KLASSIKER DER SPIELEGESCHICHTE III

04 TOMB RAIDER 1996

26. MAI 2011
Eidos Interactive
Virtua Fighter

Sarah Bryant

Pai Chan
When Toby Gard designed the settings for Tomb Raider he initially envisioned a male lead character with a whip and a hat. Core Design founder Jeremy Heath Smith characterized the design as derivative of Indiana Jones, and asked for more originality. Knowing his male co-workers' preference for female game characters in Virtua Fighter, he recast the character as a South American woman, Laura Cruz, who evolved into Lara Croft after Core Design asked for a more "UK friendly" name; the name was selected from similar-sounding English names found in an English telephone directory.
Tomb Raider

Die Geschichte von Tomb Raider Spiel-Engines

- Tomb Raider (1996)
- Tomb Raider II
- Tomb Raider III
- Tomb Raider: The Last Revelation
- Tomb Raider: The Angel of Darkness
- Tomb Raider: Legend
- Tomb Raider: Underworld
- Tomb Raider (2011 video game)
Lara Croft
Spielelemente

- Raumrätsel
- Obejekträtsel
- Gegner
- Waffen / Munition
- Medi Packs
- Items / Schlüssel
- Artefakte
- Fallen
- Gegner
Grafik

Engine
Texture Shading
Imposters
3dfx: Anti Aliasing

When people ask what she would be like if you took her clothes off, the team simply says she would be a wire mesh.
3D Action Adventure
Raum

Große Räume – Viele Rätsel

Icon oder Symbol: Kein Fenster kann zerschossen werden. Bis auf eines.
Karten
Narration / Ludologie
There was something refreshing about looking at the screen and seeing myself as a woman. Even if I was performing tasks that were a bit unrealistic… I still felt like, Hey, this is a representation of me, as myself, as a woman. In a game. How long have we waited for that?” (Nikki Douglas in Cassell and Jenkins 1999).
She had a secret weapon in the world of gaming, well... actually two of them" (Lethal & Loaded, 8.7.01)
Weibliche Charaktere in Computerspielen
Merchandising

"Lara Croft is the monstrous offspring of science, an idealized eternally young female automaton, a malleable, well-trained technopuppet created by and for the male gaze"
Idoru

„Lara ist ein starkes Mädchen. Sie paßt auf sich auf, braucht keine Männer und läßt sich von niemandem reinreden. Ein zweidimensionales Spice-Girl eben. Probleme sind für sie da, um gelöst zu werden – mit Köpfchen oder Gewalt.‘
Filme