

WHITE PAPER

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My White Paper is dedicated to the world of video games and character creation. It is especially introduced in the universe of Tomb Raider, a license for which I am a big fan. On the occasion of the 25th anniversary of the license last year, an interview was done with some of the big names in the video game industry who worked on the Tomb Raider project. And especially the «game director» of the license who was able to talk about a possible sequel for this license:

« We have big ambitions for the future of Tomb Raider. Our origin trilogy back in 2013, told the story of Lara Croft's early days where she was forged into a survivor, became a hero, and ultimately, the Tomb Raider.

The classic Tomb Raiders featured a seasoned and confident adventurer, traveling the world, unlocking its secrets, often standing alone against forces and cataclysmic consequence.

We envision the future for Tomb Raider in all its forms as unfolding in a time beyond these established adventures, telling stories that build upon breadth of both Core Design and Crystal Dynamics games and working to unify these timelines. »

Will Kerslake, Tomb Raider Game Director

Therefore, my ambition is to write my White Paper around the creation of the new Lara Croft in the making, while answering the following question:

**VIDEO GAMES AND CHARACTER DESIGN:
HOW TO REWORK THE VISUAL IDENTITY OF THE MAIN
TOMB RAIDER HEROINE IN A POST-TRUTH ERA?**

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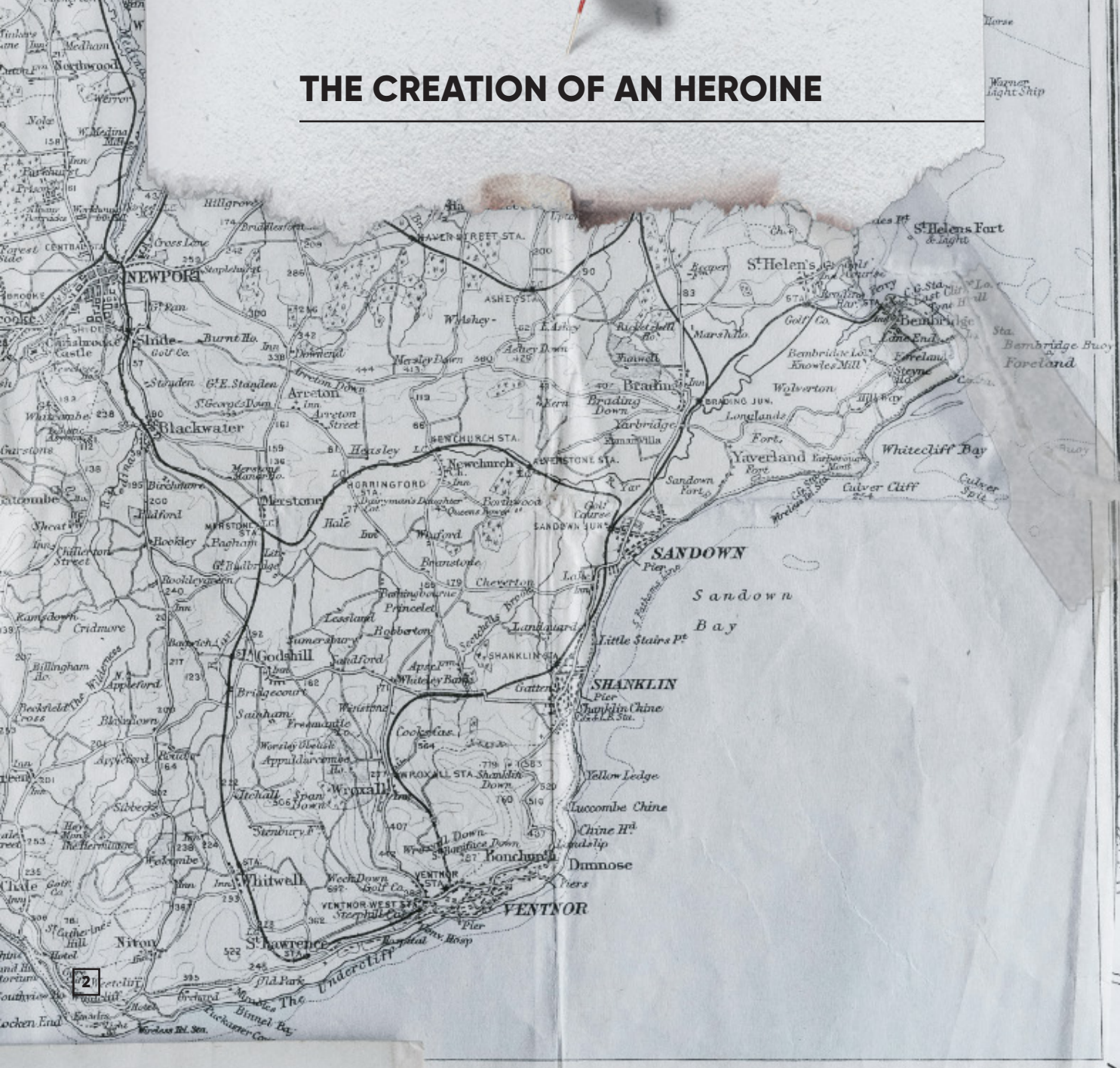
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THE CREATION OF AN HEROINE



WHAT IS CHARACTER DESIGN?

Some of the most memorable characters in television, film and video games come from the world of 2D and 3D animation. Before these characters are even animated, they are designed. Characters are more than just great drawings. They are given personalities and details that make them iconic and serve as a vehicle for a story. That's what character design is all about. So what is character design?

In the visual arts, character design is the complete creation of a character's aesthetic, personality, behavior and overall visual appearance. Character designers create characters as a vehicle for storytelling. This means that every aspect of a character, such as shapes, color palettes and details, is chosen for a specific reason.

Key elements of good character design:

SILHOUETTE
COLOR PALETTE
EXAGGERATION

Video games are all driven by a story. And stories are driven by characters. Character design aims to make these characters engaging, visually stimulating and memorable. To do this, artists have the ability to create characters from scratch. This allows them to use all aspects of design to create a unique character. The greatest character designs have now become memorable and iconic, but what exactly makes an iconic character?

Good character design is all about clarity. It means not only having a challenging design, but a distinct design, no matter how we see the character. Here are the three components of good character design.



■ SILHOUETTE

To put it simply, a character's silhouette is what is left when you remove all the colors and details and fill in the outline of the character's shape only with black.

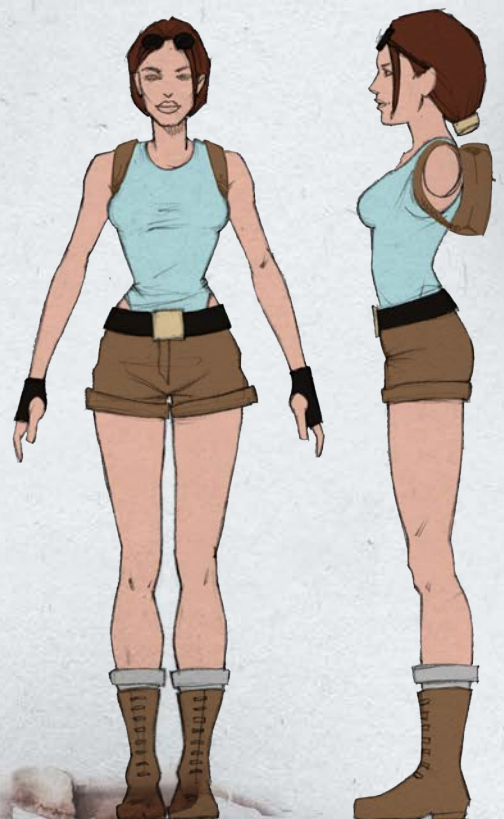
A sign of good character design is a character that is recognizable only by its silhouette. When creating a distinct character silhouette, it is important to have a solid understanding of shape language, and in addition to this, character designers must be intentional and strategic in their use of color.



■ COLOR PALETTE

The palette refers to the use of color by a character designer. And when it comes to color, selectivity is key. The last thing the designer wants is a character full of countless colors with no hierarchy or intentional use of palette. This will end up distracting the audience rather than engaging them.

It is important to try to use one color as the dominant color of a character and try to use a minimum of other colors to support that color. It is best to use colors that support each other rather than compete with each other. When designing a character, it's easy to get carried away with color by creating vibrant and complex color palettes. But it's important to remember that the simpler the color palette, the better.



■ EXAGGERATION

Of these three fundamental components of character design, exaggeration is arguably the most important as it relates to storytelling. Exaggeration uses specific characteristics to deliberately elicit emotional and psychological responses from an audience to a character. These exaggerated characteristics can make the difference between an audience perceiving a character as heroic or threatening.

Silhouette, color palette and exaggeration are three fundamental elements of good character design. While there are many details a character designer must consider, these three elements are often at the heart of what makes a character design memorable and iconic. But that's not all, there are also the basics of the character design process to consider.

■ PREPARATION

Before character designers can draw a line, they must study and prepare. A big part of this preparation is having a comprehensive understanding of things like anatomy, shape language, psychology, color theory, and history. Preparation is about understanding the theoretical principles that go into designing great characters.

■ WRITE THE MAIN THEME

Creating a unique and iconic character from scratch can be difficult. There are a million possibilities to consider. A great character designer always starts with the story. To refine a character's purpose in a story, consider writing the main theme. The main theme gives a clear and distinct direction as to where the character will take place.

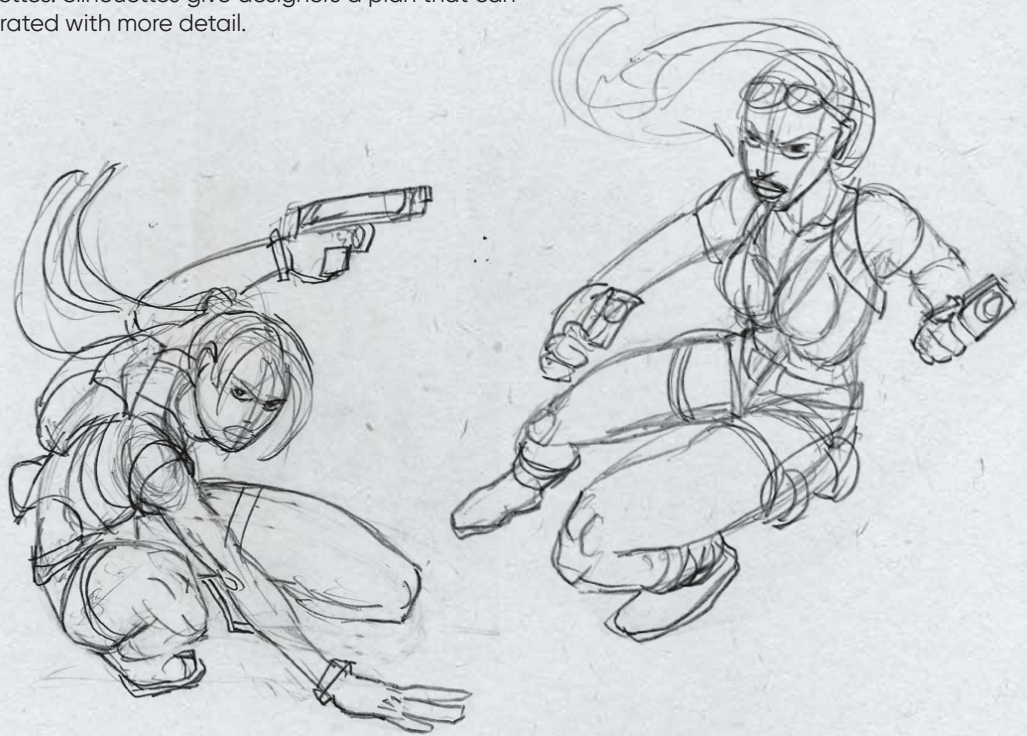
■ GATHER RESOURCES

Like any art form, inspiration is essential. It will be a matter of gathering various references from different resources to advance the ideas of the character design. These references can come from any medium such as animation, photography, film, comics or painting. Many character designers even have their favorite references on hand when they take the next step: creating a vignette.



■ CREATE A SKETCH

Creating a sketch is the first time a character designer begins to put their ideas on paper (physical or digital). It's a safe space for artists to experiment and create loose sketches to get an idea of where to go. There are different approaches to sketching. A common and effective approach is to start by drawing silhouettes. Silhouettes give designers a plan that can be iterated with more detail.



■ FINALIZE DETAILS

Once the artists are satisfied with their sketches, they begin to finalize the character designs. By adding lines, colors and details, the character designs are fleshed out and brought to a more finalized state. Character design is often about refinement. This does not necessarily mean adding, but improving the design of a character.



CREATING A CHARACTER IS NEVER EASY. AFTER ALL, CHARACTER DESIGNERS ARE ESSENTIAL TO CREATING A FULL-FLEDGED PERSONALITY WITH DISTINCT VISUAL CHARACTERISTICS OUT OF THIN AIR. THE CHARACTER DESIGN PROCESS IS INCREDIBLY INTENTIONAL AND REQUIRES EQUAL AMOUNTS OF ARTISTIC AND STORYTELLING SKILLS.

A CHARACTER: LARA CROFT

Lara Croft is a fictional character, protagonist of the video game series Tomb Raider. She is a famous archaeologist, smart and athletic, also known for her memorable phrases. Her first appearance was in 1996 in the very first Tomb Raider video game until the most recent, Shadow of the Tomb Raider released in 2018. She is also the heroine of three movies, several novels and comic books.

The character of Lara Croft was created in 1996 by Toby Gard for the video game Tomb Raider then developed by Core Design. Today she has undoubtedly become a video game icon, but her fate could have been quite different. Indeed, at the beginning Lara was supposed to be... a man. However, judged too close to Indiana Jones, the project turns to the creation of a female protagonist with strong charisma, far from the usual clichés. The first name proposed was Laura Cruz, but the South American woman was quickly discarded for a name closer to the North American culture: Lara Croft.

■ AN ADVENTUROUS LIFE

Lara comes from a family of British nobility. As a young child, she was the only survivor of a tragic plane crash in which her mother lost her life. As the daughter of an archaeologist, she quickly followed in her father's footsteps and soon made a name for herself among treasure seekers, even if some of her colleagues questioned her methods as a «tomb raider» (Tomb Raider). After many adventures, Lara is reported missing in Egypt but her former mentor Werner Von Croy finally finds her tracks. Some time later, the latter is murdered and Lara is suspected of being the author of this crime. It is only in 2013 that the origins of the famous explorer are finally revealed; after a traumatic experience, she awakens in her the strength to fight for survival.



■ A VISUAL IDENTITY

The care given to the character has increased with the graphic evolutions; from Tomb Raider 1 (1996) to Tomb Raider Underworld (2008), Lara went from 440 to more than 20,000 polygons. Even if in the first title it is not apparent, the braid is probably what characterizes her the most until 2006 when it is replaced by a ponytail. The rangers, the backpack and the mini shorts are also the first elements that we associate to her. As the episodes progress, the adventuress is equipped with new assets such as new weapons, tools and outfits adapted to her environment. Her movements also multiply: crawling, sprinting, swinging on a rope, walking and climbing ledges, kicking open a door, etc. Lara even finds herself with a talent for tightrope walking.

■ A CUSTOM-MADE CHARACTER

It's impossible not to mention Lara Croft's measurements. This is also part of the ingredients of the success of Tomb Raider and the developers did not skimp on the means. A famous anecdote tells that the imposing chest size was originally a mistake, finally retained by the management for obvious marketing reasons. What is sure, is that the players had a lot of fun trying to undress Lara. Without success...

But Lara Croft is not only about her looks. She is also known for her great intelligence, and her knowledge of the world seems infinite. Through her adventures, we've seen her decipher ancient dialects, take on tough challenges and solve all sorts of puzzles (right?). With Tomb Raider we discovered a strong, cold, fearless and even sometimes cruel woman who does not hesitate to kill if necessary to pursue her quest for relics. Miss Croft is also a lonely woman living in a big mansion and traveling the four corners of the world to live solo adventures. In addition, there is a growing interest in the character's psychology and her origins, but this is very much in line with the current video game landscape where most of the big licenses are increasingly interested in the protagonist. In the latest trilogy based on the reboot of the license, it is in 2013 that we find a fragile young Lara, who does not yet have the abilities we know today. The scenario lets the player discover how she got there. Through a quest to find herself, she will awaken a strength that she did not consider until now.



■ AN ICON IS BORN

Her popularity is such that she can be found outside of video games. She appears in comics and graphic novels and some authors have dedicated a complete series to her. Here she remains close to her original character; a sexy, muscular and reckless adventurer. The only particularity is that we discover her family and sentimental history little by little. She is also the star of two films, played by Angelina Jolie. However, and this is especially the case for the second title, the demonstration of her feelings and her love affair distances her from the heroine of the video game of the time. We also find her in advertisements, books, music and her image is constantly maintained by official models.



AT THE SAME TIME OBJECT WOMAN AND INDEPENDENT WOMAN, SHE REMAINS AN ENIGMATIC CHARACTER WHO SHOULD CONTINUE TO REVEAL HERSELF IN THE NEXT EPISODES.

A REVOLUTION FOR HER TIME

Lara Croft has marked the history of video games. The first opus offered breathtaking 3D graphics for its time, but the real revolution came from the fact that the player could control a woman. This not only fulfilled the fantasy of male gamers to play as a female character, but also opened up the possibility for girls to identify more easily with the heroine.

Lara is not the first female character in the history of video games. The heroine of Metroid, Samus Aran, is the symbol of a movement of female emancipation where women are capable of achieving high physical performance in the same way as men. Because very often in video games, female characters are relegated to the background and correspond to a goal or a prize. These characters usually have only three options; to be saved like Princess Peach or Zelda (although the latter has evolved), to be dominatrixes like Medusa in Icarus or to be vulgar alter egos of male characters, the first one being Miss Pac-Man. But what Samus Aran envisioned masked under her armor, Lara Croft exposes in broad daylight by embodying both a hypersexuality (or at least today a femininity), and the strength, the courage of any other male video game hero.



■ FEMALE INDIANA JONES

Inspired by the singer Neneh Cherry, the Beauty from Disney's *Beauty and the Beast*, and Indiana Jones, Toby Gard designs a South American soldier in rangers, adds pistols to her hips and ankhs, the Egyptian cross, to her ears. Guy Miller, the artistic director of Core Design, christened her Laura Cruz, then soon Lara Cruz, Laura being difficult to pronounce for the American public. Lara Cruz would be an archaeologist turned mercenary, trained in firearms by a father who was a major in the British special forces.



■ FROM PAPER TO 3D

Lara Cruz must now go from the sketch on paper to the 3D on screen. She takes the opportunity to trade her pants and long sleeve top for short shorts and a tight tank top. Lara still gains sunglasses and a backpack to carry her findings. But more than her looks, it's the way she moves that impresses those who see her.

Lara runs, jumps, and draws her pistols with ease. She can activate levers and even swim. A technical feat. The team starts to imagine her opponents, wild animals like a wolf and a bear. Toby Gard even tries to model a tyrannosaurus, without imagining that it would be part of the game.

The name remains. «Cruz» does not sound old English aristocracy. Toby Gard looks for inspiration by leafing through the phone book. It will be Croft, Lara Croft, a brilliant young woman with a degree in archaeology, but at odds with her father. She has spent eight years traveling the world when a mysterious company offers her to find the three fragments of an artifact from Atlantis. A journey that leads her to Egypt and Peru, pursued by Jacqueline Natla's henchmen. Because the villain of the story... turns out to be a woman.

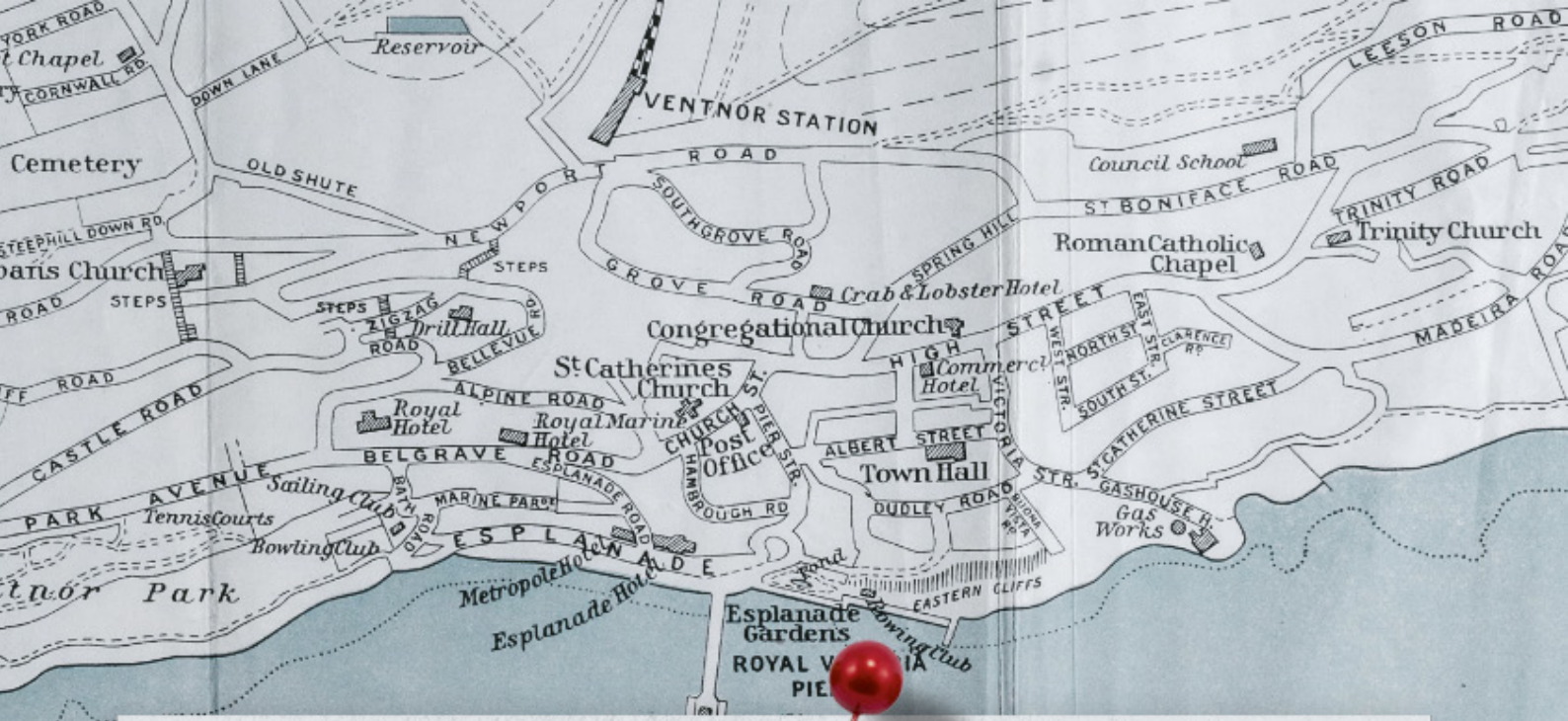
■ AN ULTRA-SEXY HEROINE

In 1996, US Gold sold Core Design to Eidos. Upon discovering the Tomb Raider project, the new owner had a first wish: to fire Lara and replace her with a man, supposedly more selling! But quickly, the marketing department changes its strategy and bets everything on Lara, not on her strength or her personality, but on her silhouette. During the E3 1996, the world video game fair in Los Angeles, posters show her in suggestive poses while three models, dressed as the explorer, walk around the Eidos booth. The whole thing will give Lara an ultra-sexy image, which she will have a hard time getting rid of. Eidos, never short of ideas, will even ask the studio to integrate a code in the game to undress Lara. The team refused.

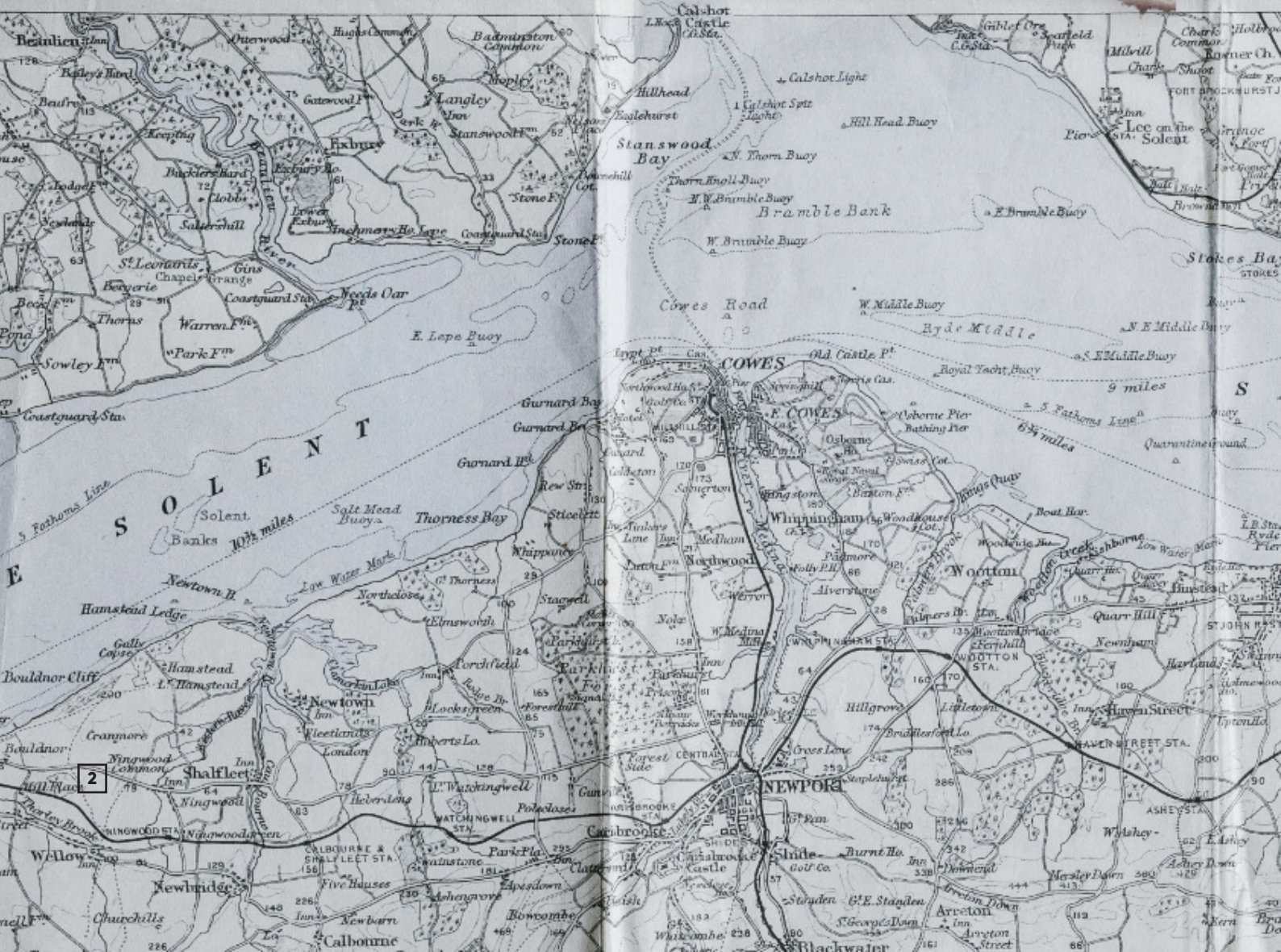
Tomb Raider was released on October 25, 1996 on Sega Saturn, then on November 25 on Sony PlayStation, accompanied by a major promotional campaign, with TV spots in England and ads in the specialized press. In a French magazine, Lara appears with her gun and this sentence: «Lara [...] will be by your side, but prove to her that you are a man». Fortunately, beyond the caricature, the game turns out to be a fantastic adventure that takes the player through splendid scenery. The press is praising the game and the public, conquered. Conceived by a handful of enthusiasts, Tomb Raider exceeded one million sales by the end of 1996 and Lara Croft became an icon.



SINCE 2010, SQUARE ENIX, WHICH BOUGHT AND RELAUNCHED THE FRANCHISE, HAS REDESIGNED THE HEROINE TO MAKE HER MORE FRAGILE, AMBIGUOUS AND DARK. THE PUBLISHER HAS ALSO WORKED TO ERASE HER ULTRA-SEXY APPEARANCE. TWENTY-TWO YEARS AFTER HER BIRTH, LARA CROFT HAS LOST HER BREASTS BUT GAINED DEPTH.



AN ADVENTURE IN THE AGE OF TIME



WHAT IS THE POST-TRUTH ERA?

The French writer, politician and diplomat Chateaubriand explained in his «Mémoires d'outre-tombe» (1849-1850) that truth was an inalienable virtue: «What we gain by lying in reputation and competence, we lose in consideration». Today, this seems far behind us. In recent years, «post-truth» has infiltrated everywhere, and in 2016 the Oxford Dictionary even awarded it its 2016 prize for the most representative term of the year.

The concept refers to «circumstances in which objective facts have less influence on the formation of public opinion than appeals to emotion and personal opinion.» Of course, the use of lies is not new in a democracy, but the real breaking point is precisely the overcoming of the falsification of the truth to reach a simple obsolescence of reality.

Truth is no longer important because the new objective is no longer to rationally convince the recipient of the message, but to flatter his instincts and reinforce his perceptions. And what better tool than emotion to gain support? At least that is what the victories of Brexit and Donald Trump in their respective countries have shown, following slanderous and defamatory campaigns. Politics thus operates beyond the truth, and recent events appear as symptoms of what politics is likely to become in the years to come.



■ A WEAPON OF CONQUEST

Building on this success in the political world, businesses might be tempted to go down this slippery slope, jumping on the opportunity to say that their success could also come through hijacking the Truth. Some of the disruptive start-ups of the last two decades have made post-truth a weapon of conquest. With nothing to lose, these new «pirate» players are making promises that are often untenable. Often, they espouse prophecies of the end of a product or industry, whose replacement benefits their company. In the health sector, recent announcements about the eradication of various diseases and even death in the 21st century are fascinating to many.

Companies are now caught in a quagmire. On the one hand, their traditional rational discourse is outdated by the new representatives of modernity, and on the other hand, they risk losing the trust they have managed to establish with their customers and suppliers by venturing into the terrain of post-truth.

However, several recent scandals have shown that corporate lies now seem to have more serious consequences than policies. Post-truth and business don't mix in a transparent world where century-old reputations can be undone in minutes. But why do we forgive politicians and not brands?

■ LONG-TERM RISKS

A recent report by Market Probe International highlighted that more than half of people believe that businesses have a more important role than governments in building a better future. Power and trust are on the side of today's businesses, whose resources and influence are seen as critical to building tomorrow's world.

If playing the post-truth game for a company involves more risks than long-term benefits, it would be wrong not to analyze what this paradigm shift reveals. The creative studios of the Tomb Raider license have everything to gain by taking into account this bias, during the development of the next game it will be important to be transparent about the working conditions of the employees, but also about their real ambitions. It will be necessary to play on a relationship of trust between the company and the consumer after the scandals that other creative studios have experienced.

This phenomenon is well and truly at work in the company-consumer relationship. Evidence-based decision making in marketing has led to the development of disembodied selling points. Who still believes an ad that says Who still believes an ad that says «87% of women recovered after using» a product? This imposed clinical truth has contributed to the erosion of trust between a brand and its audience, just as it has lost trust between politicians and citizens.

Companies can react. It is a matter of going beyond the opposition between lies and rational evidence to embark on a new path based on what we might call «vision». The challenge for the Tomb Raider license is to mobilize consumers around the image of Lara Croft, the brand she represents, by focusing not on what the company does or how it did it, but by explaining why it does it.

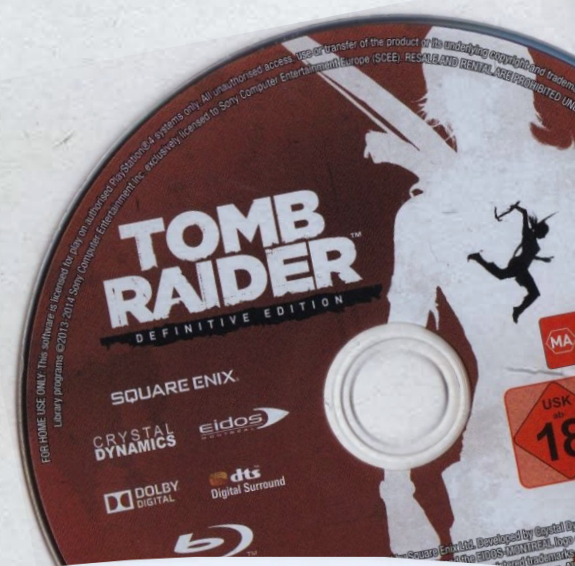
The new Lara Croft needs to rethink her image in relation to the eyes of players and especially female players: «Inspire and become the adventurer of tomorrow». When the player takes possession of Lara Croft, she will not simply play a character, she will develop a sense of belonging thanks to Lara's story, her image or her emotions. To be a Tomb Raider player is to embrace the vision that Lara Croft can bring about a new generation of feminists in the video game world.

BUT THEN WHAT DOES THE VIDEO GAME INDUSTRY PROPOSE TO ANSWER THIS QUESTION IN THE «POST-TRUTH» ERA?

THE EVER-EVOLVING FIELD OF VIDEO GAMES

Video games are very popular these days, especially after two years of global pandemic where people were forced to spend more time indoors. However, the industry already had quite a few fans and enthusiasts, with over 2.6 billion video gamers worldwide. And that number is impressive. Even though they are located in different parts of the world, the number is still growing.

This is also due to the fact that more and more video games are being invented and the industry is flourishing. The video game industry produces millions of dollars a year, being one of the most prosperous at the moment. It provides jobs for many people, from graphic designers to engineers or developers. Simply put, the video game industry is a successful and prosperous industry. In addition, the major video game companies have understood the challenges of the «post-truth» era and want to make their games more realistic than ever, bringing the player to be impacted and understand the real issues that surround them in their real life. Video games represent and fight against the subtleties of our societies, hatred, discrimination, sexism and homophobia still very present in today's world.



■ VIDEO GAMES: A SATIRE

Grand Theft Auto V is the perfect example of the post-truth era in the video game industry. The Grand Theft Auto series is a gruesome simulation of the life of a sociopathic career criminal that the average person would find disturbing, meaningless and a bad influence on today's youth. Controversial video games such as Grand Theft Auto are intentionally upsetting and use disturbing and absurd scenarios to draw attention to real world problems.

The Grand Theft Auto series has never shied away from controversy. From depictions of graphic violence and prostitution to social commentary targeting religion and government, controversy and Grand Theft Auto can also be synonymous. However, Rockstar (the license's creative studio) has taken the controversy to a new level by deciding to include a torture scene in GTA V. This scene is part of a story mission, which means that the player is required to go through it in order to complete the game. Therefore, every player who has completed GTA V has heard what Rockstar had to say about government-sanctioned torture.

■ VIDEO GAMES: A TOOL

Whoever said all video games are stupid has clearly never played one. Video games allow us to immerse ourselves in dynamic, interactive virtual worlds and come away with lessons we can take with us long after we put down the controller. Video games are one of the best platforms for communicating profound ideas. First, video games reach an audience that many other forms of media do not. Most ten-year-olds don't read newspapers or tune into news channels, but they probably play video games in some form.

Plus, video games are reaching an audience on a massive scale. Grand Theft Auto V sold 11.2 million copies in the first 24 hours after its release. Three days later, sales surpassed \$1 billion, making GTA V the best-selling entertainment product in history. And for every copy of the game sold, at least one player was forced to reflect on the complex issues and social commentary that GTA V addresses. Finally, video games are unlike any other media platform because they force consumers to take an active role in their experience. By nature, one does not just sit back and watch a video game. A player must experience it. During the infamous torture scene in GTA V, it is the player, not a static character, who must make the decision to harm the hostage. It is this interactivity that allows video games to affect players so intensely, and this interactive element is unique to video games. Video games force us to think.



MANY PROBLEMS ARE STILL TO BE SOLVED IN THE VIDEO GAME WORLD, MAINLY SEXISM. WHAT ABOUT THE PLACE OF WOMEN IN THIS INDUSTRY THAT HAS BEEN REPRESENTED, PLAYED AND ADAPTED BY AND FOR MEN FOR DECADES?

CREATIVE STUDIOS THAT WANT TO BE MORE FEMINIST

Long perceived as a predominantly male hobby, video games are increasingly attracting a female audience. According to the annual report of the Union of Entertainment Software Publishers, the current share of women among regular gamers is now over 51%. Despite the fact that women are in the majority, they remain largely underrepresented as characters in mainstream games.

■ A DIFFICULT REPRESENTATION FOR WOMEN PLAYERS

The representation of female characters in video games also recurrently reflects latent sexism: from hypersexualization, to the «damsel in distress» stereotype (Princess Peach in the Mario games or Princess Zelda in the eponymous games). A 2016 study of 571 games released between 1984 and 2014 found that the sexualization of female characters was at its peak between 1990 and 2005, and then declined significantly. One reason for this is the ever-increasing proportion of female gamers in the publishers' target audience.

Some studies have also shown that the representation of gender in video games has a direct impact on how they are perceived in reality. For example, in a 2017 study of 1266 gamers by Quantic Foundry, the results indicated that 89% of female gamers and 65% of male gamers considered the presence of female protagonists in video games to be extremely important.

In fact, even if this balancing act remains laborious, some studios have taken the lead and now offer heroines far from stereotypes, such as Naughty Dog (creative studio) with the character of Ellie in *The Last of Us 2*, or Guerilla Games (creative studio) with the character of Aloy in *Horizon Zero Dawn*.



■ VIDEO GAME INDUSTRY RESISTS CHANGE

Although the representation of female characters seems to be evolving with the appearance of new, more inclusive licenses, video game professions are still as masculine as ever. Even if they represent more than half of the actors, women are not very present in production (14%) and are often implicitly oriented towards less technical jobs. Even if the figures are improving (in 1989, the American magazine *Variety* estimated the proportion of women in the video game industry at 3%), progress remains too slow compared to other professions.

The main reason for this great disparity is that girls are conditioned from an early age. This societal phenomenon, known as the «Pygmalion effect,» shows that the more we are encouraged in a specific field, the more our confidence in succeeding in that field increases. On the other hand, the «Golem effect» indicates that low expectations of an individual are likely to lead to a decline in performance.

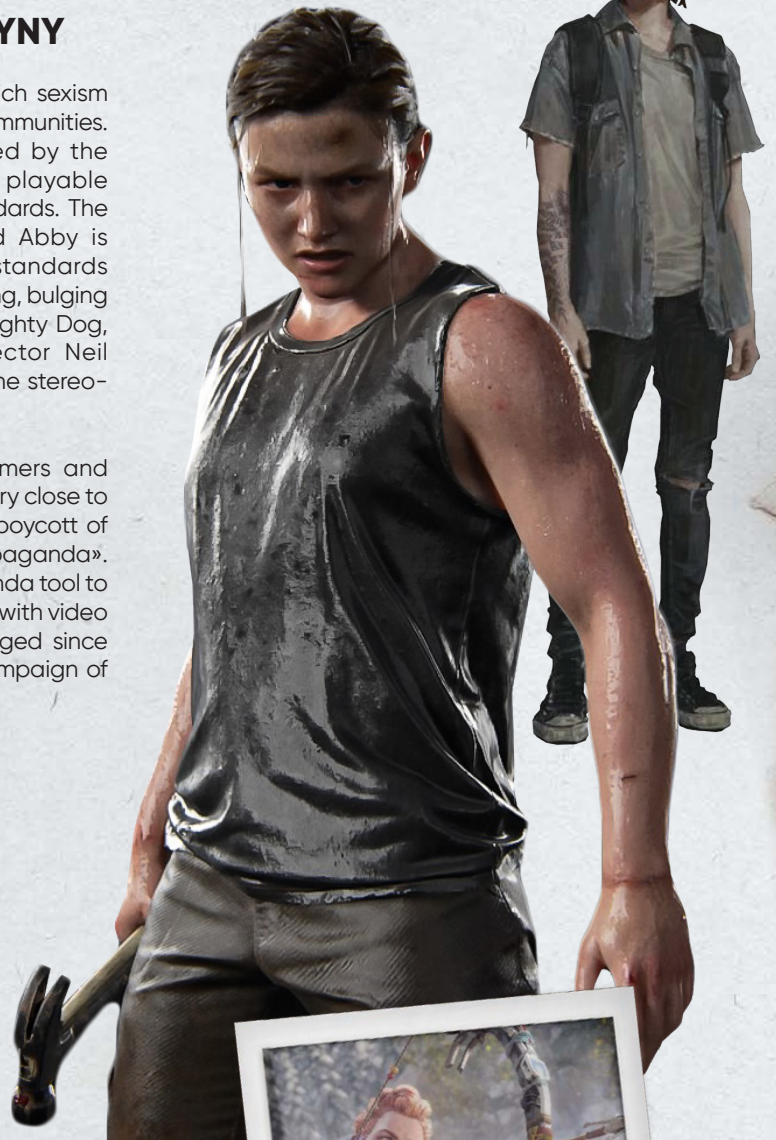
To fight against this conditioning, most of the players in the field need to do some groundwork, especially in video game schools where women occupy only 20% of the seats. The main objective is to identify the stereotypes and professional obstacles that women encounter throughout their career to allow a better integration in this industry.



■ A DEEP-ROOTED MISOGYNY

A recent event illustrates the extent to which sexism remains entrenched in certain gaming communities. In the game *The Last of Us 2* developed by the American studio Naughty Dog, the two playable characters are the opposite of male standards. The heroine, Ellie, is openly homosexual and Abby is portrayed as the opposite of the usual standards of hypersexualization (non-gendered clothing, bulging muscles, little or no shape). The studio Naughty Dog, and more specifically the game's director Neil Druckmann, has long wanted to change the stereotypes inherent in video game clichés.

These risks were welcomed by most gamers and professionals, but part of the community, very close to the instigators of Gamergate, called for a boycott of the game and the studio with «rainbow propaganda». For them, *The Last Of Us 2* is only a propaganda tool to promote ideologies that have nothing to do with video games. And their methods have not changed since the Gamergate affair: harassment, viral campaign of discredit, even online slander.



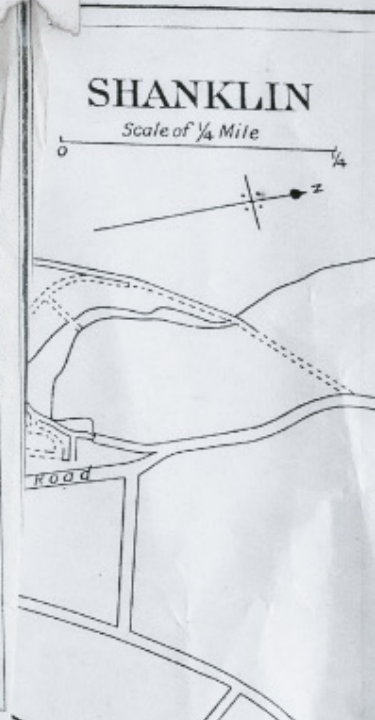
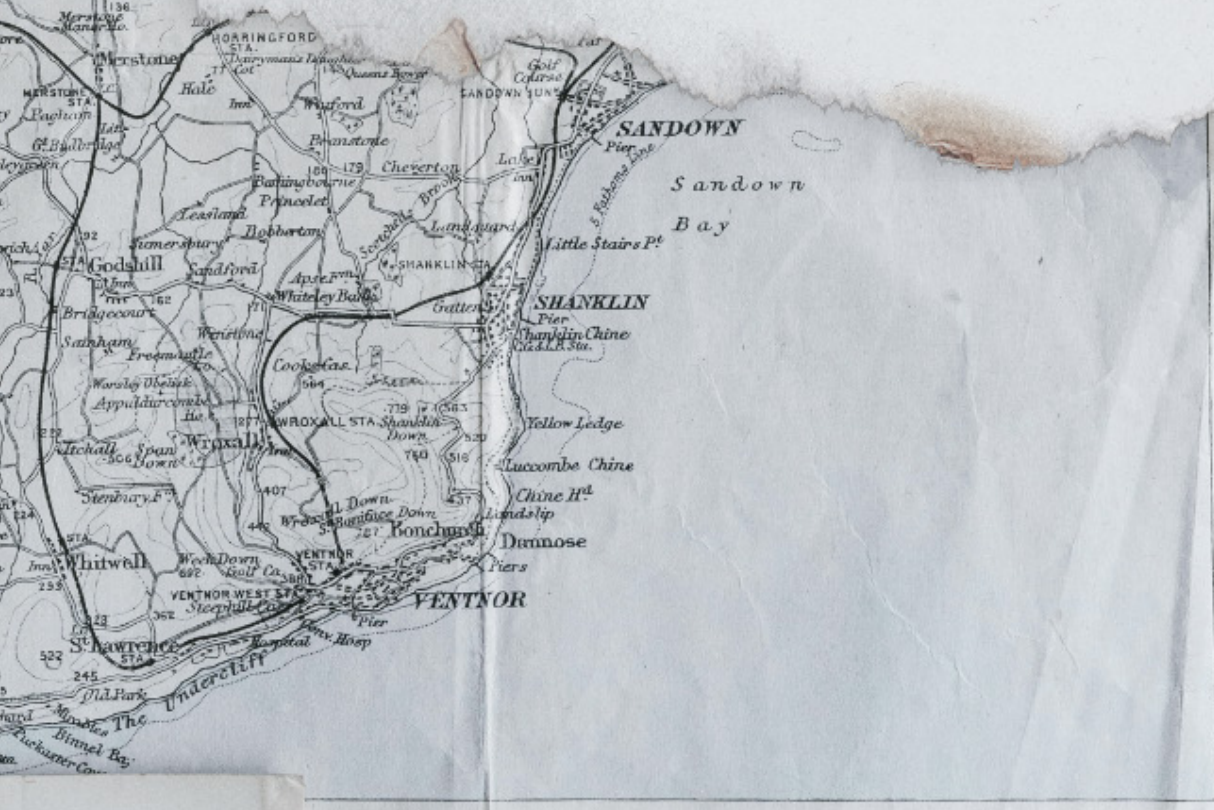
As for the studio Guerilla Games, it's its character named Aloy that is very recently controversial for a story of details «too far». Aloy is now one of the leading characters in video games. From the first episode, *Horizon Zero Dawn*, the heroine is a sensation. In the second episode, *Horizon Forbidden West*, which is a worldwide hit, Aloy still shows as much charisma as ever and her combat skills impress even more, making her a more enjoyable character to control than ever. But despite the game's qualities, some people took offense at a particularly insignificant detail: the title is so detailed on PS5 that you can see Aloy's hair. That's all it took to start a stupid controversy.

These creative studios are taking the decision to show male gamers that women are not just a hyper-sexualized fantasy object. A female character is now the master of her destiny, is not there to serve as an excuse for a male character and finally has a background story and an appearance that is close to a real woman.

WHAT WILL HAPPEN TO THE PHYSICAL APPEARANCE OF THE MAIN HEROINE OF TOMB RAIDER, LARA CROFT, FOR THE CONTINUATION OF HER ADVENTURES?



TOMB RAIDER, THE SEQUEL...



A NEW FACE

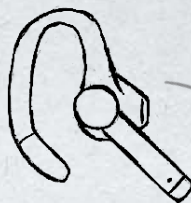
Lara Croft's face has never stopped evolving over the years. It has notably gained in pixels and realism until it gets closer, in the recently released *Shadow of the Tomb Raider* (2018), to a real human face allowing to perceive all its emotions. It is now the technique of motion capture that is implemented in the field of video games, it allows to digitize real movements to then integrate them. It is therefore easier to capture the face of the actor who lends himself to play the character of the video game, thus transcribing all his human mimics on a 3D character.

It is the actress Camilla Luddington who represents the face of Lara Croft of the last generation. She is an experienced actress, so each frown carries its own nuance and meaning: defiance, confusion, vulnerability, fear. She shot in a Los Angeles facial capture studio for her role as Lara Croft. Since the *Tomb Raider* Reboot in 2013, Camilla Luddington has provided the basis for the face and voice of one of the video game's most recognizable characters.

It was after senior technical artist Jon Robins was tasked with making Lara Croft as human as possible. She has to look like a real person while still being an action heroine. She must convey both power and vulnerability. She must be visually and emotionally appealing to the player. She must look like the same Lara Croft we've known for two decades.

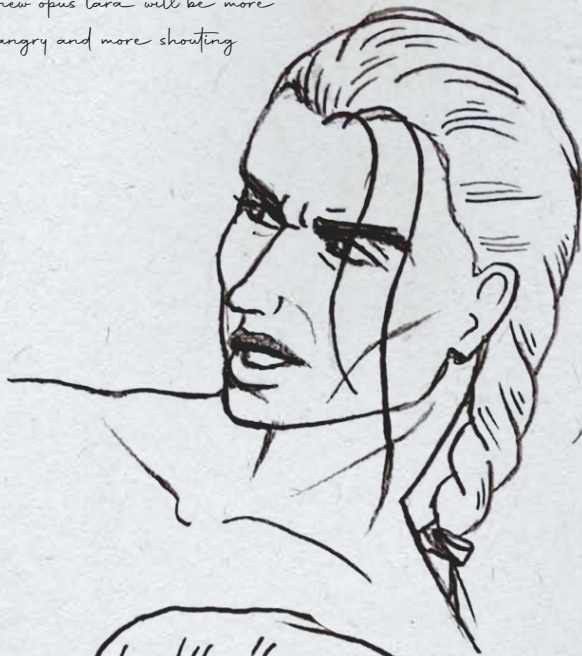
« We could never have achieved this level of anatomical accuracy in the character before. »

For the sequel of *Tomb Raider* and the unification of the games of Core Design and Crystal Dynamics, the face of Lara Croft will have to be a subtle mix between the original Lara (1995) and the latest Lara (2018).





*the strength of its character will be
much more marked on this new
new opus lara will be more
angry and more shouting*



AN EMBLEMATIC OUTFIT

As for the face and as explained previously, the body has evolved a lot since the first pixels. Lara's anatomy has been the subject of much discussion over the decades: hypersexualization of the woman, extravagant outfits, not enough shapes in the last opuses of the license... Nevertheless, it is important to know that the character has turned so many heads that she has become the most famous and best-selling female character in the history of video games.

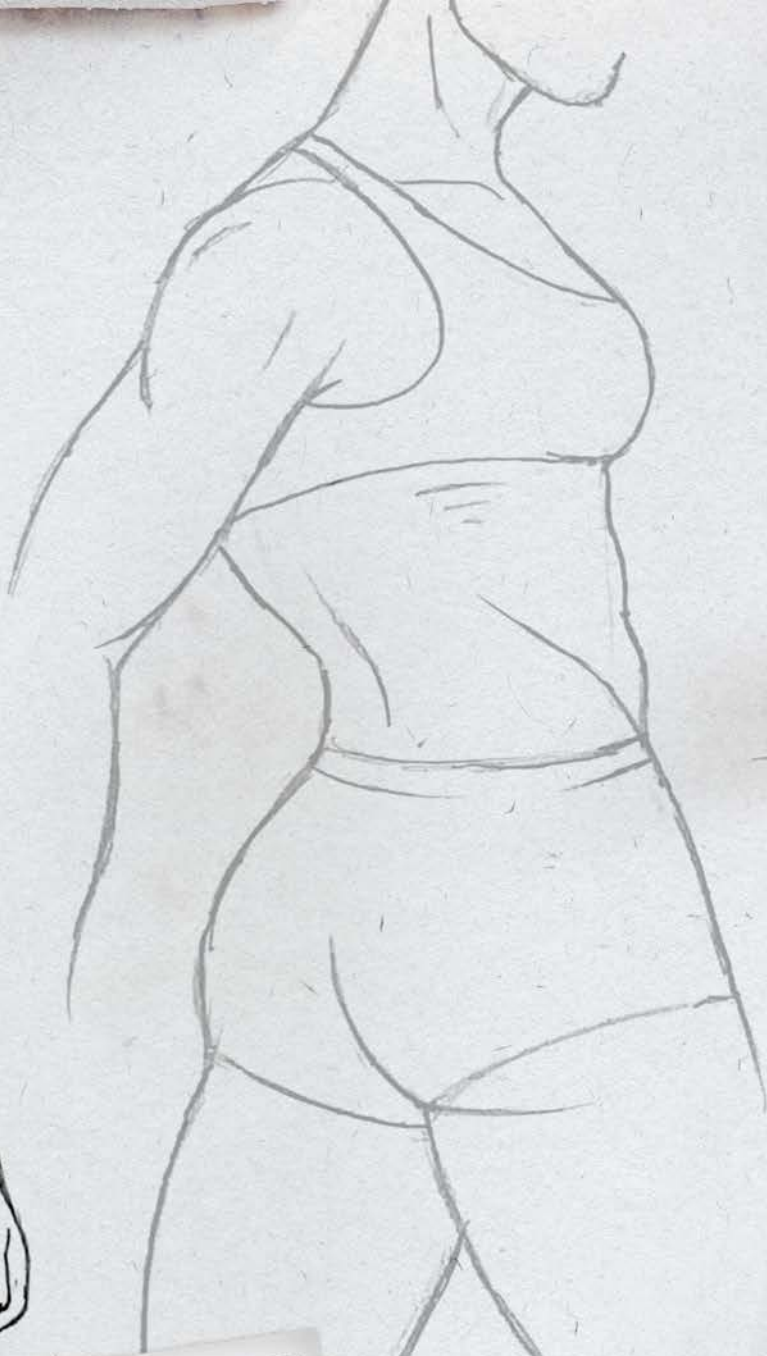
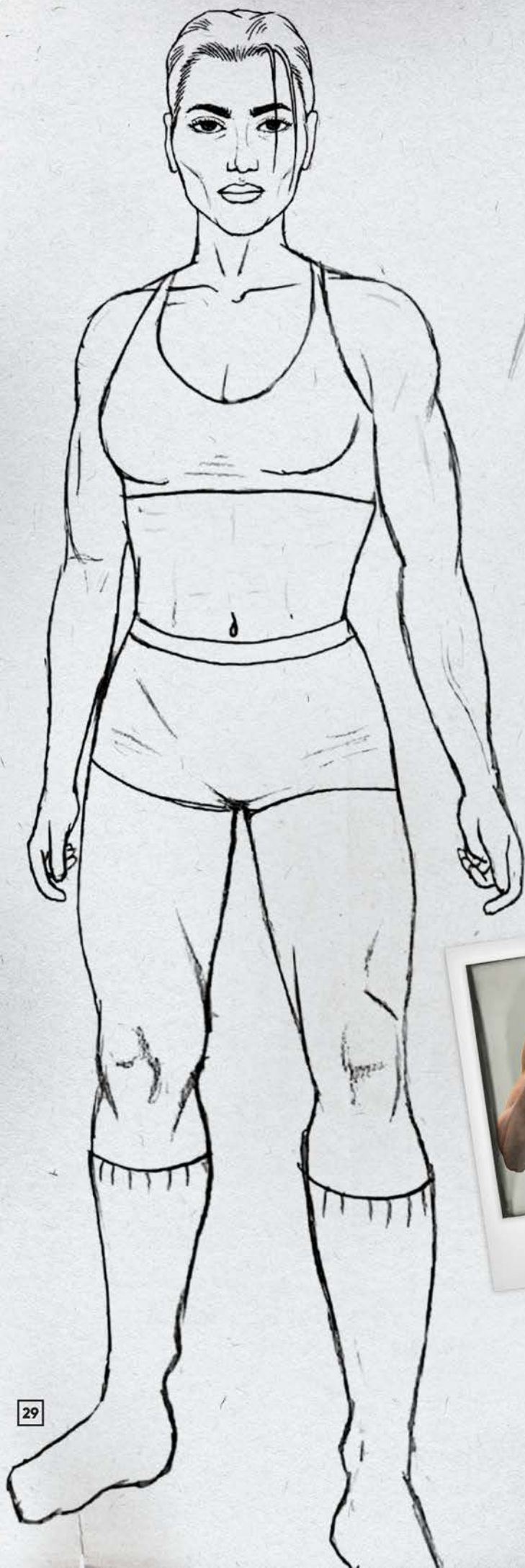
Lara's signature outfit is :

- TANK TOP**
- SHORTS**
- LONG SOCKS**
- COMBAT BOOTS**

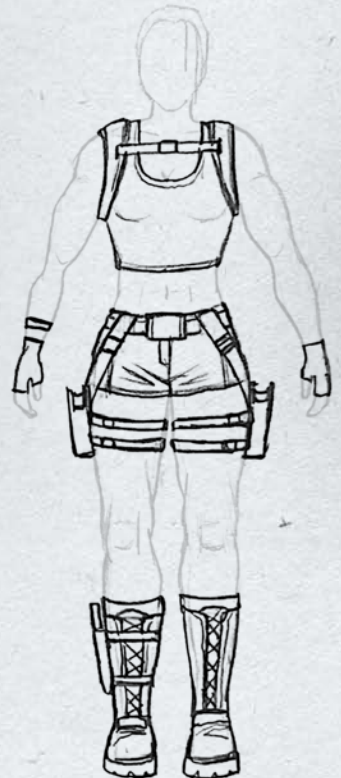
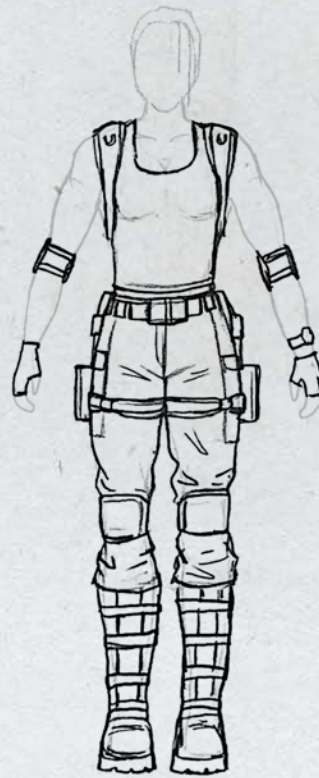
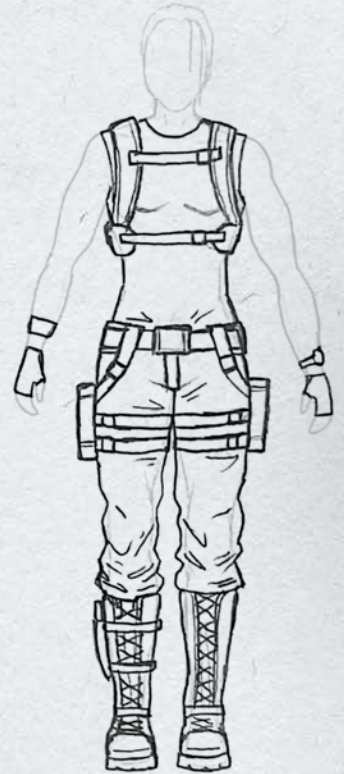
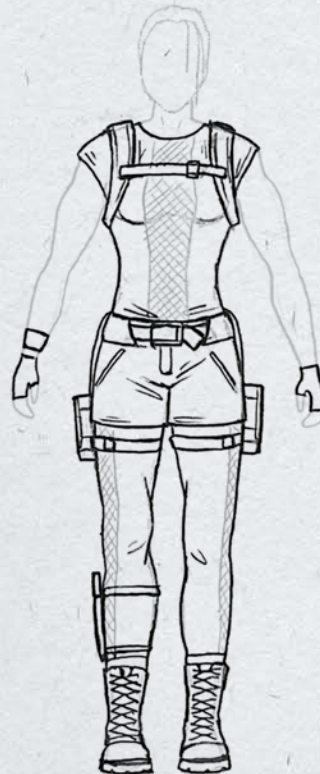
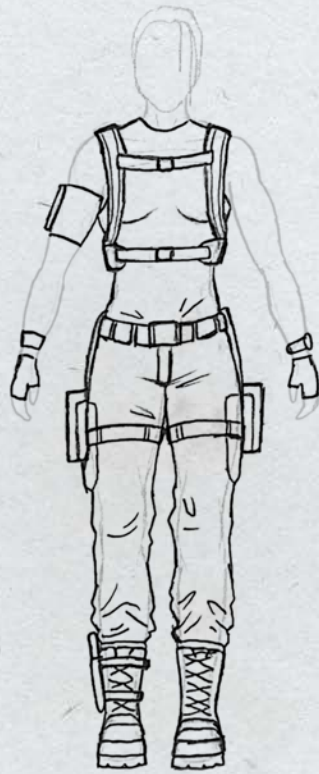
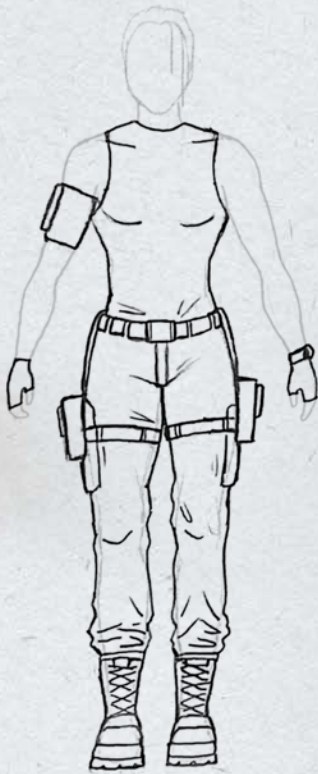
She was featured with these outfits on every game until the Reboot in 2013. In most of her outfits, Lara always completed the ensemble with a backpack, fingerless leather gloves and some type of leather belt with a large or small buckle. Also, what makes the emblem of Lara's outfit, are the two holsters present on her thighs to hold her two pistols.

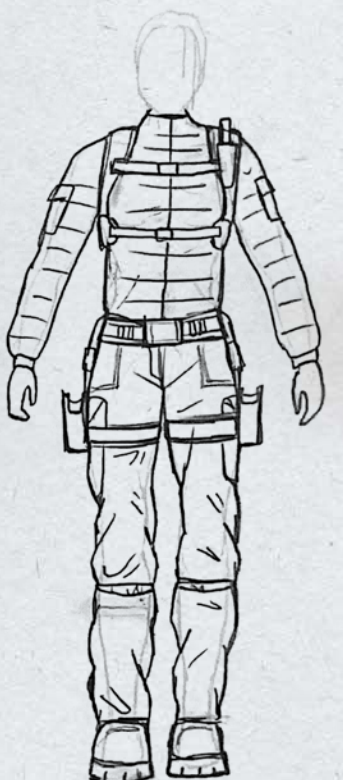
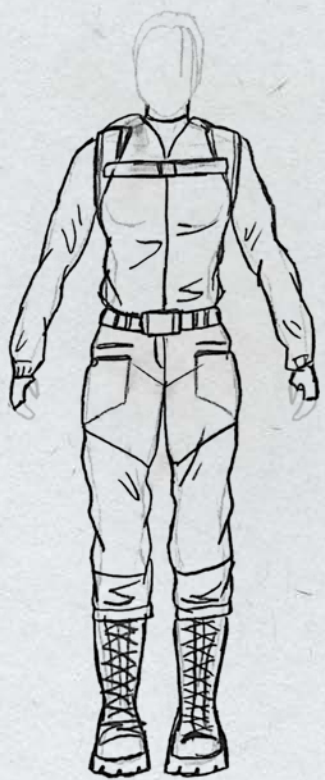
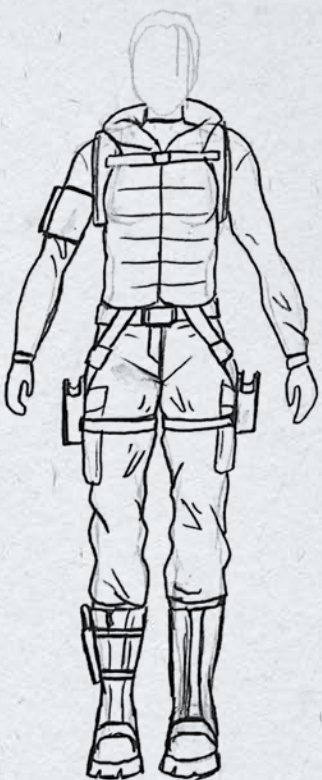
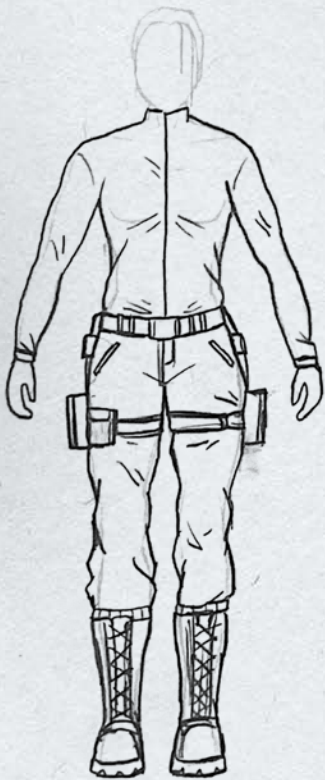
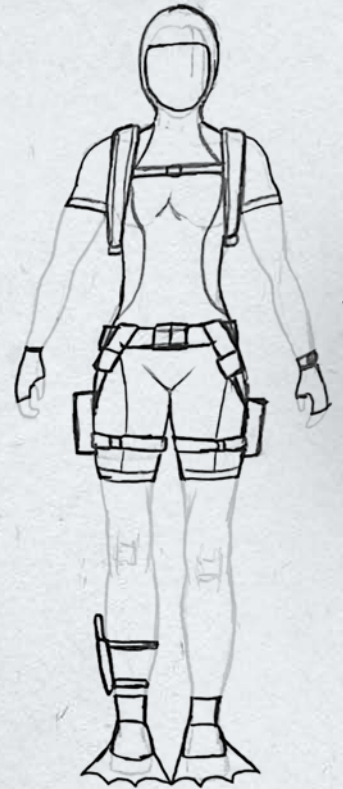
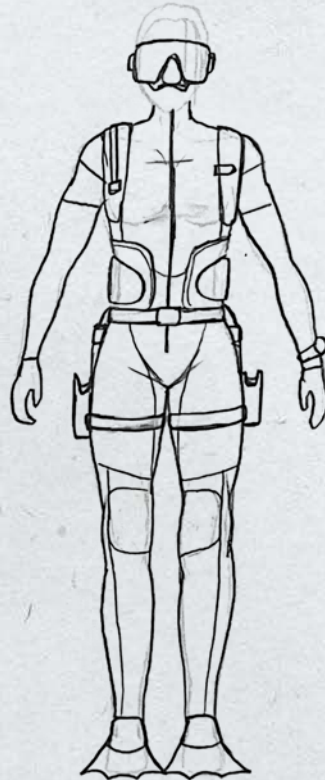
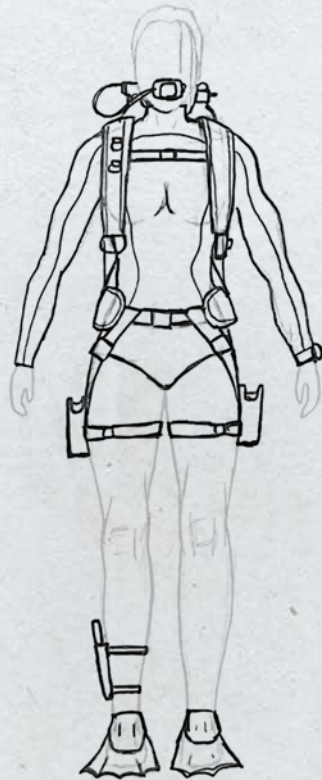
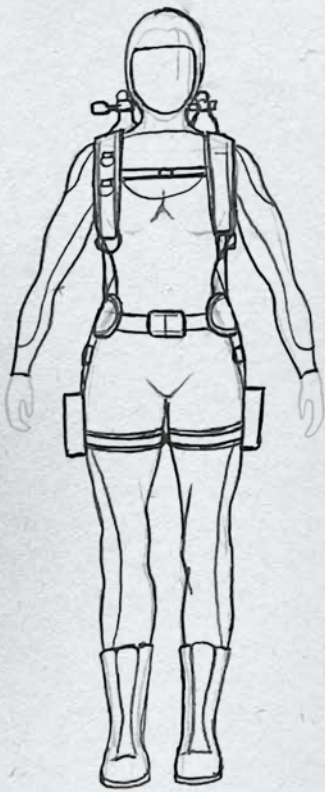
There's still time to take a 180-degree turn. The Reboot of 2013 which also made a clean sweep of the past of the license by showing the world a young Lara opting for a more «dressed up» outfit. Tomorrow's Lara will retain the canon of the Reboot timeline while drawing on the iconic codes of the first Lara. We will also have to play on the realism of her body: especially her muscles. Also play on the realism of her outfit, learn about the codes of climbing and sportswear, find suitable outfits for hot, cold or aquatic areas, etc...

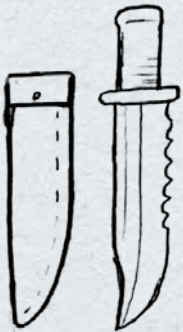
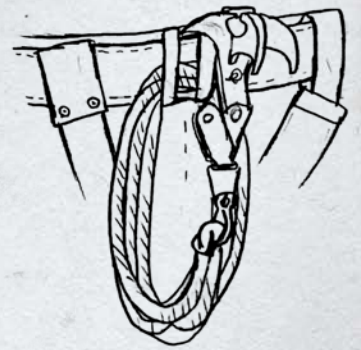
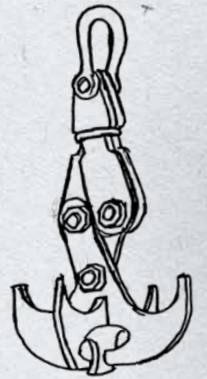
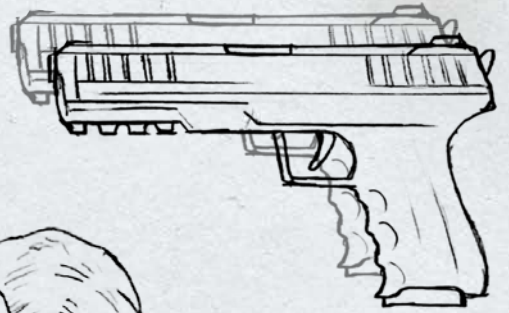
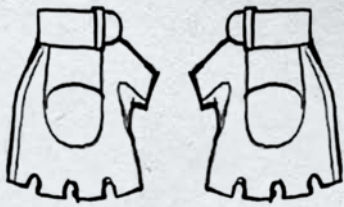




les muscles doivent être présent sur l'ara et bien marqués pour montrer qu'elle fait beaucoup de sport pour l'escalade et pour se battre

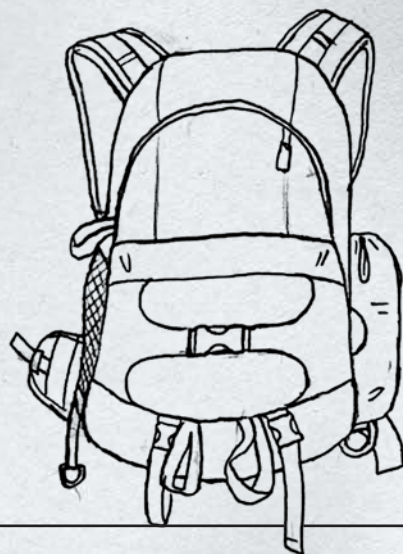
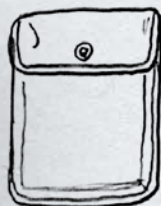
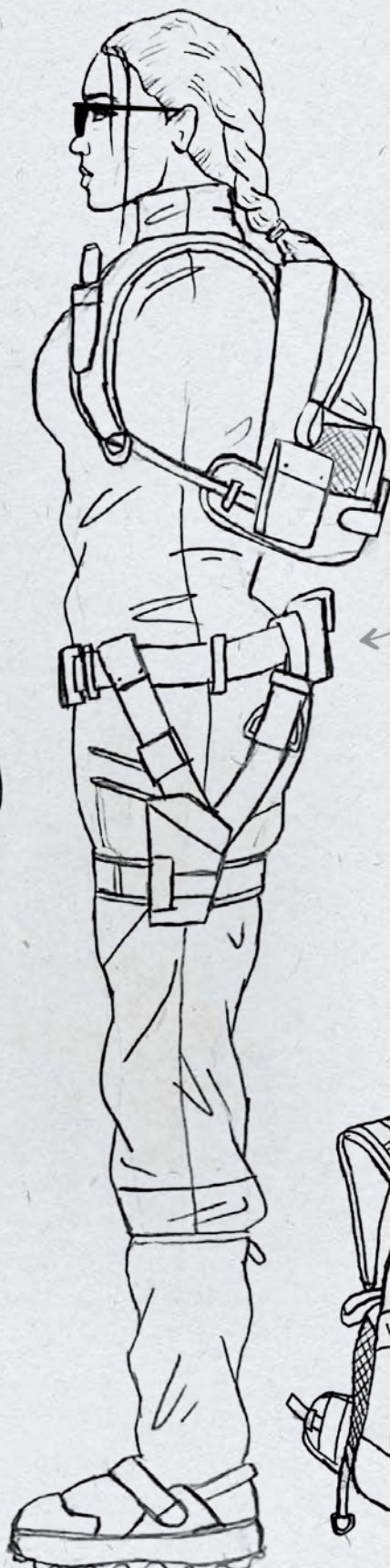
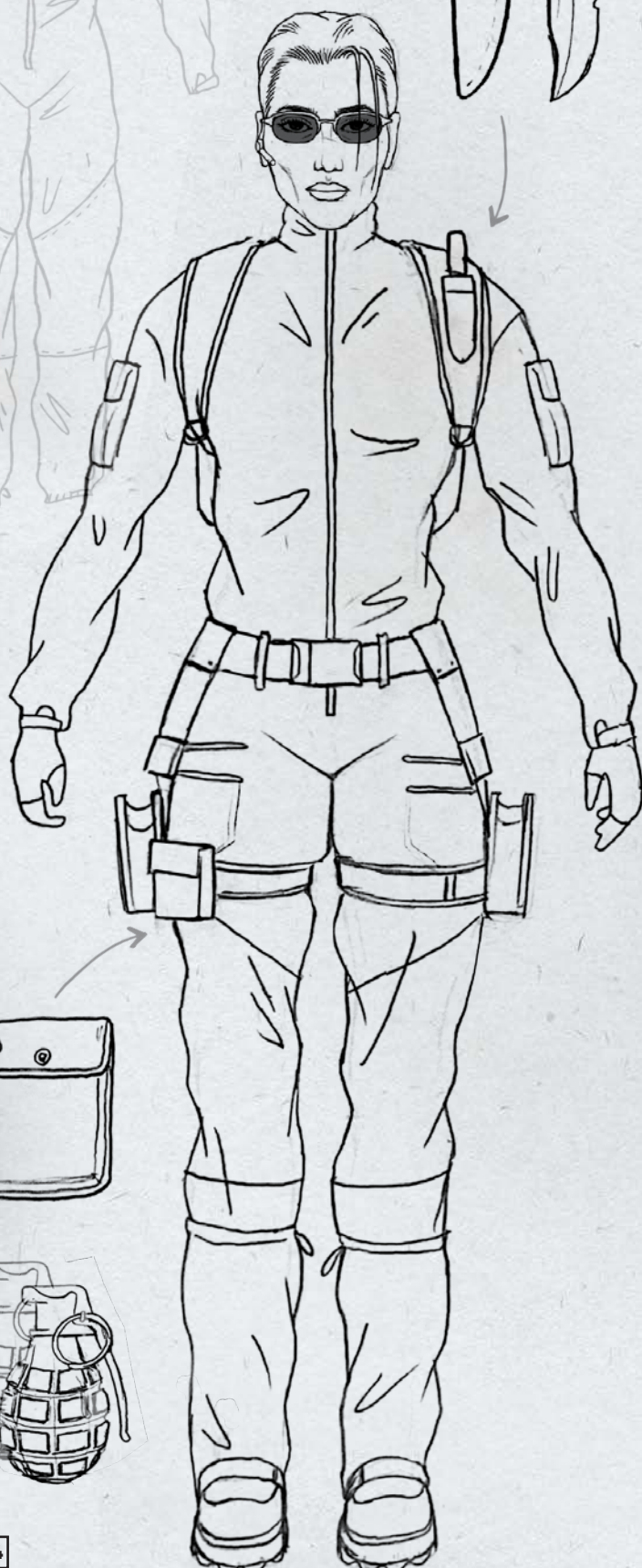
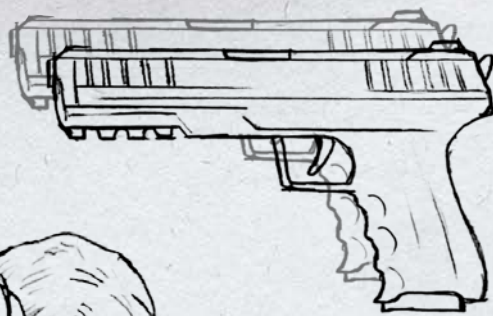
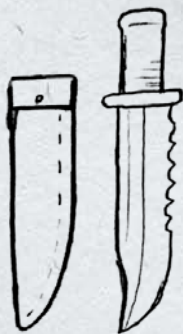




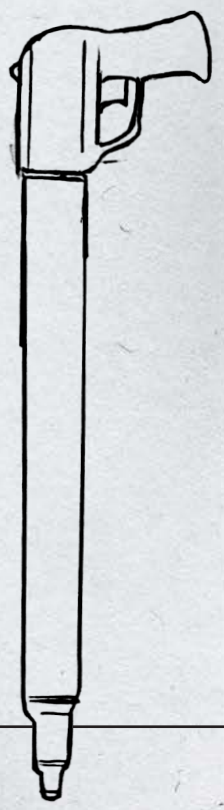
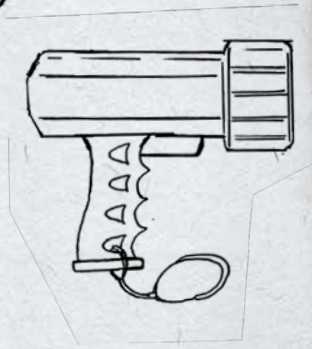
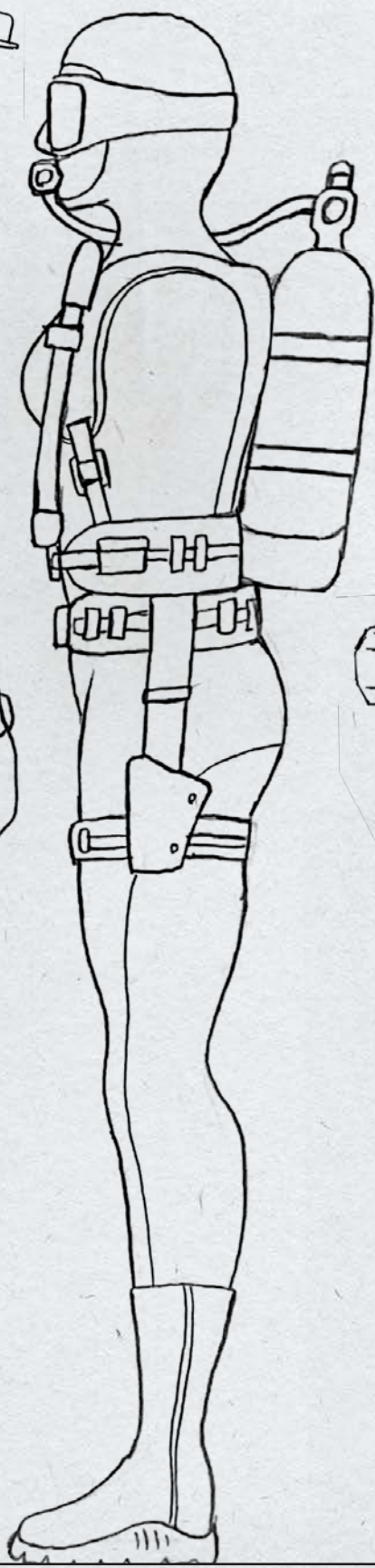
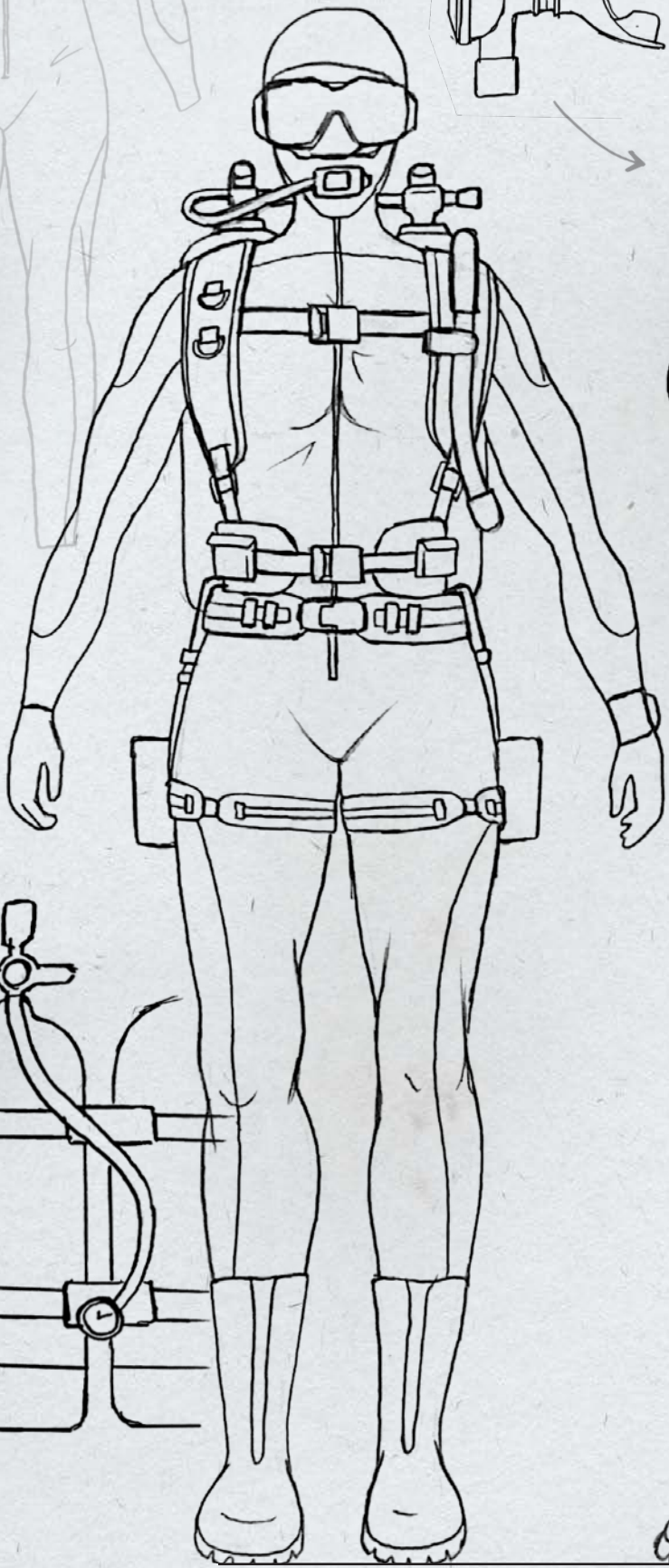
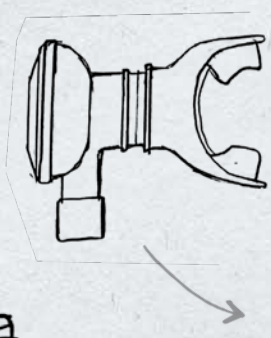
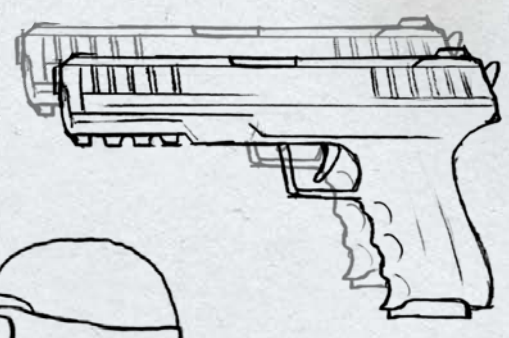
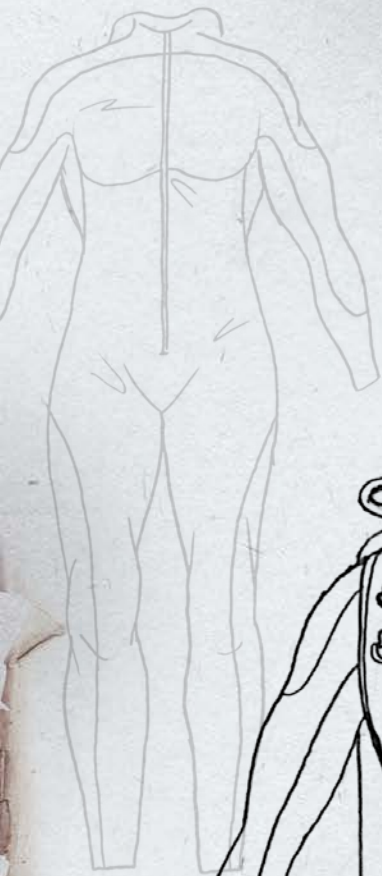


the classic outfit











LEGENDARY POSES

Lara Croft is above all an archaeologist but also a seasoned explorer. During all her adventures she has to climb many platforms, climb mountains and go against all odds. In short, she will live tumultuous experiences that will have consequences on her athletic physique. Although her beautifully modeled face may also be marred by traces of mud, dust and blood, it is very important that Lara's body language is natural, as well as the level of detail in the wrinkles of her various clothes.

The new Lara has learned to survive thanks to her previous opuses, now nothing stops her and she is ready to fight. The return of her two iconic pistols will allow her to handle her shot, and she also gets a higher level of endurance. She has become a «machine» and doesn't let herself be stopped, where the last trilogy wanted her to be more vulnerable and less acrobatic. The future of the Tomb Raider license looks explosive.

■ LARA CROFT IS BACK







chacun de ses mouvements vont avoir un impacte sur le plieement de ses vêtements sa musculature qui sera plus poussée sur les bras quand elle escalade ou plus poussée sur les jambes quand elle court



TOMB RAIDER

— A SURVIVOR'S LEGACY —



TOMB RAIDER
A SURVIVOR'S LEGACY

To conclude, Lara Croft will want to be stronger mentally and physically in this post-truth world she faces. The goal is to reboot once again this video game heroine to start again on her bases as a grave robber without forgetting her past as a survivor which gave her this new character: slightly colder and more determined. Also, her new body is the image of an athlete ready to overcome all the trials that await her without remaining invulnerable to falls or injuries. The new motion capture techniques will make the character more real than ever so that the player can fully put himself in the shoes of this strong and independent woman. Her look reflects her new personality, using her signature dual pistols to enhance the image of the original Lara Croft. A new story and new adventures are still to be written for the sequel of Tomb Raider but this new visual identity of the heroine is a good start for this sequel so much awaited by fans. This next opus is also aimed at this new generation of gamers, but especially female gamers, who are looking for a new character to identify with and take part in her story. A new adventure begins, a new heroine is revealed, a new video game is on its way.

