Lara Croft: Style Guide

Phase 1

VIRUS attacked

2010

core design

EIDOS

COMPACT disc

Lara Croft: Style Guide

Phase 2

VIRUS attacked

2010

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Lara Croft : Style Guide

Contents

Registration Information:

Welcome to the revised Lara Croft Tomb Raider: The Angel of Darkness, Style Guide. The Guide is designed to offer a personal incite into all aspects of Lara Croft, and will build into a comprehensive asset tool.

This version of the guide will be produced in two phases, the first phase is what you have now the second phase will offer updated imagery plus full character biography's on all the main characters in Lara Croft Tomb Raider: The Angel of Darkness.

In order to be updated and receive the additional content please send an email to the following address stating your full contact details so that we may be able to despatch the phase 2 sheets and disc to you:

Styleguide.registration@core-design.com

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LARA CROFT
TOMB RAIDER

the angel of darkness

A series of grisly murders brings Lara into conflict with a sinister Alchemist from the past, and a secret alliance of powerful individuals shrouded in mystery. At the centre of these mysteries are five 14th century paintings - the Obscura Paintings, which the Alchemist is desperate to repossess.

Accused of the murder of her one time mentor, Von Croy, Lara becomes a fugitive on the run. Pursued by the police, she follows this mysterious figure into a dark world of blood, betrayal and vengeance spanning across hundreds of years. It is up to her to defeat this unholy alliance and stop them from unleashing their incredible powers on the world.

" In the darkest recess of every human soul
slumbers the shadow of evil. "

- Werner Von Croy -

Tomb Raider : A Brief History

1995

Development of the first *Tomb Raider* game began at Derby based Core Design. From a brainstorming session came the idea for a corridor-style game featuring a mix of exploration, action and puzzle solving, played from a third person point of view. The project was ambitious, requiring a storyline with a strong element of adventure and a unique main character. Central to the concept was the idea of allowing this character complete freedom of movement to explore all areas of a state-of-the-art, highly detailed interactive gaming environment.

The concept was approved. Designers started researching and replicating locations using custom-built software, and programmers began development of a brand new game engine. A scriptwriter was hired to produce a movie-style storyline and to give the game characters their identities. Artist Toby Gard began thinking about a main character.

Tired of stereotypical 'macho' male game characters, Gard sought an alternative credible character. It had to be strong enough to overcome all the difficulties presented throughout the game, yet still remain agile enough to perform intricate moves with an element of grace. The character needed to captivate players through an epic adventure filled with ancient tombs and deadly traps. The result was *Lara Croft*. Dressed in combat shorts and a tight top, she would perform fearless acrobatic stunts and be proficient with a pair of pistols. She was immediately assigned her first adventure: *Tomb Raider* .

Using a female character, animators created a whole series of graceful, agile and fluid moves. She was stunning to look at. The shaping of her personality would be crucial to her credibility as an intelligent, resourceful and independent character.

Lara became an inquisitive and intrepid explorer who would literally stop at nothing to achieve her goals. She was also given an aristocratic background and the means to fund her adventures, but little was known about her personal life, other than the fact that her one passion was for adventure.

1996

Tomb Raider was unveiled to trade buyers at the US trade show E3 and at ECTS in the UK. Never before had such a versatile and powerful female character been featured in a computer game, let alone in the lead role.

On release in November, *Tomb Raider* entered the UK charts at Number One.

Tomb Raider received many awards - *Game of the Year, Adventure Game of the Year* and *PlayStation Game of the Year*. Core Design was recognised with awards for excellence in development.

1997

Lara hit the headlines as well as the top of the charts. David James, the Liverpool goalkeeper blamed poor performances on staying up nights playing *Tomb Raider*. Pop group *The Prodigy* blamed their album delay on time spent with Lara Croft. Super-group U2 requested and were given exclusive Lara footage for their PopMart tour.

In the same year, Core Design started *Tomb Raider II* - a sequel designed to surpass Lara's first adventure. The game featured many technical innovations and improvements, and also introduced a variety of vehicles for Lara to use. As well as a brand new storyline, new moves, outfits and weapons, the game for the first time featured exterior locations.

Precise details for accessories and outfits were created down to the pantone reference for her bootlaces.

The Face featured Lara on its front cover and featured her as an icon. It was the first time its cover had featured a digital image.

Tomb Raider II won 8 awards in the UK alone - including *Game of the Year, PC Game of The Year, Publisher of the Year, Developer of the Year* and the highly coveted *CTW Gold Marketing Award*.

Tomb Raider : A Brief History

1998

Core brought together a new team for the third *Tomb Raider*. The game engine was overhauled to allow for a vast number of technical improvements, which gave the game more speed, more detail, a new structure and an even greater sense of realism. Level design was also readdressed and a new system capable of creating more intricate structures was created. Lara's new moves included a crawl and a sprint, her wardrobe expanded and she was presented with new weapons and vehicles to try out, as well as new enemies to overcome and puzzles to solve.

Tomb Raider and *Tomb Raider II* were granted *Millennium Products* status after Tony Blair challenged businesses to demonstrate that Britain is the creative powerhouse of the world.

1999

Official news of the fourth instalment in the series *Tomb Raider: The Last Revelation* was announced in July. Entitled 'Tomb Raider: The Last Revelation', this *Tomb Raider* would boast a brand new inventory system, even higher levels of detail, all-new puzzle mechanisms and a new Lara Croft 3D model capable of performing yet more moves and acrobatic stunts.

Tomb Raider : A Brief History

Set in Egypt, the game marked a departure from the traditional globetrotting format and focused on a tightly woven storyline featuring mythology and the alignment of the stars at the Millennium. The objective was to draw the player into the most atmospheric and detailed tomb-raiding environment yet, allowing new puzzles and gameplay to provide a new challenge for both die-hard fans and new users alike. It featured a 16-year-old Lara.

On release, the title held the Number One chart position for Christmas. Core Design was awarded its most prestigious accolade to date: a BAFTA in recognition of *Tomb Raider* and Lara Croft's outstanding contribution to the interactive industry.

2000

Oscar-winning actress Angelina Jolie was selected to step into Lara's boots for the *Tomb Raider* film. Directed by the award-winning Simon West, filming began at Pinewood Studios and Cambodia.

Tomb Raider: The Last Revelation was released on Sega Dreamcast and went straight to Number One.

November 2000 saw the release of the final instalment in the first series of *Tomb Raider* games. *Tomb Raider: Chronicles* gave gamers the opportunity to play whole levels as young Lara. The PC version included a critically acclaimed level editor, which allowed gamers to create and play their own *Tomb Raider* levels. The game marked a significant end for Lara Croft's Tomb Raiding travels but what new adventures would lie in store?

2001

Lara Croft: Tomb Raider the movie opened in June 2001 and was a huge box office hit on both sides of the Atlantic. The DVD and VHS releases also received top 10 chart positions. The success of the film resulted in every *Tomb Raider* game ever released re-entering the charts.

The *Tomb Raider* series of games (5 in total) has now sold more than 25 million copies worldwide (December 2002).

Tomb Raider II is the biggest-selling game of all time in the UK and the original *Tomb Raider* is the third biggest (ChartTrack, December 2002).

Lara Croft

Education

Private Tutoring (3 - 11)
Wimbledon High School for Girls (11 - 16)
Gordonstoun Boarding School (16 - 18)
Swiss Finishing School (18 - 21)

NAME: Lara Croft
NATIONALITY: British   *You shouldn't ask a lady!*
D.O.B: 14/02
BIRTHPLACE: Wimbledon, Surrey
MARITAL STATUS: Single
BLOOD GROUP: AB
HEIGHT: 5ft 9"
WEIGHT: 9st 4
VITAL STATISTICS: 34D 24 35
HAIR COLOUR: Brunette
EYE COLOUR: Brown
DISTINGUISHING FEATURES: 9mm handgun

Early Years

Lara was independent and outgoing at school always preferring individual to team sports. Whilst at Gordonstoun she excelled at rock climbing, canoeing, horse riding and archery. A natural athlete she discovered a passion for firearms as an extra-curricula activity but was 'discouraged' by the school authorities. Later, in her Swiss finishing school, she developed her interest in firearms by charming her way onto the Swiss Armed Forces training range where she proved to be a natural and qualified marksman class. Later in life she felt drawn to fast vehicles and any form of extreme sports, "just to keep me in trim".

Finding Her Calling

As the daughter of Lord Henshingly Croft Lara was used to the security of an aristocratic background. Predictably she rebelled against the more confining aspects of her upbringing but when she moved to Gordonstoun in 1984 the mountains of Scotland gave her an unprecedented degree of freedom. Her world changed further when she came across the work of Professor Werner Von Croy and heard him lecture about his archaeological career. The experience had a profound effect on Lara, triggering a passion for remote locations and adventure.

Lara Croft

Her First Field Trip

She discovered that Von Croy was preparing for an archaeological expedition into Asia and persuaded her parents to let her accompany him. Von Croy was persuaded after being promised financial assistance for the expedition. He was also impressed by the young amazon's enthusiasm and energy. She could obviously take care of herself and the experience would be a unique educational opportunity.

This set the pattern for the rest of her life. For the first time she experienced the hazards and mysteries of the ancient world of antiquities. Terrifying dangers became an accepted part of her life from then on. In the intervening years she has combated ancient mythical forces, survived a Himalayan plane crash, outgunned heavily armed opponents and always emerged with the prize.

Lifestyle

Despite inheriting the Croft mansion in Surrey she lives the same way she prefers to work – alone. In her rambling home she has installed a custom-built assault course and shooting range. With her unique physical abilities, Lara is certain of being able to break many world athletic records but sees no challenge in this for herself. It lacks the necessary ingredient of danger.

The huge rooms of the mansion are useful for storing the many artifacts she has acquired in her adventures. There is also adequate space for her favourite vehicles. Anything on two wheels over 650 cc's is considered acceptable but she finds both the Triumph Speed Triple and the Harley V-Rod especially attractive.

Apart from her archeological successes Lara is proud of achievements in other areas too - she has driven the dangerous Alaskan Highway from Tierra del Fuego in South America in record time. This little escapade resulted in worldwide headlines confirming the opinion of the established Antiquities community that she was a loose cannon. She loves this profile but generally shuns the media spotlight as it interferes with her Tomb Raiding activities.

And Now...

Events in recent times have cast a shadow over Lara's life. She went missing presumed dead after a disastrous field trip to the Egyptian tombs with Von Croy. She refuses to confirm or deny rumours about time spent amongst obscure North African tribes but whatever happened after Egypt she has become almost a recluse since her return to the Croft ancestral home in Surrey.

Lara Croft

Hair:

Colour:	Brunette
Style:	Single Plait
Length:	To small of back
Pant.Ref:	478

Eye Brows:

Colour:	Dark Brown
Pant.Ref:	497

Eyes:

Colour:	Brown
Pant.Ref:	469

Bust: 34D

Waist: 24/61

Hips: 35/89

Height: 5'9"/1.75

Dress: 10/38

Skin:

Pant.Ref:	472

Shoe: 6/39

Pantone: 478   Pantone: 497   Pantone: 469   Pantone: 472

Costume : 1

Costume : 2

Costume : 3

Costume : 4

Costume : 1

Top:

Style:	Sleeveless Vest
	Cropped
Fabric:	Cotton/Lycra
	Pant.Ref: 5605

Shorts:

Style:	Camouflage
Fabric:	100% Cotton
	(canvas)
Pant.Ref:	5385, 5763, 5743

Gloves:

Style:	Fingerless
Fabric:	Leather
Pant.Ref:	Process Black

Boots:

Style:	Lace-up
Fabric:	Leather Upper
	Rubber Sole
Pant.Ref:	Straps: 465
	Upper: 732
	Soles: Process Black

Pantone: 5463   Pantone: 5385   Pantone: 5763   Pantone: 5743   Pantone: 465   Pantone: 732

Costumes & Equipment

Costume : 1

Backpack:
Style:	Small Knapsack
Fabric:	Leather Straps
	Canvas
Pant.Ref:	Straps: Process Black
	Canvas: Warm Grey 11

Belt:
Style:	8cm wide with large
	Brass Buckle
Fabric:	Leather
Pant.Ref:	Belt: Process Black
	Buckle: 729

Holsters:
Style:	Loop through belt at
	front and back.
	Holsters secured
	at garters
Fabric:	Leather
Pant.Ref:	Process Black

Socks:
Style:	Rolled over top
	of boots
Fabric:	Cotton
Pant.Ref:	607

Pantone: Warm Grey 11

Pantone: 729

Pantone: 607

Pantone: Process Black

Costume : 2

Top:

Style:	Sleeveless Vest Cropped
Fabric:	Cotton/Lycra Pant.Ref: 5605

Gloves:

Style:	Fingerless
Fabric:	Leather
Pant.Ref:	Process Black

Trousers:

Style:	Full-length Camouflage
Fabric:	100% Cotton (canvas)
Pant.Ref:	5385, 5763, 5743

Boots:

Style:	Lace-up
Fabric:	Leather Upper Rubber Sole
Pant.Ref:	Straps: 465 Upper: 732 Soles: Process Black

Pantone: 5605   Pantone: 5385   Pantone: 5763   Pantone: 5743   Pantone: 465   Pantone: 732

Costumes & Equipment

Backpack:
Style:	Small Knapsack
Fabric:	Leather Straps
	Canvas
Pant.Ref:	Straps: Process Black
	Canvas: Warm Grey 11

Belt:
Style:	8cm wide with large
	Brass Buckle
Fabric:	Leather
Pant.Ref:	Belt: Process Black
	Buckle: 729

Holsters:
Style:	Loop through belt at
	front and back.
	Holsters secured
	at garters
Fabric:	Leather
Pant.Ref:	Process Black

Socks:
Style:	Rolled over top
	of boots
Fabric:	Cotton
Pant.Ref:	600

Pantone: Warm Grey 11

Pantone: 729

Pantone: 607

Pantone: Process Black

Costumes & Equipment

Wetsuit:

Style:	Half Length
	Short Sleeves
	Zip to front
Fabric:	Neoprene
Pant.Ref:	302, 5415

Belt:

Style:	8cm wide with large
	Brass Buckle
Fabric:	Leather
Pant.Ref:	Belt: Process Black
	Buckle: 729

Gloves:

Style:	Fingerless
Fabric:	Leather
Pant.Ref:	Process Black

Pantone: 302   Pantone: 5415   Pantone: 5763   Pantone: Black

Costumes & Equipment

Costume : 3

Backpack:

Style:	Small Knapsack
Fabric:	Leather Straps
	Canvas
Pant.Ref:	Straps: Process Black
	Canvas: Warm Grey 11

Holsters:

Style:	Loop through belt at front and back. Holsters secured at garters
Fabric:	Leather
Pant.Ref:	Process Black

Knife:

Style:	Divers knife in toughened scabbard
Fabric:	Knife – metal
	Scabbard – reinforced rubber
Pant.Ref:	Black
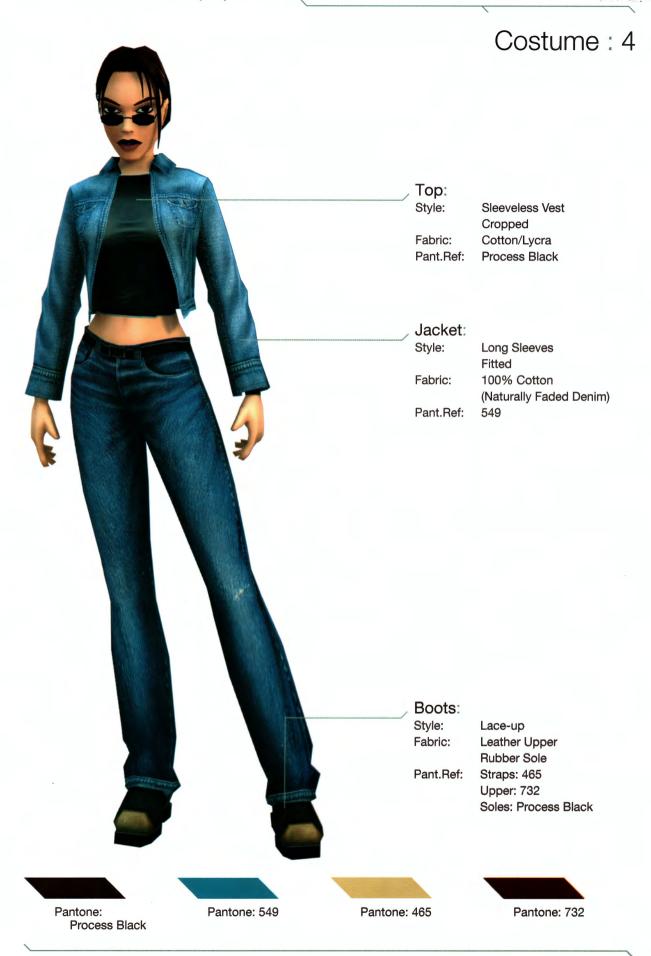
Pantone:
Warm Grey 11

Pantone:
Process Black

Costumes & Equipment

Top:

Style:	Sleeveless Vest
	Cropped
Fabric:	Cotton/Lycra
Pant.Ref:	Process Black

Jacket:

Style:	Long Sleeves
	Fitted
Fabric:	100% Cotton
	(Naturally Faded Denim)
Pant.Ref:	549

Boots:

Style:	Lace-up
Fabric:	Leather Upper
	Rubber Sole
Pant.Ref:	Straps: 465
	Upper: 732
	Soles: Process Black

Pantone:
Process Black

Pantone: 549

Pantone: 465

Pantone: 732

Belt:

Style:	4cm wide with Silver Buckle
Fabric:	Leather
Pant.Ref:	Process Black

Jeans:

Style:	Boot Cut
Fabric:	100% Cotton (Naturally Faded Denim)
Pant.Ref:	549
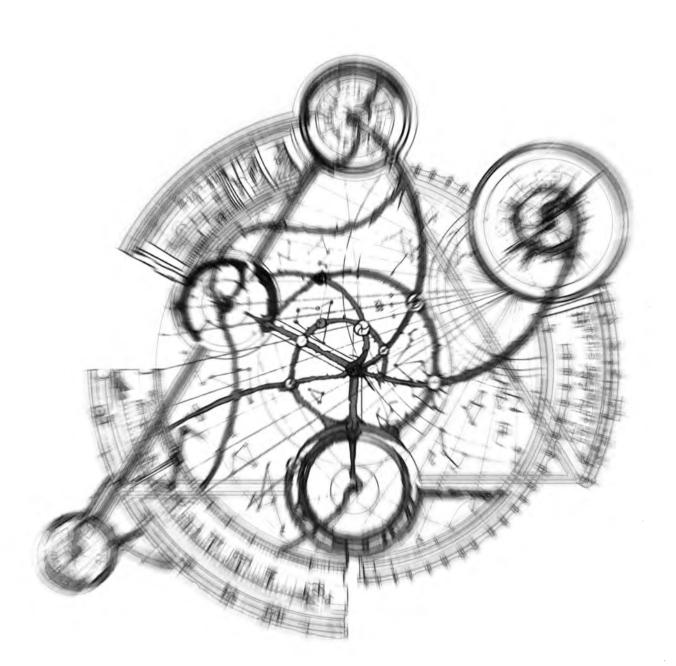
Pantone: 458

Pantone: Process Black

Kurtis Trent

Ex Legionnaire and adventurer. Raised as a Lux Veritatis initiate he took on his father's mantle as an adept after Eckhardt hunted down and killed the last of the ancient Order.

Top:
Style:	Faded Black shirt with red print
Fabric:	Cotton
	Shirt: Pant.Ref: 446
	Print: Red

Belt and Shoulder Holster:
Fabric:	Leather
Pant.Ref:	442, 729

Trousers:
Style:	Combat
Fabric:	Heavy Duty Cotton
Pant.Ref:	5763

Boots:
Style:	Lace-up
Fabric:	Leather Upper
	Rubber Sole
Pant.Ref:	Upper: 732
	Soles: Process Black

Pantone: 446	Pantone: 5763	Pantone: 442	Pantone: 729	Pantone: 732

Kurtis Trent

1972: KURTIS BORN 26/06/72 - Utah Salt Flats, USA.

1975: Kurtis, 3 years old, is being trained by his father Konstantin as a Lux Veritatis initiate. The ancient order is being ruthlessly hunted down by Eckhardt and the Cabal.

1988: Kurtis, age16, undergoes the most intense stages of his Lux Veritatis initiation.

1991: At age 19 Kurtis disappears and joins the Foreign Legion changing his name to Trent. He stays hidden within the Legion for five years but is constantly assaulted by bizarre events linked to the occult. Gets the nickname 'Demon Hunter'.

1996: Kurtis leaves the Legion. He begins freelancing with a variety of mercenary and semi legal agencies. He hears from his father but never sees him alive again.

2001: Konstantin, is murdered by Eckhardt. This is Kurtis' wake up call. He receives two talismanic items, the Periapt Shards, and the terrifying Chirugai blade. He goes after Eckhardt on a vengeance mission.

2002: Kurtis crosses paths with Lara Croft in Paris and they team up in Prague to combat the Cabal and Eckhardt.

The Chirugai:

Discus-like blade is an ancient Lux Veritatis weapon made of ferilium, a rare meteorite alloy. He inherited it along with the Periapt Shards when his father was killed by Eckhardt. Kurtis' ability to control the terrifying weapon comes from his early years of training as a Lux Veritatis initiate.

Chir-rug-ai: (Latin meaning - violent measures involving surgery)

Characters :

Professor Werner Von Croy

World respected archaeologist and part time adventurer. Was Lara's mentor in her early years. Now in his late fifties living in Paris.

Pieter Van Eckhardt

An insane fourteenth century genius known as The Black Alchemist.
After 500 years imprisonment in a containment pit he escaped
in 1945 and set about reviving the biblical race known as
the Nephilim.

Characters :

Joachim Karel

A corporate legal mastermind based in Paris. He oversees the Cabal's investments and recruitment whilst protecting their interests worldwide.

Louis Bouchard

Gangland czar running illicit operations throughout the
capital. Has a reputation for ruthless and opportunistic
violence on a large scale. Never been convicted.

Kristina Boaz

Originally based in Argentina Boaz became head of Corrective and Remedial Surgery at the Strahov Psychiatric Institute in Prague. She bears scars from a horrific plane crash survived in 1987.

Marten Gunderson

A veteran of countless conflicts world wide Gunderson
runs The Agency. This is a thinly disguised mercenary
recruitment service providing specialised forces
for anything from basic security to invasions.

Mlle. Margot Carvier

Historian and academic at the Louvre Dept of Medieval and Renaissance Studies. Involved in recent archaeological digs beneath the Louvre. Friend and colleague of Von Croy. Lives alone.

Thomas Luddick

A seedy, discredited reporter who has been tracking what he thinks are Mafia activities in Prague. In fact he's had the bad luck to cross the Cabal, who protect their operations ruthlessly.

Daniel Rennes

Specialist in illegal documentation and blackmarketeering. Uses a back street pawnbrokers as a front. Demolitions expert from his days in the French navy. Known to be insanely paranoid.

Dr. Grant Muller

Runs research programmes for the dubious World
Pharmaceuticals Commission based in Rome.
He also heads the Botanical Research wing
of the Strahov Complex in Prague.

Characters :

Luther Rouzic

Librarian Honorarium at Prague City Archives.
Acknowledged world authority on dead languages
and texts. Keeper of the Strahov archives.

Characters :

Anton Gris

Works as a coach and trainer within Bouchard's organisation. Originally recruited in Marseilles he was brought to Paris by Bouchard when operations expanded into the capital.

The Shaman
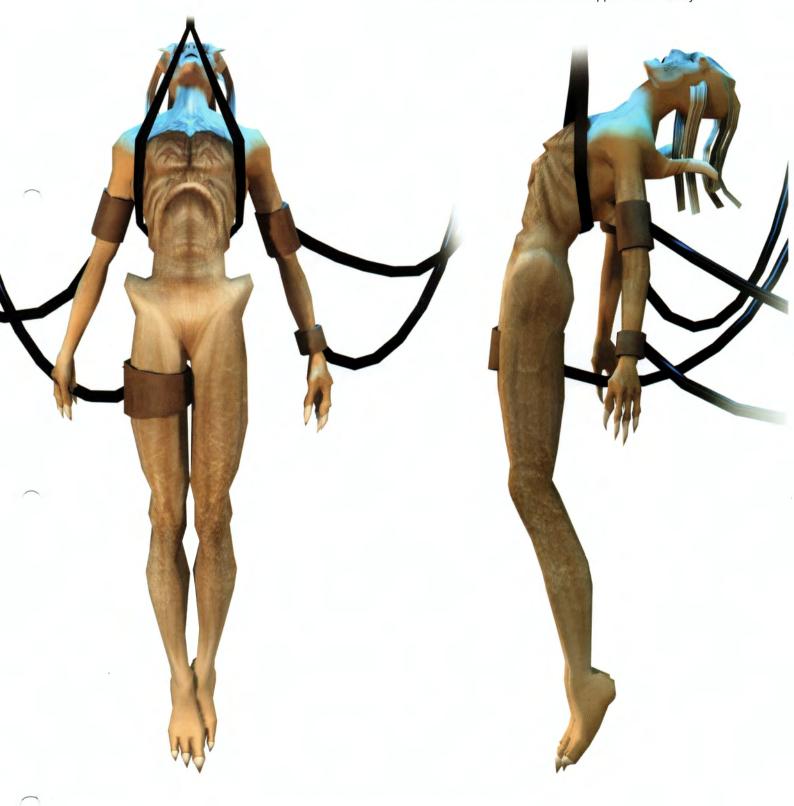
A North African healer and tribal mystic who took care
of Lara's recovery after the Egyptian tombs.

Characters :

The Sleeper

Said by legend to be the last intact specimen of the biblical Nephilim race. It is supposedly buried in one of the subterranean cities of central Cappadocia in Turkey.

Imagery Catalogue

Creating Lara Croft

Lara herself exists as a 3D polygon textured model, she is made up of over 5000 polygonal faces per model.

The model used for PR and Marketing purposes is taken straight from the game, therefore, for the first time in the Tomb Raider series the look of Lara will remain constant whether she appears in game or on a magazine cover. By way of comparison the very first in game Lara model was made of 350 polygonal faces.

The 'look' of Lara has smoothed a little over the years, this brand new model has enabled us to recapture the stylised look that has made Lara the household name that she has become.

As Lara exists as a complete 3D model we are able to bend and position her bone structure, then render her out at high resolution to cater for all marketing and PR needs. The 3D software allows us to light her as we wish and to use morphing techniques to create individual facial expressions.

Due to the versatility of the software, creating bespoke Lara images are relatively simple and can often only take a few days to complete.

Ordering Information

Terms and Conditions

This Style Guide contains images from the game Lara Croft Tomb Raider: The Angel of Darkness. Only the images from this Style Guide should be used to illustrate articles about the game.   No images from any of the previous Tomb Raider games should be used.

When writing about the game it should initially be referred to as 'Lara Croft Tomb Raider: The Angel of Darkness'. Thereafter in the same copy, the game may be referred to as 'Tomb Raider: The Angel of Darkness' or 'The Angel of Darkness'. The game should not be referred to in any other form apart from those listed above.

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San Francisco,
CA 94107
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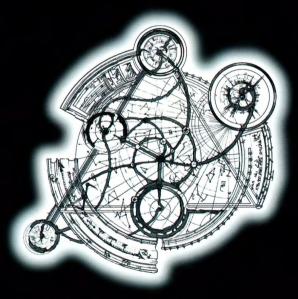
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Tomb Raider:
The Angel of Darkness Logo
(English)

Tomb Raider:
The Angel of Darkness Logo
(French)

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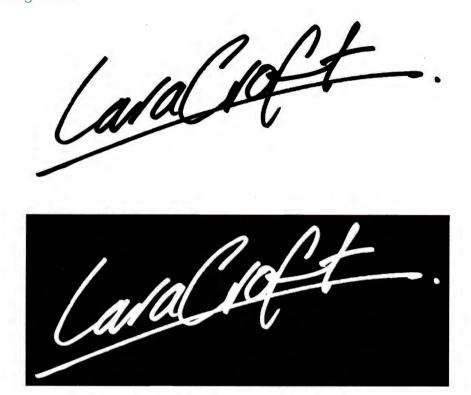
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