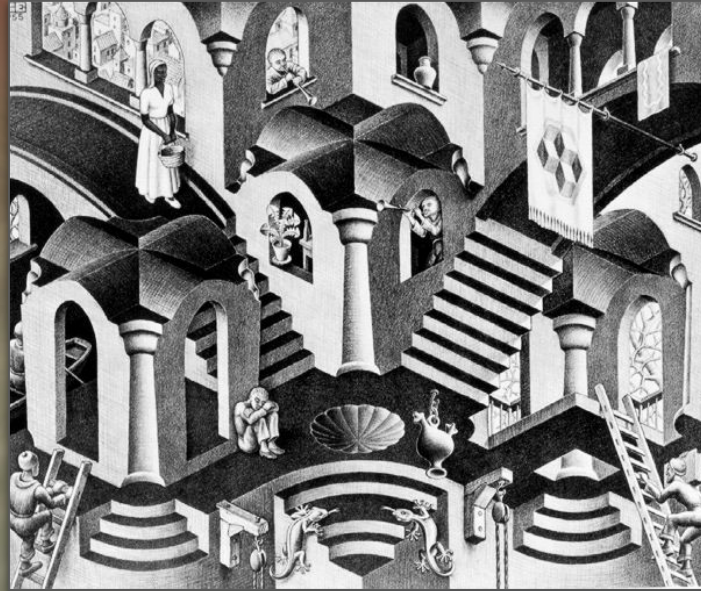


# Manifold Garden and M.C Escher

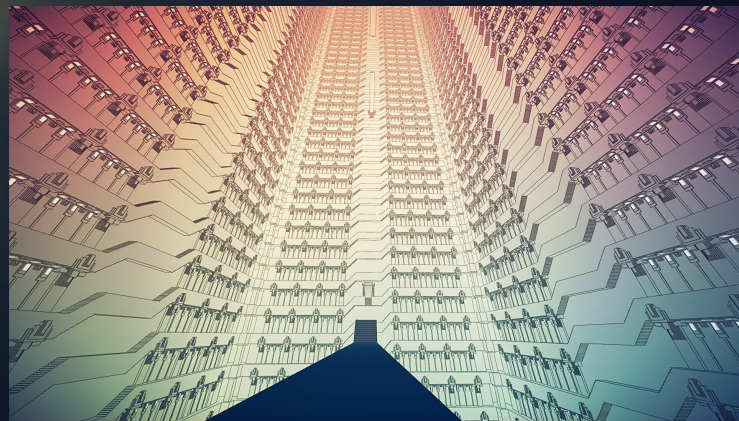
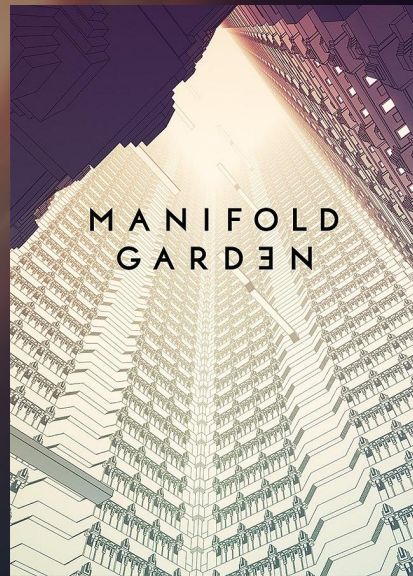


# Manifold garden

Manifold Garden is an indie first-person puzzle video game developed by American artist William Chyr.

It was released on Windows, macOS, and iOS on October 18, 2019.

The game takes place in a "universe with a different set of physical laws" where the player can manipulate gravity, being able to "turn walls into floors". The player must solve puzzles using the world's geometry in addition to devices within the architecture of the world. To aid the player, the world's tone takes on one of six colors depending on which direction they have manipulated gravity. Several facets of the game's world may only be interacted with when the gravity is oriented directly, with these objects sharing one of the six colors.



# M.C Escher

Maurits Cornelis Escher was a Dutch graphic artist who made mathematically inspired woodcuts, lithographs, and mezzotints.

Escher was for most of his life neglected in the art world, even in his native Netherlands.

He was 70 before a retrospective exhibition was held. In the late twentieth century, he became more widely appreciated, and in the twenty-first century he has been celebrated in exhibitions around the world.

Escher's art became well known among scientists and mathematicians.





# Colors used

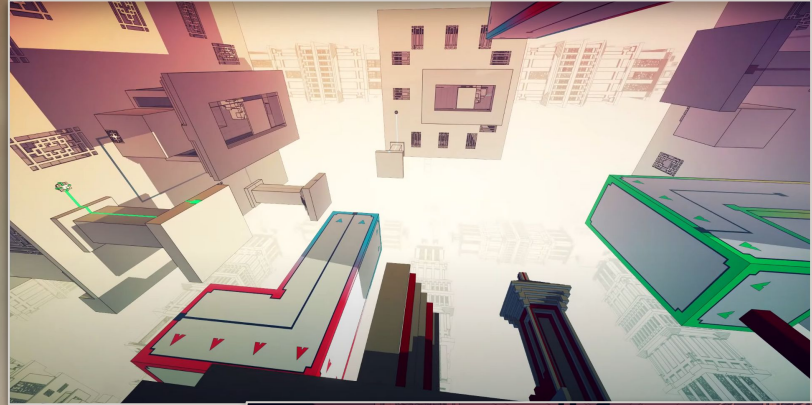
Manifold garden uses color simple colors that helps the player identify the gravity direction and the places where different objects go, giving the scenery a little contrast against the black and white, something that M.C Escher also did in his art. By using simple colors, the art changes drastically.



Gravity - June 1952

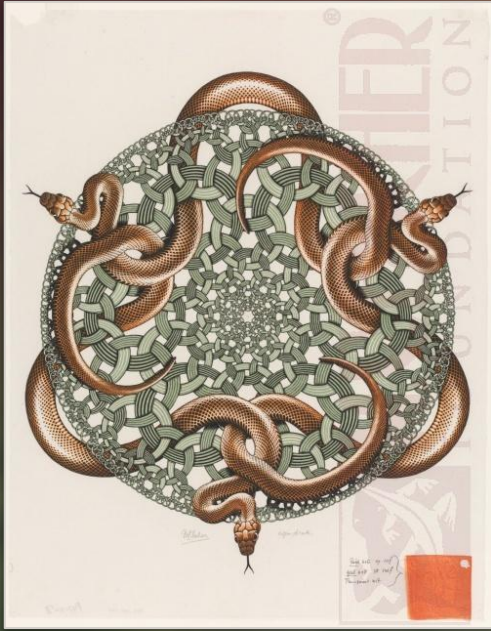


Möbius strip II - February 1963



# Colors used

By using color in a simple way without black and white as a background, it can make the eyes wander through the picture to find all of the colors being combined in one point. Colors arrive to one point to another helping the eyes understand what is being seen.



Snakes - July 1969





# Symmetry with buildings

Manifold garden plays with infinite buildings that repeat left and right to the player, forming a symmetry of forms that keeps going to the infinite. And that is still true in the art that Escher is known for.



Relativity - December 1953

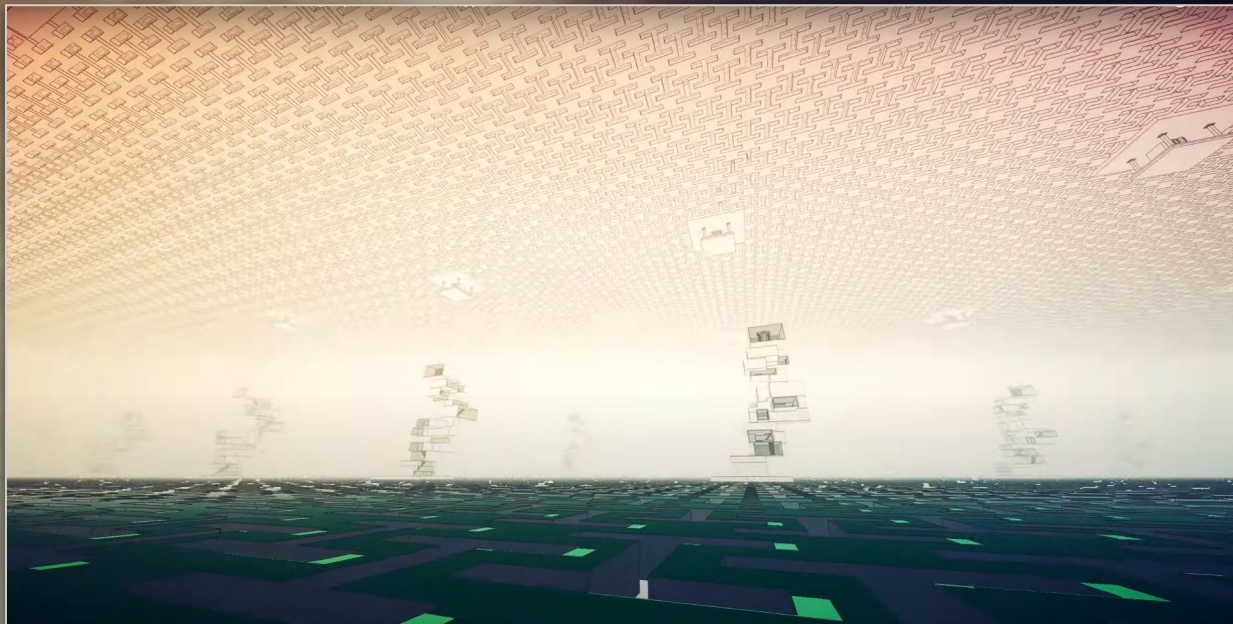


# Symmetry

In both the game and the drawings, buildings just collide against each other making this never ending vista that creates unique environments that feel like a mathematical equation in the flesh.



Convex and Concave - March  
1955

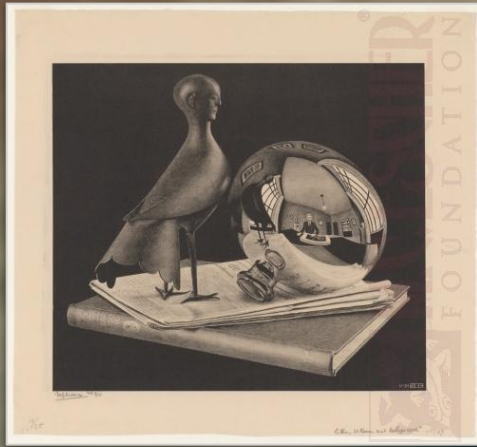


# Differences

Not everything can be similarities, Escher used different forms to create his type of art and buildings, where Manifold garden focuses on only using cube like figures to form architecture.



Hand with Reflecting Sphere  
- January 1935



Still Life with Spherical  
Mirror - November 1934

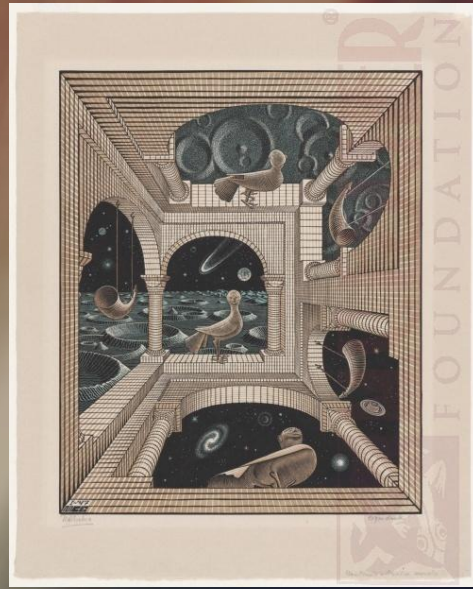




# Conclusion

To conclude, M.C Escher and Manifold Garden explore the theme of abstract places and surreal with different colors making both the art and the game part of the same type of artistic vision and helping to advance on that line of environment and amusing sensation of building that collapse into you and still have meaning.

Even though they both have difference in the forms used and the colors used may be different, both mediums share the mysticism and the mathematical feel to every section.



Other world - January 1947

