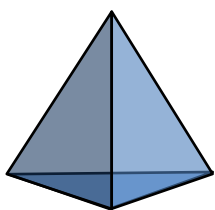


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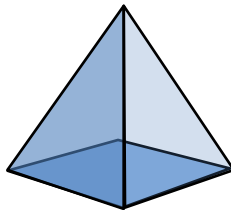


GEOMETRY QUICK GUIDE 3: 3D SHAPES



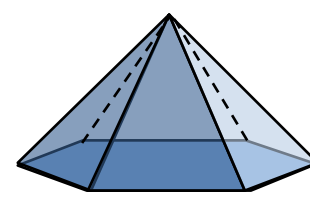
Tetrahedron

Faces: 4; Edges: 6; Vertices: 4



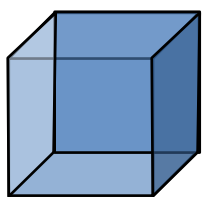
Square pyramid

Faces: 5; Edges: 8; Vertices: 5



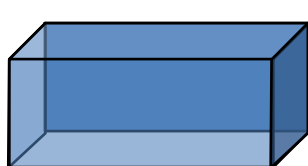
Hexagonal pyramid

Faces: 7; Edges: 12; Vertices: 7



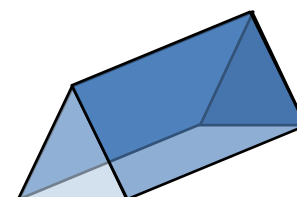
Cube

Faces: 6; Edges: 12; Vertices: 8



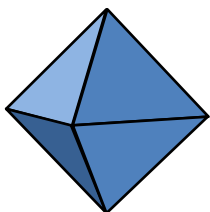
Cuboid

Faces: 6; Edges: 12; Vertices: 8



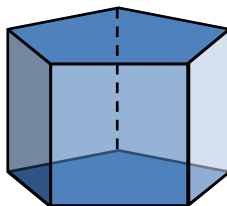
Triangular prism

Faces: 5; Edges: 9; Vertices: 6



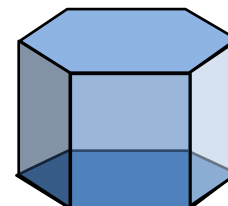
Octahedron

Faces: 8; Edges: 12; Vertices: 6



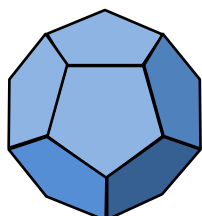
Pentagonal prism

Faces: 7; Edges: 15; Vertices: 10



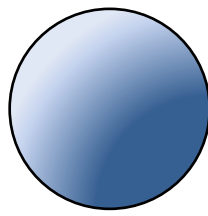
Hexagonal prism

Faces: 8; Edges: 18; Vertices: 12



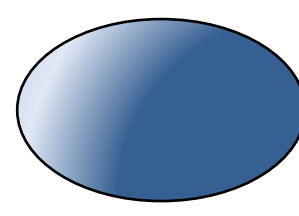
Dodecahedron

Faces: 12; Edges: 30; Vertices: 20



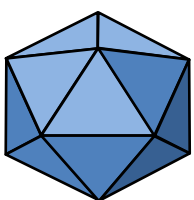
Sphere

Faces: 0 or 1; Edges: 0; Vertices: 0



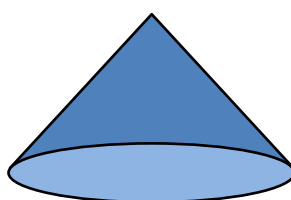
Ellipsoid

Faces: 0 or 1; Edges: 0; Vertices: 0



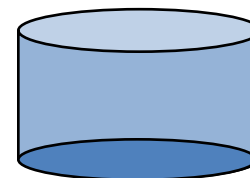
Icosahedron

Faces: 20; Edges: 30; Vertices: 12



Cone

Faces: 1 or 2; Edges: 0 or 1;
Vertices: 0 or 1



Cylinder

Faces: 2 or 3; Edges: 0 or 2;
Vertices: 0

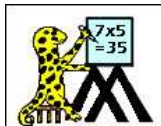


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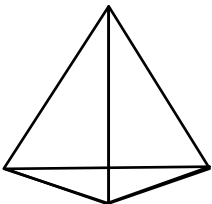
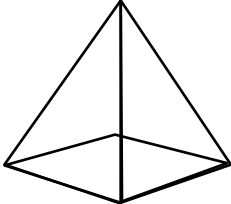
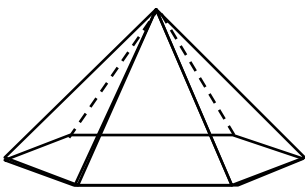
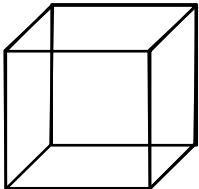
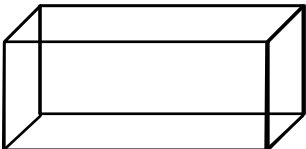
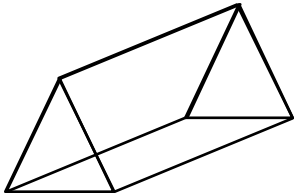
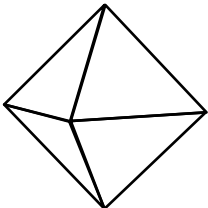
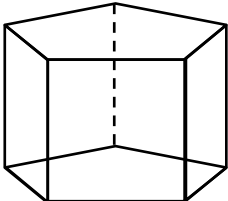
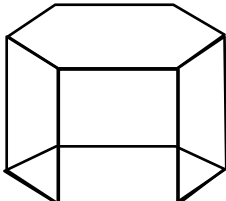
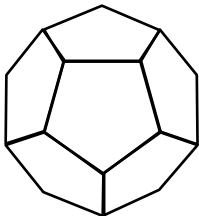
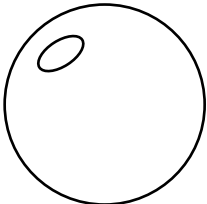
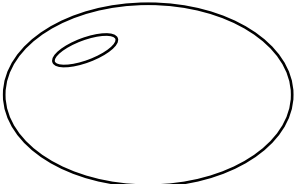
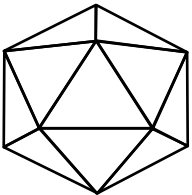
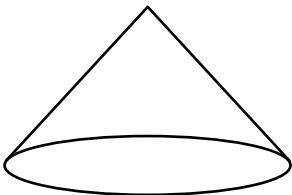
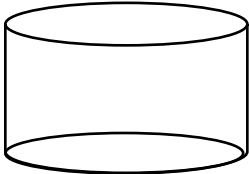
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GEOMETRY QUICK GUIDE 3: 3D SHAPES

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



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