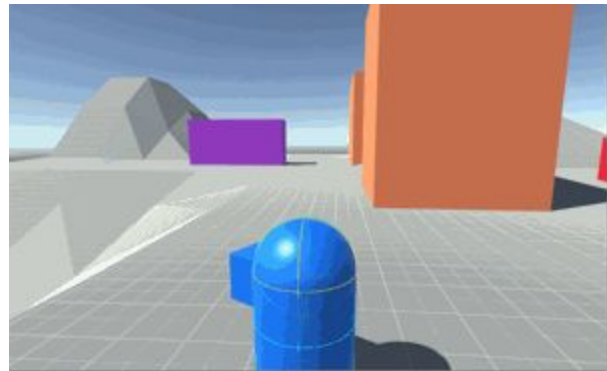


Tomb Raider Camera Case Study by Luis Brito

I wanted to create a camera that embodied modern third person camera controllers and techniques implemented. I used Crystal Dynamic's 2013 *Tomb Raider* as reference for implementing functionality for a camera. The camera works in 3 modes: **Explore**, **Follow**, and **Aim**.

Player navigation engages the **follow** cam. **Explore** cam allows the player to utilize full horizontal and vertical control over the camera.

Player's can crouch in each mode and the camera lerps accordingly. Settings like camera bob, pitch, and yaw are adjustable in the editor.

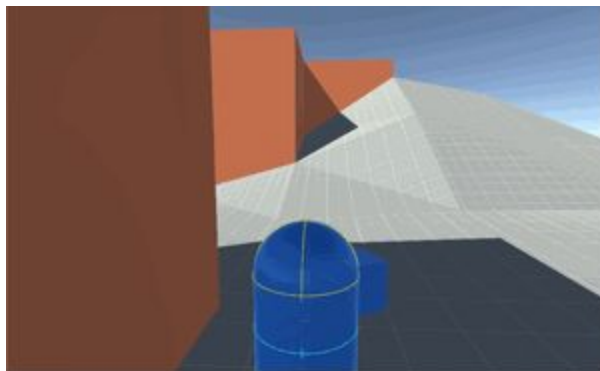


Direction based movement

follow mode, recenters on player direction

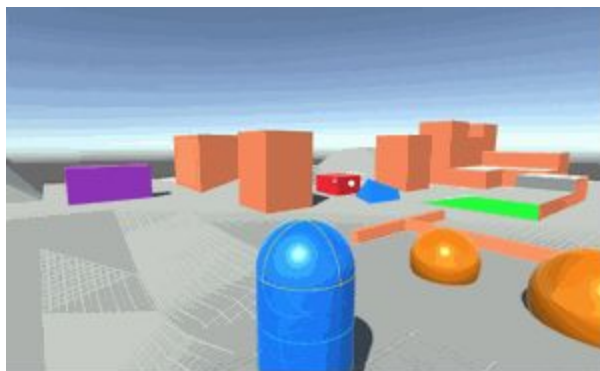
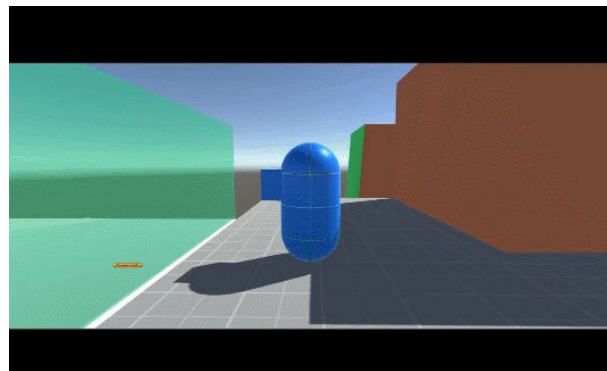
Camera Occlusion

Occlusion prevention + Clamped orbital camera



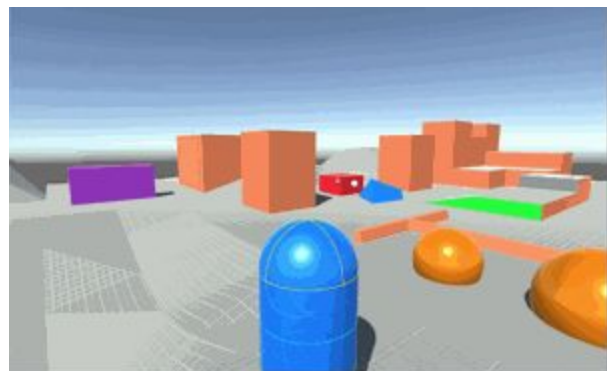
Reduced Control / Spline Camera

Landscape views, panoramic shots



Points of Interest / Zoom

Aim mode, also lerps FOV to desired amount



Crouching

Crouching adjust, lerped