

Chapter 2: Surface Area

Section 2.1 - Views of 3D Objects

Parts of 3D objects

Face

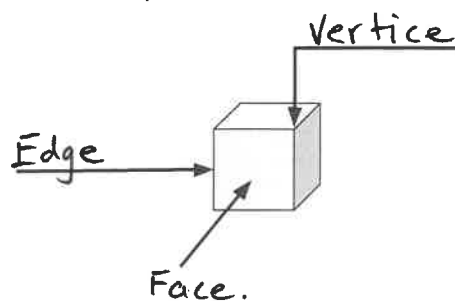
- A flat or **CURVED** surface that makes up the **OUTSIDE** of a shape
- Faces meet at **EDGES**

Edge

- Where two **FACES** meet

Vertice

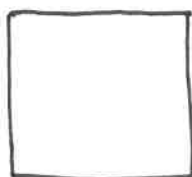
- A **CORNER**
- Where **EDGES** meet



Draw and label top, front, and side views



a) Top



Front



Side



b) Top



Front



Side



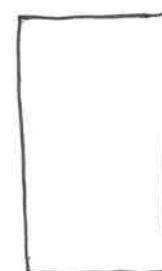
c) Top



Front



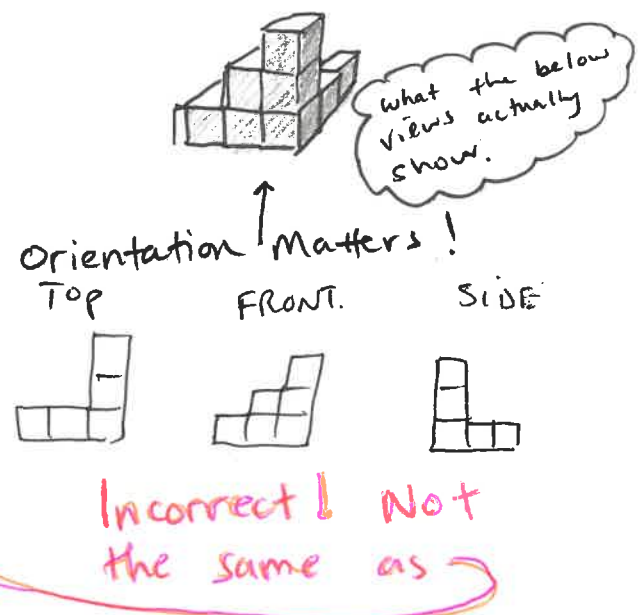
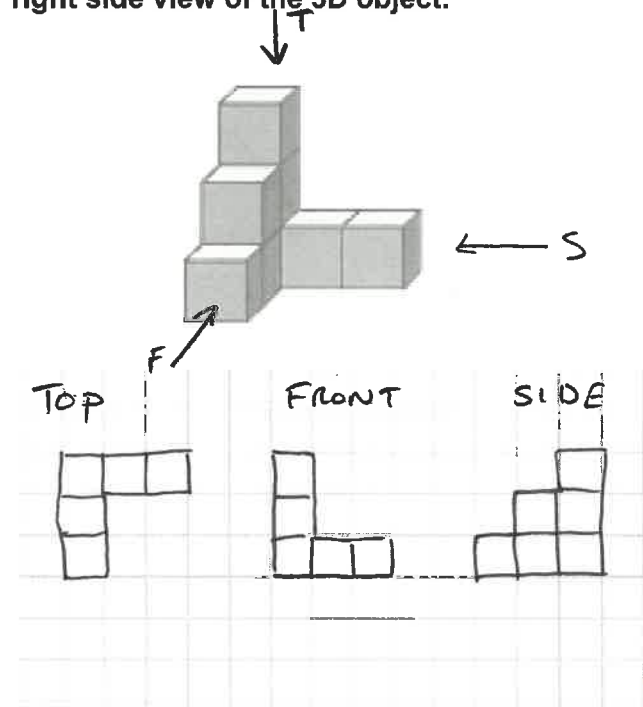
Side



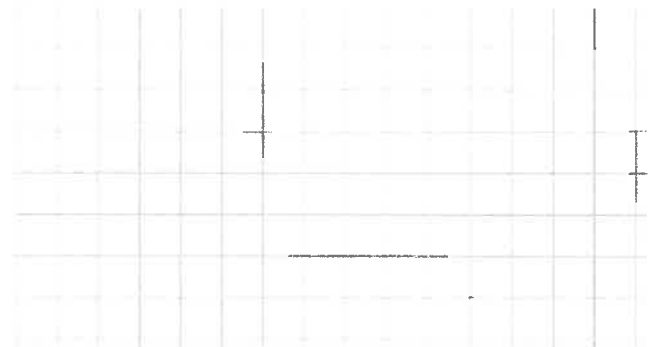
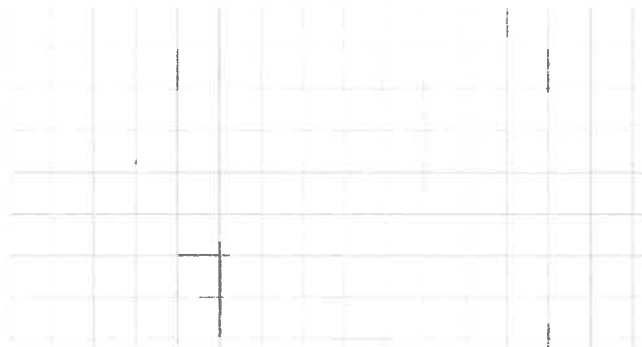
Draw and label top, front, and side views of composite 3D objects**Composite 3D object -****Example****Key Points**

Use grid paper to draw the top, front, and right side view of the 3D object.

- Coloring each view on the 3D object may make it easier to visualize the top, front, and side views

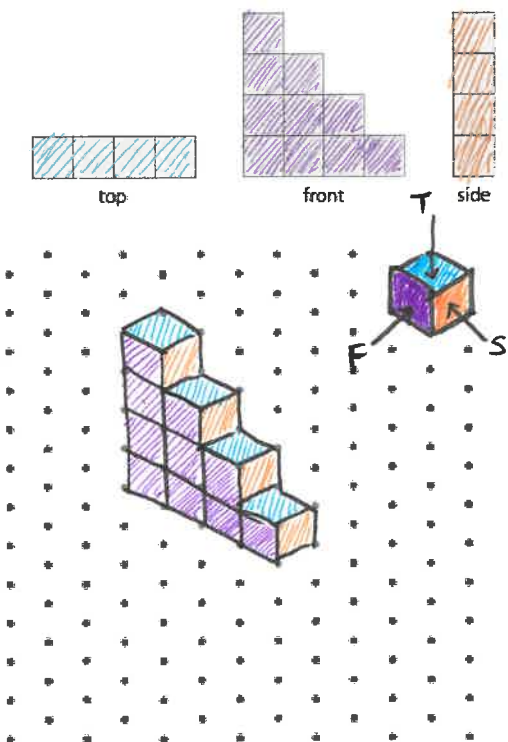


Try it out - Build two composite 3D objects with linking cubes and draw their top, front, and side views on the graph paper provided



Build and sketch composite 3D objects when given views**Example**

Build the composite 3D object with linking cubes and then sketch the 3D object using the isometric dot paper provided.

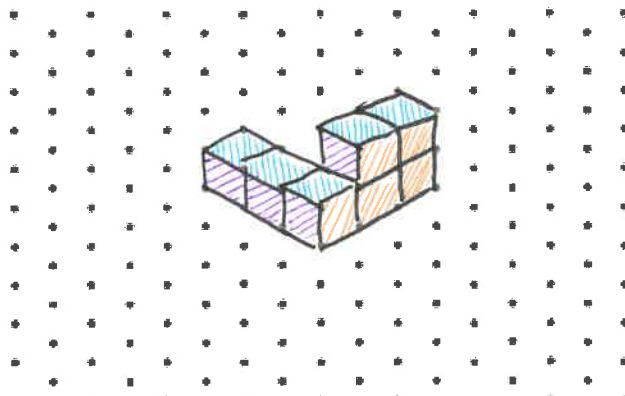
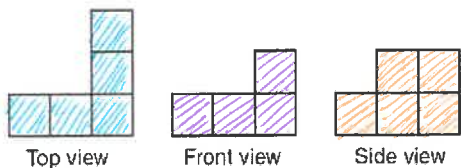
**Key Points****Build the 3D object**

- Make sure that the front, top, and side views match the examples given

Drawing the 3D object

- Draw one cube at a time
- Use a pencil and do not push too hard so that we can erase some parts afterwards
- Shading the different views when you are done will help you check to see if they match

Try it out: Build and sketch the following 3D object



Practice assignment - page 42 # 1-5, 6, 8, 9 (challenge: # 11)

