So, this was done as part of the Al Munya project, done along side the Glare Anderson and her team at Edinburgh university, It was created to have dynamic climbing for the child character in the game reminiscent of the Assassin’s Creed climbing but obviously toned down for a child’s form, as well as it just being a demo piece. It uses animation rigged and detection to find hand and foot holds then moves then blends with climbing animations to achieve the dynamic climbing effect as the arms and legs move to grips it moves the centre of gravity of the model to get that moving as they pull themselves up feeling you see when children climb.