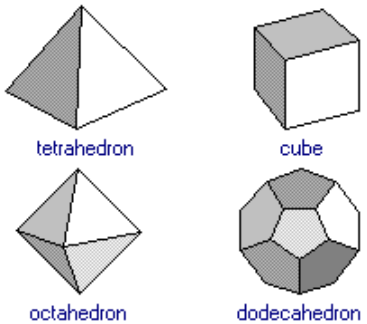
I ♥ polyhedra

NAME	shape of face	number of faces
tetrahedron		
cube		
octahedron		
dodecahedron		
icosahedron		

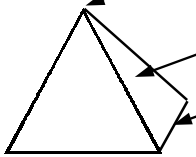


NAME	number of edges	number of faces	number of vertices
tetrahedron			
cube			
square-based pyramid			
triangular prism			

FACES + VERTICES =

Euler's Theorem

regular polyhedra (Platonic solids)

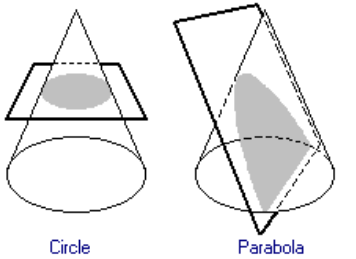


terminology

start

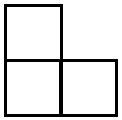
cross sections

eg of a cone (conic sections)

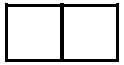


isometric diagrams

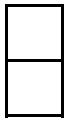
front view



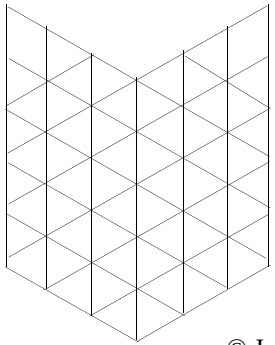
plan view



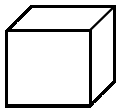
end view



eg draw an isometric veiw of these 3 cubes

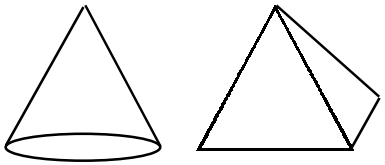


nets



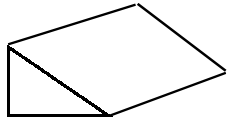
eg draw the net of this cube

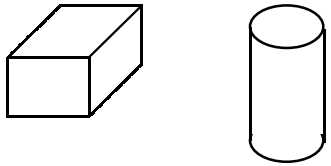
pyramid family



features: faces come to a common _____

prism family





features: _____faces with _____ cross-sections