

**Top line vision for the new Lara:**

The evolution of Lara's new look for the upcoming Tomb Raider game was ultimately born out of needing to equip and outfit her to meet the demands of the new game's design. In the upcoming game, we put Lara through the most grueling amount of action that the Tomb Raider series has seen to date, and as such we needed to give her an array of outfits and gear that will enable her to handle any situation thrown at her, and to look good in the process.

So, the goal with Lara's new look was modernization, both in terms of how contemporary her outfits are, and in terms of taking her to the next level, to be more Next Gen.

For her outfits we have tried to give her a more fashionably relevant look, incorporating details from designer clothing and adventure gear. At the same time we wanted her new outfits to distinctly move her back towards her real purpose, which is raiding ancient sites and causing havoc in the process.

Overall we wanted her to look more realistic, so we have put more detail into her anatomy; more detailed skin and better definition to her muscles and joints. The result of which is that she looks just as great standing still as she does in action.

For Angel of Darkness nearly 2 years ago, Lara was comprised of 4400 polys, which at the time was pretty good. However now, she is cast from 9800 polys, and that's before we start dynamically hanging equipment and weaponry on her frame. As such, Lara appears more self-aware and alive in the game than ever before.

Another big change has been in making Lara more reactive to her environment; she gets wet when she goes into water, and she gets dirty if she rolls around in filthy tombs long enough.

Finally we are making sure that she will be able to act well, with high quality lip sync and an emotive face that will relay emotion as Lara would express realistically. We needed to do this because the expectations for her characterization are higher than for other game characters. Since she's been portrayed on the big screen (and blindingly well!!!), people expect digital Lara to command similar levels of personality, presence and strength of character on the smaller screens.

With respect to how Lara has been equipped for this upcoming episode, we have also integrated her weapons and equipment visibly into her costume. This adds to a sense of realism, in so much as there is less of a sense of her taking out an infinite array of stuff from her Tardis backpack. The advantage is that you can tell what equipment options you have available to you by just glancing at Lara rather than needing to page through an inventory screen to find out.

Given all this, the new game takes great advantage of our modernization of Lara's geometry, outfits and equipment. With all that she is offering now from a character design alone, she is equipped to deliver the hugely excited and entertaining Tomb Raider experience that people are expecting and hoping for.