

## LeBlanc's VFX Throughout The Years

It's important to note that LeBlanc has a distinct spell motif with her skills. This motif is expressed somehow with each ability (with the exception of her passive, Mirror Image). The motif has minute changes over time, but generally is a circle with a point in each "corner." You can think of them as north, south, east, and west. Additionally you'll notice an inner ring of purple dots that appear on the Distortion pad and snare.

### Initial Release

The initial release is probably the most sophisticated version of the motif. Each point (NSEW) has an additional two smaller points. Together it looks like a crown. Distortion also had a different dash sound at the initial cast.

Mimic

- Sigil of Silence



- Distortion



- Ethereal Chains



- Extra features

- For a time mimic'd abilities would appear form LeBlanc's RIGHT hand (staff hand)



- Distortion pad would be altered by brush



- For a time distortion while dashing had the motif under LeBlanc



- For a time after casting distortion the motif would flash indicating she can TP back to her starting location



### **(what I believe started after) Post Texture Update**

Here LeBlanc's VFX were mostly unchanged. However, some sophistication was lost, for example the additional points that resembled a crown are no longer present. Ethereal chains became...ugly like someone dipped it in mud. The only thing unchanged is the actual snare effect for Ethereal Chains. For some reason a sound effect was removed for W at the start up of the cast.

## Mimic

- Sigil of Malice



- Distortion



- Ethereal Chains



sorry can't find footage of

mimic E

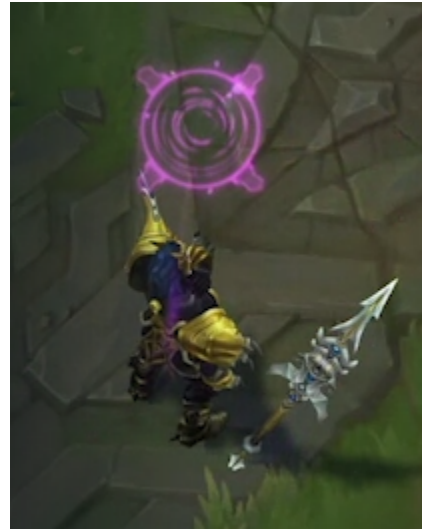
### **Post Rework/Revert**

This version is the current version, and these are more simplified and “cleaner” but the motif is still there. Here a lot is removed, flashing from Distortion pad is gone, the inner ring of purple dots is gone, WAY less smoke, overall looks more simplified. A unique feature is that Mirror Image retains the original VFX for the initial disappearance, and uses the clone spawn VFX from her rework when she reappears. Additionally the original SFX for Sigil of Malice is used for the initial cast as well. There is now only one sound effect to recasting W as opposed to multiple.

Mimic



- Sigil of Malice



- Distortion



- Ethereal Chains



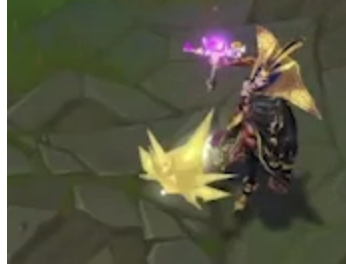
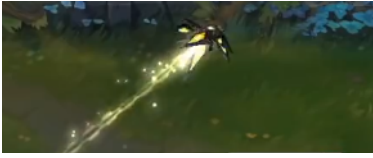


### Transition



### Random Things to Note

- LeBlanc's chain always had a star shaped hook. After her revert, the hook was made fully yellow



- LeBlanc's staff used to have sparkles and additional VFX for auto attacks, now it's more of a lantern

