CHAPTER 10

Visualising Solid Shapes

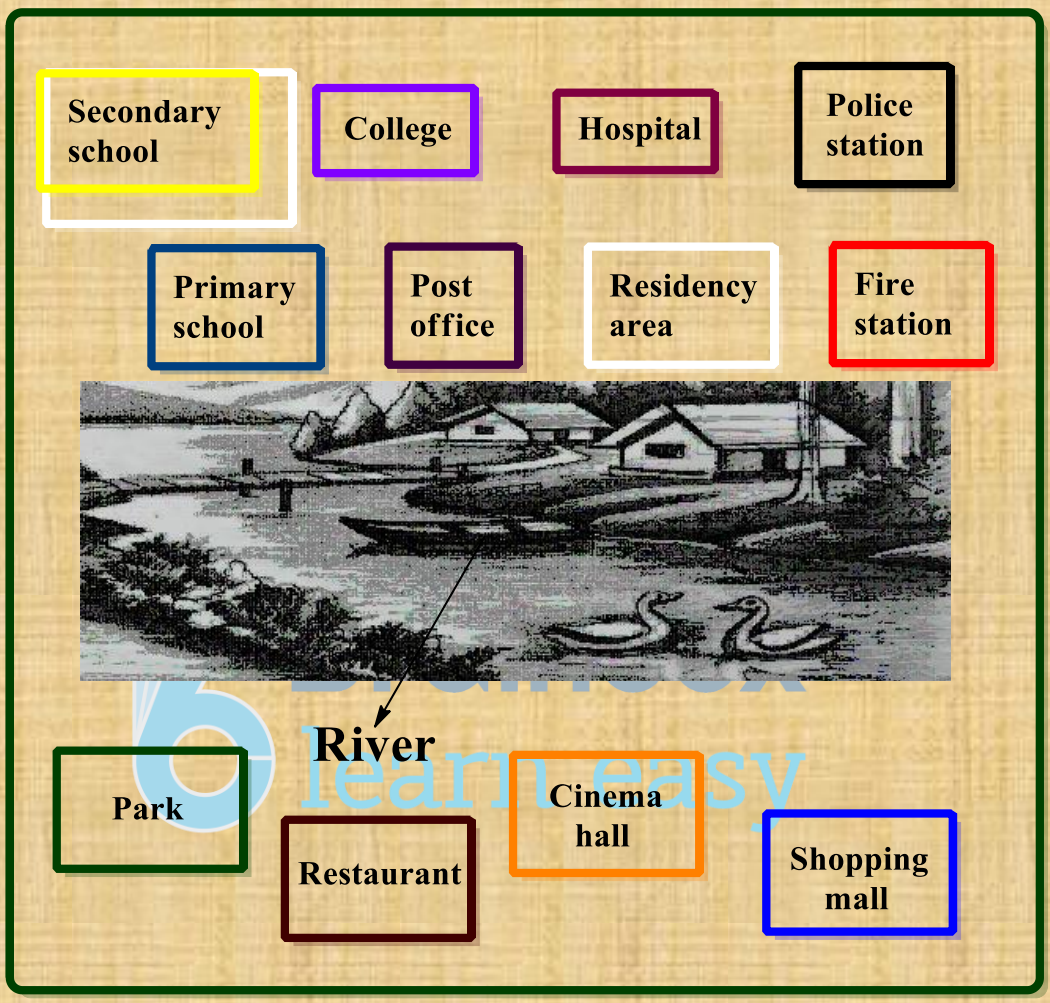
Mapping space around us:

Important points:

- A map shows the position of particular objects/place in relation to other objects/places.
- We use symbols to show the different objects/places.
- There is no reference or perspective in a map. i.e. Objects that are closer to the observer are of same size as those which are further away.
- Maps use a scale. This scale is fixed for any particular map. Actually, this is done to reduce the real distance.

Example:

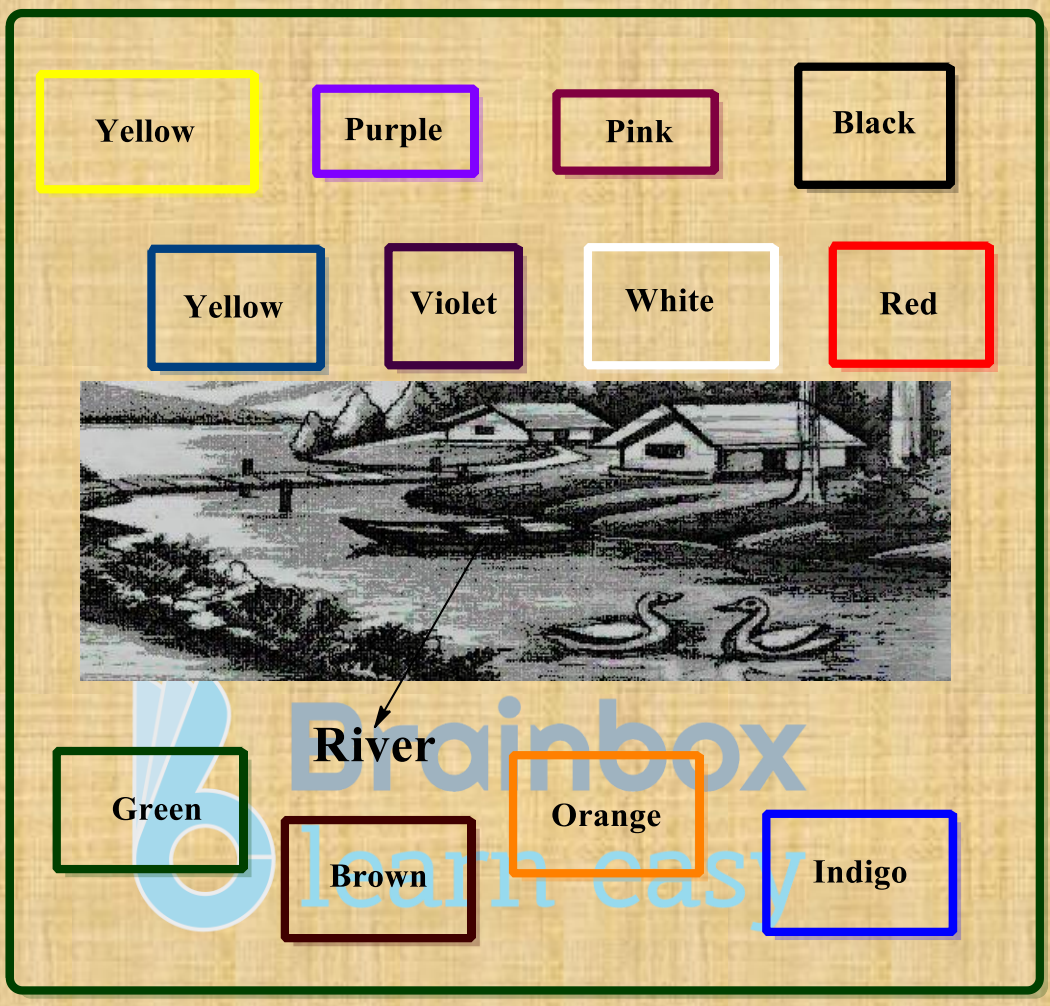
Look at the following maps of a city:



Residential area - White
Post office - Violet
Restaurant - Brown
Shopping mall - Indigo
Police station - Black
College - Purple
Cinema hall - Orange

Hospital - Pink
Park - Green
School - Yellow
Fire station - Red

Sol.



Base – Designs:

Base designs are the design of a solid shown by code. It indicates the shape of a solid viewed from different angles.

Faces, Edges and Vertices (For 3D figure):

Faces:

The flat part of a solid is called its face.

Edges:

The two faces of a solid meet in a line. This line is called edge.

Vertices:

The point at which three edges of a solid meet is called vertices.