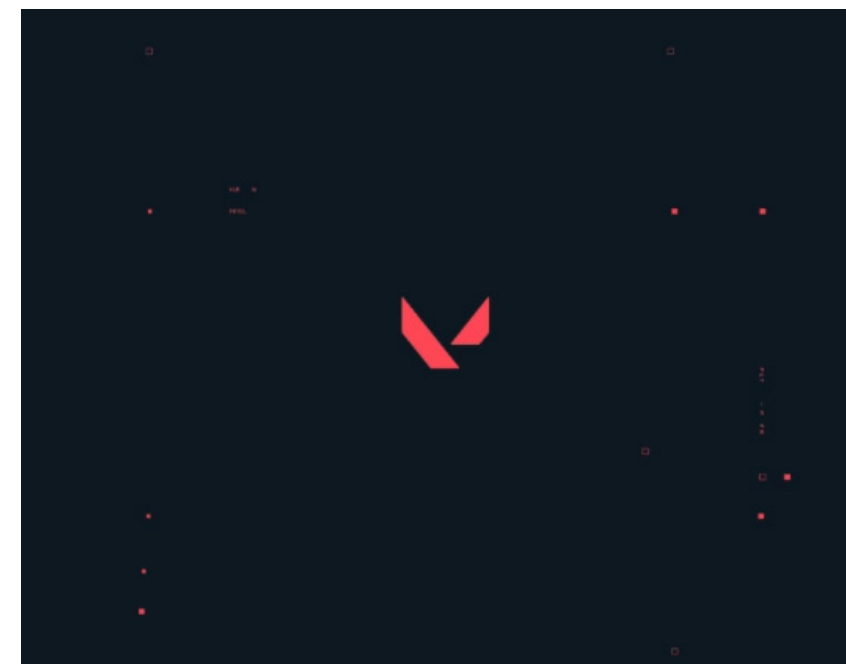
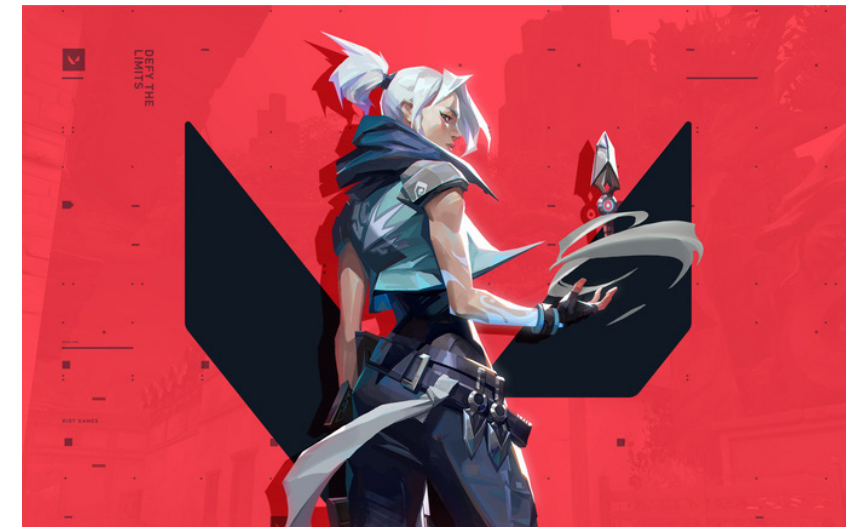
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# Visual Identity

VALORANT's visual identity is very strong, utilizing a signature typeface and logo. They also combine minimal texture with illustrations in order to have a very clean and stylized visual identity.

Within their designs and marketing material, they use a lot of small detail such as animated shapes and small text in order to add depth.

Using this identity as inspiration, the exhibit's design would share the strong and clear type as well as using small details like shapes and small text.



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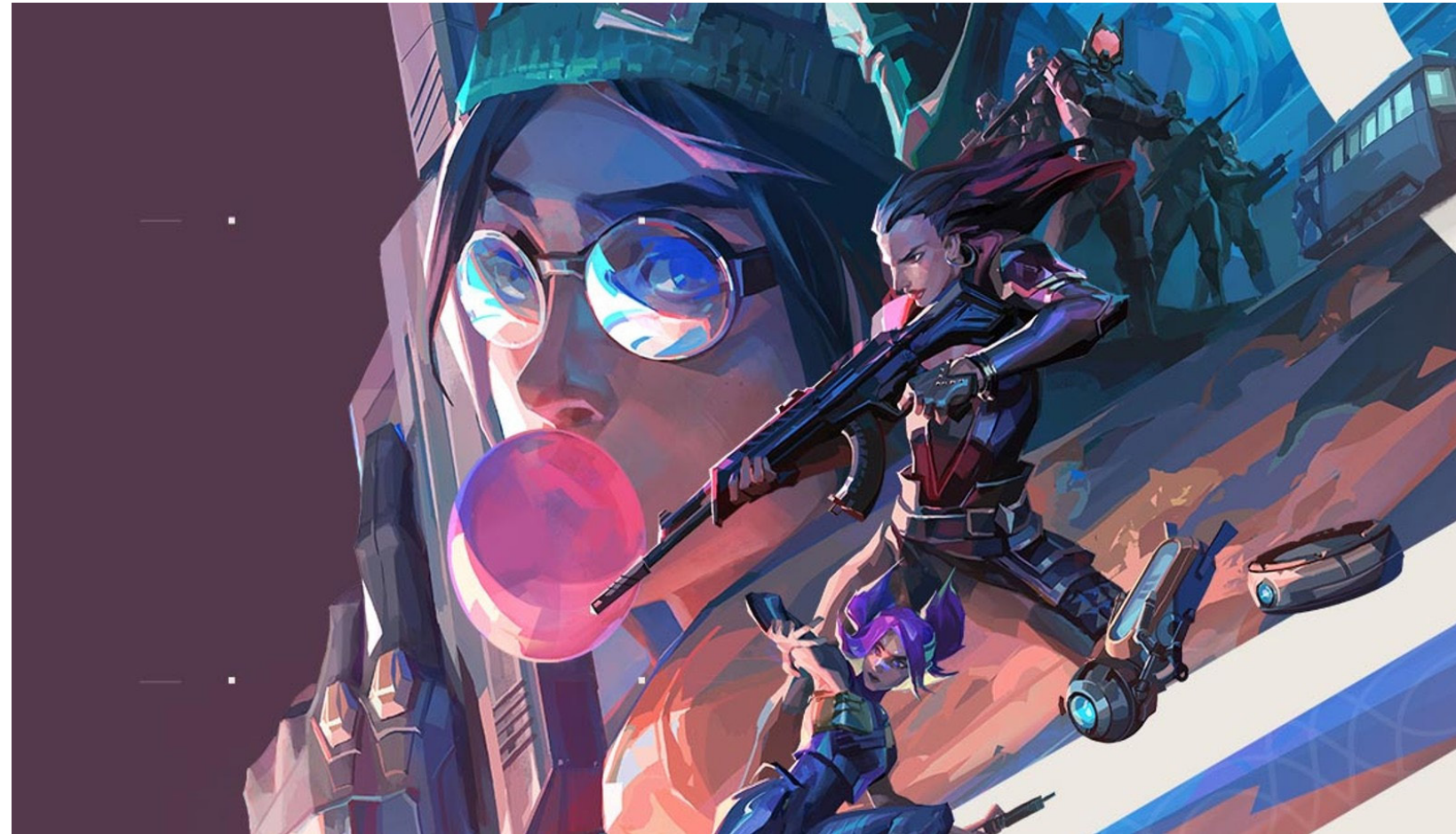
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# The Exhibit



An exhibition like this would be the first of its kind for VALORANT, thus I wanted to showcase a comprehensive look at all the parts of the game while having it be fun and engaging to reflect the culture of the game.

The exhibit will feature a look at the “Making Of VALORANT,” the E-sports scene, the characters and elements of the game itself, and ends with a recreation of a critical scene from the lore and story of VALORANT. Parts of the exhibit will have a more traditional museum feel with an exploration of information and artifacts while other parts will be more immersive and experiential by trying to immerse the visitors in a space within the game itself.



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# Location

*“Next year, the league will be sharing its space with VCT Americas, so we felt the time was right for a makeover, featuring a stage that transforms to fit the custom layout of each esports” - Riot Games*

The exhibition would be held at **Riot Games Arena** in Los Angeles. Previously known as the “LCS Arena,” the space has been recently remodeled and refurnished to be the homebase for Riot Games E-Sports. As a Riot Games space that has off-seasons due to the seasonality of game tournaments, it would be the perfect place for an exhibition.



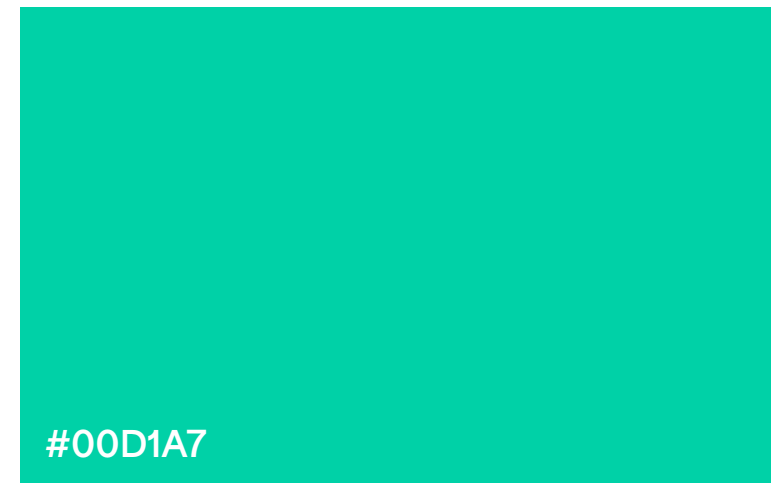
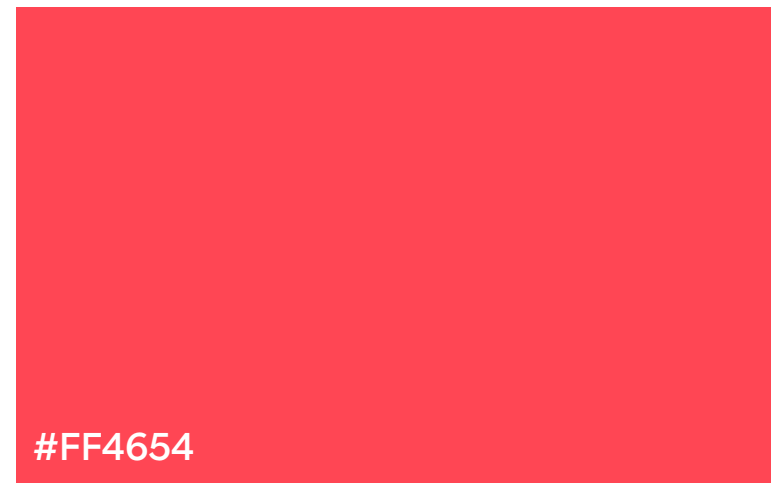
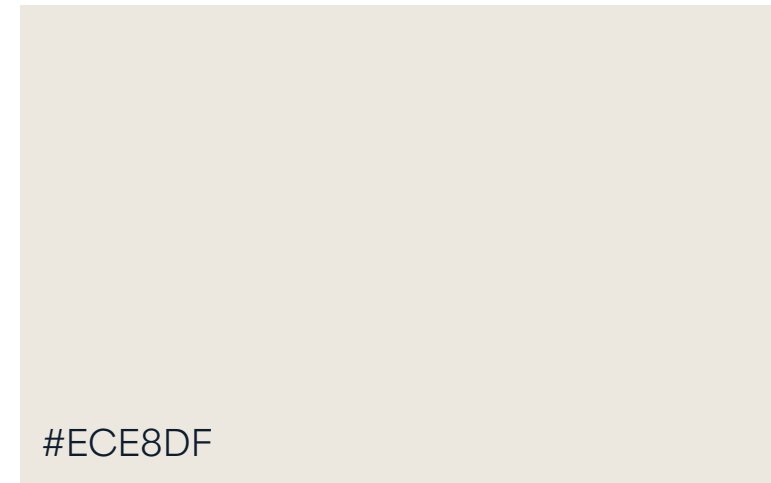
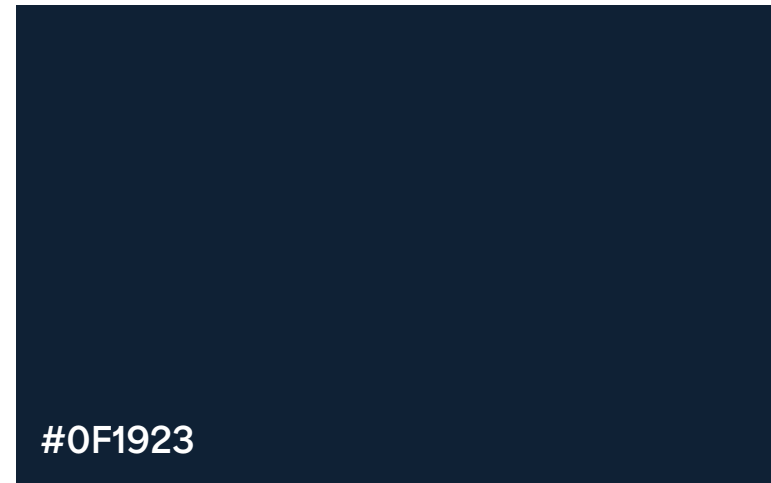
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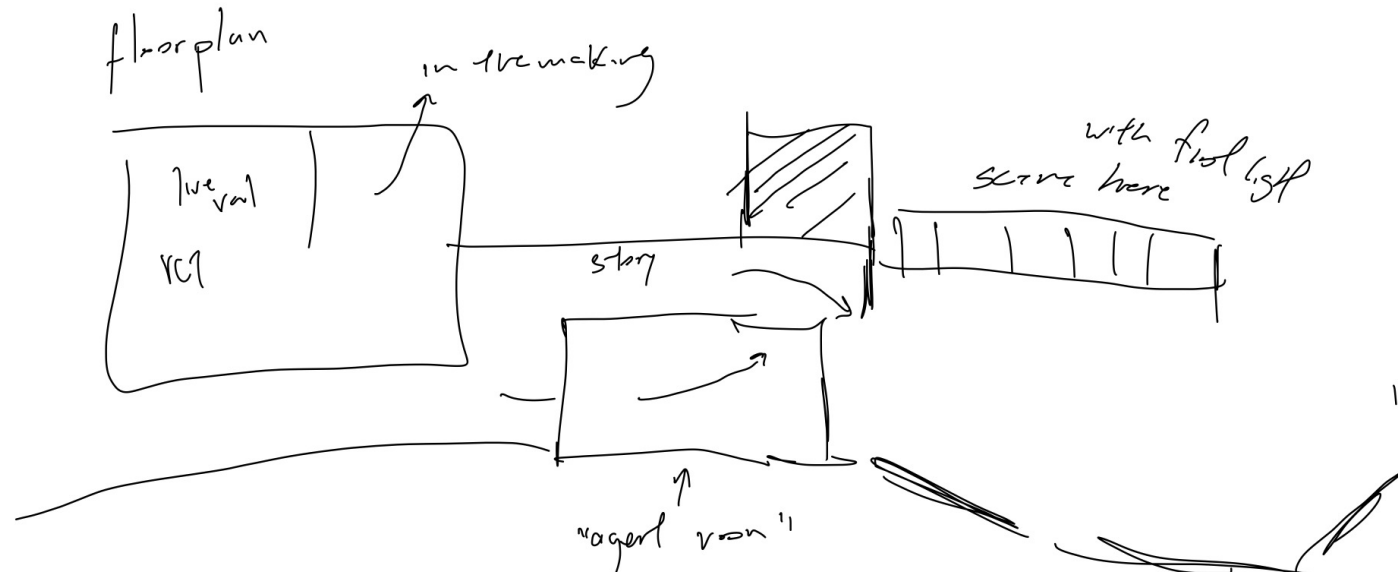
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# Colour

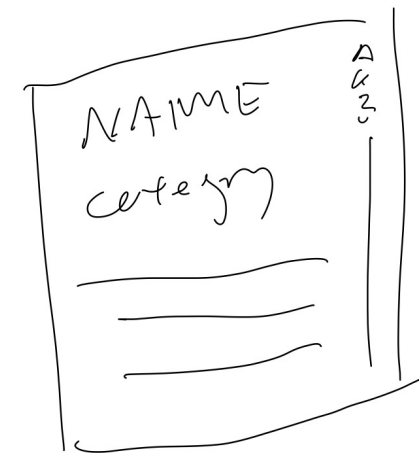
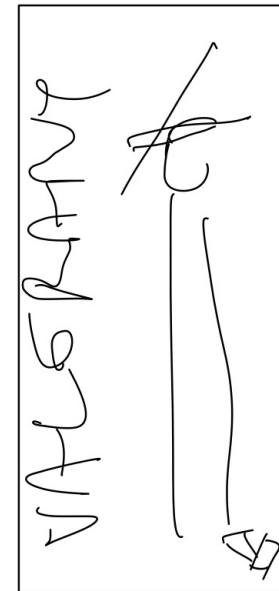


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# Sketches



WELCOME TO  
VALORANT  
ready to play? =>



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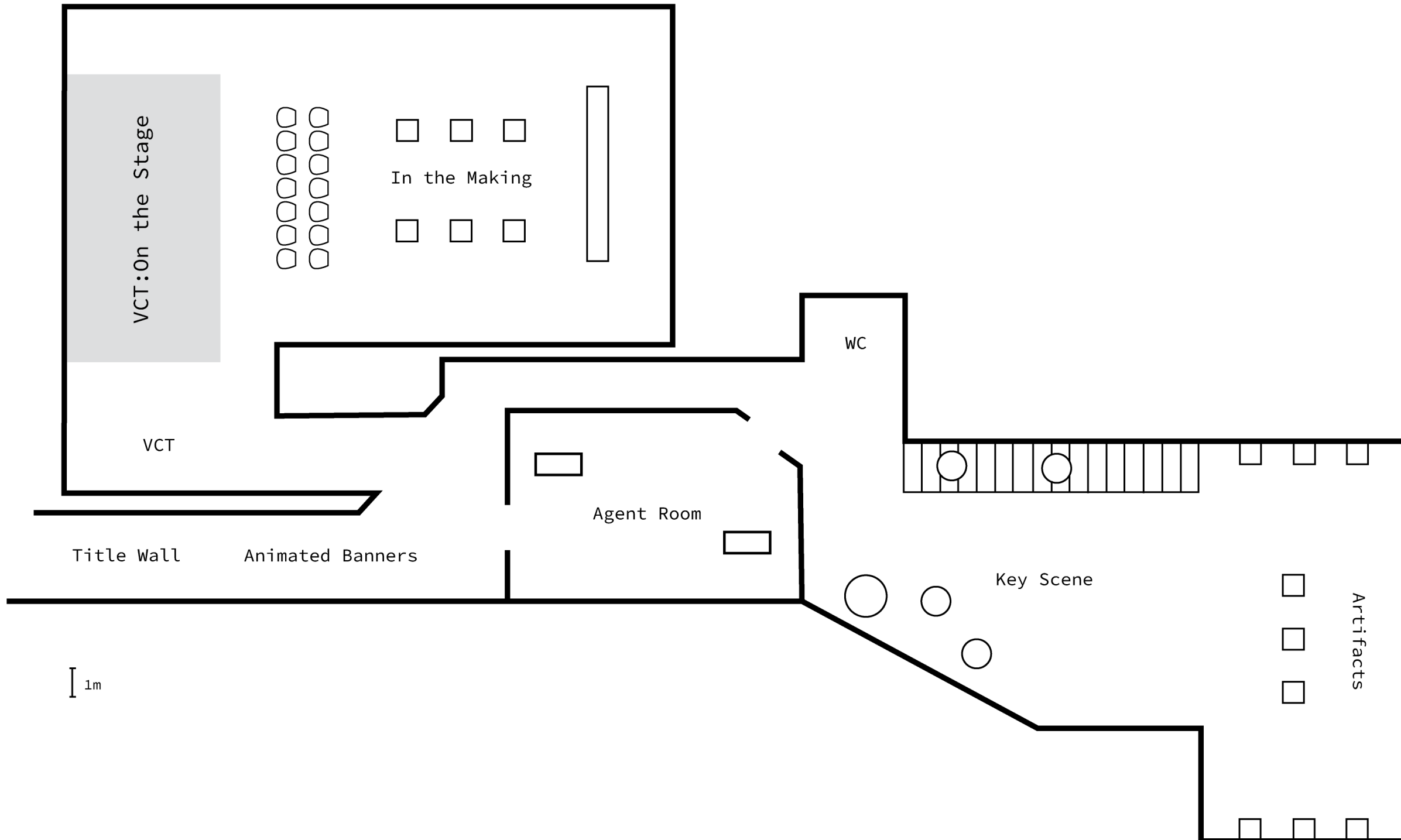
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# Floorplan



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Title Wall



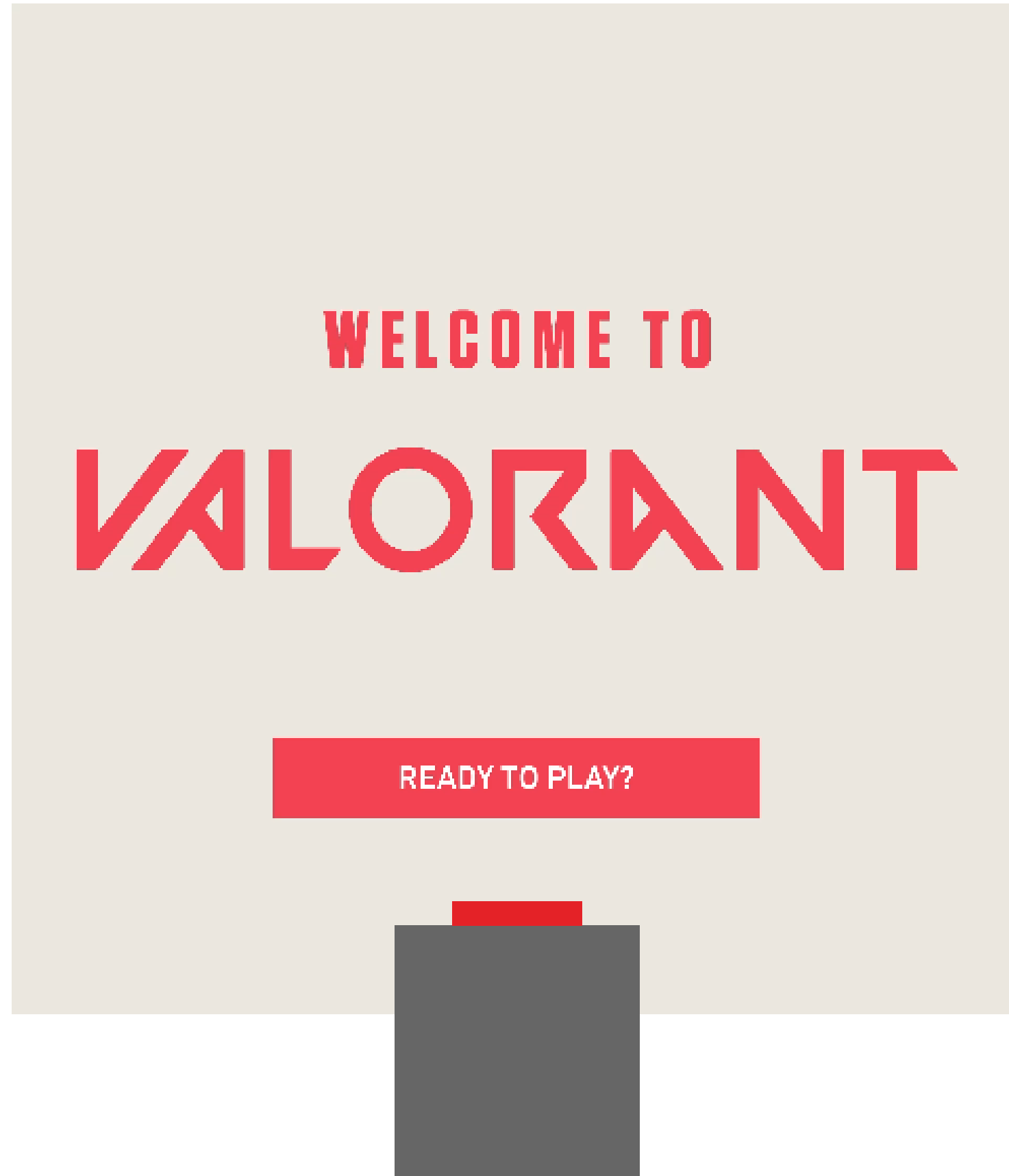
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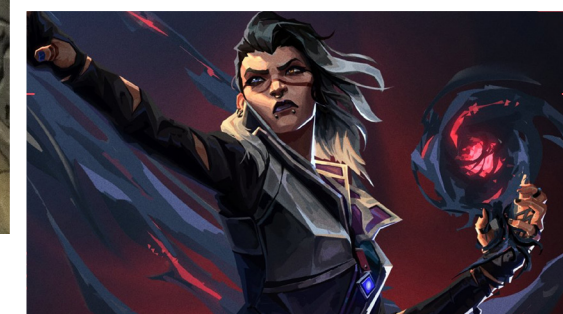
# Title Wall



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# Critical Moment



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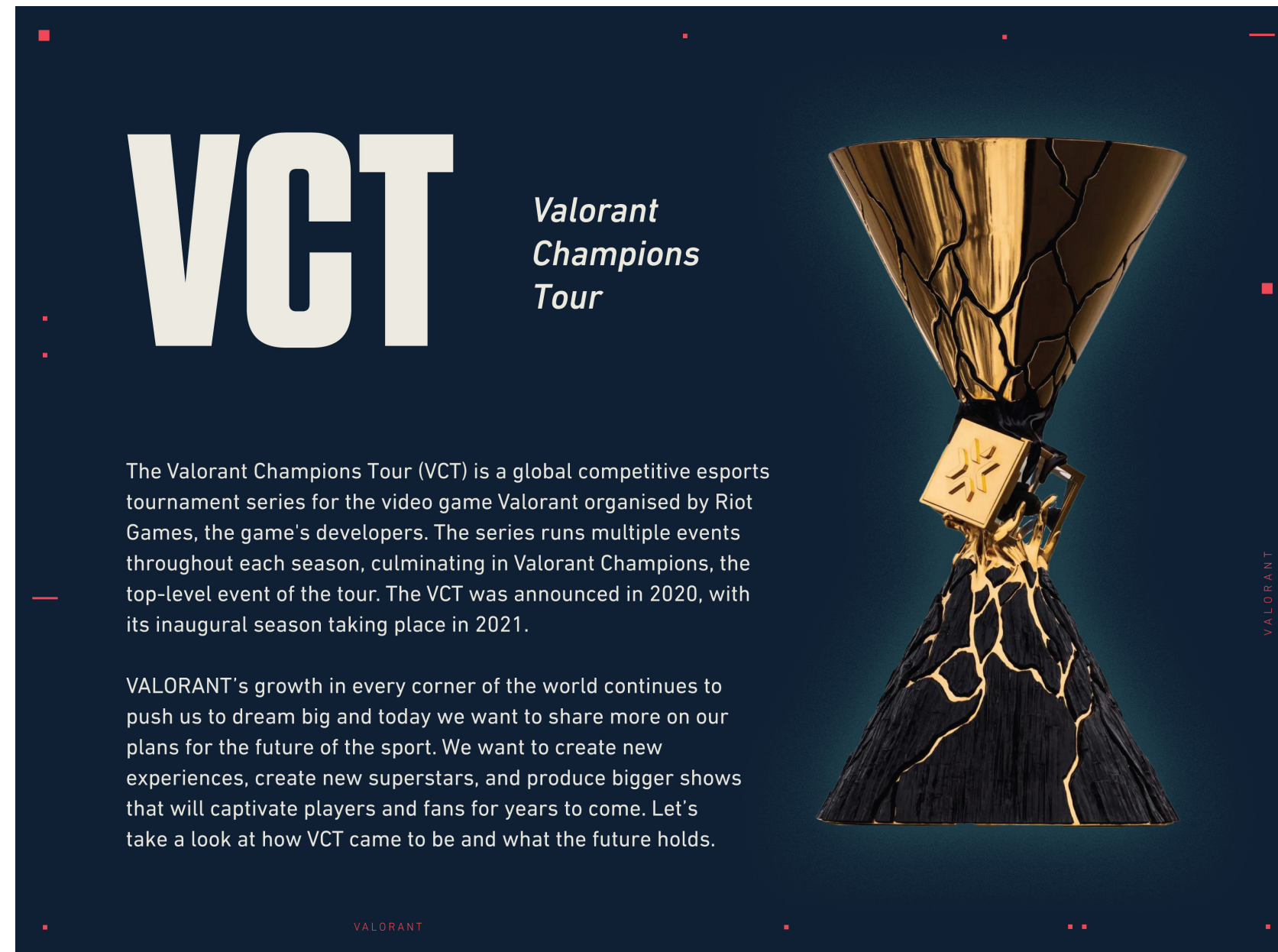
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# Section Text



**VCT** *Valorant Champions Tour*

The Valorant Champions Tour (VCT) is a global competitive esports tournament series for the video game Valorant organised by Riot Games, the game's developers. The series runs multiple events throughout each season, culminating in Valorant Champions, the top-level event of the tour. The VCT was announced in 2020, with its inaugural season taking place in 2021.

VALORANT's growth in every corner of the world continues to push us to dream big and today we want to share more on our plans for the future of the sport. We want to create new experiences, create new superstars, and produce bigger shows that will captivate players and fans for years to come. Let's take a look at how VCT came to be and what the future holds.

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# Object Label

## Radianite Crystal

*Discovered 12/10/2021 at Icebox*

Not much is known about what radianite exactly is. It has no known links to any existing elements, nor is it declared as a completely new element. However, it has been suggested that radianite has some links to dark matter. The substance is known to be extracted from mines, then taken to refineries to be processed and stored inside crates.



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# Street Banners



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# In Situ



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