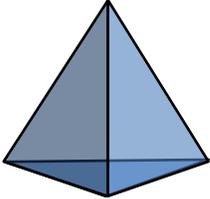
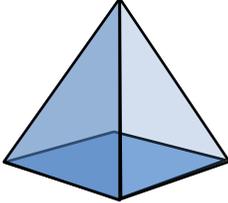
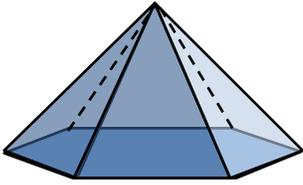
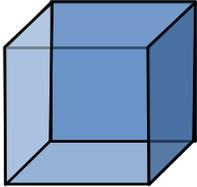
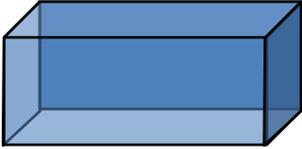
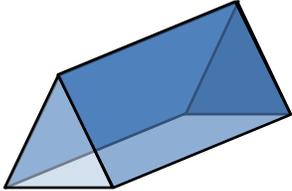
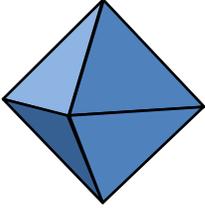
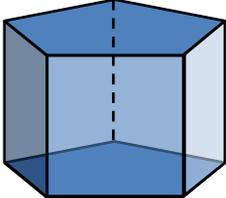
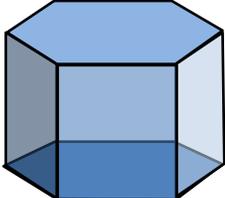
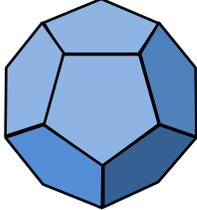
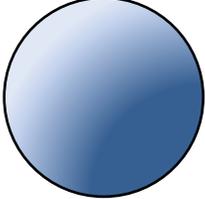
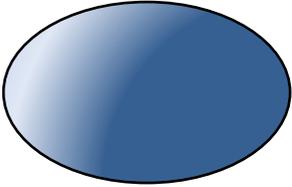
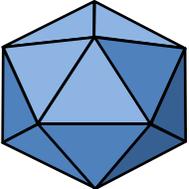
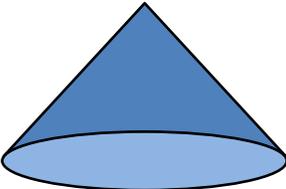
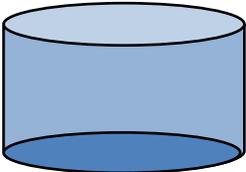


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# GEOMETRY QUICK GUIDE 3: 3D SHAPES

		
<b>Tetrahedron</b> Faces: 4; Edges: 6; Vertices: 4	<b>Square pyramid</b> Faces: 5; Edges: 8; Vertices: 5	<b>Hexagonal pyramid</b> Faces: 7; Edges: 12; Vertices: 7
		
<b>Cube</b> Faces: 6; Edges: 12; Vertices: 8	<b>Cuboid</b> Faces: 6; Edges: 12; Vertices: 8	<b>Triangular prism</b> Faces: 5; Edges: 9; Vertices: 6
		
<b>Octahedron</b> Faces: 8; Edges: 12; Vertices: 6	<b>Pentagonal prism</b> Faces: 7; Edges: 15; Vertices: 10	<b>Hexagonal prism</b> Faces: 8; Edges: 18; Vertices: 12
		
<b>Dodecahedron</b> Faces: 12; Edges: 30; Vertices: 20	<b>Sphere</b> Faces: 0 or 1; Edges: 0; Vertices: 0	<b>Ellipsoid</b> Faces: 0 or 1; Edges: 0; Vertices: 0
		
<b>Icosahedron</b> Faces: 20; Edges: 30; Vertices: 12	<b>Cone</b> Faces: 1 or 2; Edges: 0 or 1; Vertices: 0 or 1	<b>Cylinder</b> Faces: 2 or 3; Edges: 0 or 2; Vertices: 0



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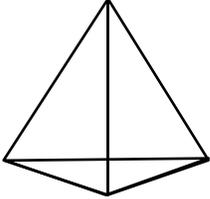
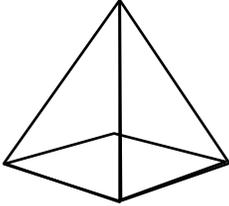
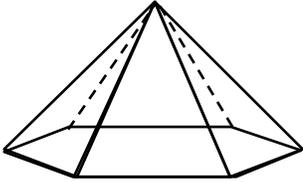
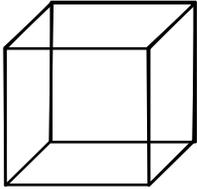
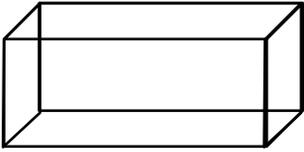
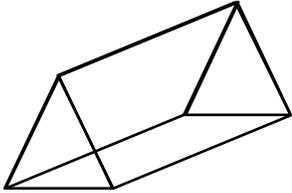
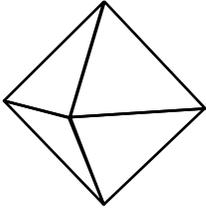
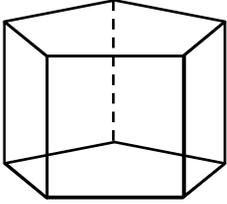
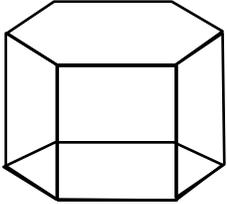
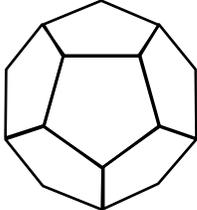
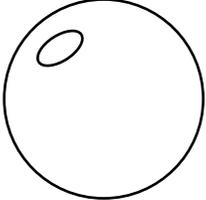
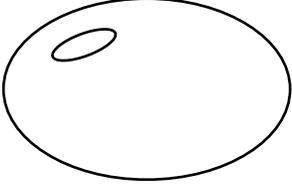
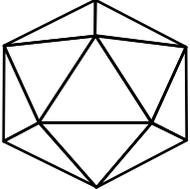
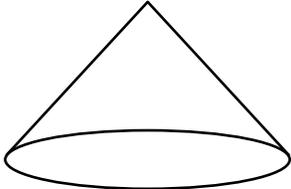
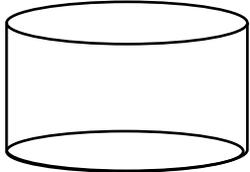
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