

A cinematic image of Lara Croft from the game Shadow of the Tomb Raider. She is climbing a large, gnarled tree trunk in a dense jungle. The scene is set at sunset or sunrise, with a large, bright orange sun low on the horizon, creating a strong backlight effect. Lara is wearing her signature gear, including a tank top, cargo pants, and a utility belt. She has a machete in her right hand and a bow slung over her shoulder. The overall mood is adventurous and atmospheric.

SHADOW OF THE TOMB RAIDER

The Influence of Pre-Hispanic
Culture on Shadow of the Tomb
Raider



CRYSTAL
DYNAMICS

SQUARE ENIX



Who are we?

Rob Bridgett - Audio Director at Eidos Montreal

Brian D'Oliveira – Composer and Creative Director
at La Hacienda Creative in Montreal



Overview

- **Project Introduction**
- **Research**
- **Execution / Integration**
- **Performance**



Game Introduction

SHADOW OF THE TOMB RAIDER



2013



2015



2018







Audio Vision



composer meets new project

Fictional Setting *inspired* by authentic elements of Peruvian Amazon and Maya Culture



Lara Croft's *Point of View*

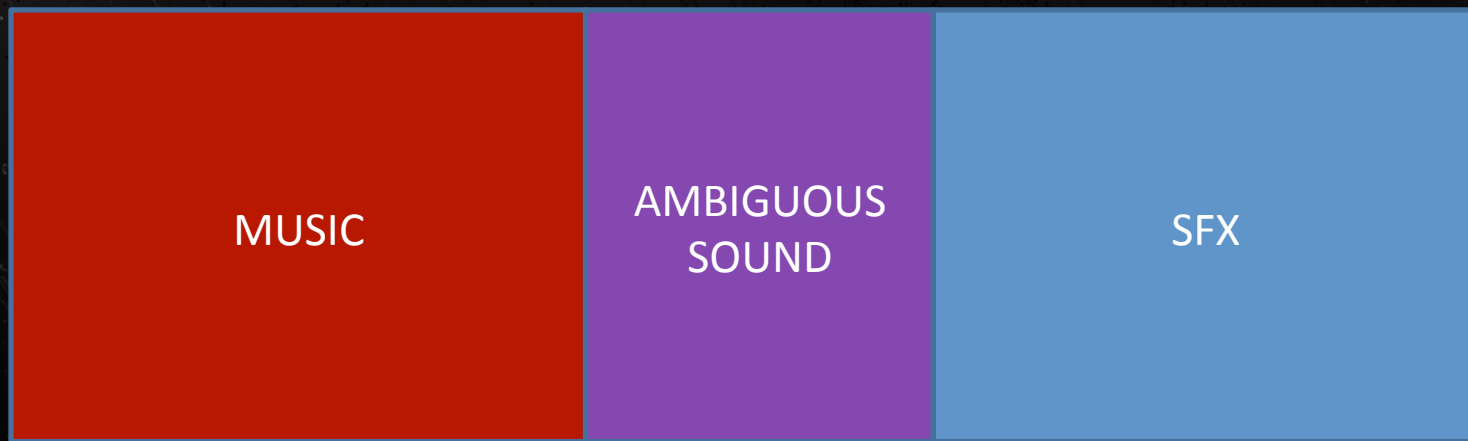


Audio Vision



FEAR

“FEAR”



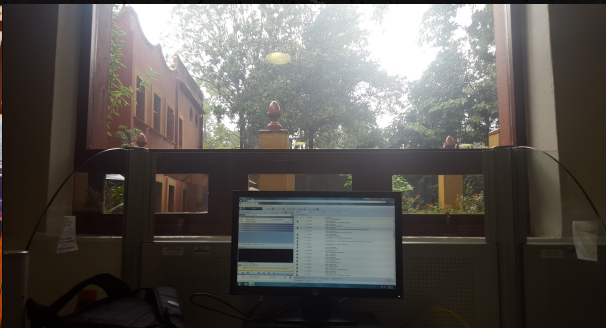
Research & Development: Music of the Maya

SHADOW OF THE
TOMB RAIDER



Research & Development

SHADOW OF THE TOMB RAIDER



Research & Development

S H A D O W O F T H E
TOMB RAIDER

Research & Development: SAT PERFORMANCES

SHADOW OF THE
TOMB RAIDER

Research & Development: PAITITI HUB

SHADOW OF THE
TOMB RAIDER



Execution / Implementation: LIVE SCORING PROCESS

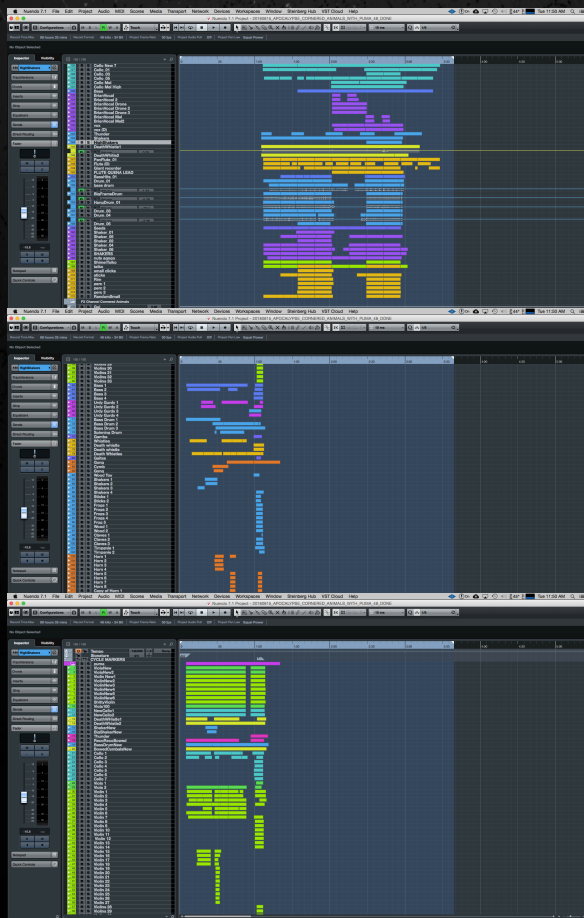
S H A D O W O F T H E
TOMB RAIDER

**MAY CONTAIN CONTENT
INAPPROPRIATE FOR CHILDREN**

Visit www.esrb.org
for rating information

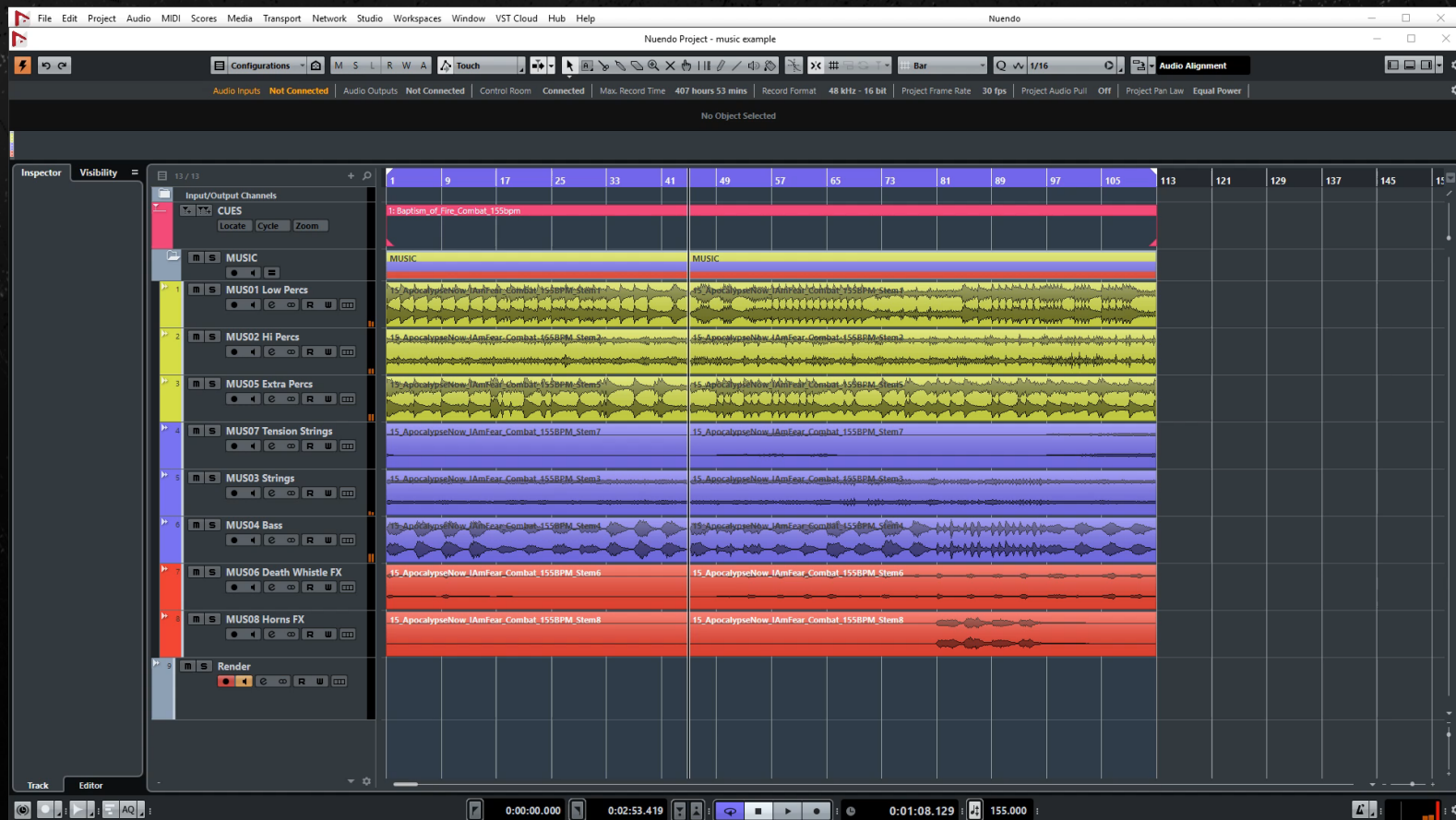
Execution / Implementation: LIVE SCORING PROCESS

SHADOW OF THE
TOMB RAIDER



Execution / Implementation: STEMS EDITORIAL

SHADOW OF THE TOMB RAIDER



Execution / Implementation

SHADOW OF THE
TOMB RAIDER

- ('Musical' Sounds placed in 3D around player) (#1 CONCH SHELLS)



Execution / Implementation

SHADOW OF THE
TOMB RAIDER

- ('Musical' Sounds placed in 3D around player) (#2 BOWED INSTRUMENT)



Execution / Implementation

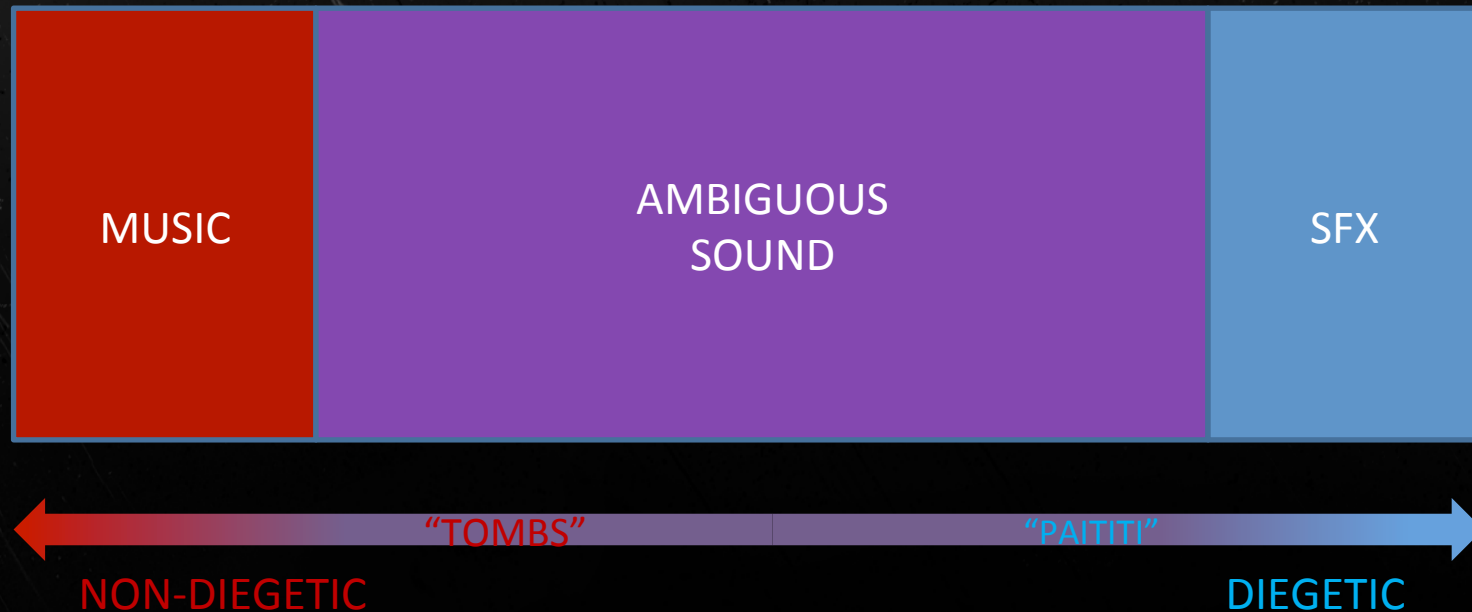
SHADOW OF THE TOMB RAIDER

- ('Musical' Sounds placed in 3D around player) (#3 BREATHS)



Audio Vision Evolved

SHADOW OF THE
TOMB RAIDER



Takeaway

SHADOW OF THE
TOMB RAIDER

- **Unique Identity and Tone.**
- **Sounds of Instruments heavily influenced Sound Design.**
- **Sound & Music are ONE CONCEPT in pre-Columbian Culture.**
- **Score felt a lot more ‘integrated’ than a traditional non-diegetic score....**



Q & A

*For any Questions feel free to chat in the
WRAP UP ROOM # (OR HALLWAY)*

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