









Six black-white family photographs of children and young women innocently playing in the garden of my grandfather's country house in Visegrád a village north of Budapest around the early 1940s just prior to the German invasion at the onset of WWII, are each repeated 30 times and positioned within a three-dimensional virtual space to result in a lattice structure. The placement of each image is realized by custom software implementing the Voronoi mathematical model to position each image in varying angles in relation to each other generating altered perspectives reminiscent of 16th and 17th century Anamorphosis studies exemplified by Hans Holbein's portrayal of a distorted skull in his painting "The Ambassadors" from 1533.

The series is based on integrating visual technologies representing space and perspective from multiple centuries: 16<sup>th</sup> Century Anamorphosis, 19<sup>th</sup> Century photography, 20<sup>th</sup> Century abstract composition such as in the images by Laszlo Moholy-Nagy, and 21<sup>st</sup> Century image creation through computer coding.

The artwork loosely integrates both personal and historical narratives within the context of exploring software design as a technique for creating new kinds of images.







