

## 2Dand 3D SHAPES

### Bringing Shapes to life

3D animators use polygons to achieve a realistic look for animals.

Working with polygons allows 3D animators to create a single unbroken surface or mesh, which lets them apply fur to animals. By using this continuous mesh, animators don't have to worry about parts of the animal coming apart during animation. To achieve a smooth surface, a large number of polygons are transformed from the object space of the program to the 3D universe. A transformation may involve rotating, scaling and moving the polygon. This process is made relatively easy because only the corners or vertices of the polygon—and not every point—have to be transformed.

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### outcomes

After completing this chapter you will be able to:

- identify and determine properties of triangles, quadrilaterals and polygons
  - calculate the missing angle in a polygon
    - reflect, rotate, dilate and translate simple figures
      - draw and name some simple three-dimensional shapes
        - determine properties of three-dimensional shapes.

### prepzone8

Prepare for this chapter by attempting the following questions. If you have difficulty with a question, click on the Replay Worksheet icon on your eMaths Zone CD or ask your teacher for the Replay Worksheet. e Worksheet R8.1 **1** (a) Measure the following angles to the nearest degree. (i) (ii) W (iii) (iv) Т М (b) Give each of the angles a letter name. (c) What type of angle is each? e) Worksheet R8.2 **2** Measure the length of each of the following line segments. Give your answer in centimetres to one decimal place. (a) \_\_\_\_\_ (b) — Worksheet R8.3 e **3** Calculate: (a) 56 + 69 - 71 **(b)** 278 - (90 + 23 + 144)KEY WORDS acute-angled Euler's rule oblique prism scalene obtuse-angled solid adiacent face pyramid concave heptagon octagon quadrilateral sphere octahedron rectangle cone hexagon square order of convex hexahedron reflection symmetry rotational cube icosahedron regular tetrahedron symmetry rhombus cylinder irregularpolygon torus parallelogram decagon isometric right transformations pentagon dilation isosceles right-angled translation perpendicular dodecagon kite rotation trapezium bisector dodecahedron rotational line symmetry triangle plane shape symmetry edge net undecagon polygon scale factor equilateral vertex nonagon polyhedron



### 8.1 Triangles

A **plane shape** is a flat two-dimensional shape that is closed with sides that do not overlap.

The simplest plane shape that can be drawn with straight sides is the **triangle**. There are several different types of triangles. We may name any triangle using either its 'side name' or its 'angle name'.

The side name for a triangle is found by considering the length of all three sides.

An **equilateral** triangle has all sides equal in length.

An **isosceles** triangle has only two sides of equal length.

A **scalene** triangle has all sides of different lengths.

To show that sides are of an equal length, we mark them with an equal number of dashes.





#### Core

**1** Use a ruler to measure the side lengths of the following triangles, and hence give a side name for each one.



Hint





**6** Look at some of the triangles in this exercise and describe the relationship **Worksheet A8.1** between the lengths of the sides and their opposite angles.





**2** Copy the following table. Measure each angle in the triangles you have drawn, and complete the middle three columns of your table.

Triangle	Angle $a^\circ$	Angle b°	Angle c°	Angle total $a^\circ + b^\circ + c^\circ$
1				
2				
3				
4				
5				
6				

- **3** Add your angle measurements for each triangle to complete the last column in your table.
- **4** Allowing for small measurement errors of a couple of degrees or so, what does your table tell you about the angles in a triangle?

## 8.2 Angle sum in a triangle

If you completed the previous investigation, you would have confirmed the following rule:



Another way of showing that the angles in a triangle add up to 180° is shown here. You may wish to try it for yourself.

1. Draw any triangle and label its 2. Tear the corners off. angles.





- 3. Place the cut-off angles together as shown.
- 4. The angles form a straight angle, i.e. 180°.
- 5. Repeat steps 1 to 4 for other triangles if you need further convincing.

We can use the fact that the angles in a triangle add up to 180° to find a missing angle in a triangle without measuring if we know two other angles.

In Exercise 8.1 we used the number of equal length sides to name equilateral, isosceles and scalene triangles. However it is also possible to use the number of equal angles to work out the name.



### worked example 3

Find the size of the angle labelled  $c^{\circ}$  in each of the following.



Steps	Solutions
(a) 1. Add the given angles.	<b>(a)</b> 70°
	+ <u>30°</u>
	<b>100</b> °
2. Subtract the sum of the given angles	180°
from 180°.	– 100°
	<b>80</b> °
3. Write the answer as shown.	$c^{\circ} = 80^{\circ}$
(b) 1. Add the given angles. Remember that	<b>(b)</b> 90°
the small square in the triangle indicates	+ 16°
a 90° angle.	106°
2. Subtract the sum of the given angles	 180°
from 180°.	– 106°
	 74°
3 Write the answer as shown	$c^{\circ} = 74^{\circ}$

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(c) 1. Since there is only one given angle, 180° (c) subtract it from 180° to start with. - 22° 158° 2. The two angles at the bottom **79**° 22° 2)158° of the triangle must be equal since the triangle is isosceles, so divide the answer from step 1 by 2 to find the size of each one.  $c^{\circ} = 79^{\circ}$ 3. Write the answer as shown.

#### exercise 8.2 Angle sum in a triangle





#### Extension

**4** Find the angle represented by the pronumeral in each triangle below.



**5** Give an example of what the three angles could be in a scalene, right-angled triangle.

### Homework 8.1

### 8.3 Quadrilaterals

A plane shape with four straight sides is called a **quadrilateral**. We name quadrilaterals by looking at the properties of their sides and angles.

**Parallelograms** are quadrilaterals with both pairs of opposite sides parallel. Within this group, three smaller groups have extra defining characteristics.

Quadrilateral	Definition	
Parallelogram	Two pairs of parallel sides equal and opposite angles of equal size.	
Rhombus (or diamond)	All four sides equal and opposite angles of equal size (a parallelogram with all sides of equal length).	



We will consider three other types of quadrilateral. A quadrilateral with only one pair of parallel sides is called a **trapezium**.



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Some plane shapes

A quadrilateral with two pairs of equal **adjacent** sides (sides next to each other) is called a **kite**. The angles marked *X* and *Y* are equal in size.

Sometimes the most accurate name we can give a four-sided shape is just 'quadrilateral'.



Any particular quadrilateral may have more than one correct name. For example a square may also be called a rectangle. However, in this case the name'square' is the more accurate because all squares are rectangles but not all rectangles are squares.



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#### Working mathematically

#### computer investigation

#### Quadrilaterals

In this investigation you will investigate quadrilaterals further. To answer the following questions, click on the icons to the right to open the Cabri Geometry files on quadrilaterals. Observe what happens to the quadrilaterals when you move the points. For each shape some things will stay the same and others will change. The things that stay the same are called properties of that shape; for example, a property of a square is that all of its angles are 90°.

- **1** What can you say about the angles in a kite? What can you say about the side and diagonal lengths?
- 2 What can you say about the angles of the trapezium?
- **3** What can you say about the angles in a parallelogram? Look at opposite angles and adjacent angles (angles next to each other). What can you say about the diagonals of a parallelogram?
- 4 What can you say about the diagonals of a rectangle?
- **5** List any interesting features of the rhombus you can find. What properties does a rhombus have that a parallelogram does not?
- 6 What can you say about the diagonals of a square?
- **7** Look at all the quadrilaterals together. Which quadrilaterals are types of parallelograms? Which quadrilateral is a type of rhombus?







One way of showing this to be true is to draw a line joining two opposite vertices of the quadrilateral. No matter what type of quadrilateral you have drawn, this action will always divide the shape into two triangles. Since we already know that the angles in a triangle add up to 180° then the sum of the angles in a quadrilateral must be  $180^\circ + 180^\circ = 360^\circ$ .



Another way of showing that the angles in a quadrilateral add up to 360° is shown here. You may wish to try it for yourself.

1. Draw any quadrilateral.



3. Place the cut-off angles together.





4. Notice that the angles form a complete circle, i.e. 360°.

5. Repeat steps 1 to 4 for other quadrilaterals if you are not convinced. We can use the fact that the angles in a quadrilateral add up to 360° to find a missing angle in a quadrilateral without measuring if we know three other angles.

#### worked example 4



#### exercise 8.4 Angle sum in a quadrilateral







#### Extension

**4** Find the angle represented by the pronumeral in each quadrilateral below.



**5** A quadrilateral has two right angles. Give possible values for the other two angles.



Quads

<b>aughzona</b>	
Answer the following, showing your working, and then arrange the letters in the order shown by the corresponding answers to find the cartoon caption. Given that each of the following are groups of angles in a triangle, find the value of <i>x</i> . 27°, 44°, $x^{\circ}$ <b>E</b> 52°, 72°, $x^{\circ}$ <b>N</b> 90°, $x^{\circ}$ , $x^{\circ}$ <b>K</b> 44°, $x^{\circ}$ , $x^{\circ}$ <b>W</b> 150°, $x^{\circ}$ , $x^{\circ}$ <b>A</b> $x^{\circ}$ , $x^{\circ}$ , $x^{\circ}$ <b>L</b>	
Given that each of the following are groups of angles in a quadrilateral, find the value of x. $108^{\circ}, 95^{\circ}, 69^{\circ}, x^{\circ}$ <b>G</b> $97^{\circ}, 112^{\circ}, 68^{\circ}, x^{\circ}$ <b>R</b> $90^{\circ}, 78^{\circ}, x^{\circ}, x^{\circ}$ <b>C</b> $68^{\circ}, 24^{\circ}, x^{\circ}, x^{\circ}$ <b>D</b> $54^{\circ}, x^{\circ}, x^{\circ}$ <b>E</b> $x^{\circ}, x^{\circ}, x^{\circ}, x^{\circ}$ <b>A</b> <b>f</b> $15^{\circ}$ $68^{\circ}$ $83^{\circ}$ $109^{\circ}$ $96^{\circ}$ $45^{\circ}$ $109^{\circ}$ $134^{\circ}$ $90^{\circ}$ $56^{\circ}$ $88^{\circ}$ $60^{\circ}$ $102^{\circ}$	/

### 8.5 Polygons

The word **polygon** is made up of two Greek words—*poly* (meaning many) and *gon* (meaning angle), so a polygon is a many-angled shape. As you can see in the following diagrams of polygons, the number of sides in a polygon is equal to its number of angles.

The following table shows the names given to the first eight polygons.

Number of sides	Polygon name
3	Triangle
4	Quadrilateral
5	Pentagon
6	Hexagon
7	Heptagon
8	Octagon
9	Nonagon
10	Decagon

You are probably familiar with several of the **regular** polygons shown below. A regular polygon has all sides of equal length and all angles of equal size.



Regular versions of two less well known polygons are shown below.





All of the polygons shown so far have been **convex** polygons, as they contained no angles greater than 180°. Below are examples of **concave** polygons that contain at least one internal angle greater than 180°.







#### Extension

**5** The diagrams below show how a hexagon may be divided into triangles two different ways, without any lines crossing.



- (a) What do the numbers on each corner (vertex) represent?
- (b) What do the numbers add up to in each case?
- (c) Try dividing an octagon into triangles different ways and number each vertex using the same procedure. What do the numbers add up to?
- (d) Write a sentence or two explaining what you have discovered about triangulated polygons.



# 8.6 Transformations and symmetry

A transformation takes place when a shape is moved or changed in size, according to a set rule. The four major types of transformations are rotation, reflection, translation and dilation.

#### Rotation

When a shape is rotated, the entire shape is moved through an arc of a circle for a given angle. It is necessary to know the location of the point about which the rotation is taking place.

For example:

 $\mathbf{M}_{\cdot}$  rotated 90° clockwise about the bottom right corner becomes  $\mathbf{M}_{\cdot}$ 



(point of rotation)



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#### Reflection

When a shape is reflected we see the image that would occur in a mirror. It is necessary to know the line in which the shape is reflected.

For example, this shape is reflected in the line *XY*.

## **Translation**When a shape is translated the entire shape is moved a specified distance in a

straight line in a given direction.

For example, this rectangle is translated 90 mm along a line at 15° to the horizontal.



When a shape is dilated it is made larger or smaller while retaining its original shape. The **scale factor** tells you how much larger or smaller the image is compared to the original.

For example  $\bigwedge$  dilated by a scale factor of  $\frac{1}{2}$  becomes  $\bigwedge$ 

### Line and rotational symmetry

**Symmetry** exists when a shape has corresponding identical parts. There are different kinds of symmetry.

A shape has **rotational symmetry** if it looks the same at least once during a revolution. A square has rotational symmetry because it looks the same four times during one rotation. We say a square has an

order of rotational symmetry of 4.

**Line symmetry** exists when you can draw a line through a shape and the part of the shape on one side of the line will be a reflection of the part of the shape on the other side. Sometimes many lines of symmetry exist. A square has four lines of symmetry.









Χ

γ





2 Copy each of the following shapes and then dilate each by a factor of (i) 2 (ii)  $\frac{1}{2}$ .





- **3** Trace the following shape and then translate it by the specified amounts.
  - (a) 50 mm horizontally left
  - (b) 65 mm vertically down
  - (c) 45 mm along a line at  $20^{\circ}$  to the horizontal
  - (d) 50 mm along a line at 50° to the horizontal
  - (e) 60 mm along a line at 35° to the vertical
  - (f) 50 mm along a line at 60° to the vertical

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**4** In each of the following the dotted line represents a mirror. Trace the diagrams exactly into your book and then draw the shape as it would appear after reflection in the mirror.



### 8.7 Constructions

It is not always necessary to have a protractor to be able to draw angles and shapes. A compass, pencil and ruler may be used very accurately. Some compass construction techniques are explained below. When making a construction you should always (i) use a grey lead pencil, not a pen and (ii) leave in your construction lines—don't erase them.

#### worked example Construct the following angles. **(b)** 60° (a) 90° Steps Solutions (a) 1. Rule a base line any convenient length. (a) 2. Place the compass point on one end of the line and open the compass up to reach a bit more than half the length of the line. Draw a small arc above and below the line as shown. compass point here 3. Keeping the compass at the same span, place Х the point on the other end of the line and draw two more small arcs which cut the first two. compass point here 4. Join the crossed arcs as shown. There are now four 90° angles to choose from. (Note: The base line has been divided into two equal halves, or 'bisected', by this process. The vertical line is called a perpendicular **bisector**.) We use the notation $\perp$ to show when two lines are perpendicular. For example, $DE \perp LM$ means line DE is perpendicular to line MN. (b) 1. Rule a base line any convenient length. (b) O 2. Place the compass point on one end of the line (point O opposite) and open the compass up to a convenient span. Draw a large arc as shown. Compass point here

- 3. Keep the compass at the same span and, with the point on *A*, draw a small arc which cuts the large arc.
- 4. Join the intersection of the arcs to O.

#### worked example 6

Bisect the angle shown.



0

0/60°

Compass point here

305

- 2. Place the compass point on A and draw a small arc.
- A 0 compass point here 3. Without changing the compass span, place the point on B and draw another small arc which cuts the first one. compass point here 0 4. Join the intersection of the arcs to O to bisect the angle. 0

#### worked example 7

- (a) Construct triangle ABC, where AB = 6 cm, AC = 5 cm and BC = 4 cm.
- (b) Construct triangle *DEF*, where *DE* = 5 cm, *DF* = 4 cm and  $\angle EDF = 40^{\circ}$ .
- (c) Construct triangle PQR, where PQ = 4.5 cm,  $\angle QPR = 25^{\circ}$  and  $\angle RQP = 30^{\circ}$ .

#### Steps

- Solutions
- (a)  $\overline{A}$

6 cm

В

(a) 1. Draw one side (your base line) and label it.

- 2. Open your compass to the length of another side, place your compass point at one end of the base line and draw an arc above the line. 5 cm 6 cm A 3. Do the same for the third side with your compass point at the other end of the base line. 5 cm 6 cm 4. The point where the arcs intersect is the third vertex. Label this point and draw lines to each end of the base line. 5 cm 6 cm (b) 1. Draw one side and label it. (b)  $\overline{D}$ 5 cm
  - 2. With your protractor mark the angle lightly.

5 cm

40

В

4 cm

4 cm

Ε

Ε

R

В

3. Rule a line of the specified length in the direction of the angle marked. Label the new vertex.

4. Connect the two remaining vertices.

- (c) 1. Draw one side and label it.
  - 2. With your protractor mark one of the angles and lightly draw a line through it.
  - 3. With your protractor mark the other angle and lightly draw a line through it.
  - 4. Where the lines cross is the third vertex. Label it. Draw in the sides of the triangle.

The steps to follow when constructing quadrilaterals depend on the information given. It is useful to remember the following for constructing both triangles and quadrilaterals:



- When adding a side where the length is known, but the angle isn't, use a compass.
- When adding a side where the angle is known use a protractor.



The notation || means 'is parallel to'. So WX || YZ means line WX is parallel to line YZ.

### exercise 8.7 Constructions



7 Make accurate, full-sized drawings of the following triangles.



#### Extension

8 Make accurate, full-sized drawings of the following quadrilaterals.



### 8.8 Geometrical solids

A three-dimensional (3D) shape is called a **solid**.

There are many different types of geometrical solids. Several are defined below.

**Prism** A solid with two ends of the same shape and size joined by straight parallel sides. A prism has a uniform cross-section along its length or height. Prisms are named after the shape

of the ends (e.g. a rectangular prism has rectangular ends).

#### Pyramid

A solid with a polygon base and sloping edges which all meet at a point above the base. Pyramids are named after

the shape of the base (e.g. a square pyramid has a square base).

**Cylinder** A solid with two circular ends joined by a curved surface.





Prisms and pyramids, and cylinders and cones, can be classified further as either **right** or **oblique**. Drop a line from the middle of the top face or point to the middle of the base. If the line meets the base at right angles the solid is right; if the line meets the base at an angle then it is oblique. An oblique solid looks like it is leaning over.

Below are some oblique solids.





#### Core

**1** Use the definitions above to identify each of the following solids. For each prism or pyramid, state if it is right or oblique.



- 2 Which of the solids in Question 1 have a uniform cross-section?
- **3** For each of the solids in Question **1**, state if it has any parallel flat faces. If so describe the shape of these faces.

- **4** Draw an example of each of the following.
  - (a) a pentagonal prism
  - (c) a hexagonal pyramid
  - (e) a torus
  - (g) a sphere

### (f) an oblique cone

(h) a cylinder



**5** Name the geometrical solids you can find in the objects below.







(e)

(g)







(h)

(d)









**(b)** an oblique hexagonal prism (d) a pentagonal pyramid

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#### Extension

- **6** Give the names of the geometrical solids with the following properties.
  - (a) a circular base and an apex
  - (b) a uniform polygonal cross-section
  - (c) all points on its surface at a fixed distance from its centre
  - (d) a polygonal base and one further vertex
  - (e) a uniform circular cross-section.

### 8.9 Polyhedra

A **polyhedron** is a solid whose faces are polygons. (The plural of polyhedron is polyhedra.) Prisms and pyramids are types of polyhedra. A regular polyhedron is one whose faces are all the same shape and size (we say its faces are 'congruent').





Preparation: Exs 8.5 and 8.8







**1** State whether each of the following is a polyhedron (P) or not (N).



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**2** There are only five different regular polyhedra. They are known as Platonic solids (see Investigation on page 319). Match each description with one of the diagrams below.



- (a) Tetrahedron: A polyhedron with 4 congruent faces.
- (b) Hexahedron: A polyhedron with 6 congruent faces.
- (c) Octahedron: A polyhedron with 8 congruent faces.
- (d) Dodecahedron: A polyhedron with 12 congruent faces.
- (e) **Icosahedron:** A polyhedron with 20 congruent faces.

#### Extension

- **3** What is another name for a hexahedron?
- **4** Name the different shapes that appear as faces of the rhombicosidodecahedron (can you pronounce this?) shown here.





Congruent polygons are polygons that are

exactly the same size and shape.

### 8.10 Drawing and visualising 3D shapes

Most people find drawing solids difficult. This is because solids are 3D, i.e. they have height, length and breadth, and we are trying to draw them on paper, which is only 2D.

One method of overcoming this difficulty is to use triangular dot paper, sometimes called **isometric** paper.

#### worked example 8

Use triangular dot paper to copy the following shape.

Steps

- 1. Draw one complete horizontal face.
- 2. Draw in lines gradually, building from the horizontal face.
- 3. To create the illusion of 3D, choose one direction (front, side or top) and shade in all faces you would see from that direction.

#### Solution



#### worked example 9

Draw the top, side and front views of the solid at the start of section 8.10. We will take the front as being on the left side of the shape.

#### Steps

- 1. Consider each position separately. Imagine you are standing in front, or to the left side, of the object and just draw this side.
- 2. Move to the right-hand side of the object and draw what you see.
- 3. Finally, look at the object from directly above and draw what you see. Make sure the front is at the bottom of the diagram and the back is at the top.

Solution
Front
Side
Тор

#### worked example 10

Build the shape represented by these three elevations. Then draw it on isometric dot paper.



#### Steps

- 1. Begin from the front and assume the shape is one layer deep.
- 2. From the side it is clear that the shape is, in fact, three layers deep with the top blocks at the back. It is okay to use too many blocks and then remove them later.
- 3. It is only when looking at the top view that we can see that the base must have five cubes. The shape is now complete.

#### Solution







 Position the shape so that your view of it is similar to the view you will sketch on isometric paper. Follow the steps in worked example 8 to copy the shape onto isometric paper.



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#### Core

**1** Use triangular dot paper to copy the following shapes.



- **2** Draw the front, side and top views of each of the solids in Question **1**.
- **3** Use blocks to build each of the solids in Question **1**.
- **4** Build, then draw on isometric dot paper, the shape represented by each of these elevations.

(a)

(b)

(c)





Front



Side





Тор





**5** How many cubes would be required to build these solids? (Assume that there are no cubes missing at the back of the solids where you cannot see.)



#### Extension

**6** Using the triangular dot paper, draw a 3D sketch of a Rubik's cube. (A Rubik's cube is made of 27 cubes stacked three layers high, three layers wide and three layers deep.)



🕒 Hint

Working mathematically

investigation

#### Euler's rule

The **nets** of eight solids are provided on eWorksheets A8.6–13. A net is a 2D plan used to make a 3D shape. You should personally construct the tetrahedron and two other solids. In order to complete the Investigation and derive **Euler's rule**, you will need to be able to see all eight solids. Organise with a group of others in your class so that the group constructs all eight solids.

These hints may be useful:

- 1. Cut out each net, including the tabs, and then crease along the fold lines so that a sharp line is formed.
- 2. Fold the nets so the marked fold lines are on the inside of the model.
- 3. Insert a length of thread in your models before glueing the last tab. The thread may be used for hanging the models in a display later on.





remind ourselves of some mathematical terminology.

**Face** was the term used earlier to describe a flat part of the surface of a geometrical solid.

Two other terms used when describing such solids are:

**Edge** The line segment where two faces meet.

**Vertex** A corner where several edges and faces meet. The plural of vertex is 'vertices'.

The cube shown in the diagram has 6 faces, 8 vertices and 12 edges. Make sure you can count each of these features so that you can fill in the table below correctly.



Solid	Number of faces F	Number of vertices V	Number of edges E	F + V - E
Tetrahedron				
Square pyramid				
Pentagonal prism				
Octahedron				
Truncated tetrahedron				
Icosahedron				
Dodecahedron				
Truncated octahedron				

**2** What can you say about *F*, *V* and *E* for geometric solids?

This relationship is known as Euler's rule and applies to every solid.

- **3** A geometric solid has 40 faces and 50 vertices. How many edges does it have?
- **4** William claims he made a mathematical solid that contained 17 faces, 21 vertices and 33 edges. Could such a solid be made?
- **5** Investigate the history of Platonic solids. Write a paragraph on your findings.



face

edge

vertex

### maths in action

#### Putting painting in perspective

#### Tommaso Masaccio, *St. Peter Distributing the Common Goods of the Church and the Death of Ananias*, c. 1427

A period of history known as the Renaissance began in Italy during the fourteenth century.

In art, the biggest distinction between the Renaissance and preceding periods was the use of linear perspective. This made it possible to represent 3D objects in a convincing fashion. Prior to this, 3D objects had appeared flat and the most important figure in the work was made more prominent than any other figure.

Perspective is an illusion. A painting is done on a flat 2D canvas, but usually represents a 3D scene.

Maths can directly influence how we see things. We know that a straight stretch of railway track has parallel rails, otherwise the train would fall off the



track. But we also know that if we look down such a stretch of track it will appear as if the rails get closer and closer to each other. The point at which they appear to meet is called the 'vanishing point'. This is simply linear perspective in action.

In using linear perspective, the artist draws a horizontal line to represent the horizon and chooses a point on that line to represent the vanishing point. However, the lines do not necessarily go all the way to the vanishing point, as shown in the diagram below.





Remember, this drawing is still 2D, but it appears 3D. The mind has been tricked by the use of perspective.

#### Questions

- **1** Look at the painting by Masaccio. Describe how perspective has been used.
- **2** Draw the Rubik's cube with three different vanishing points: one to the left of the cube, one to the right of the cube, and one directly behind the cube.



**3** The Dutch artist Maurits Escher played with the ideas of perspective. Describe what you see in *Another World*, the picture shown.



#### Research

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Tommaso Masaccio was only one of the many Renaissance artists. Prepare a report on Renaissance art from a mathematical point of view. You should mention the following individuals: Donatello, Ghiberti, Brunelleschi, Alberti, da Vinci, Dürer.

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language<mark>zone</mark>

#### Summary

Copy and complete the following summary of this chapter using the words and phrases from the list. A word or phrase may be used more than once.

- **1** A t\_\_\_\_\_ with all three sides and angles equal is called \_\_\_\_\_.
- **2** A q\_\_\_\_\_ with only opposite sides equal and parallel is either a \_\_\_\_\_ or a \_\_\_\_\_.
- **3** A cube is a prism with a \_\_\_\_\_ for each face.
- **4** A quadrilateral with two pairs of a \_\_\_\_\_\_ sides equal is called a \_\_\_\_\_\_.
- **5** A donut-shaped solid is called a \_\_\_\_\_.
- **6** A dilation is a kind of transformation where it is necessary to know the \_\_\_\_\_\_.
- **7** A cube has 6 f\_\_\_\_, 8 v\_\_\_\_ and 12 e\_\_\_\_.

#### Questions

- **1** Is it possible to have a reflex-angled triangle? Explain.
- **2** 'Quad' means four. Write two other words that start with 'quad' and their meanings.
- **3** List the plane shapes from the list in order from the 12-sided shape down to the three-sided shape.
- **4** Explain, in words, the difference between concave and convex polygons.
- **5** Are all parallelograms rectangles? Are all rectangles parallelograms? Explain.
- **6** Suggest why most tinned foods are packed into cylinders, and why carboard boxes are rectangular prisms. What are the advantages and disadvantages of these shapes?
- **7** List all the words you can find in 'parallelogram' without rearranging the letters. For example 'log' is one word.
- **8** Write the plurals of each of the following words: vertex polyhedron prism



#### Key words

acute-angled adjacent concave cone convex cube cylinder dilation decagon dodecagon dodecahedron edges equilateral Euler's rule faces heptagon hexagon hexahedron icosahedron irregular polygon isometric isosceles kite line symmetry nets nonagon oblique obtuse-angled octahedron octagon order of rotational symmetry parallelogram pentagon perpendicular bisector plane shape polygon polyhedron prism pyramid quadrilateral rectangle reflection regular rhombus right right-angled rotation rotational symmetry scale factor scalene solid sphere symmetry square tetrahedron torus transformations translation trapezium triangle undecagon vertices



#### FAQs

#### Is a cylinder a prism?

No. A cylinder is similar to a prism because its size doesn't change all the way along. However, prisms have polygons for ends, and flat sides.

In a polygon, if a side is marked with one dash and another side marked with two dashes, does this mean the side with two dashes is longer than the side with one dash?

No. The dashes are only to show which sides are of *equal* length. They say nothing about the actual length of the side.



#### *Is a square also a rectangle?*

Yes. To be a rectangle, a quadrilateral must have opposite sides equal and all angles must be right angles. All squares have opposite sides equal and all angles are right angles, so all squares are rectangles. Not all rectangles are squares because not all rectangles have all sides of equal length.

#### Core

**1** Give the side and angle name for each of the following triangles. Use a ruler or protractor to make measurements if necessary.













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**7** Name each polygon, and state whether each is convex or concave.



(d)





**10** Use triangular dot paper to copy the following solids.





**11** A **frustum** is a pyramid with the top cut off. Choose the correct answer.

- The number of faces is: (a)
  - **A** 5 **B** 6 **C** 4 **D** 12
- **(b)** The number of vertices is:
  - **A** 12 **B** 6 **C** 4
    - **D** 8
- 12 A particular polyhedron has 8 faces and 12 vertices. How many edges does Investigation, p. 319 it have?

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8.10





C Assignment 8