



**TITLE: Art and equations
(Artworks)**

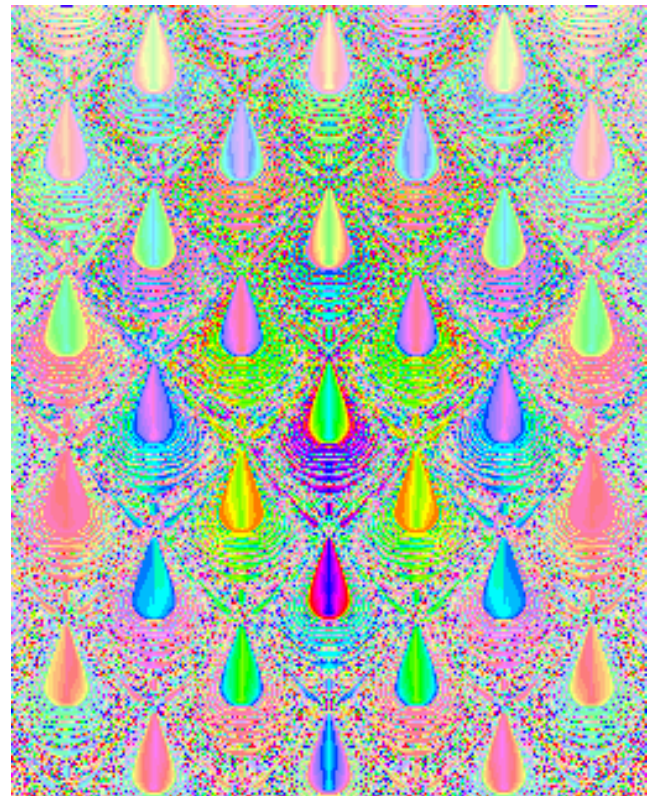
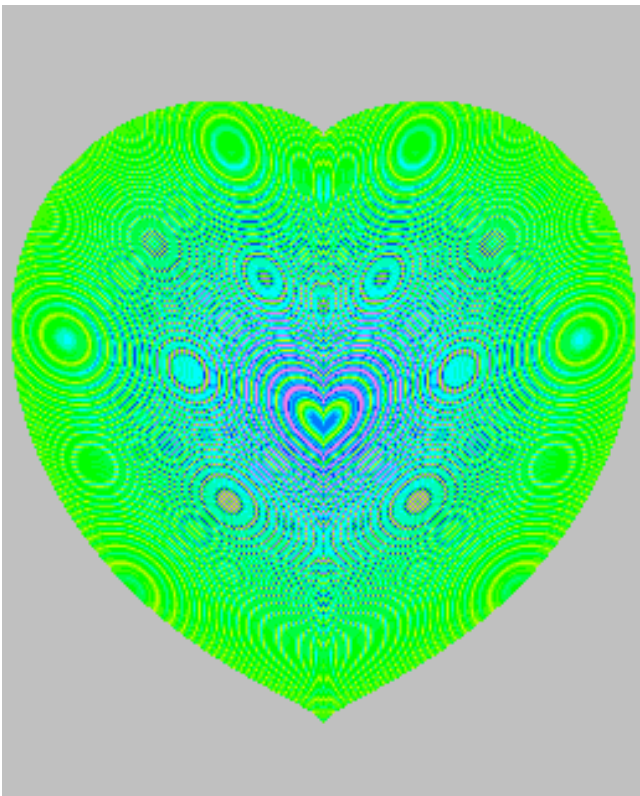
Topic: Art, Mathematics

**Author:
Raitis Ozols**

Latvia, University of Latvia, Department of
Mathematics
www.lu.lv

Abstract

Author of this work sometimes use programming in Free Pascal to create pictures that can be considered as an “art”, for example, see pictures below. To construct such works, for any point of picture with coordinates x and y , author uses procedure $\text{PutPixel}(x, y, c)$. Here c is a number, denoting some color. Number c often is computed from coordinates x and y cleverly combining equations of plane curves and trigonometric functions.



raitis.ozols@inbox.lv

Key words: Free Pascal, programming, equations

Main References:

[1] https://en.wikipedia.org/wiki/Algorithmic_art

[2] <http://mathworld.wolfram.com/HeartCurve.html>