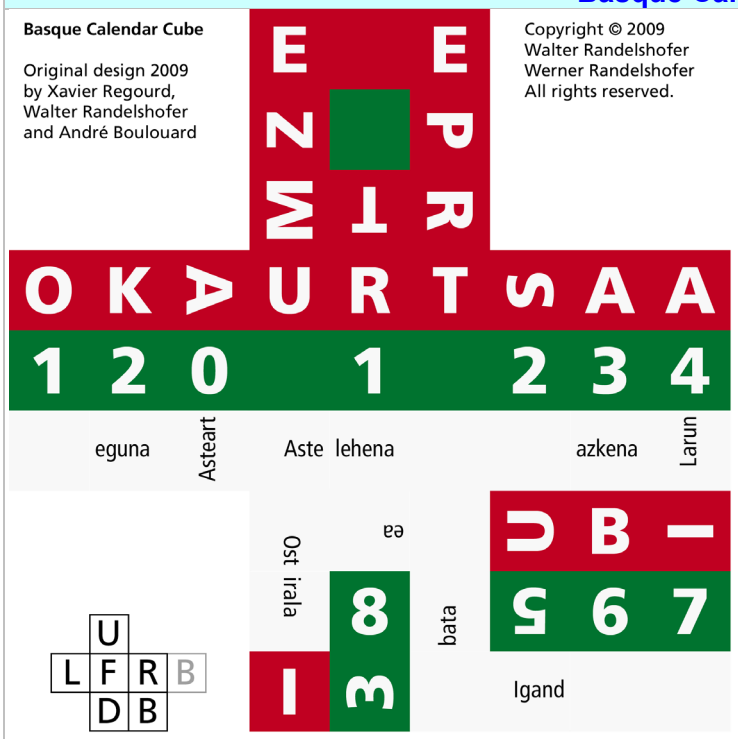
Basque Calendar Cube Mapping

In the mapping process of a calendar cube texture, all stickers are numbered from 0 to 53, following the numbering scheme of a reference 3x3x3 numbered cube. By doing so, each letter, number and blank can be uniquely identified. The result of the mapping process is used as an input to the CubeSynthesizer3 computer program, which will then synthesize all the 2562 algorithms used to animate this perpetual calendar.

Many animated calendar cubes can be found by browsing through pages of the following website:

http://www.randelshofer.ch/rubik/virtualcubes/virtual_rubik_en.html

Basque Calendar Cube



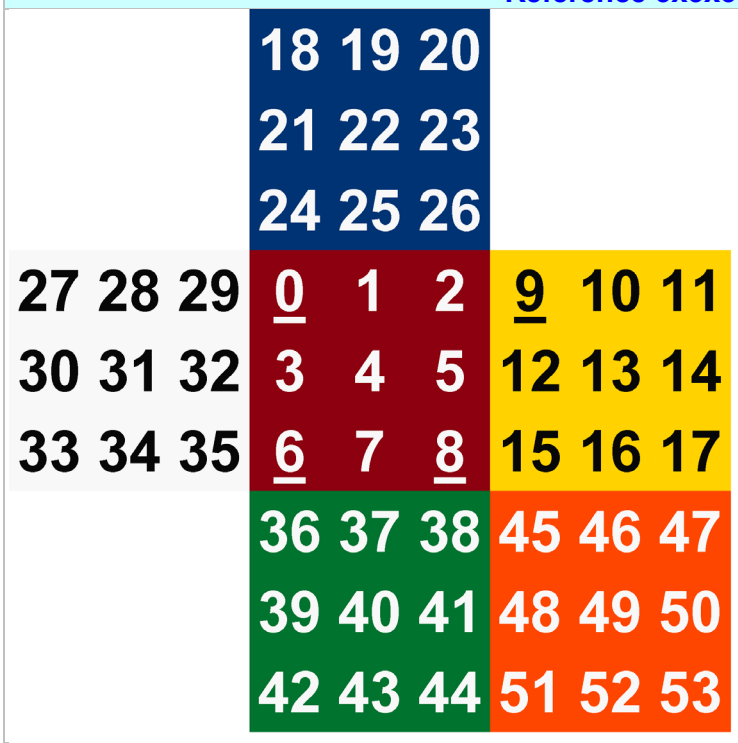
Texture

Saturday, August 15

Synthesized Algorithm

Saturday, August 15	MU' B2 MU B D' B' D F L' MF2 L F' U' L' B' L B' MF2 U2 B' U' L' B' L

Reference 3x3x3 Numbered Cube



Numbered Cube Texture

Virtual Numbered Cube

Basque Calendar Cube – Months							
Letters						Months	
Left	Numbering	Middle	Numbering	Right	Numbering	Month	Numbering
U	0	R	1	T	2	January	0
O	27	T	25	S	9	February	1
M	24	A	10	R	26	March	2
A	29	P	23	I	42	April	3
M	24	A	10	I	42	May	4
E	18	K	28	A	11	June	5
U	0	Z	21	T	2	July	6
A	29	B	46	U	45	August	7
I	47	R	1	A	11	September	8
U	0	R	1	R	26	October	9
A	29	Z	21	A	11	November	10
A	29	B	46	E	20	December	11

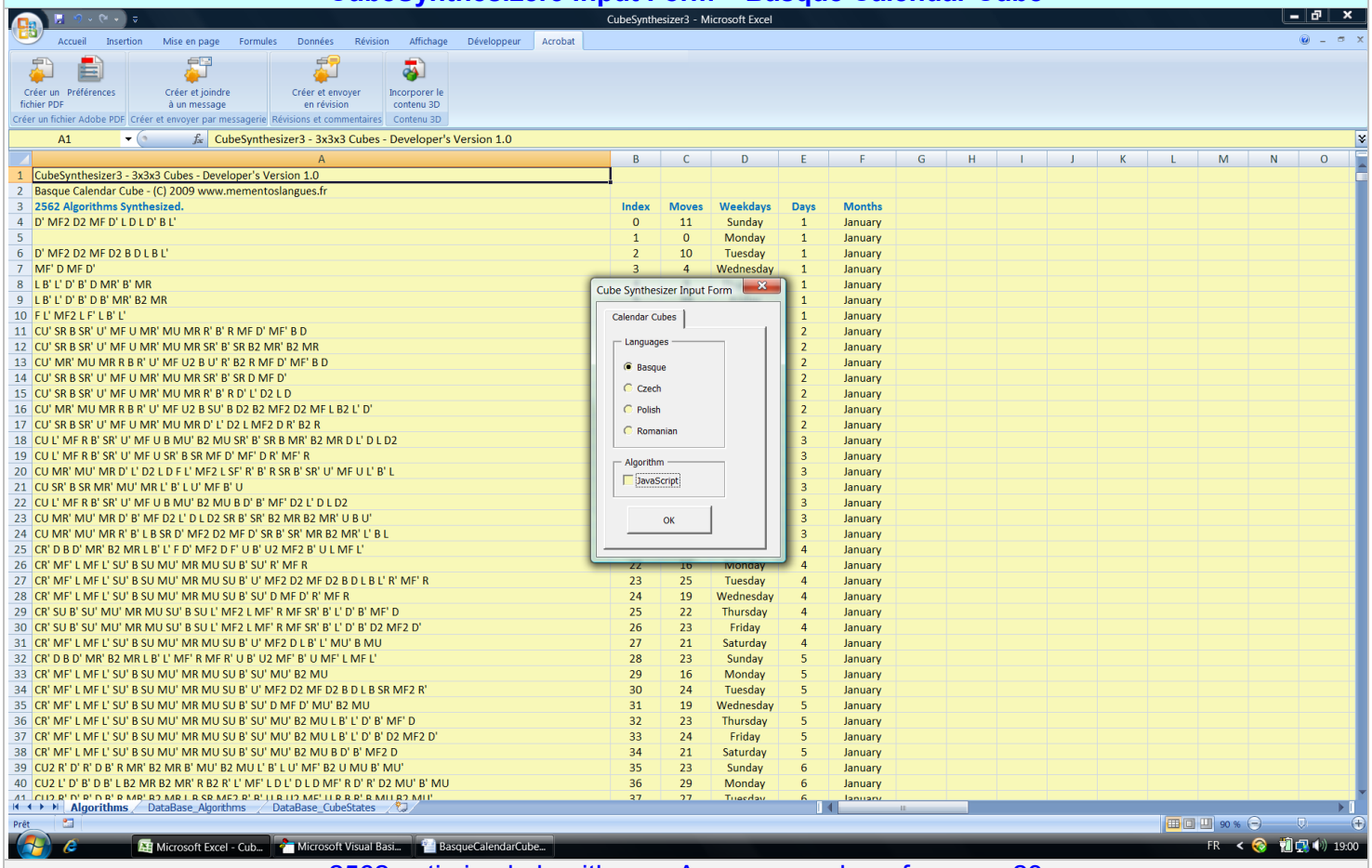
Basque Calendar Cube – Days							
Left	Numbering	Middle	Numbering	Right	Numbering	Day	Numbering
b3	3	1	4	b5	5	1	1
b3	3	2	31	b5	5	2	2
b3	3	3	13	b5	5	3	3
b3	3	b22	22	4	14	4	4
b3	3	b22	22	5	48	5	5
b3	3	6	49	b5	5	6	6
b3	3	b22	22	7	50	7	7
b3	3	8	40	b5	5	8	8
b3	3	9	49/180°	b5	5	9	9
b5	5	1	4	0	32	10	10
1	30	1	4	b5	5	11	11
1	30	2	31	b5	5	12	12
1	30	3	13	b5	5	13	13
b3	3	1	4	4	14	14	14
b3	3	1	4	5	48	15	15
1	30	6	49	b5	5	16	16
b3	3	1	4	7	50	17	17
1	30	8	40	b5	5	18	18
1	30	9	49/180°	b5	5	19	19
b5	5	2	31	0	32	20	20
2	12	1	4	b3	3	21	21
2	12	2	31	b3	3	22	22
2	12	3	13	b3	3	23	23
b3	3	2	31	4	14	24	24
b3	3	2	31	5	48	25	25
2	12	6	49	b3	3	26	26
b3	3	2	31	7	50	27	27
2	12	8	40	b3	3	28	28
2	12	9	49/180°	b3	3	29	29
b5	5	3	13	0	32	30	30
3	47	1	4	b5	5	31	31

Note 1: Blank b5 left is used with number 0 right and blank b3 right with number 2 left

Basque Calendar Cube – Weekdays							
Letters						Weekdays	
Left	Numbering	Middle	Numbering	Right	Numbering	Weekday	Numbering
Igand	51	ea	37	b8	8	Sunday	0
Aste	6	lehena	7	b8	8	Monday	1
Asteart	35	ea	37	b8	8	Tuesday	2
Aste	6	azkena	16	b8	8	Wednesday	3
Ost	36	eguna	34	b8	8	Thursday	4
Ost	36	irala	39	b8	8	Friday	5
Larun	17	bata	41	b8	8	Saturday	6

Note 2: Weekday numbering begins with Sunday (for compatibility with JavaScript)

CubeSynthesizer3 Input Form – Basque Calendar Cube



2562 optimized algorithms – Average number of moves: 23