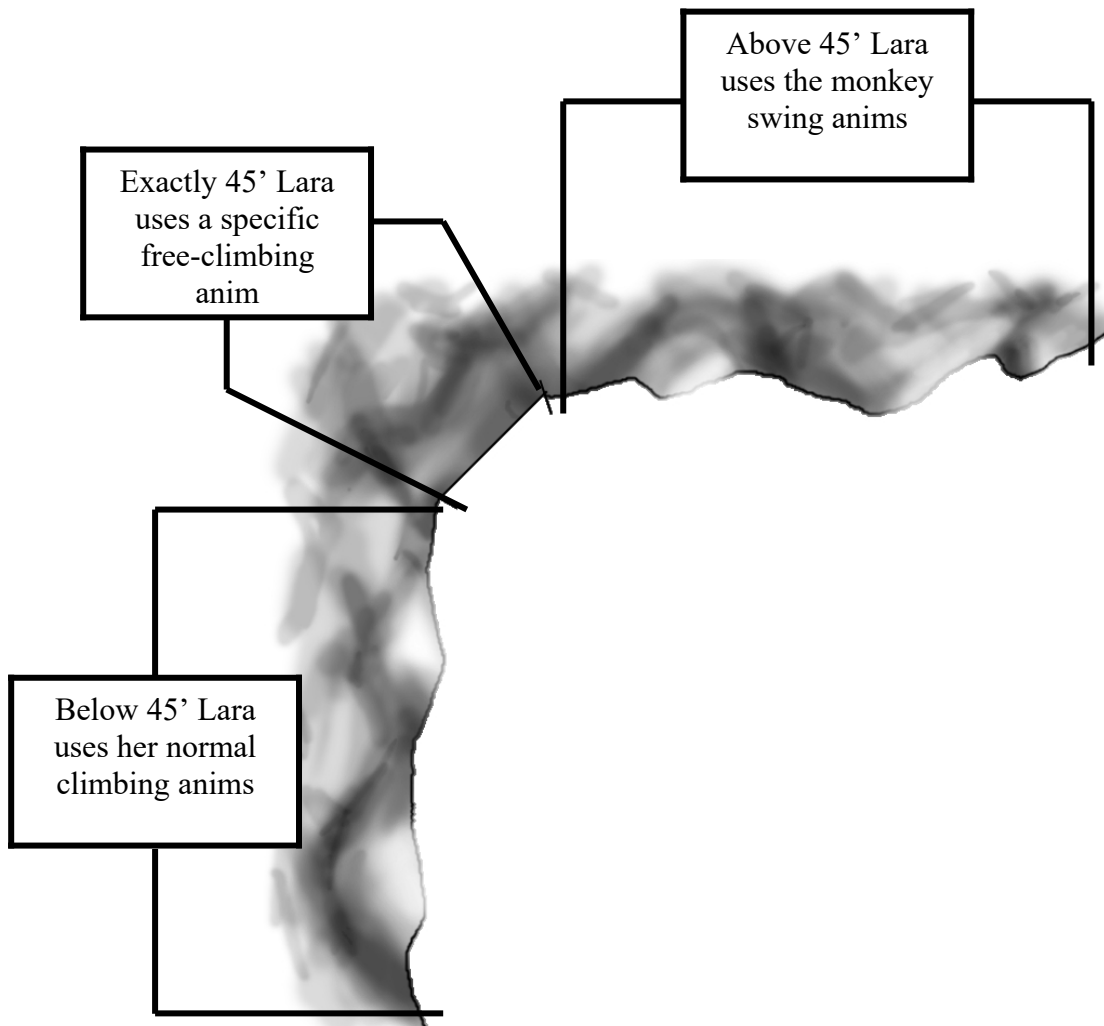


TOMB RAIDER LARA CROFT'S CLIMBING SKILLS



Polygons will be tagged as specific climbable areas depending on their gradient, the three specific areas are shown above (normal climb, free climb and monkey swing).

For the normal climb Lara's torso will be rotated to match the angle of the wall, hopefully the HAVOC system will be implemented allowing Lara to grab onto bits of climbable geometry.