

Event Guidelines

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Between Realms:



A Spirit Blossom Zine

~~~~~ * [Artist Application] * ~~~~~

[Event Carrd Link](#) | [Event Twitter Link](#) | [Event Bluesky Link](#)



Event Guidelines

Between Realms: A Spirit Blossom Zine is a free-for-all, **fanrun** community event exploring Riot Games's Spirit Blossom skinline and universe. The Zine's goal is to "complete the skinline," asking participants to help us create a skin concept for each Champion not yet included in the Spirit Blossom universe!

This event is projected to run from July 1st, 2025 to January 12th, 2026.

[Artist applications open July 22nd.](#)

Our [full schedule](#) is available in this guideline document.



- This project is in no way affiliated with Riot Games.
- This is an event intended for ages +13.
- Upon the event's release, all works will be displayed together in an online image gallery. An assembled PDF of all works will also be available for download.



What is Spirit Blossom?



Spirit Blossom is a skinline inspired by Ionia's Spirit Blossom festival, a celebration that takes place every year when the spirit world and human world intertwine. The souls of deceased humans return to the mortal world, as do the spirits, known as Kanmei and Akana.

You can read a more in depth explanation on the [Skinline's Wiki Page](#), or by reading the dialogue of [Spirit Bonds](#), League's 2020 Spirit Blossom event. We will cover a few basic things here!

What are Kanmei and Akana?

Kanmei and Akana are the two available **skin thematics** for this event! Kanmei are benevolent spirits that aid mortals and later guide them on their journey to the afterlife, while Akana are troubled or antagonistic spirits towards mortalkind. Each skin **must** be either Kanmei or Akana, or if you would prefer, both. (See: Aphelios & Alune, Kindred, Sett)

Why do some champions have a “Spirit of (Concept)” title?

Each Kanmei or Akana is the embodiment of a concept.* For example, Ahri is the “Spirit of Salvation,” as her role is to lead mortal souls to the afterlife. Feel free to brainstorm what kind of role and title your champion might have in Spirit Blossom’s setting!

* Note: Skins released during the 2025 event were not given official titles.

What if someone has the same idea as me?

Please pursue whichever concept you would like.

Although there may be multiple people drawing for some champions, there is no need to change your concept if you see another participant choose the same thematic or title that you do. (Unless you decide that you would like to!)

For example, there may be two Akana Aatroxes, or two “Spirit of Knowledge” Swains.

Contributor Requirements

Between Realms is a free-for-all Zine. This means we accept all applicants, as long as they meet the requirements outlined in our guidelines .

All contributor applicants should...

- Have, or create, a [Discord](#) account upon acceptance, as the art creation period of the event will be overseen on a Discord server.
- Be prepared to show a [portfolio](#) of their works. (3-6 pieces, at least 1 of which is LoL related.)
- Understand that there is no tolerance for harassment between participants, and that refusing to follow [Discord TOS](#) or [event rules](#) will result in removal from the event.



Involvement in illegal and/or discriminatory groups (i.e. homophobic and transphobic groups, racial hate groups, etc.) or posting of such rhetoric on social media is not acceptable and you will be disallowed from participating.

Applicants with a history of plagiarism, theft, or AI usage will also be rejected. Anyone found to be part of either of the aforementioned groups will be promptly removed from the project.

Additionally, this project is expected to have a large number of contributors and we are asking everyone to be respectful towards each other. **Any harassment between participants will not be tolerated.** Your personal preferences (i.e. ships and headcanons) are no grounds for harassment, and should such issues escalate, we won't hesitate to remove you from the project. Someone shipping "X and Y" is not a valid reason to exclude them from the event.

Portfolio Guidelines

- Please include 3 to 6 completed works in your portfolio. At least 1 of these works should be League of Legends related.
- Any visual medium is fine, including traditional art, 3D models, and cosplay.
- Please do not include NSFW works in your submitted portfolio.
- Portfolios should be linked via a [Google Drive folder](#) or [portfolio website](#). If this is not possible for you, please link directly to your works via social media URLs.

1.) Please make sure your Google Drive links are not locked to outside viewers.

2.) Do not submit an entire Twitter media tab, Instagram gallery, or equivalent social media. Submit direct URLs to individual works only, please.

- All art styles and skill levels are acceptable for this zine! Applicants will only be rejected if they fail to follow the application rules.

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Participant Expectations

As a participant, you will be tasked with creating a concept art or illustration featuring a Champion not yet included in the Spirit Blossom skin universe. [Whether you create a concept art or an illustration is up to you.](#)

Between Realms's event guidelines:

- The submitted final piece should be a skin concept or an illustration, unless the participant chooses to make a 3D work. (3D model, cosplay.) Artists planning to make 3D works and cosplays should submit a drawn concept for approval before beginning their pieces.
- Please attempt to match the existing design sensibilities of the Spirit Blossom universe. You may draw your champion as a Kanmei, Akana, or a combination of the two. Skin designs included in the zine must have been created for the purpose of the zine. (No previous works or concepts.) However, feel free to revamp a skin concept you have created previously.
- Submitted work may be traditionally drawn, but must be cleanly scanned.
- Artworks should not include NSFW content. Small amounts of blood/scrapes are acceptable, but injuries, if depicted, should not be severe, and works should be appropriate for all audiences.
- AI artwork, AI assisted artwork, and plagiarized works will not be accepted.

Additionally,

- Artworks made for the zine ([WIPs and crops included](#)) may not be posted on social media until the zine is [officially released](#).
- Artists must deliver updates according to deadlines, and maintain proper communication with the Mod team. If assistance meeting deadlines is needed, (ie. more frequent reminders) please let the Mod team know!
- [Failure to meet a deadline without communication may result in being removed from the event.](#)

For more information, also check out a guide by Mod Death Warden:
[How to apply for a Zine.](#)

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Event Schedule

What	When
Interest Check Open	July 1st (Tues)
Interest Check Close	July 15th (Tues)
Applications Open	July 22nd (Tues)
Applications Close	Aug 16th (Sat)
Application Results	Aug 23rd (Sat)
Creation Period Begin	Aug 30th (Wed)
Creation Period End	Dec 7th (Sun)
Final Preparations (Mods Only)	Dec 20th (Sat)
Zine Release!	Jan 12th (Mon)

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Assignment Process

- On your application, you may list 3-10 characters that you are interested in drawing.
- In a follow-up question, you will be able to specify which character(s) you want to draw the most.
- **Only include Champions on your application you are 100% willing to draw.**
- If you would like, you may request “any.” In this case, we will assign you a champion without artist requests, or in the case of no champions needing an artist, a random open champion. (Please note that your assignment may be one of the less popular champions.)

For sake of transparency, we would like to briefly explain how the artist assignment process works.

The popularity of Runeterran Universe characters greatly varies, where characters like Jhin or Nami will have many people requesting them, while someone like Trundle may have a single request. As such, when assigning champions, we assign artists to unpopular champs first. We do this to ensure that those champions have an artist.

Depending on the number of applicants, **the maximum number of artists per champion will increase**. For example, Call of the First Star had around 300 applicants. In response, we decided to assign three artist slots max per champion.

To ensure fairness in situations where multiple applicants are contending for the same champion, we use a randomizer site to assign artist slots.

Including your favorite less-popular Champions on your request list will increase your odds of getting someone you want to draw. **But again, please only list Champions you are interested in completing a piece of art for.**



Available Champions

[\[List of Available Champions \]](#)

Click the link above to view a Google Sheet of available champions.

Note: We will not be counting Spirit Blossom Ivern nor Spirit Blossom Springs Yunara as SB skins, so please feel free to include them on your applications.

Artwork Guidelines

Part 1 - General Guidelines

*After joining the event server, participants will first be expected to inform mods of whether they would like to make a piece of **concept art** or an **illustration**. More information regarding this, and additional options, can be found in the sections below.*

Canvas Sizes

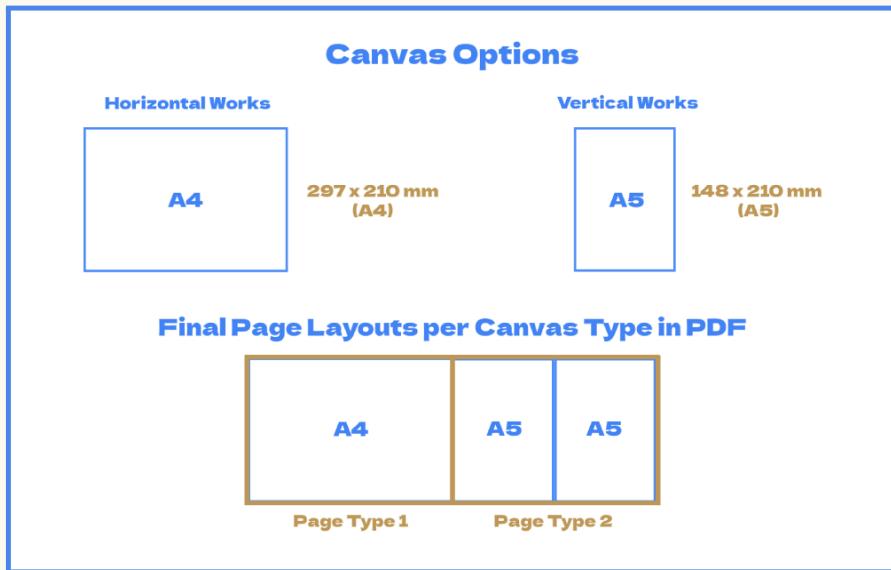
Last year, Call of the First Star did not require any specific canvas sizing. **Please note that for Between Realms, this has changed.** This is because we plan on releasing a digital PDF of everyone's works at the end of the event!

Canvas Requirements:

	Horizontal Works	Vertical Works
Dots Per Inch	300 DPI	300 DPI
Canvas Size (W x H)	297 x 210 mm (A4)	210 x 297 mm or 148 x 210 mm (A4 or A5)
Display Size in PDF (W x H)	297 x 210 mm (A4)	148 x 210 mm (A5)

Unsure of whether your canvas size is correct? **Most digital drawing programs have a selection of premade canvases for**, which often include presets for **A4** and **A5** sized works. Alternatively, ask a mod for help!

Any vertically oriented pieces submitted in A4 sizing will be scaled down to A5 sizing.



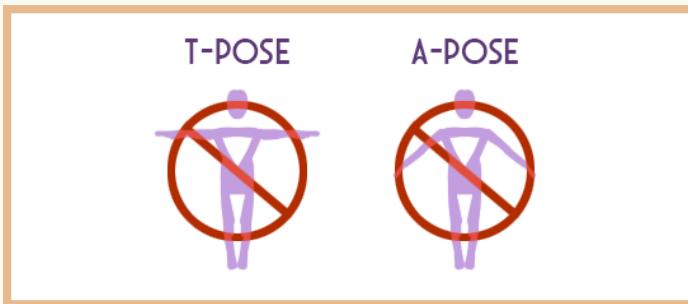
Use of Riot Games Logos



When including the League of Legends or Riot logo on your piece, you must clearly label your piece as fanart.

Part 2 - Concept Art Guidelines

Concept artists may not submit a concept in A-Pose nor T-Pose.



Concept artists have the options of drawing their champion in a standing pose, action pose, or on the rift.

Standing & Action Pose Concept Art

Designs are encouraged to be mostly facing the viewer and have very little covering/crossing over the form for clarity of the design.

Note: Back view not required, unless you would like to draw it.



[Steve Zheng, Artstation](#)



[Luca Xu, Artstation](#)



[Nick Oei, Artstation](#)

“On the Rift” Concept Art

The design is drawn emulating a model on Summoner's Rift.

Because this style directly mimics Riot's official mockups/deliverables, these works should be clearly labeled as fanart.

Note: Back view not required, unless you would like to draw it.



[Sunny Pandita, Artstation](#)



[Steve Zheng, Artstation](#)



PHASST Final concept
ARTIST: STEVE ZHENG

Part 3 - Illustration Guidelines

Illustrators must provide Mods a short, general idea of what they plan to illustrate before beginning their work. In the case of group illustrations, please also note which champions shall be included.

Illustrators have the options of drawing their champion in a solo illustration or a group illustration.

Solo Illustration

A solo illustration only includes the participant's assigned champion.



[Sugling. Artstation \(All\)](#)

Group Illustration

A group illustration features several designs together in one artwork.

The artist's assigned champion must be the prominent focus of the piece.

Group illustrations may include existing Spirit Blossom designs, additional designs made by yourself (for additional champions without a SB design), or the champ designs of other participants (!! with permission, please see “[Part 5 - Collab Guidelines](#)” below).



[Sugling, Artstation \(All\)](#)

Part 4 - Misc Media Guidelines

Artists who plan to use other visual media must let the Mods know which media they plan to use. The Mods will work with the participant to outline check-in requirements based on your media.

Artists who want to use a medium other than a digital drawing program may choose from various visual media to create their piece. These media include traditional drawing or painting, 3D modeling, cosplay, and the making of physical sculptures.

Please note that if you intend to make a physical piece or a cosplay, you must have the means of taking a nice final photograph of your work.

Part 5 - Collaborations

Participants wanting to collaborate with other participants must let the Mod Team know who they will be collaborating with and how.

Some artists may want to make a piece together. Be sure to let the Mod team know if that's the case, and understand how collabs can sometimes be different from main pieces.

Matching Concept

This option involves several participants intentionally matching the design sensibilities and lore of their skins. Each artist works on separate canvases and submits their own work.

Lineup Illustration

A lineup illustration involves an artist requesting to use other participant's skin designs in their illustration. The artist's assigned champion should still be the center focus of the piece.

Collaborative Illustration

Participants might work together to illustrate different portions of one final piece.

For collaborations of this kind, each participant must complete a solo piece of their assigned champion in addition to the collaboration piece.

FAQ

I'm not a visual artist. Can writers join?

Yes! Please see our writer participation guidelines [here](#).

Can I draw an existing Spirit Blossom Champion (e.g. Ahri) with a different SB design?

After a participant completes their assigned Champion's concept first, if they would like to redesign an existing SB skin, they may.

Can I draw a character from Legends of Runeterra, Arcane, etc?

Similarly to above, as long as you first complete a piece for one of League's **playable** Champions, you may request to design a Spirit Blossom design for a minor character in Runeterra's universe. (Must be approved by the mods first.)

Alternatively, consider including those characters in a group illustration!

What happens if there's more applicants than Champions who need Spirit Blossom skins?

If there are more participants than missing Spirit Blossom skins, we will open up one additional artist slot per champion.

If I participate in this zine, who owns my artwork?

Between Realms claims absolutely no ownership over your works in any way. You, the artist, may use your works in any way you choose, after the zine release date ends. We only ask that during the creation period, you do not post any of the work you are creating for the zine on social media, WIPs included.

What are the visual differences between Kanmei and Akana?

Kanmei often have color palettes that are primarily white, with pink, teal, blue, and purple as accent colors. Akana often have color palettes that are partially white, but make more use of darker, desaturated blues and purples.

This is not a hard and fast rule, however. Some Kanmei have elements more typical of Akana, and vice versa, to reflect the personality or backstory of a champion. Feel free to do the same!

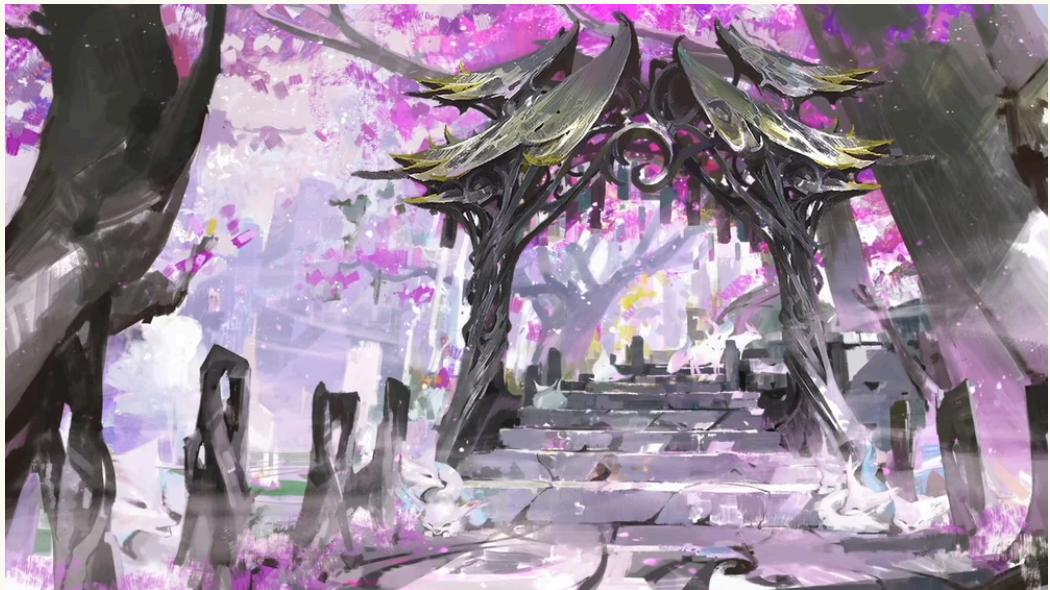


Ahri and Thresh are Kanmei and Akana respectively. || Despite being Akana, Soraka has elements of Kanmei spirits.
Despite being Kanmei, Yone has elements of Akana spirits.

If your question has not been answered here, you
are welcome to submit your question to the
event's [Q&A Google Form](#).



Thank you for reading. We hope you join the event!



Will you cross the divide with us, mortal?

█████ ❁ [[**Artist Application**](#)] ❁ ███

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