## DRAFTING 10 INTRODUCTION TO 3-D

Name: $\qquad$

Attributes (the basis of 2-D) can include color, shape, straight line, curved line, and size but also the following, give the definition of each:

Vertex -

Edge -

Face -

| Name of <br> Shape | ATTRIBUTES <br> how many <br> faces, edges <br> and vertices | SKETCH | Scavenger Hunt <br> around home: Real <br> world Example 1 (Just <br> list; not draw) | Real world Example 2 <br> (Just list, not draw) |
| :--- | :--- | :--- | :--- | :--- |
| cone |  |  |  |  |
| cylinder |  |  |  |  |
| Rectangular <br> prism |  |  |  |  |
| cube |  |  |  |  |
| Rectangular <br> prism <br> Square based <br> pyramid |  |  |  |  |
| Sphere |  |  |  |  |

What about combined 3-d shapes?? Think about these: Complete the chart.

| Item | Combined 3-D shapes | Cone and sphere |
| :--- | :--- | :--- |
| Microphone | Or cylinder and sphere |  |
|  |  | Two rectangular prisms |
| Ice cream cone |  |  |
|  |  |  |
| Basic house |  |  |
|  |  |  |

