

METAGAME 2

Memento Mortem Mortis

Memento Mortem Mortis is an original piece of software that simulates the stretched skull from Hans Holbein's *The Ambassadors* (1533). Whereas Robert Lazzarini's skulls (2001) feature a variety of non-perspectival topological transformations applied to 3D geometry, Memento Mortem Mortis conflates the displaced picture plane from traditional anamorphic projection with the polygonal planes of a human skull through a graphic technique called texture mapping (see Figure 3.13). Although the anamorphic effects of puzzle games like Portal (2007), Echochrome (2008), levelHead (2008), and Miegakure (forthcoming) often revolve around a predetermined solution, in Memento Mortem Mortis each skull simply reveals a new level of anamorphic distortion. From a randomly-generated maze to the multiple levels of digital distortion, the puzzle may have a solution, but it is not for us. It is picture planes all the way down. To download Memento Mortem Mortis, go to [\[Insert URL\]](#).



Figure 3.13. Memento Mortem Mortis is an original metagame that uses texture-mapping to anamorphically smear an Ambassadors-themed maze across the surface of a human skull.