

## ARS QUBICA

Rández, L.<sup>1</sup>; Miana, P. J.<sup>2</sup>; Rubio, B.<sup>1</sup>; Corbalán, F.<sup>3</sup>; Vila, C.<sup>3</sup>

### SUMMARY

The basic approach of Ars Qubica is to highlight the presence of the geometry and mathematics in art. Taking a cube as the thread of the movie, a geometric figure that when is cutted by a plane, can result in squares, equilateral triangles, non-regular pentagons or hexagons. We will also check how these sections are present in different artistic and ornamental works.

**Keywords:** Mathematics ars, disclosure

**AMS Classification:** -

<sup>1</sup>Departamento de Matematica aplicada,  
Universidad de Zaragoza  
email: [randez@unizar.es](mailto:randez@unizar.es)

<sup>2</sup>Departamento de Matematicas,  
Universidad de Zaragoza  
email: [pjmiana@unizar.es](mailto:pjmiana@unizar.es)

<sup>3</sup>Universidad de Zaragoza