

Properties of 3D Shapes

An introduction

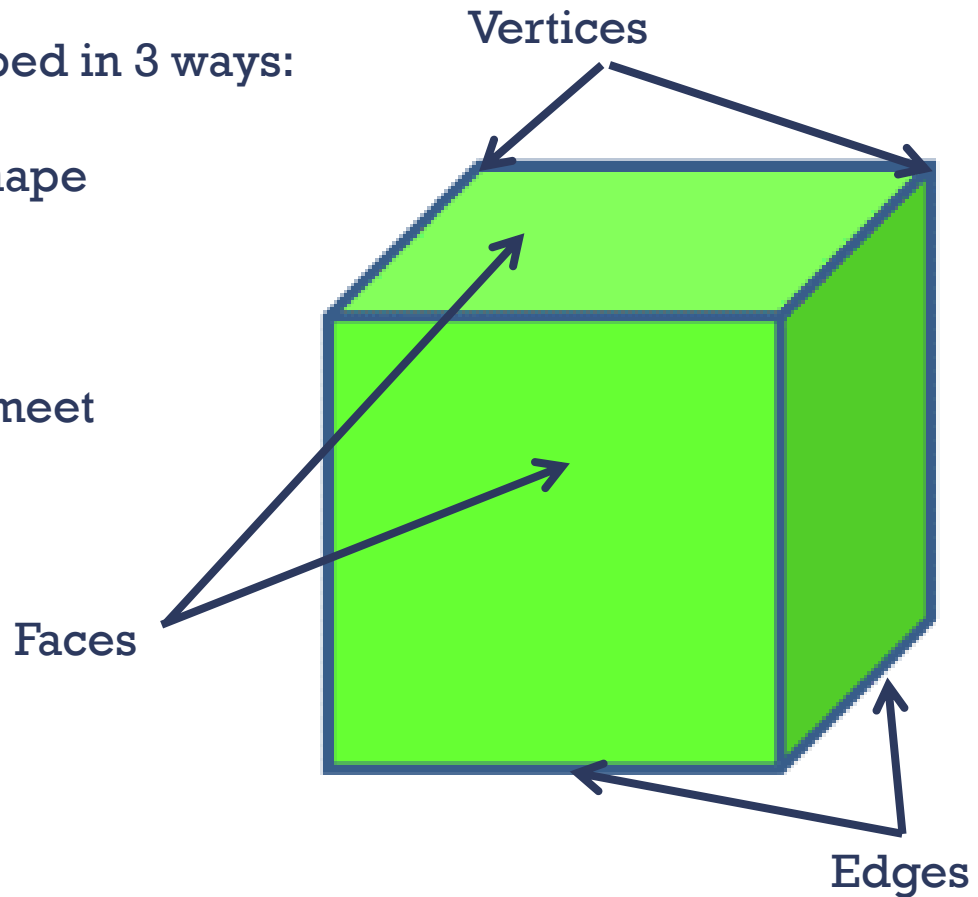
Faces, Vertices and Edges

3D shapes can be described in 3 ways:

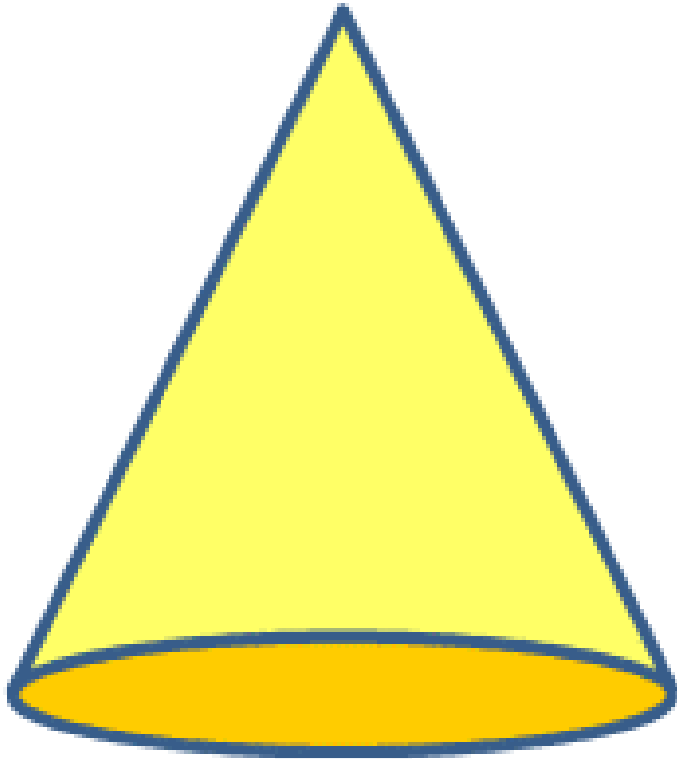
Faces – the sides of the shape

Vertices – the corners

Edges – where the faces meet



Cone

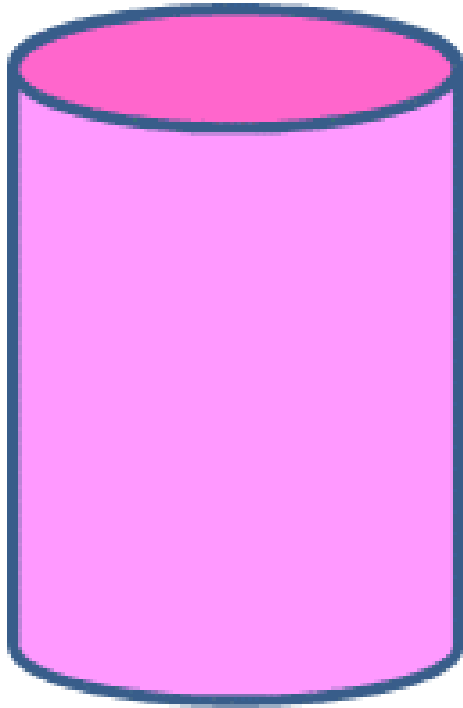


Faces – 2

Edges – 1

Vertices – 1

Cylinder



Faces – 3

Edges – 2

Vertices – 0

Sphere



Faces – 1

Edges – 1

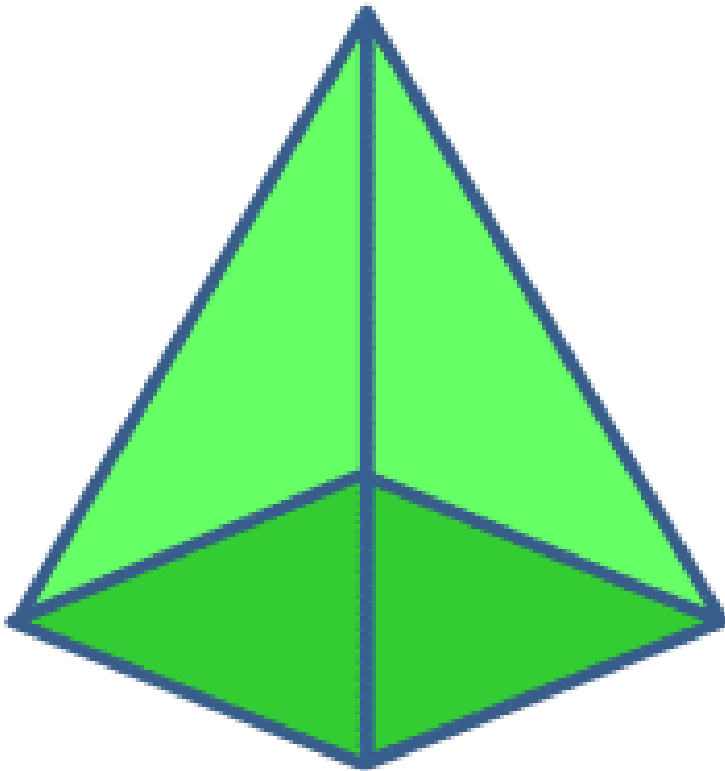
Vertices – 0

Square Based Pyramid

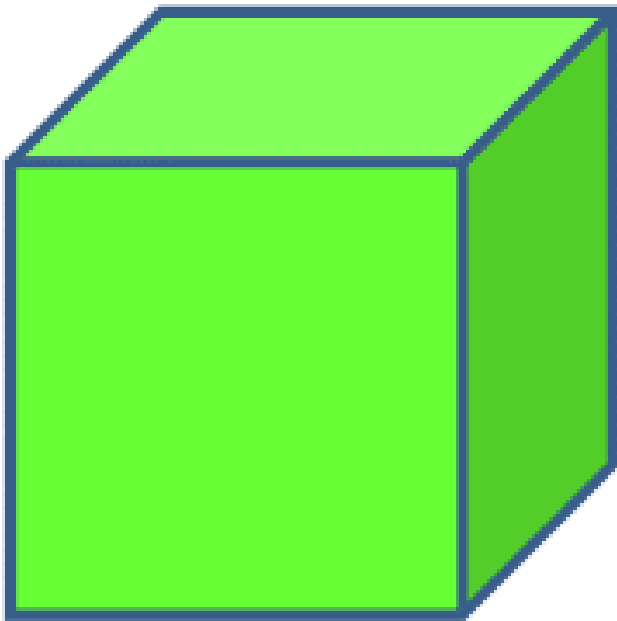
Faces – 5

Edges – 8

Vertices – 5



Cube



Faces – 6

Edges – 12

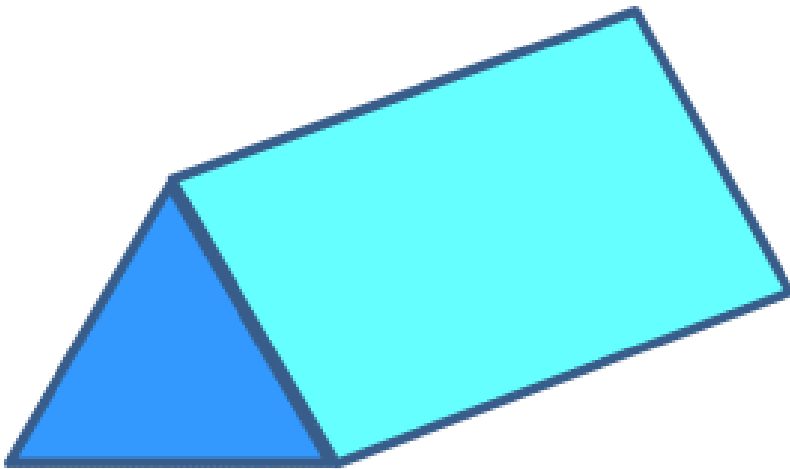
Vertices - 8

Triangular Prism

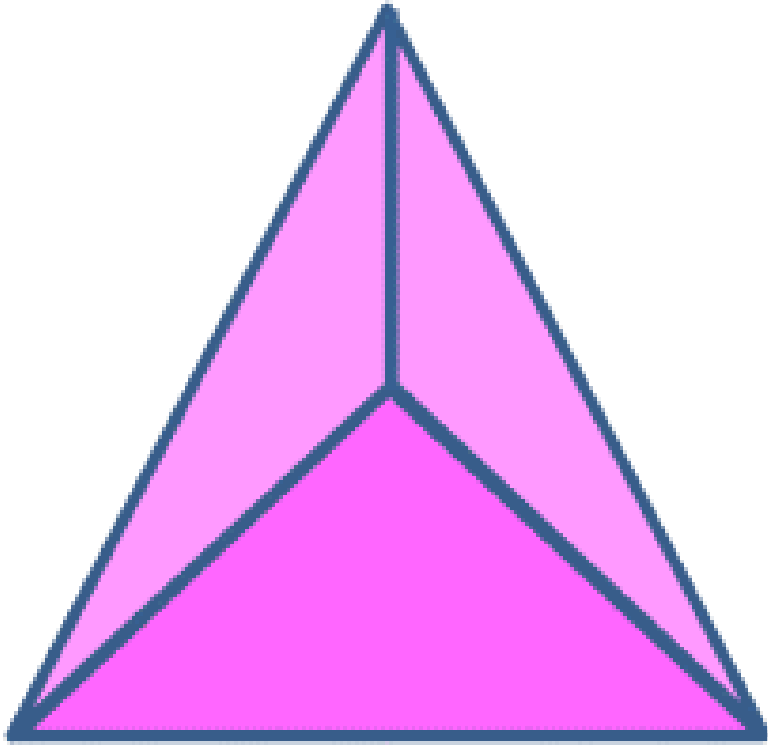
Faces – 5

Edges – 9

Vertices – 6



Tetrahedron/ Triangular based pyramid

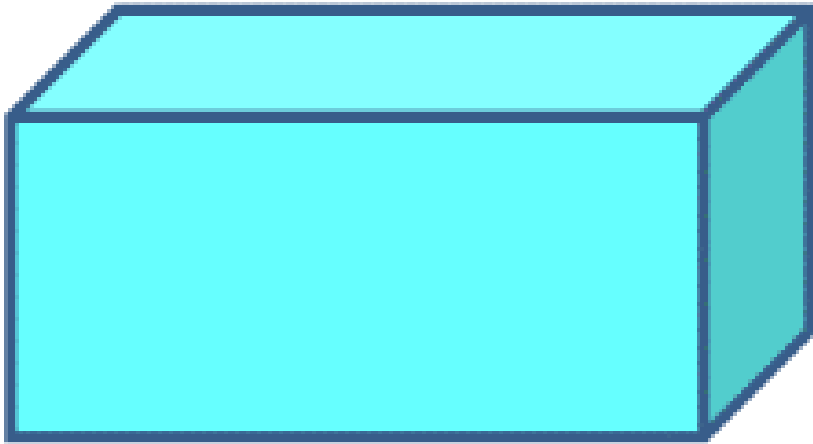


Faces – 4

Edges – 6

Vertices - 4

Cuboid



Faces – 6

Edges – 12

Vertices – 8