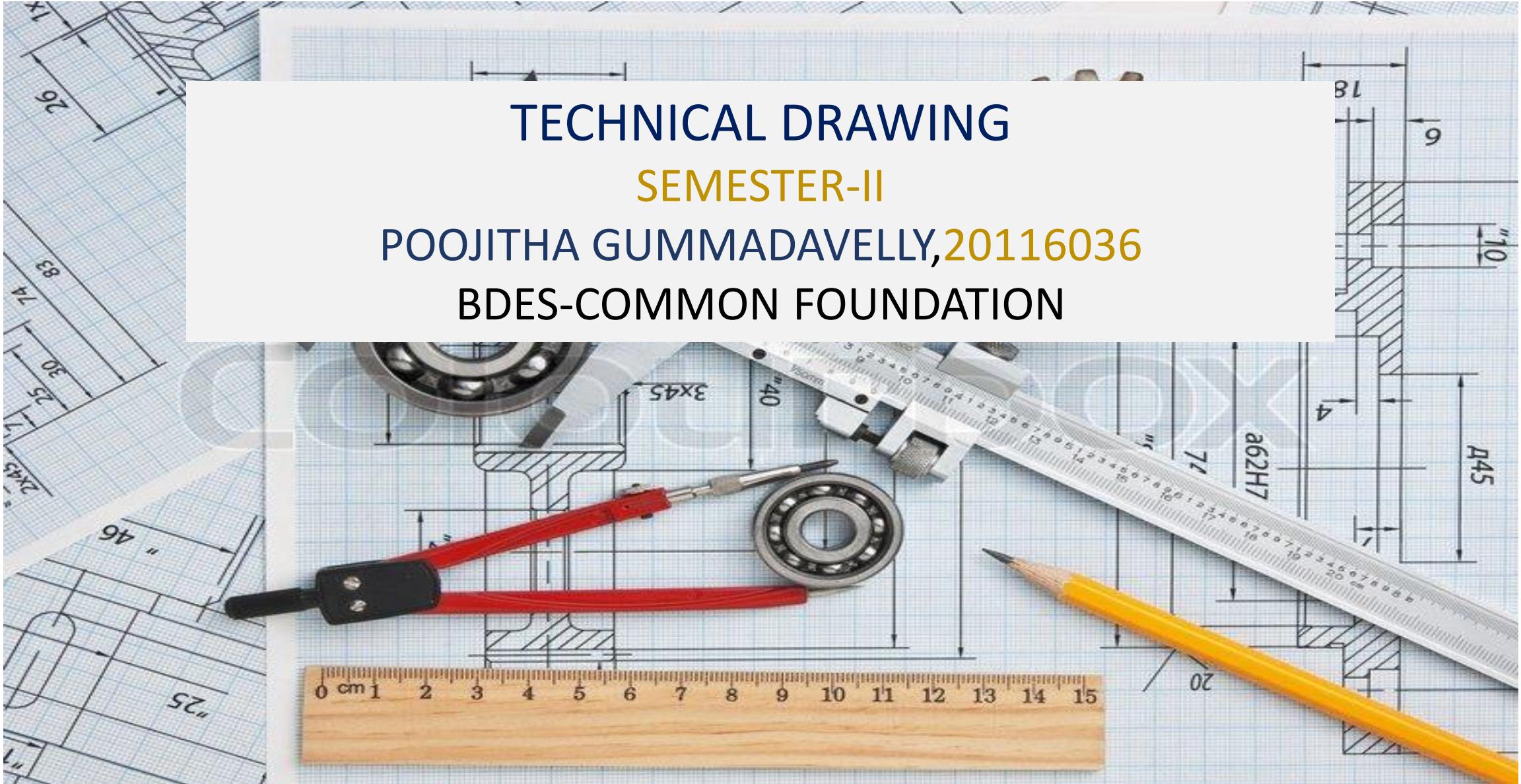


TECHNICAL DRAWING

SEMESTER-II

POOJITHA GUMMADAVELLY, 20116036

BDES-COMMON FOUNDATION



COURSE OBJECTIVE

In this course we will study Technical Drawing or simply Geometry and Construction methods. Geometry has provided structure and a visual language to designers for centuries. Geometry and design is interdependent since the time of human origin and extended its wings along with socio-cultural and behavioral advancements. Jointly, geometric and mathematical principles have been interpreted by designers in search of form since the advent of the industrial revolution of the 18th century, when their application to the standardization of components and reliable mass-manufacturing methods made precision work achievable on a commercial scale . The central importance of geometry in modern design has shaped the design and construction of objects that we live with daily, from large buildings to the smallest components of jewellery . Geometry in design shows how geometry has been used by designers and creators of wide material groups, like- wood, ceramics, glass, metalwork, stone, natural fibers, leather etc. Despite all of the different subject areas of mathematics that exist, perhaps geometry has the most profound impact on our everyday lives. Consider the environment you are in right now. Everything around you has a shape, volume, surface area, location and other physical properties. Since its origins, geometry has significantly impacted the ways people live . We may not immediately think "geometry" when we perform everyday tasks, but, Geometry is all around us. For instance, stop signs have the shape of an octagon, fish tanks must be carefully filled so as to prevent overflowing and gifts need a certain amount of wrapping paper to look nice, just to name a few real-life applications. In this geometry section, you will learn many more applications of geometry that you can use on an everyday basis . As we find ourselves in a dynamic, technologically-driven society, geometry is becoming a subject of increasing importance. For example , molecular modeling is a growing field that requires an understanding of various arrangements of spheres as well as the ability to compute molecular properties like volume and topology. Architecture is another major application of geometry. The construction of a building and the structure of its components are important to consider in order to maximizing building safety. In order to make a garment out of textile or leather, we simply have to use a 2D (two dimensional) surface into a 3D (three dimensional) form to fit a body in proportion.

LINE DRAWING EXERCISES

In this exercise, you need to develop control over using T-scale. This exercise is a set of 3 different sub-exercises:

- (A) HORIZONTAL
- (B) VERTICAL
- (C) DIAGONAL

In this exercise, you need to draw Horizontal, Vertical and Diagonal lines by using your HB pencil. Keep 1 cm difference between each line. In this exercise, you will be assessed on the basis of quality of lines, i.e. uniformity in pencil-paper touch, tonal value of line, continuity of line between start and end points etc.

DATE - 27-01-2021

HORIZONTAL LINE EXERCISE

PAPER NO - 002

DRAW HORIZONTAL LINES
WITH SCALE AND PAPER 148
MM X 112 MM. DRAW 10MM
IN ESTIMATION.

NAME - POOJITHA
GUMMADAVELLY
ROLL No - 20116036

DATE - 27-01-2021

VERTICAL LINE EXERCISE

CASE SIZE - 002.

DRAW VERTICAL LINES

WITH SAME END POINTS

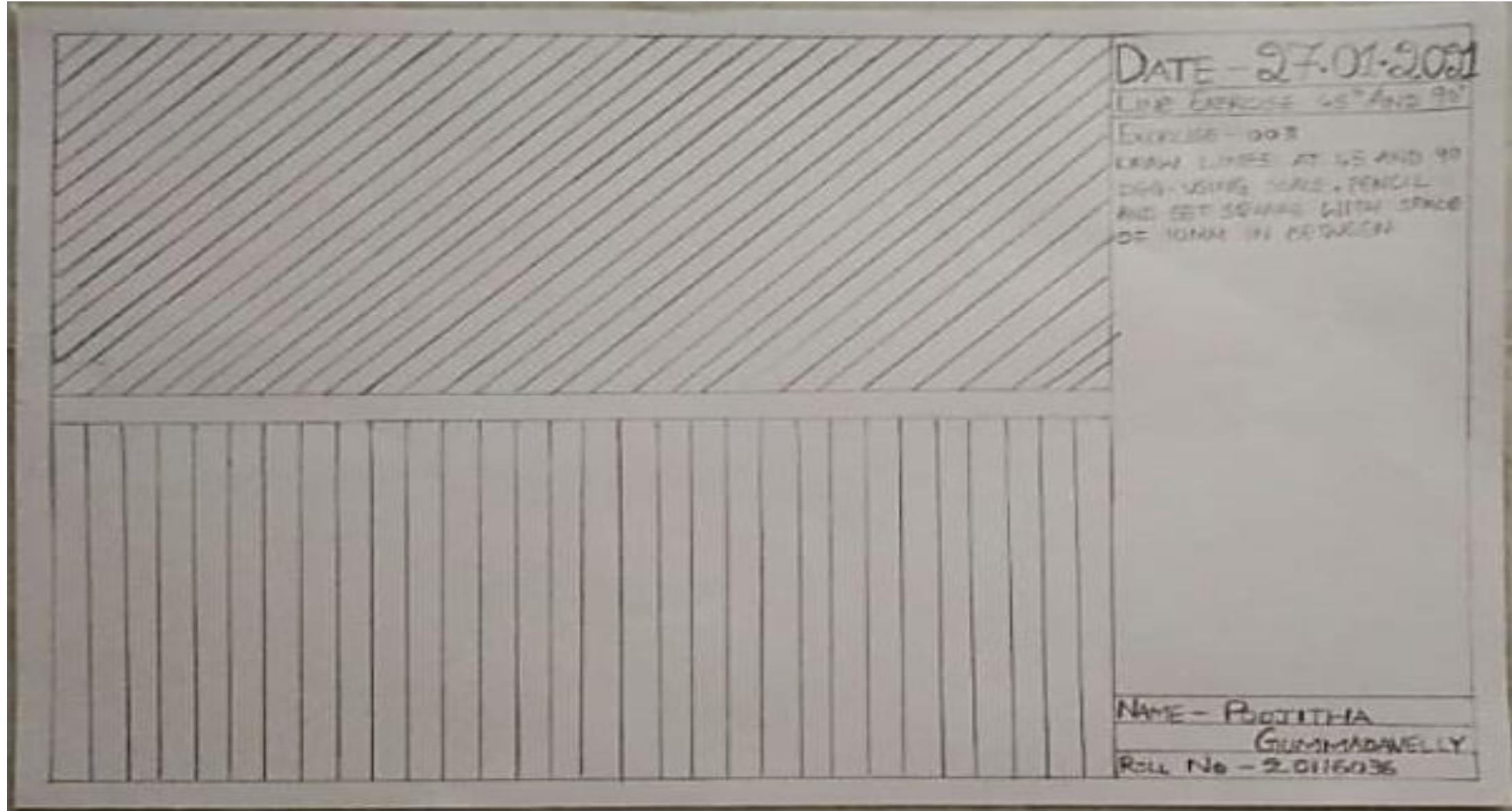
(NO ANGLE) WITH SPACE

OF 1MM IN SEPARATION

Name - POOJITHA

GUMMADAVELLY

Roll No - 80126936



NAME - POOJITHA
GUMMADANELLY
ROLL NO - 20116036

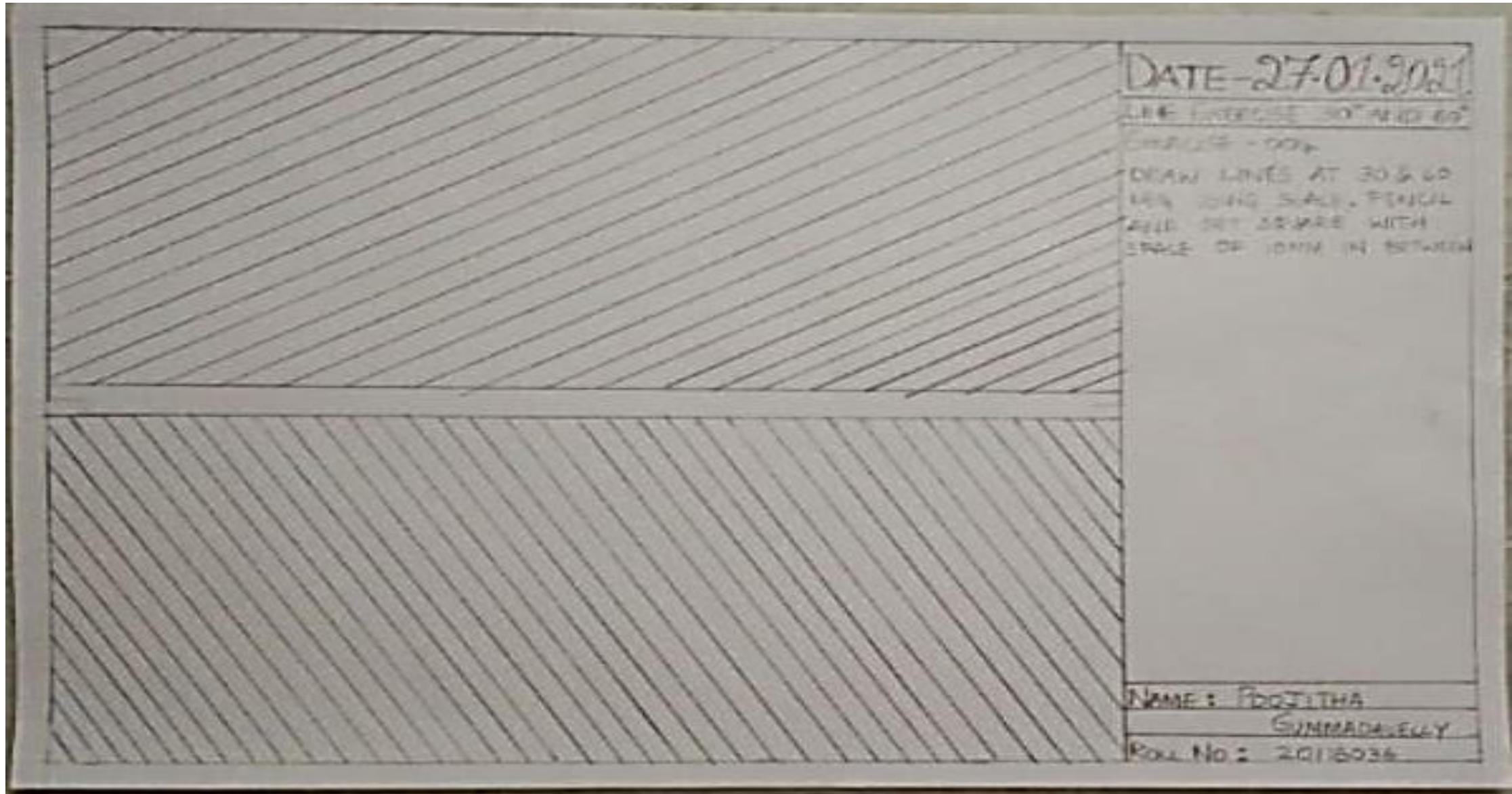
DATE - 27.01.2021

LINE DRAWING - 07 NOV 2020

TIME - 10 AM

DRAW LINES AT 30 MM
IN 10 MM SAW. FINISH
LINE SET SQUARE WITH
SET SQUARE OR 10 MM IN SET SQUARE

NAME : POOJITHA
GUMMADAVELLY
ROLL NO : 2016036



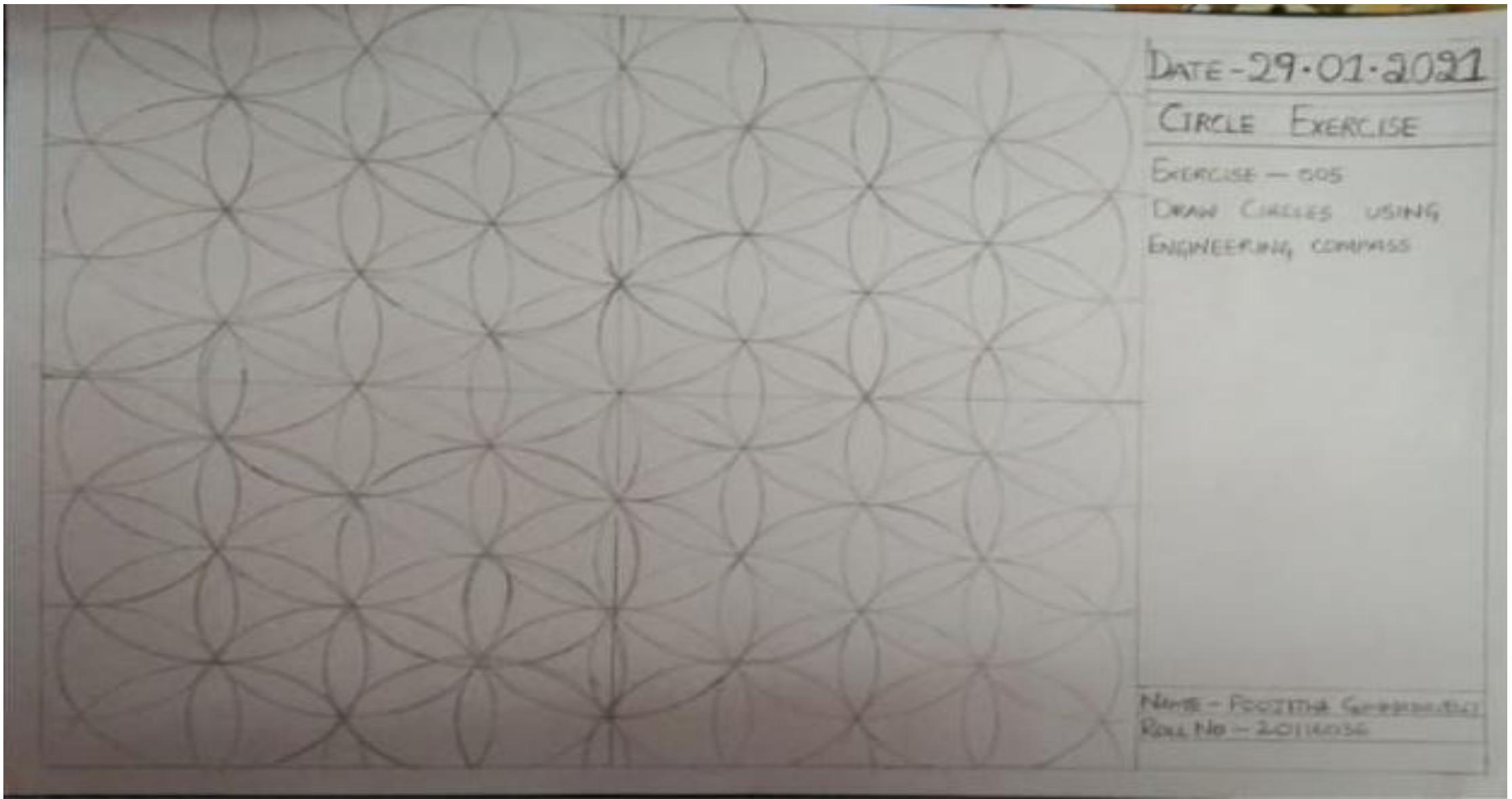
CIRCLE DRAWNG EXERCISE

In this exercise, you need to develop control over using compass.

In this exercise, you need to draw a circle at the center of the page with HB pencil
of
radius 3 cm.

In this exercise, you will be assessed on the quality of lines, i.e. uniformity in
paperpencil touch, tonal value of circle, continuity of circle between start and end
point
etc.

We have to get a flower shape and complete until we get complete flower on the
full page.



DATE - 29.01.2021

CIRCLE EXERCISE

EXERCISE — 005

DRAW CIRCLE USING
ENGINEERING COMPASS

Name - POOJITHA GUMMADAVELLY
Roll No - 20114036

LINE AND ANGLE EXERCISE

In this exercise, you need to develop control T-scale and compass.

In this exercise we get to know how to draw perpendicular bisector, multiple section or trisection ,

parallel line and bisection of angle of line segment.

In this exercise, we also get to know construction of angles 30, 45, 60, 75, 90, 105, 120, 135, 150 deg using compass and scale

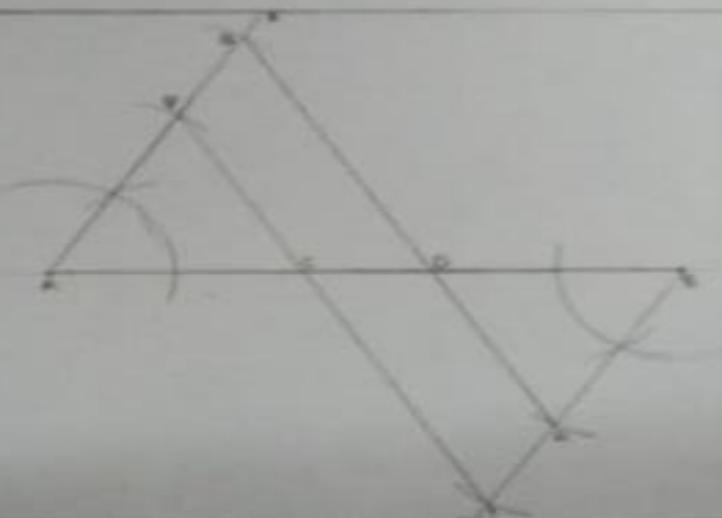
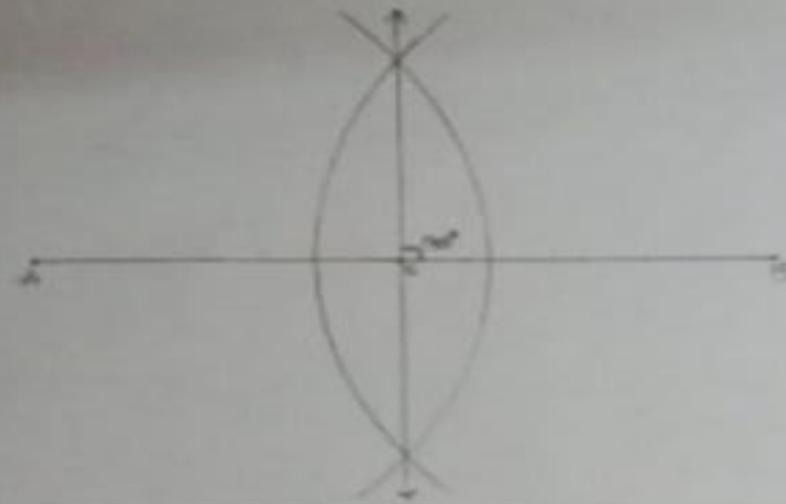
DATE - 01-02-2021

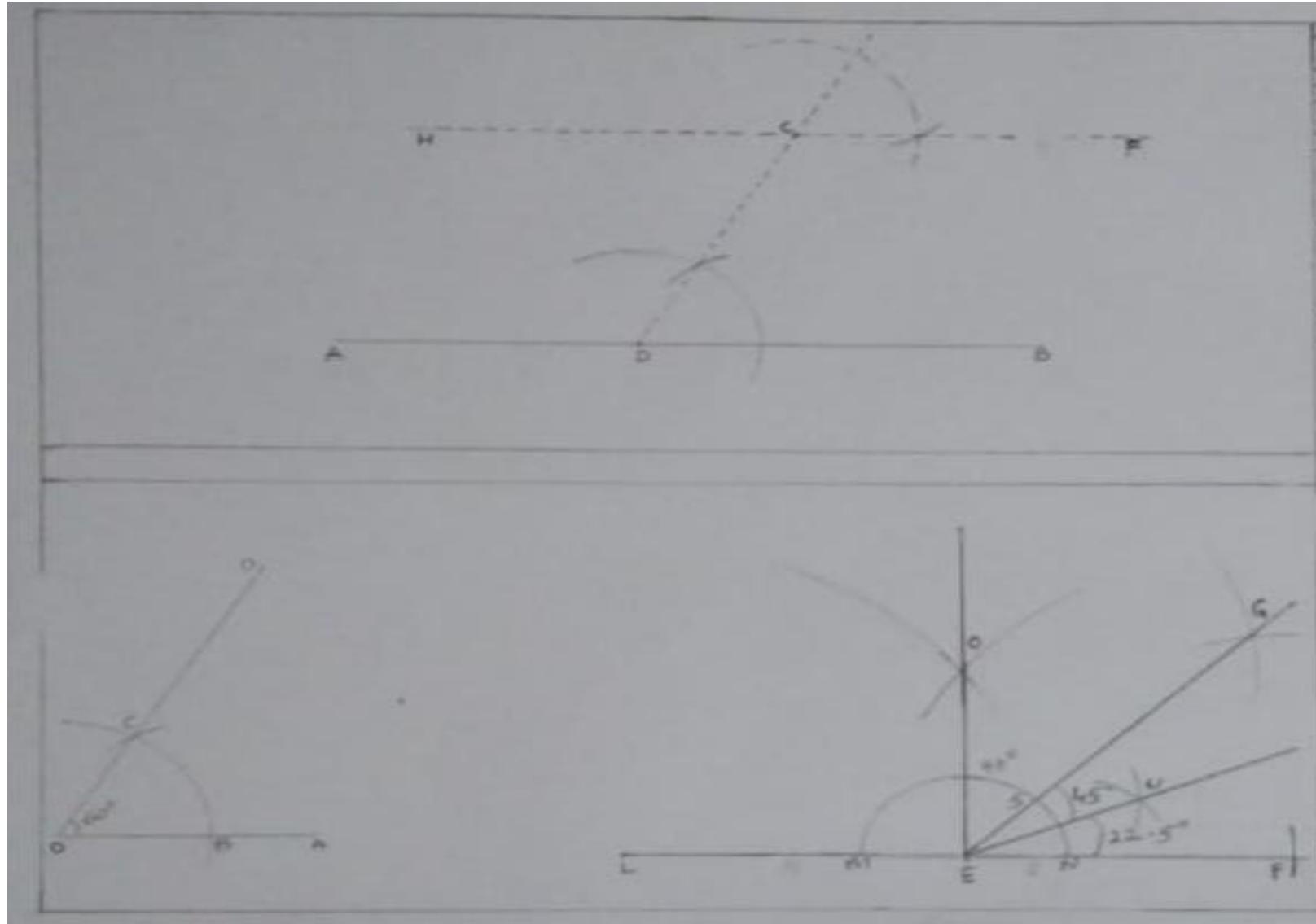
LINE EXERCISE

EXERCISE - 006

DRAW PERPENDICULAR
BISECTION AND DRAW
MULTIPLE SECTION OR
TRISECTION OF LINE
SEGMENT

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036





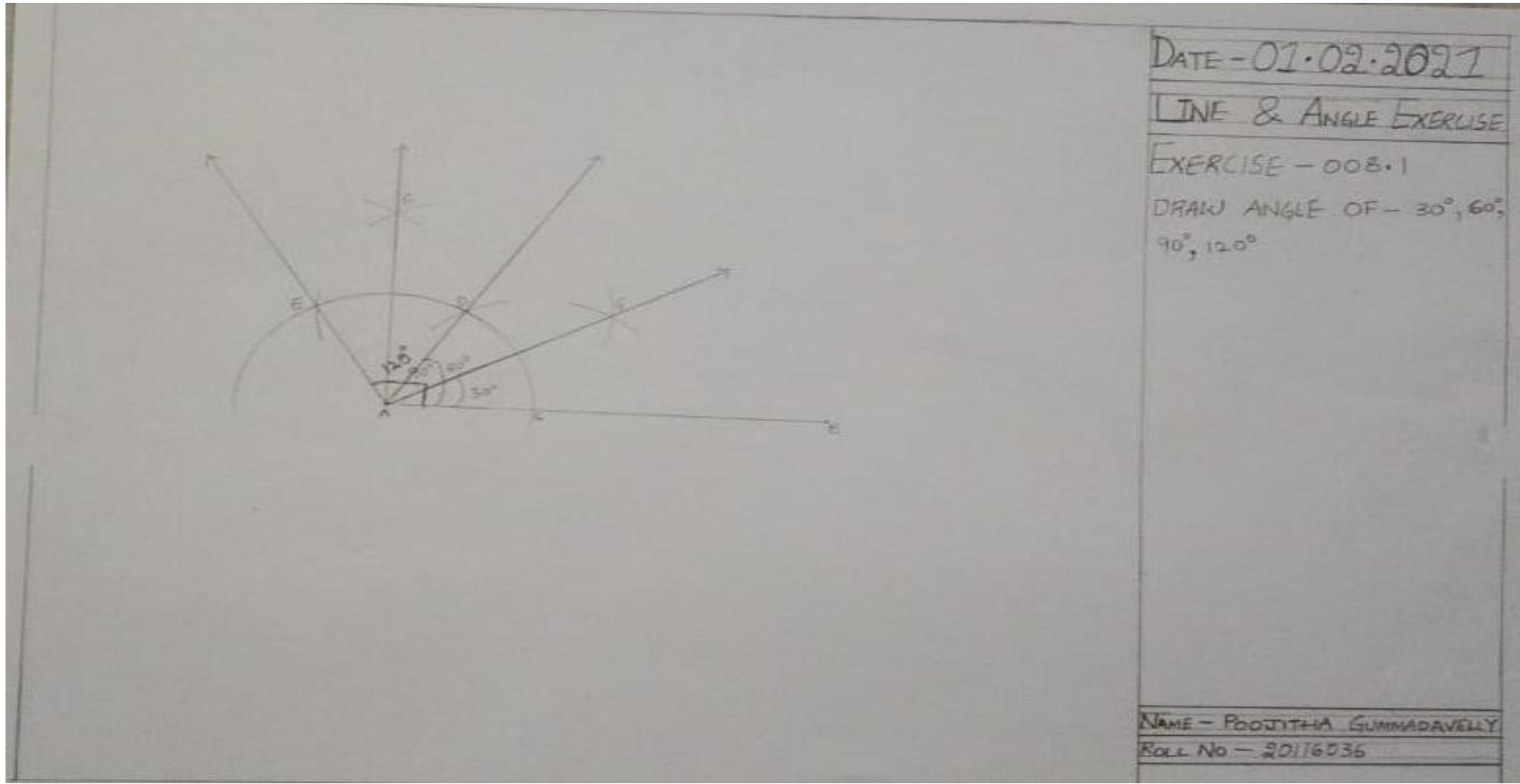
DATE - 01.02.2021

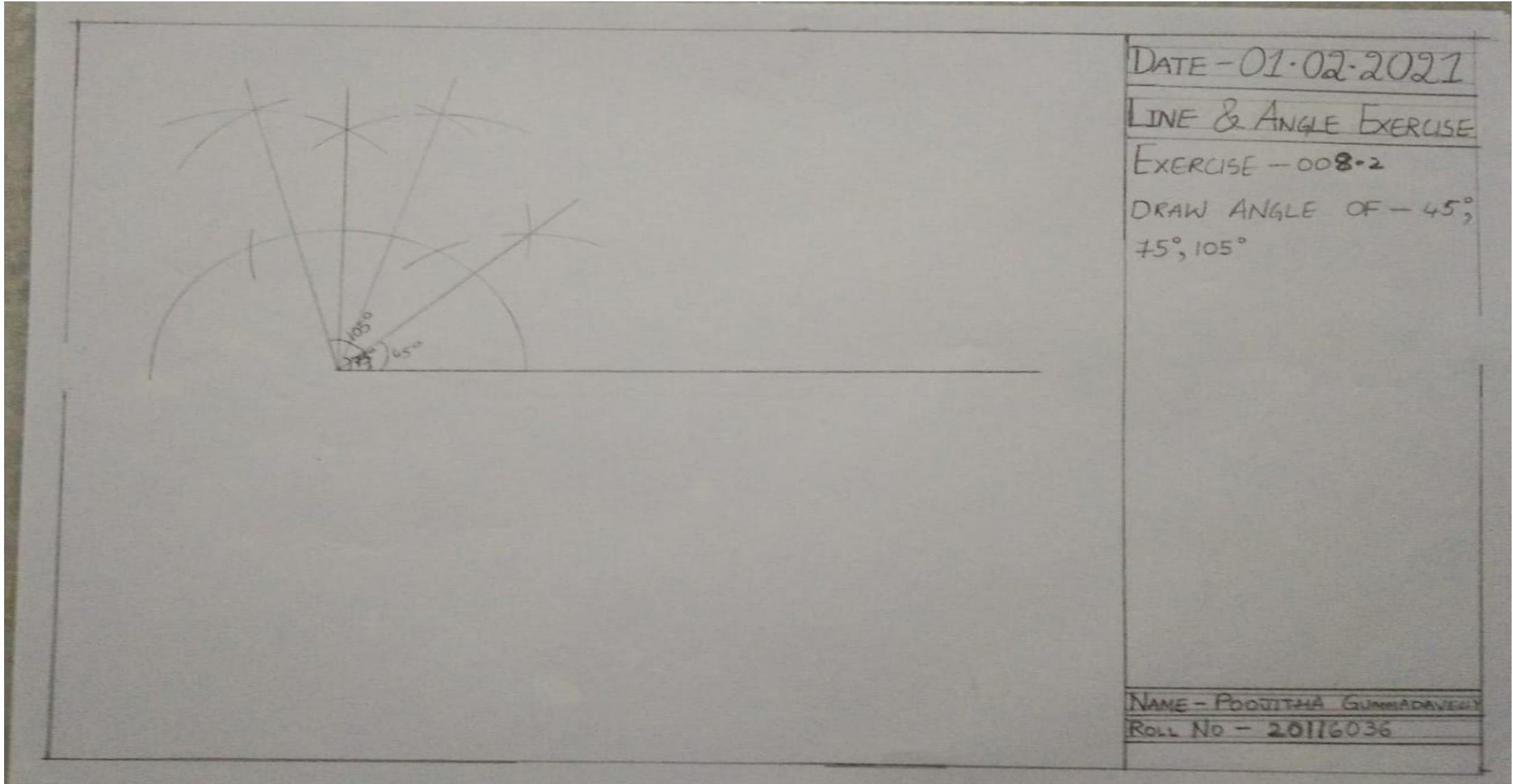
LINE & ANGLE EXERCISE

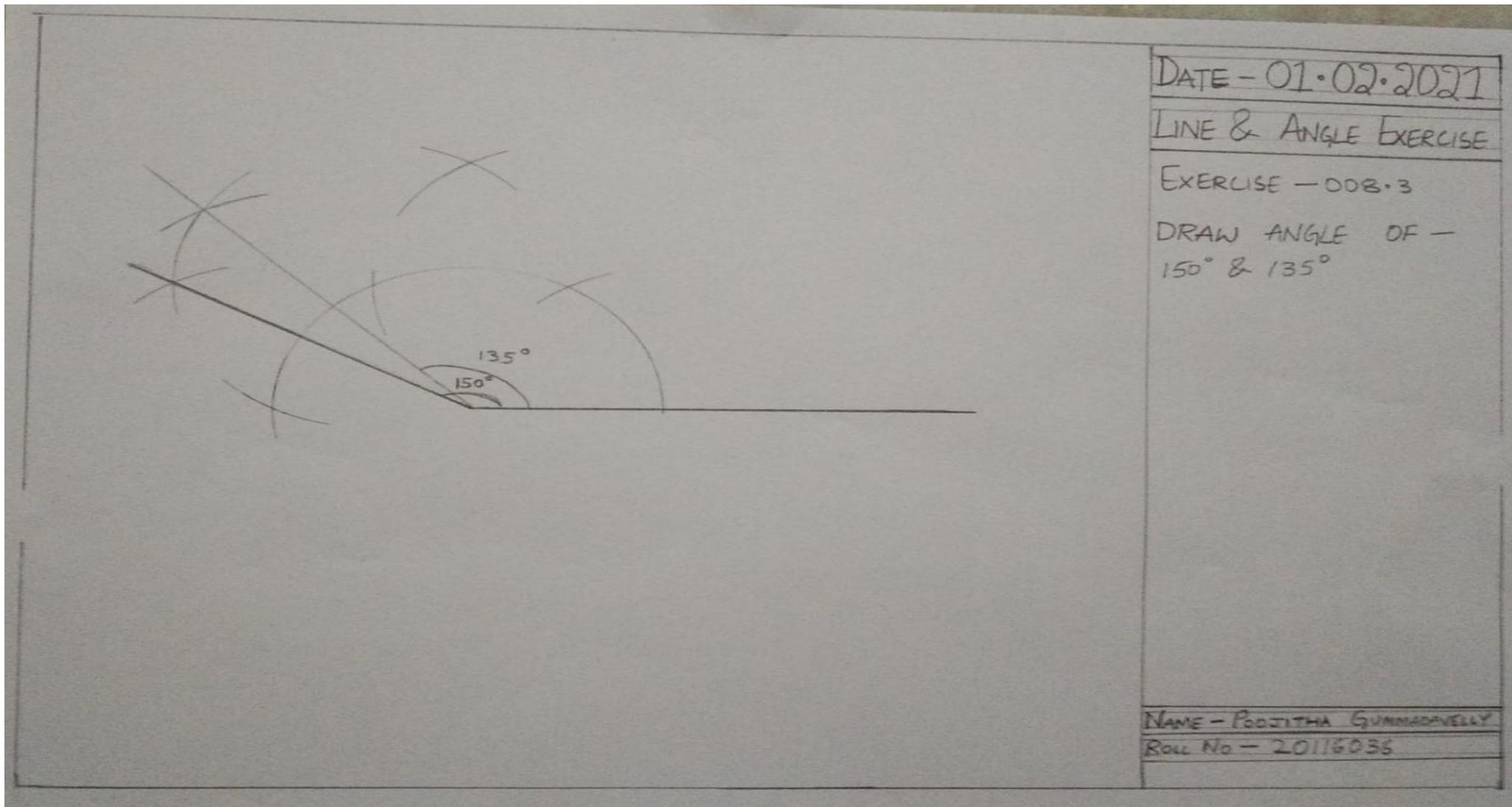
EXERCISE - 007

DRAWING PARALLEL LINE
SEGMENT AND DRAWING AN
ANGLE AND BISECTION OF
ANGLE

Name - POOJITHA GUMMADAVELLY
Roll No - 20116036

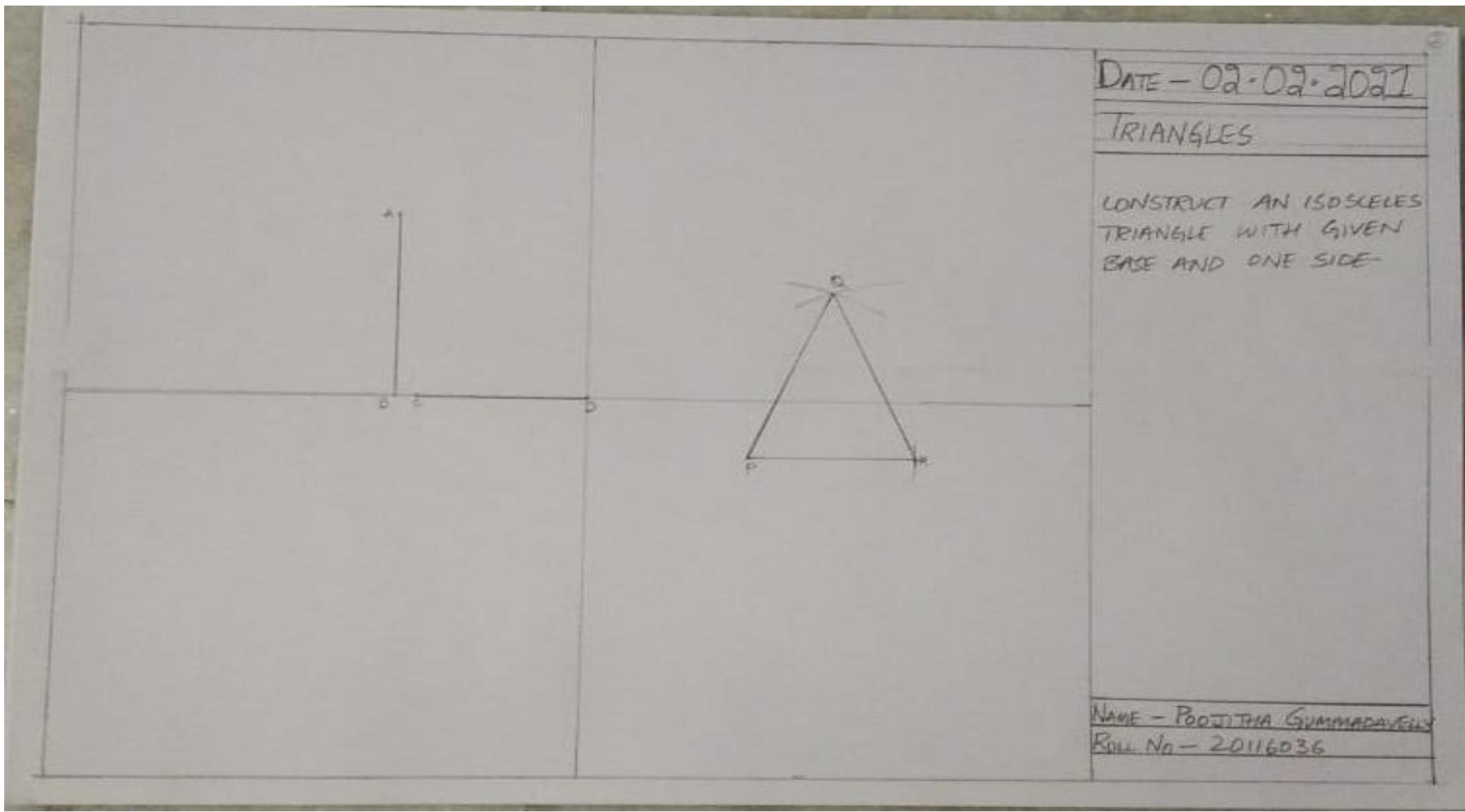


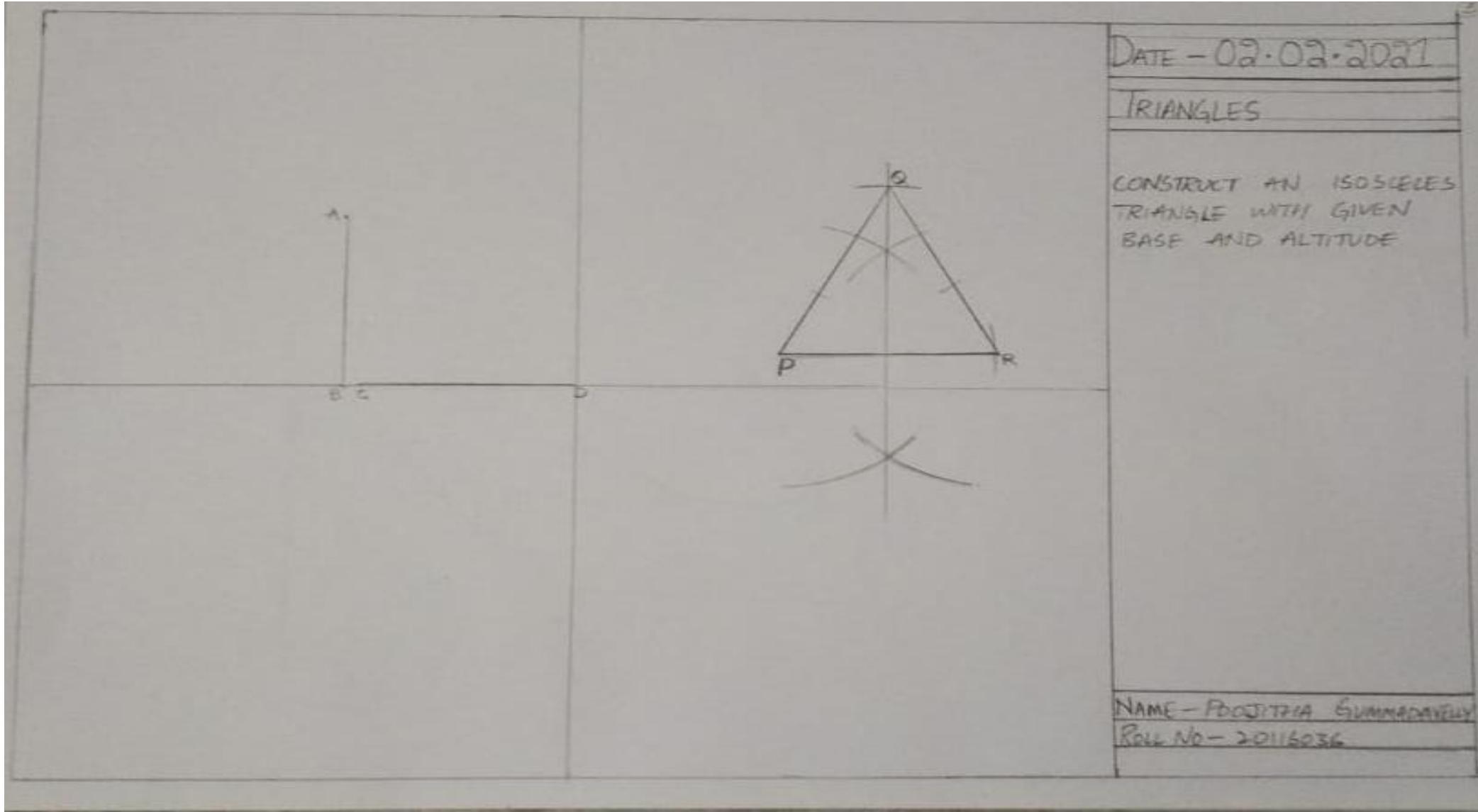




TRIANGLE EXERCISE

In this exercise , you need to develop control over using T-scale. This exercise has several sub-exercises, in which we are supposed to develop a triangle with given sides and angles . And also to construct in-center, circum-center, orthocenter, centroid.





DATE - 02.02.2021

TRIANGLES

CONSTRUCT AN ISOSCELES TRIANGLE WITH GIVEN BASE AND ALTITUDE

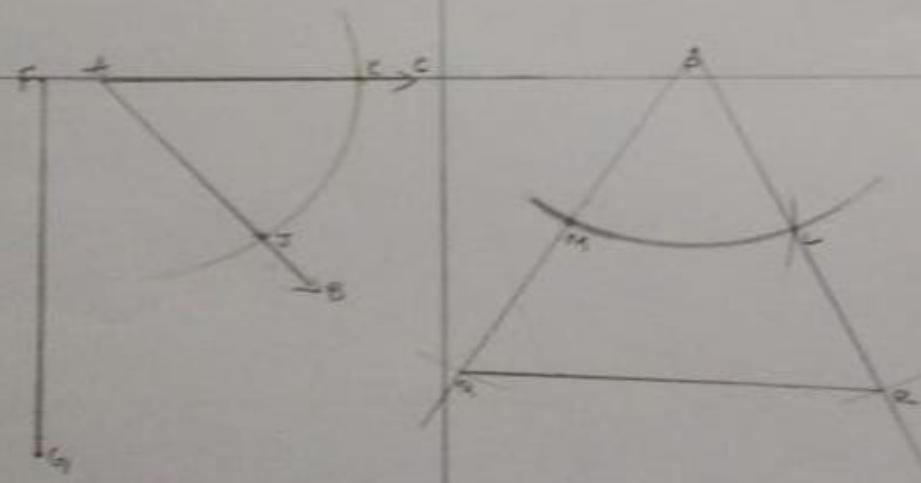
NAME - POOJITHA GUMMADAVELLY
Roll No - 20116036

DATE - 02-02-2021

TRIANGLES

CONSTRUCT AN ISOSCELES TRIANGLE WITH GIVEN LEG AND APEX ANGLE

Name - POOJITHA GUMMADAVELLY
Roll No - 20116036

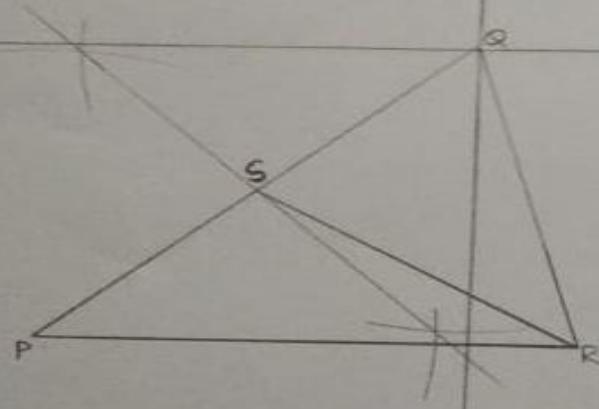


DATE - 02.02.2021

TRIANGLES

CONSTRUCT MEDIAN
OF A TRIANGLE

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

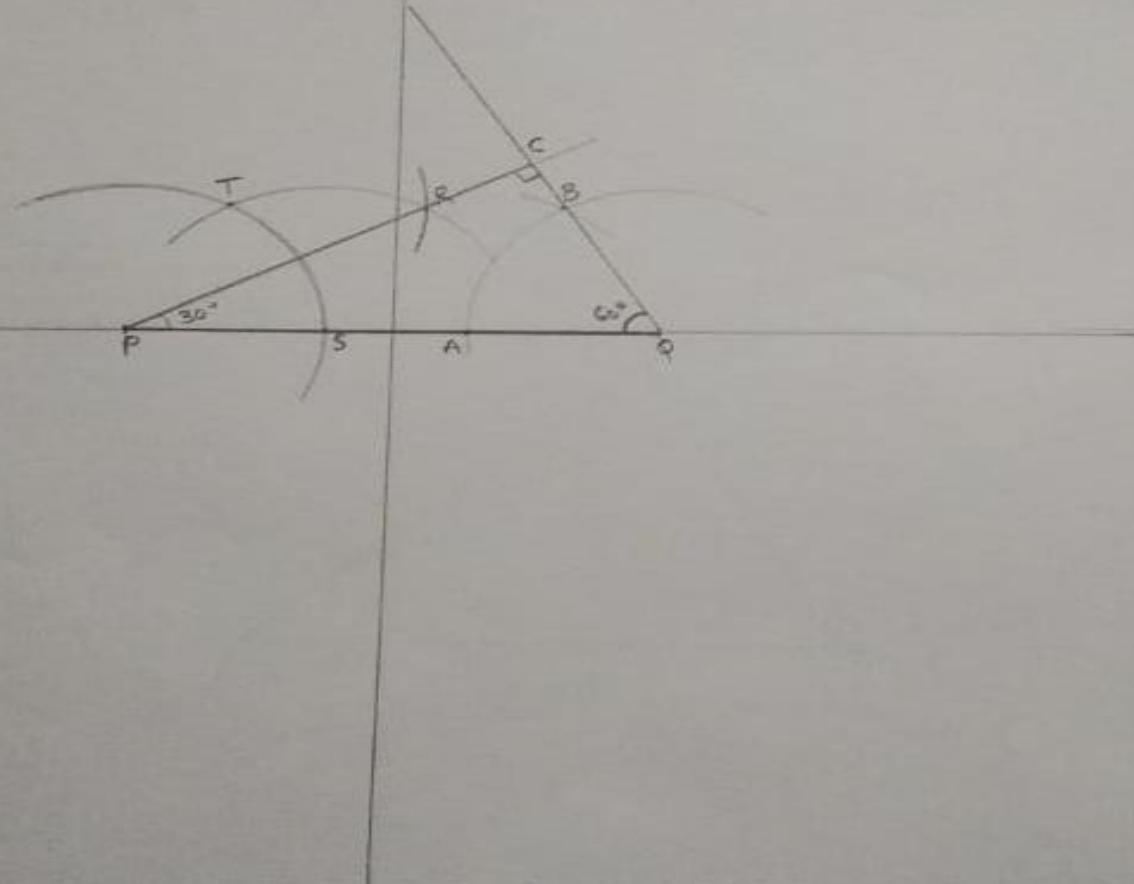


DATE - 02.02.2021

TRIANGLES

CONSTRUCT A "30°-60°-90°" TRIANGLE WITH GIVEN HYPOTENUSE

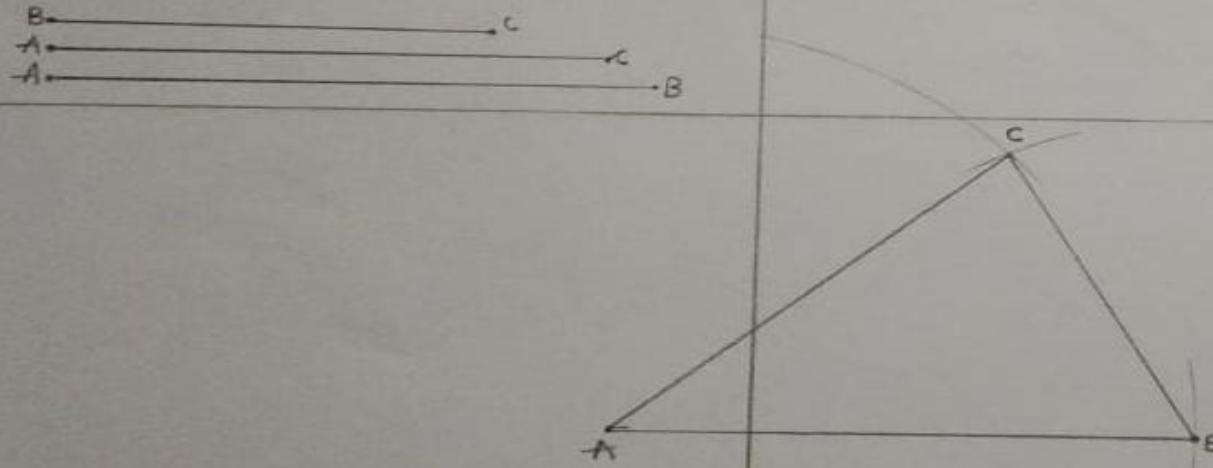
NAME - POOJITHA GUMMADAVELLY
ROLL No - 20116036



DATE - 02.02.2021

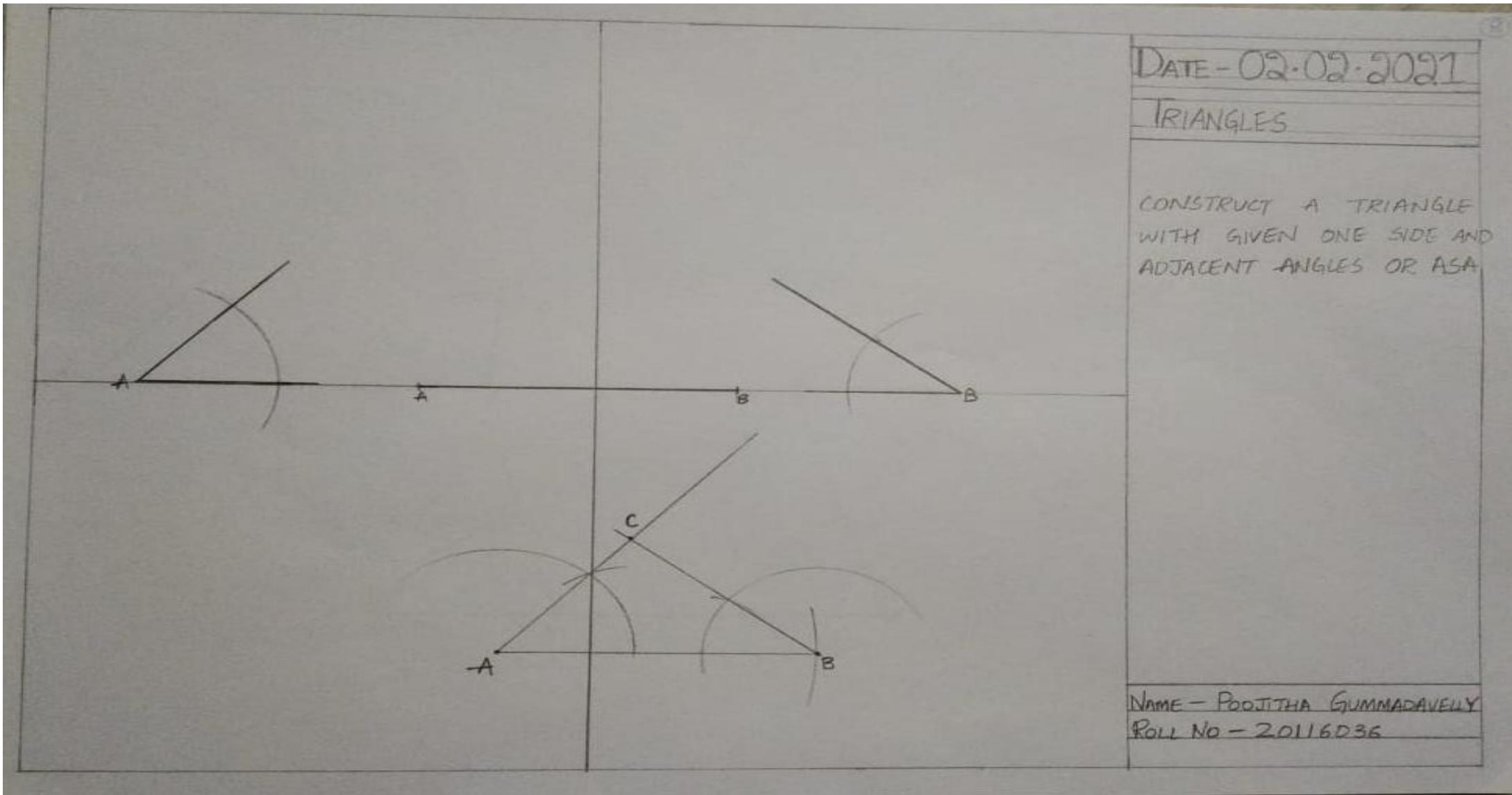
TRIANGLES

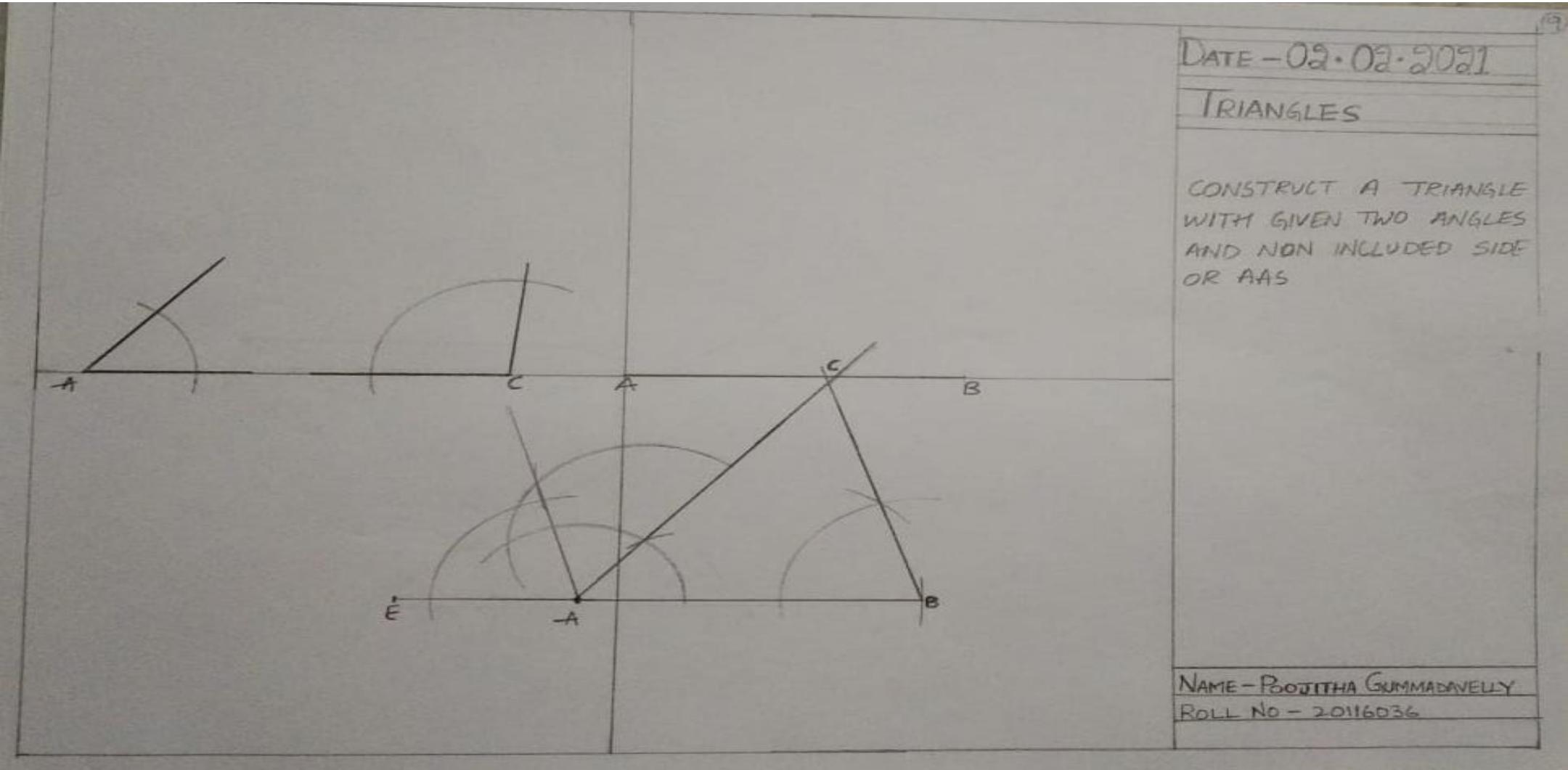
CONSTRUCT A TRIANGLE
WITH GIVEN 3 SIDES
OR SSS



NAME - POOJITHA GUMMADAVELLY

ROLL NO - 20116036

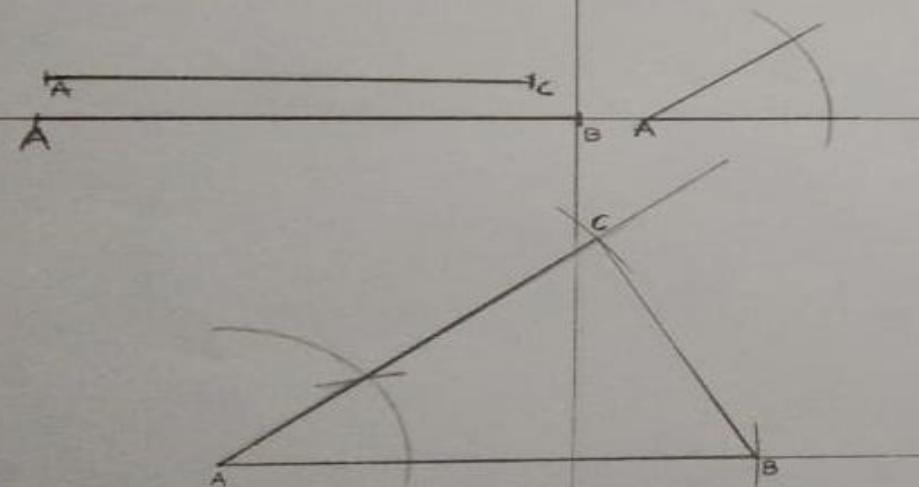




DATE - 02.09.2021

TRIANGLES

CONSTRUCT A TRIANGLE
WITH GIVEN TWO SIDES
AND INCLUDED ANGLE
OR SAS

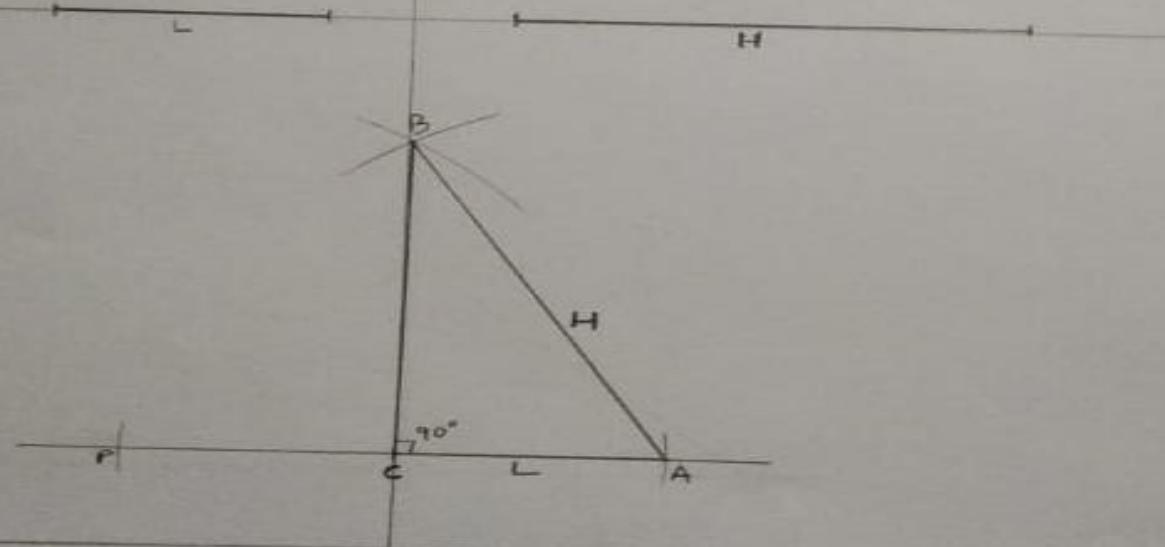


NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

DATE - 02-02-2021

TRIANGLES

CONSTRUCT A RIGHT TRIANGLE WITH GIVEN ONE LEG AND HYPOTENUSE



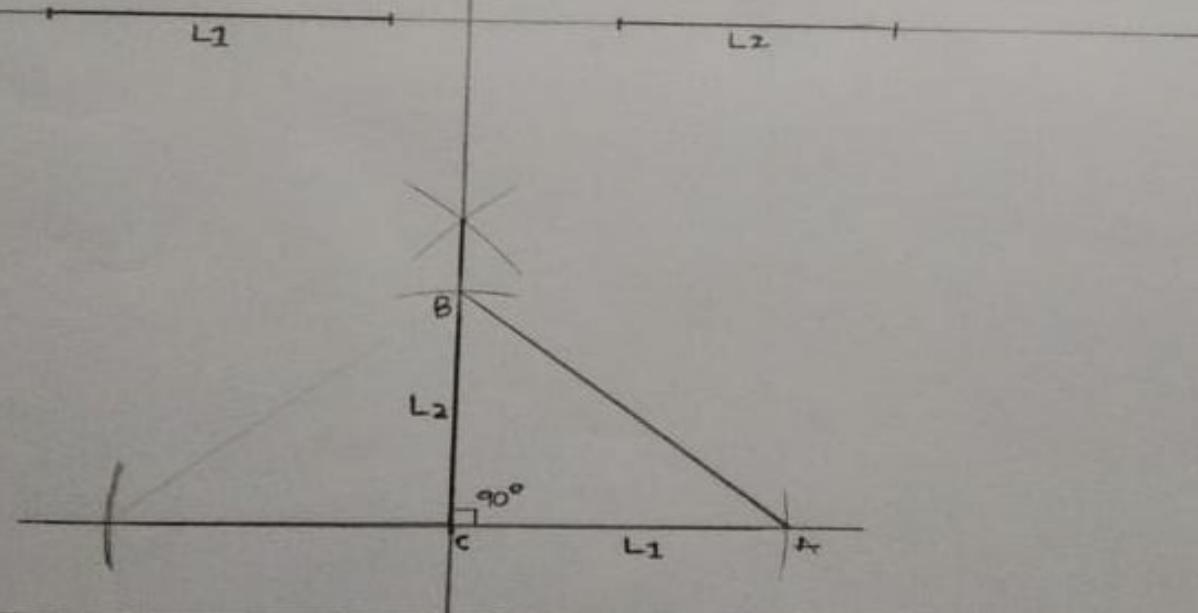
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

DATE - 02.02.2021

TRIANGLES

CONSTRUCT A RIGHT TRIANGLE WITH GIVEN BOTH LEG LENGTHS

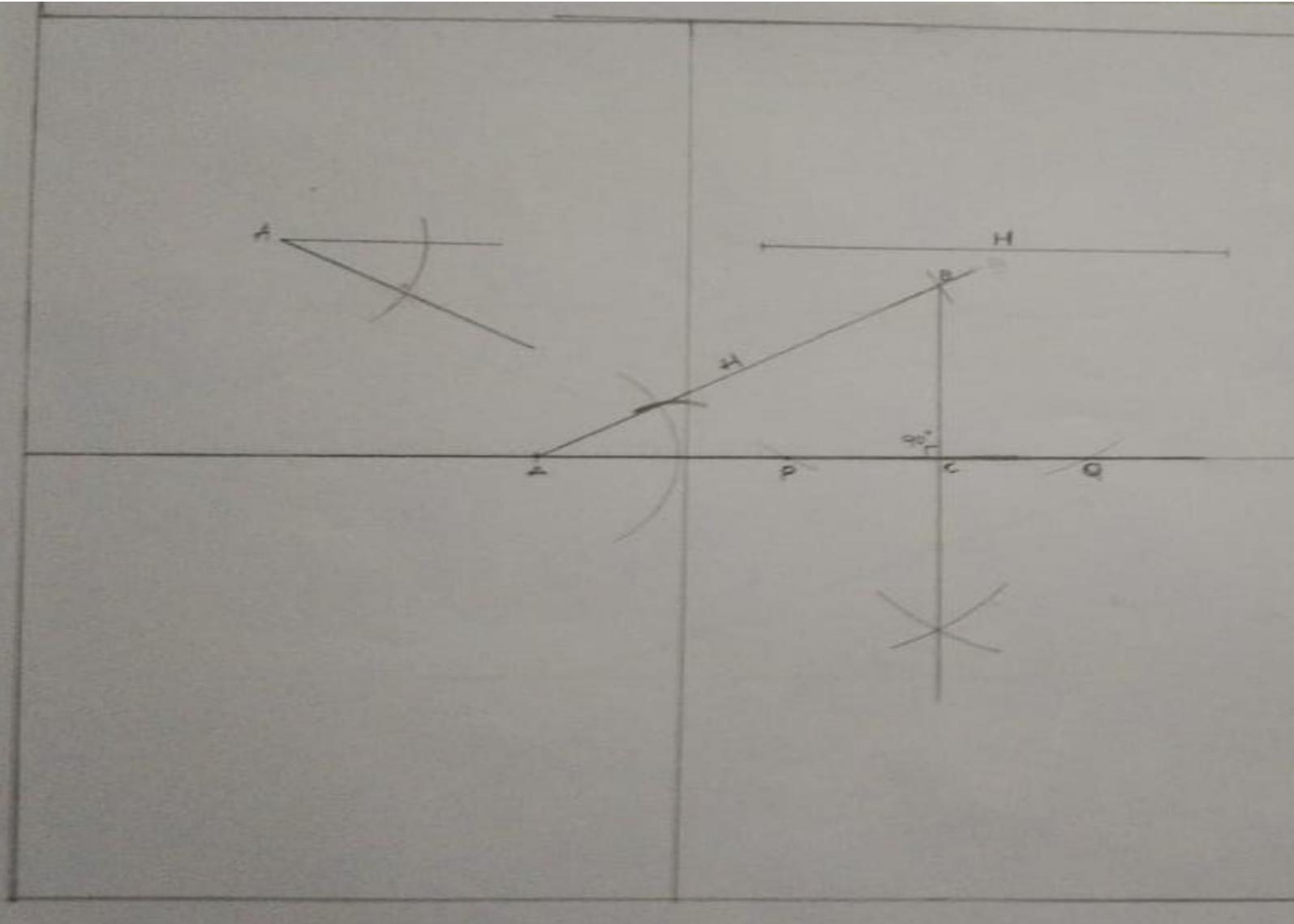
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036



DATE - 02.02.2021

TRIANGLES

CONSTRUCT A RIGHT TRIANGLE WITH GIVEN HYPOTENUSE H AND ANGLE A



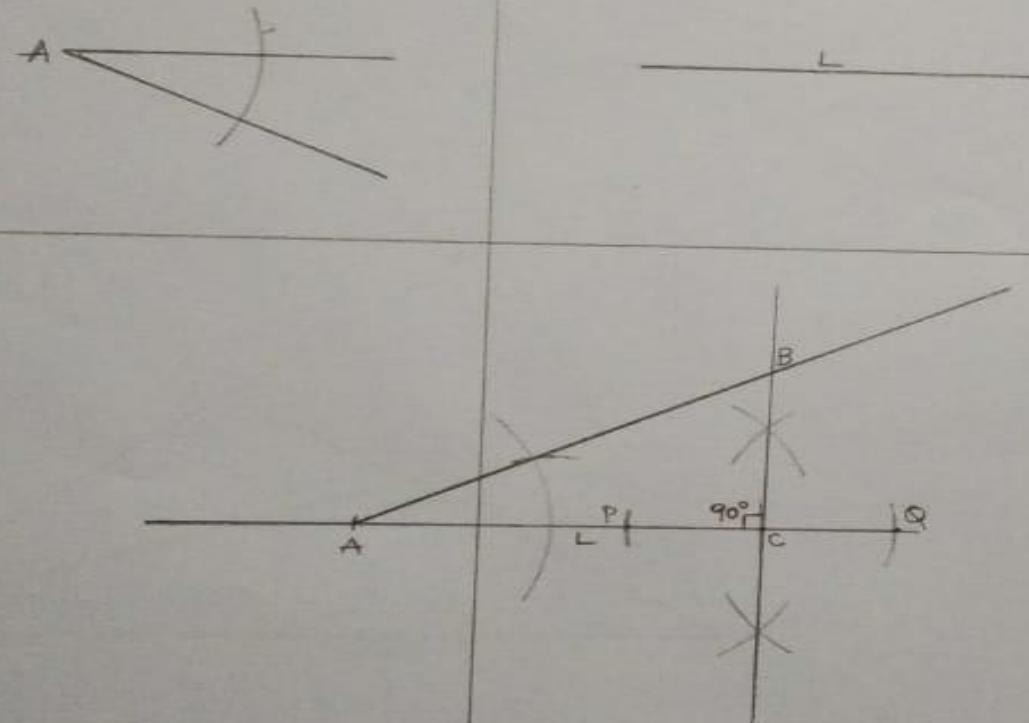
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

DATE - 02.02.2021

TRIANGLES

CONSTRUCT A RIGHT TRIANGLE WITH GIVEN ANGLE AND GIVEN LEG

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

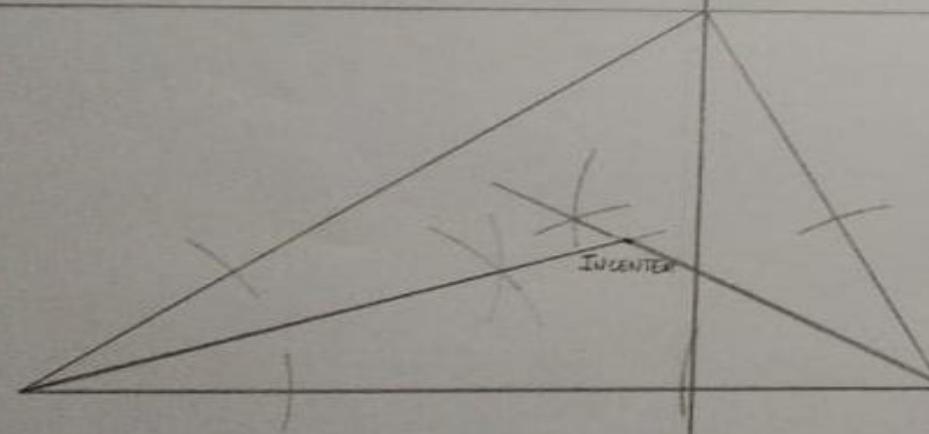


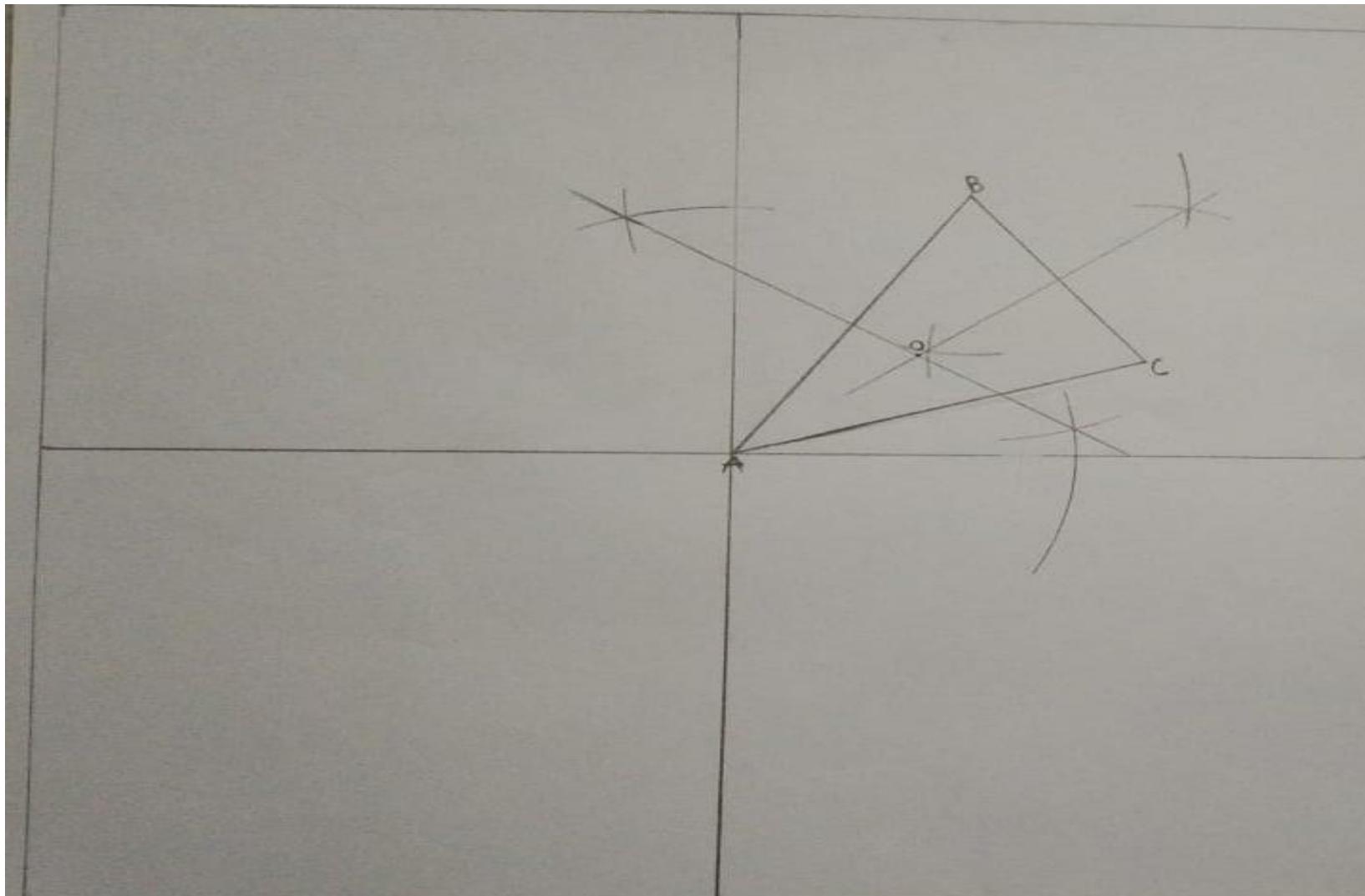
E
DATE - 02.02.2021

TRIANGLES

CONSTRUCT THE INCENTRE
OF THE GIVEN TRIANGLE

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036



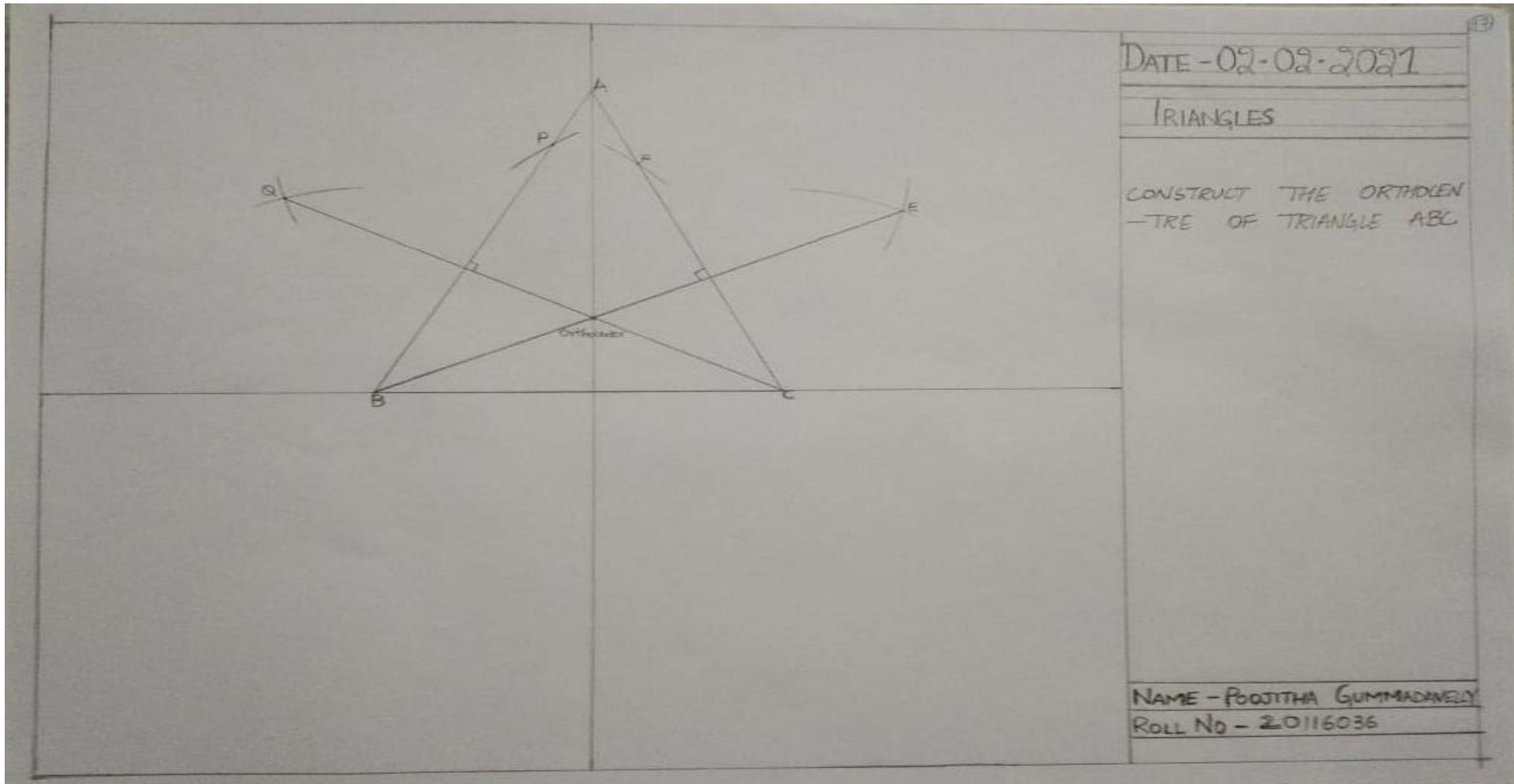


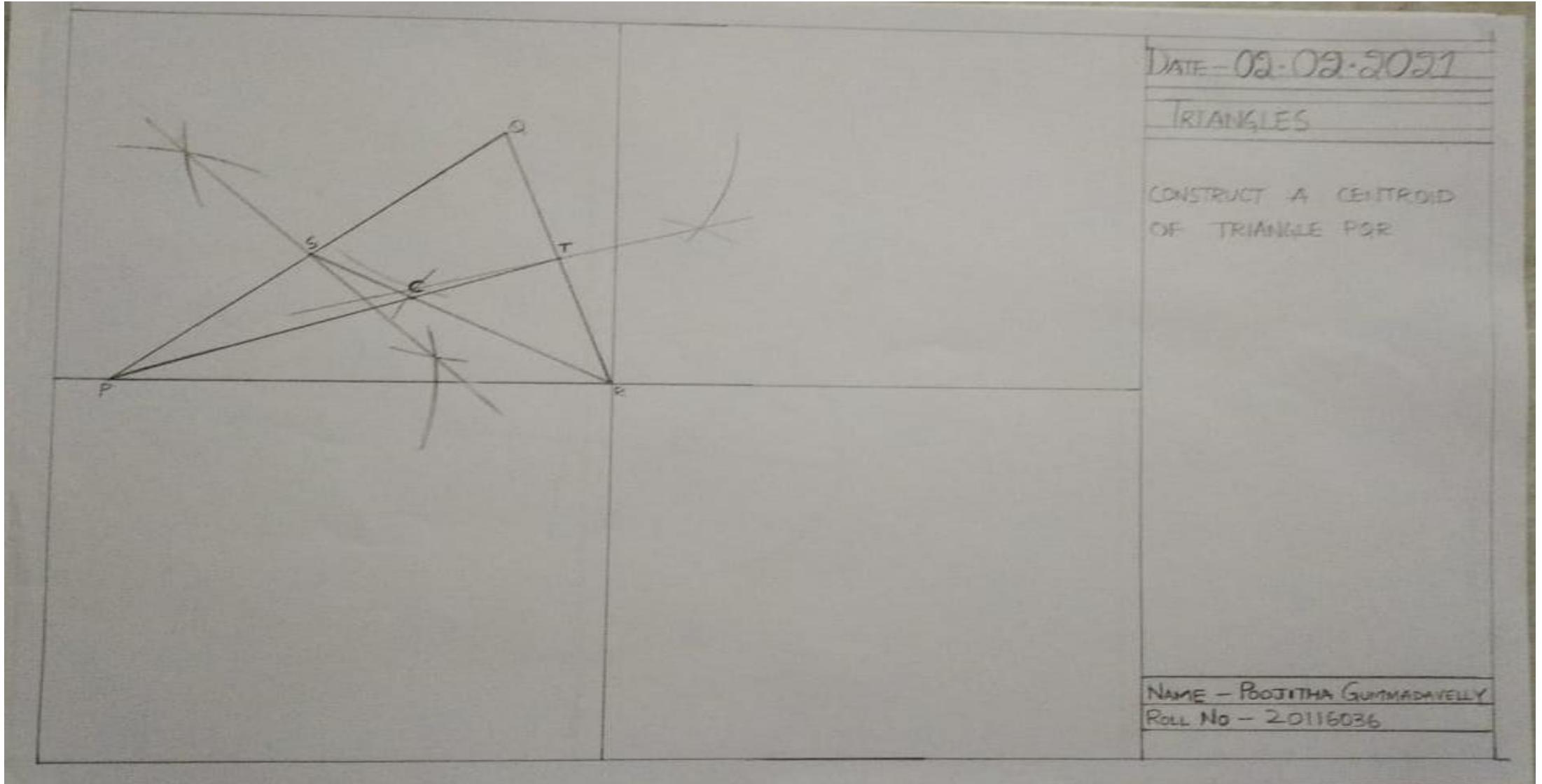
DATE - 02-02-2021

TRIANGLES

CONSTRUCTION OF
CIRCUM CENTRE WITH
A TRIANGLE ABC

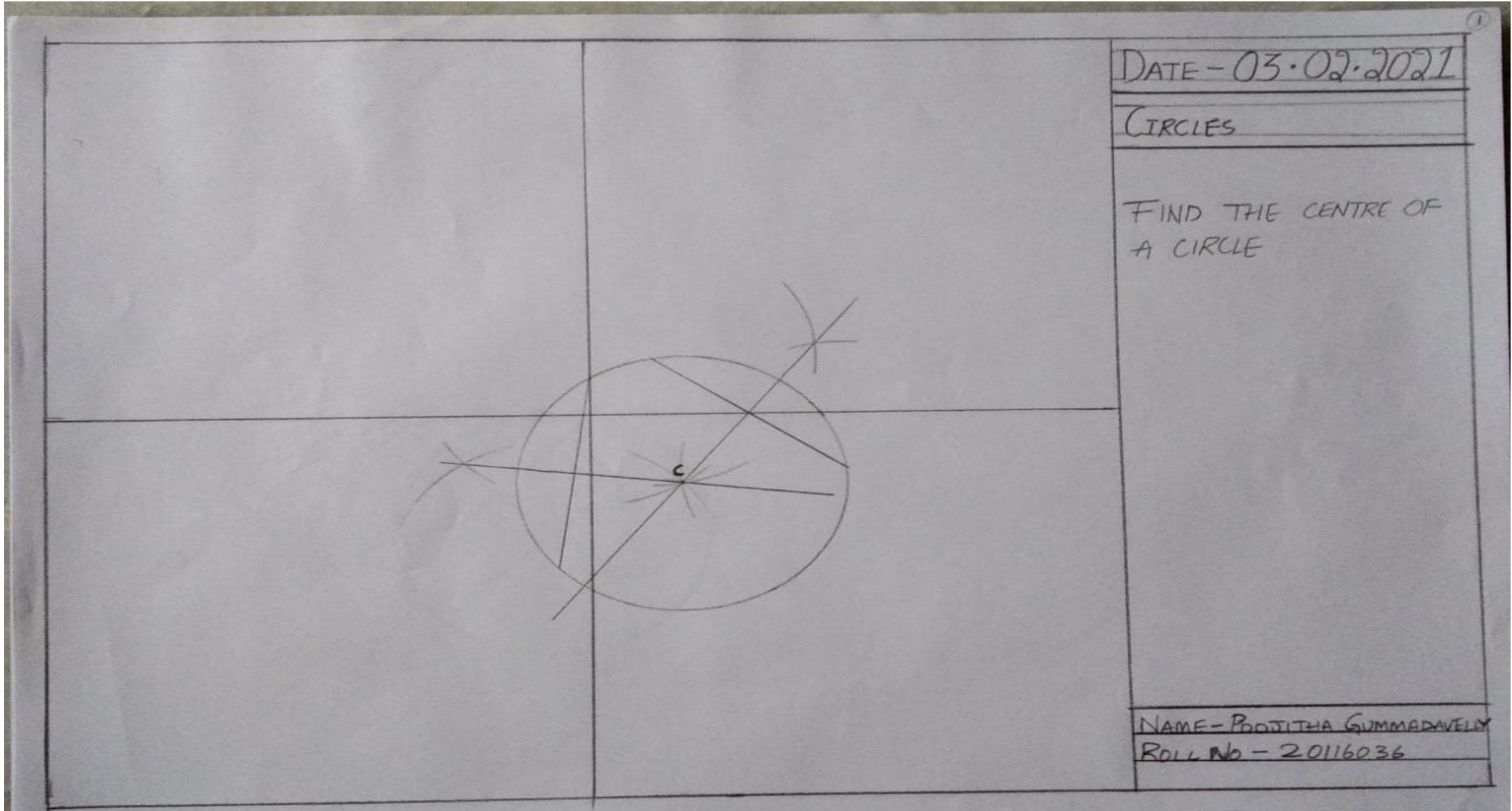
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036





CIRCLES AND TANGENTS EXERCISE

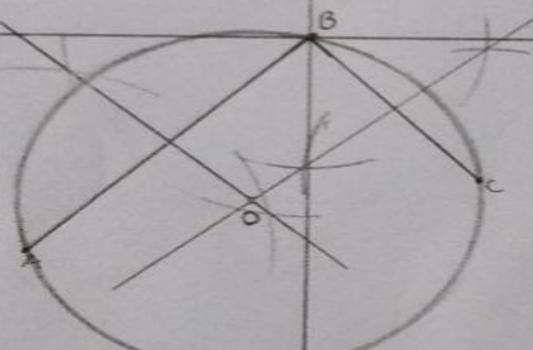
In this exercise, we get to find the Center and tangent of a given circle.
Also we get to know how to draw circle through various given points, tangent at a point on the circle,
tangent to a circle through an external point, drawing circle inside a triangle, drawing circum-circle of
a triangle.
And also we get to know ellipse through given focus through string method, and also finding focus for
a given ellipse



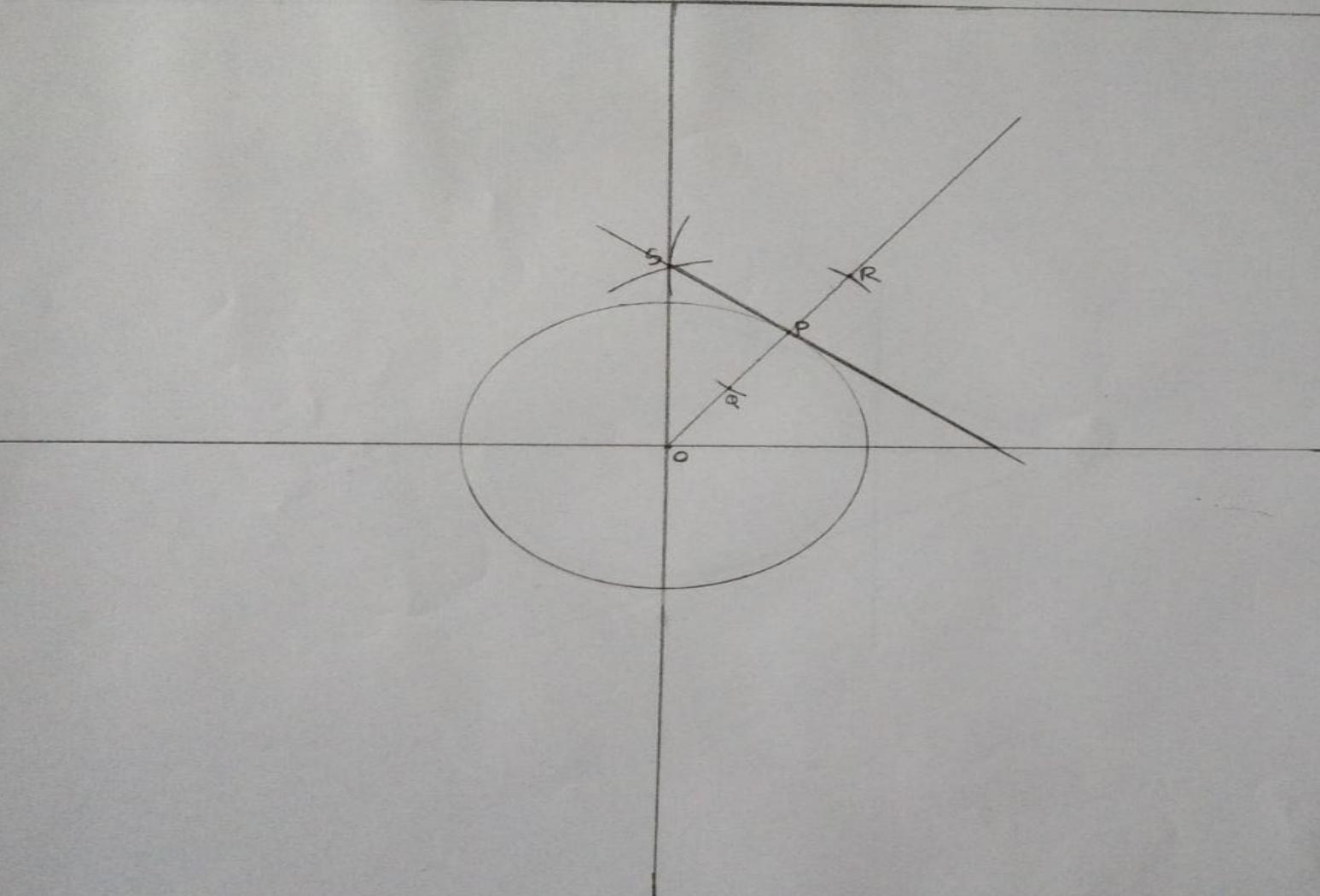
DATE - 03.07.2021

CIRCLES

DRAW A CIRCLE THROUGH
GIVEN 3 POINTS



NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036



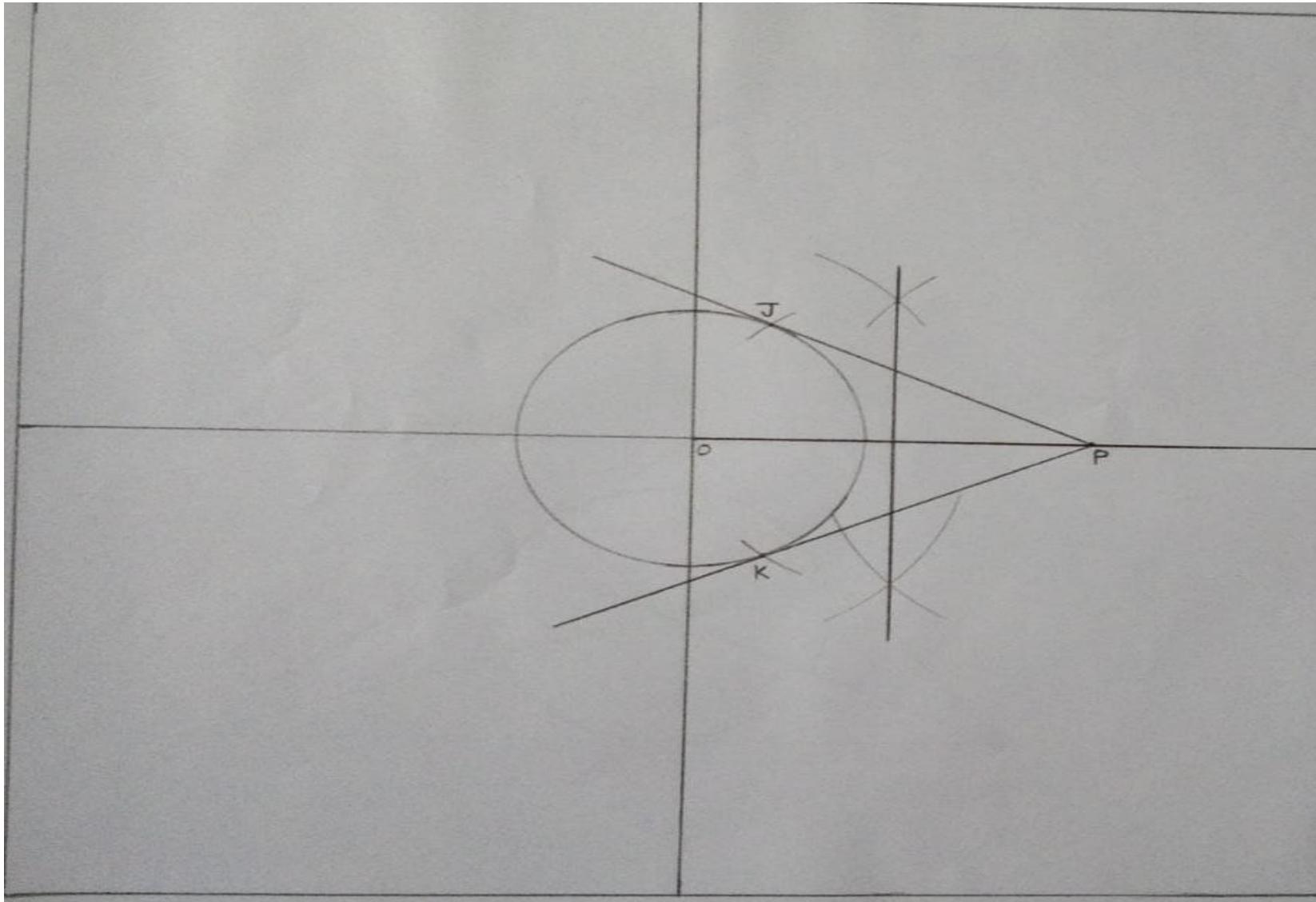
DATE - 03.02.2021

CIRCLES

DRAW A TANGENT AT A
POINT ON THE CIRCLE

NAME - POOJITHA GUMMADAVELLY

ROLL NO - 20116036

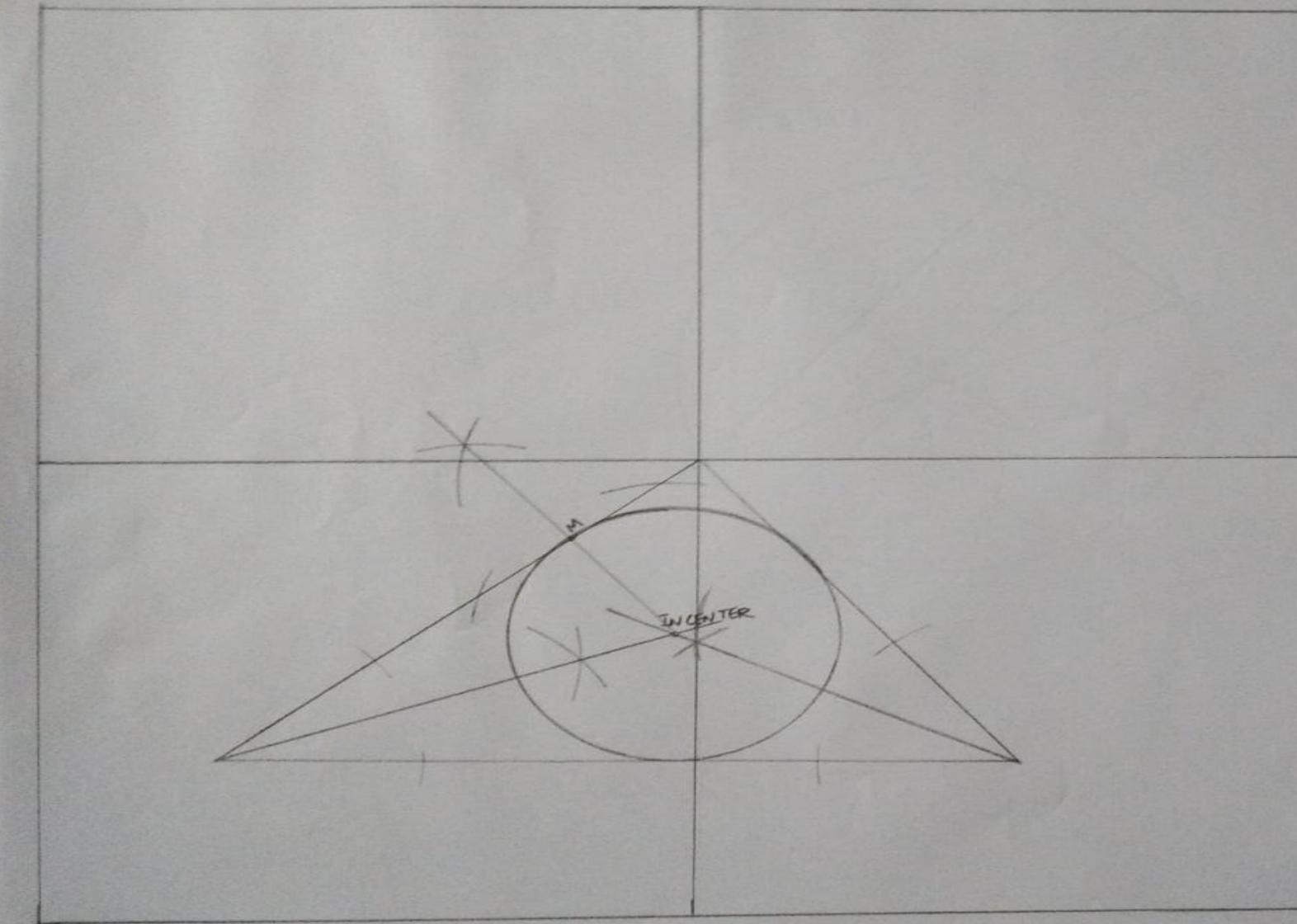


DATE - 03.02.2021

CIRCLES

DRAW TANGENT TO A CIRCLE THROUGH AN EXTERNAL POINT.

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116D36

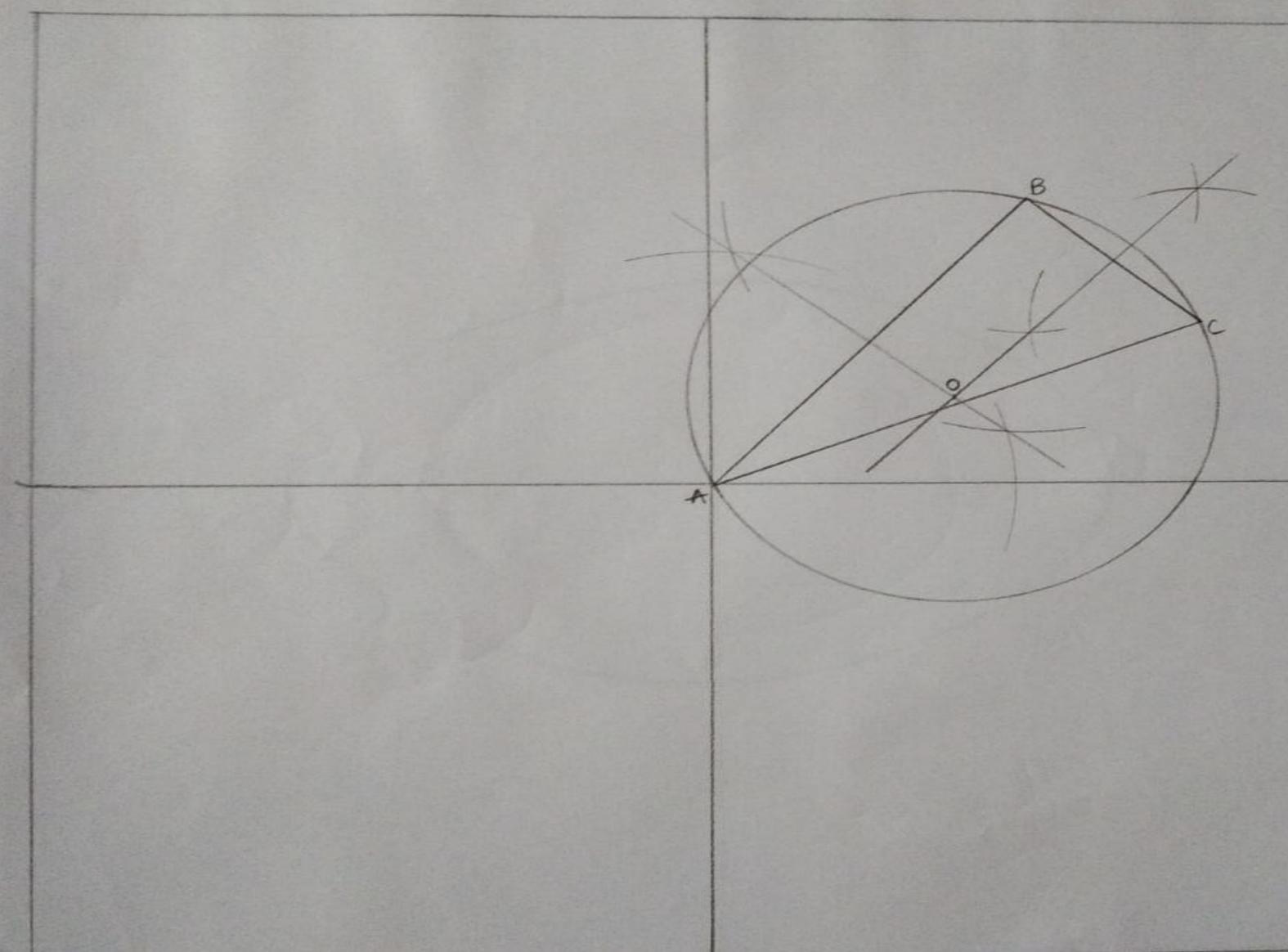


DATE - 03.02.2021

CIRCLES

DRAW A CIRCLE, INSIDE
A TRIANGLE

NAME - POOJITHA GUMMADAVELLY
ROLL No - 20116036

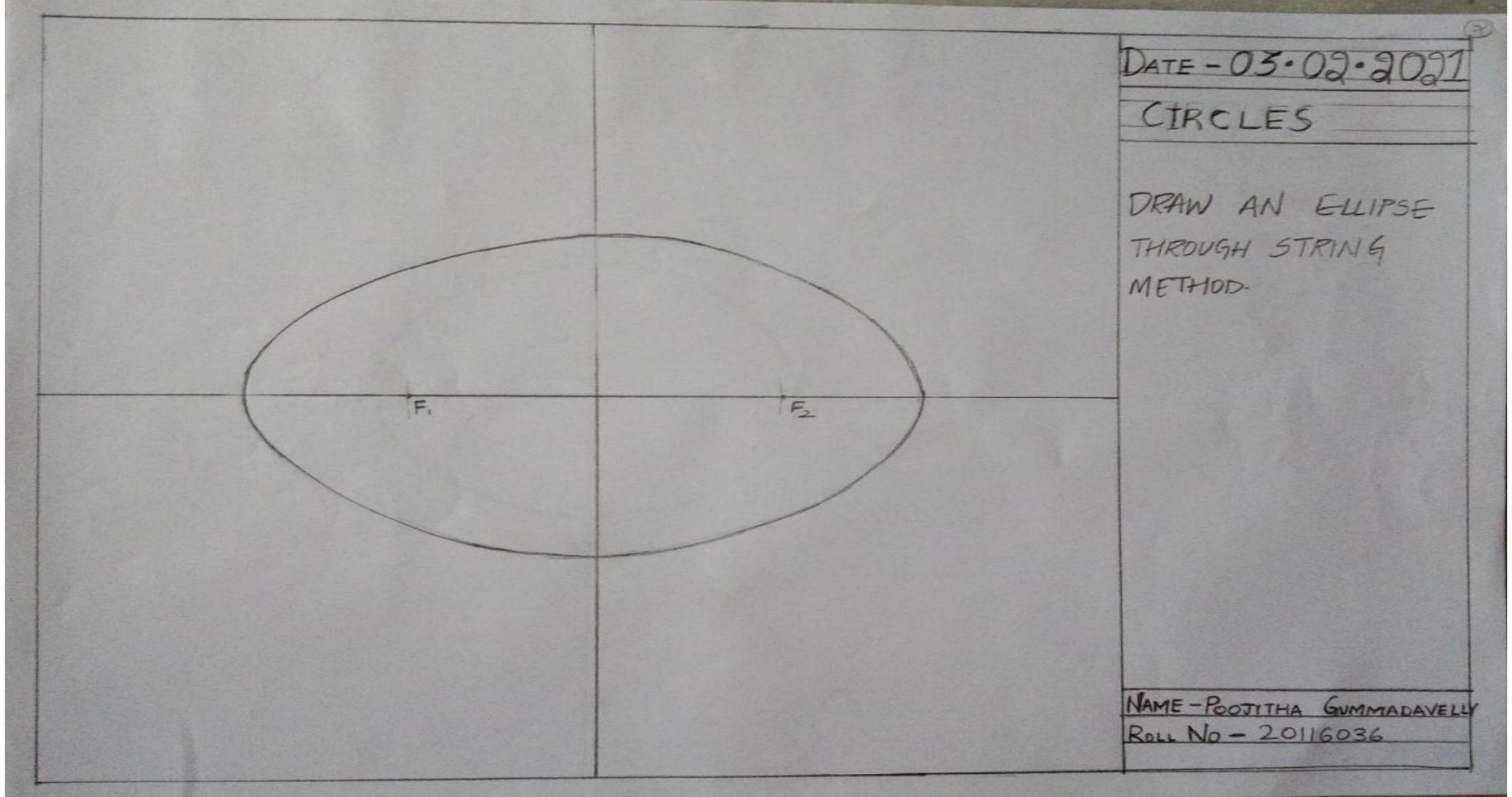


DATE - 03.02.2021

CIRCLES

DRAW CIRCUM CIRCLE
OF A TRIANGLE

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036



DATE - 03.02.2021

CIRCLES

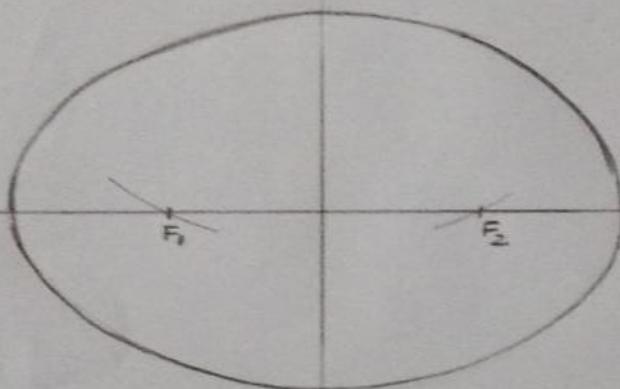
DRAW AN ELLIPSE
THROUGH STRING
METHOD.

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

DATE - 03.02.2021

CIRCLES

DRAW FOCUS POINTS
OF A GIVEN ELLIPSE

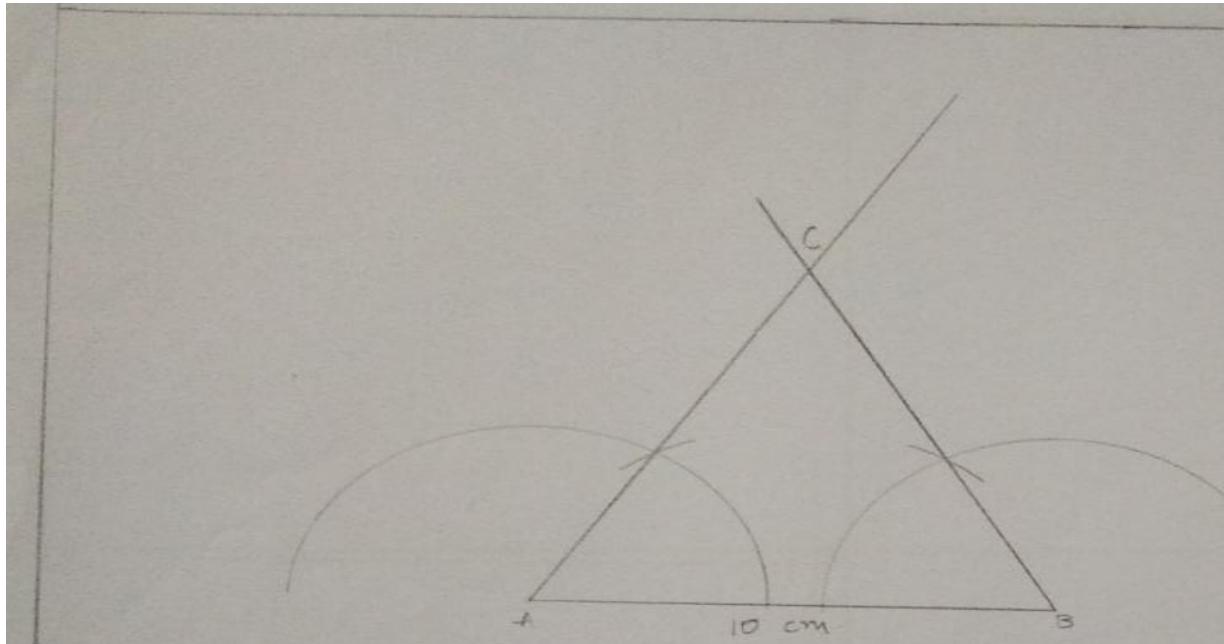


NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

EQUILATERAL POLYGONS

A polygon with all its sides equal is called an Equilateral Polygon. Regular Polygons are always convex by definition. If all angles are equal and all sides are equal, then it is a regular polygon. A polygon that does not have all sides and angles are equal, is called irregular polygon

Name	No. of Sides	Shape	Interior Angle
Triangle or Trigon	3		60°
Square or Tetragon or Quadrilateral	4		90°
Pentagon	5		108°
Hexagon	6		120°
Heptagon or Septagon	7		128.57°
Octagon	8		135°
Nonagon or Enneagon	9		140°
Decagon	10		144°



DATE - 08.02.2021

POLYGON CONSTRUCTION

EXERCISE - 09

CONSTRUCT A REGULAR
POLYGON - TRIANGLE

NAME - POOJITHA GUMMADAVELLY
ROLL No - 20116036

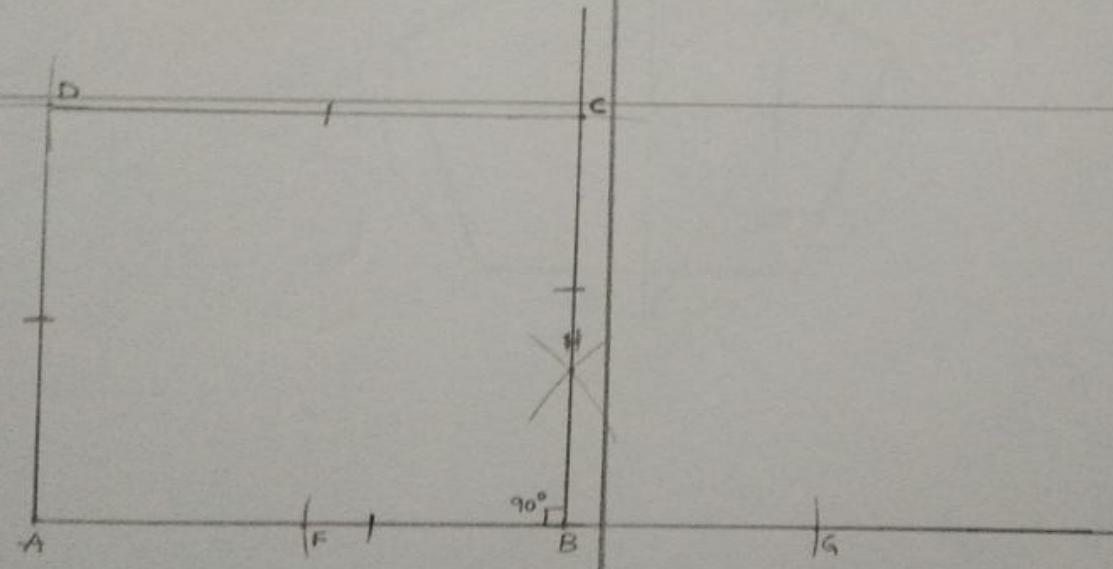
DATE - 08.02.2021

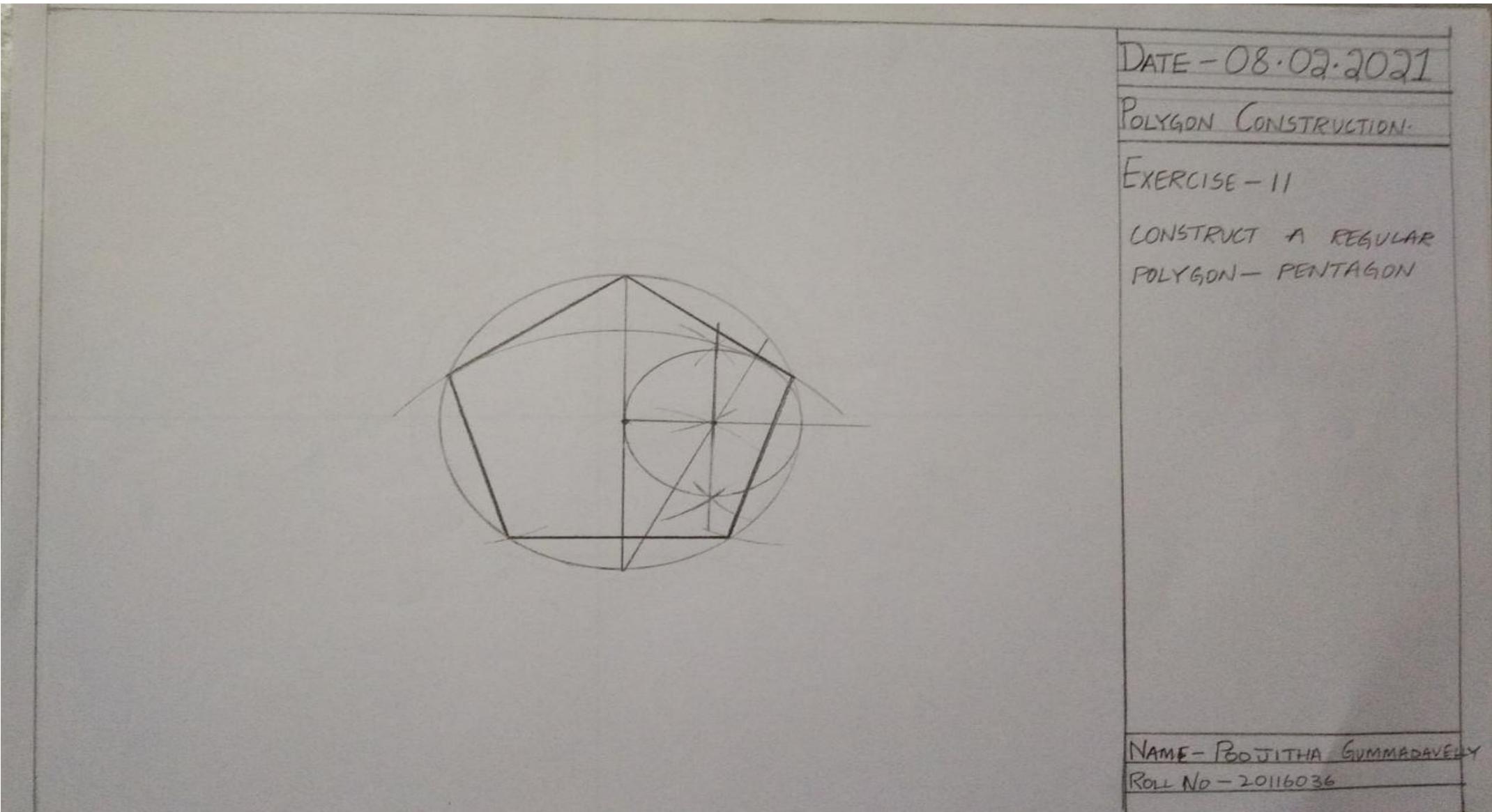
POLYGON CONSTRUCTION

EXERCISE - 10

CONSTRUCT A REGULAR
POLYGON - SQUARE

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036





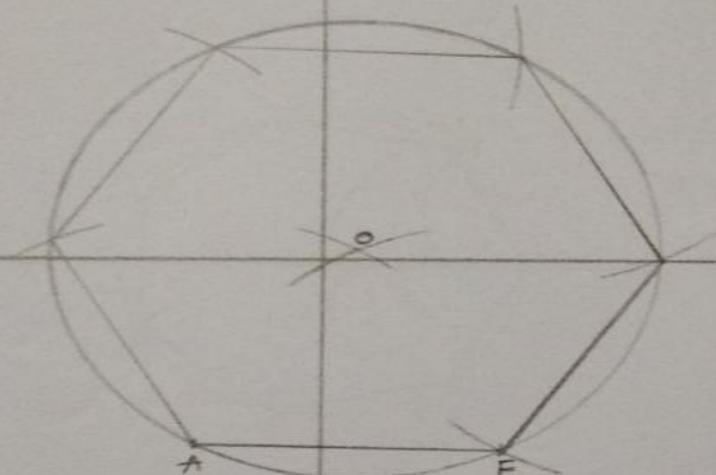
DATE - 08.02.2021

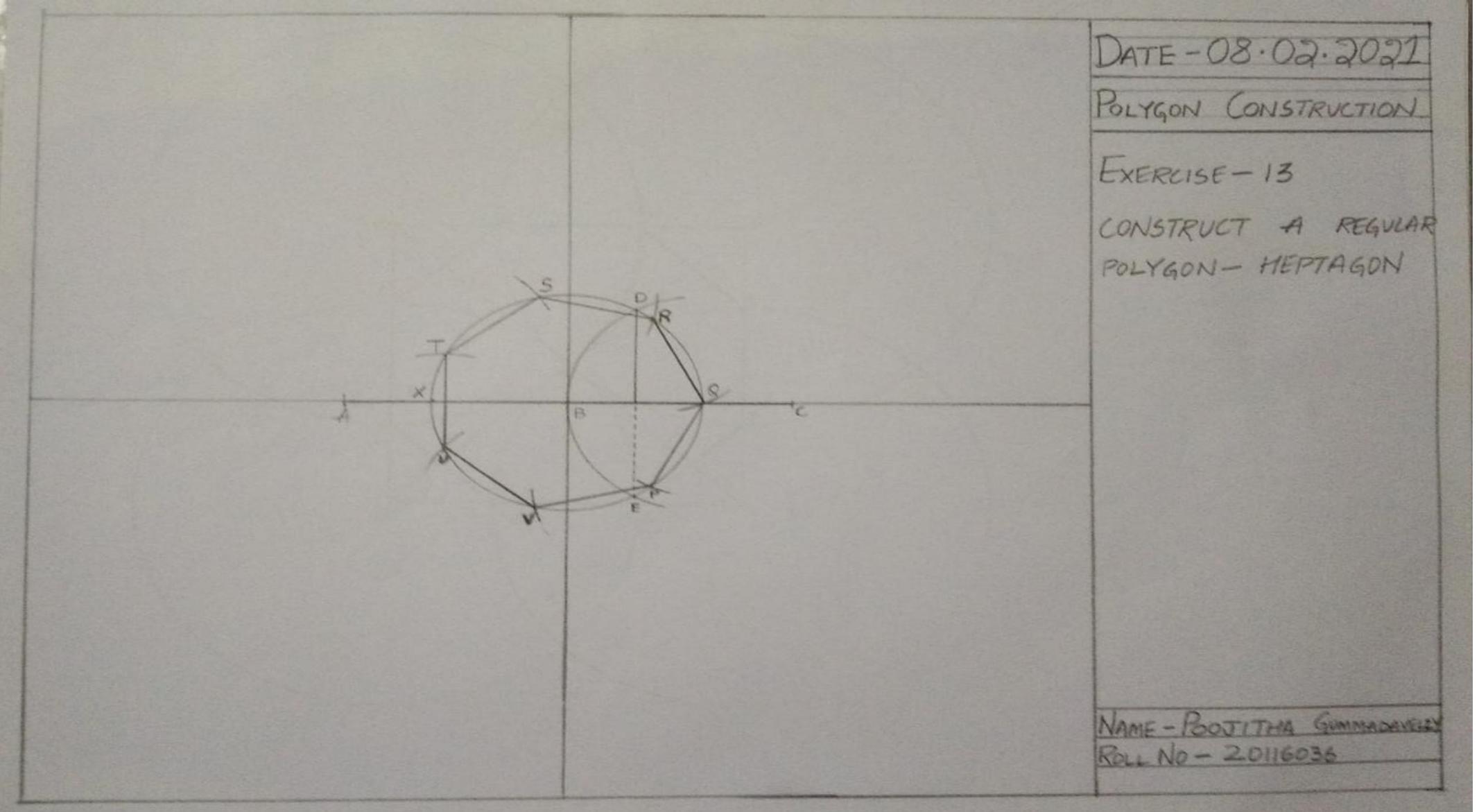
POLYGON CONSTRUCTION

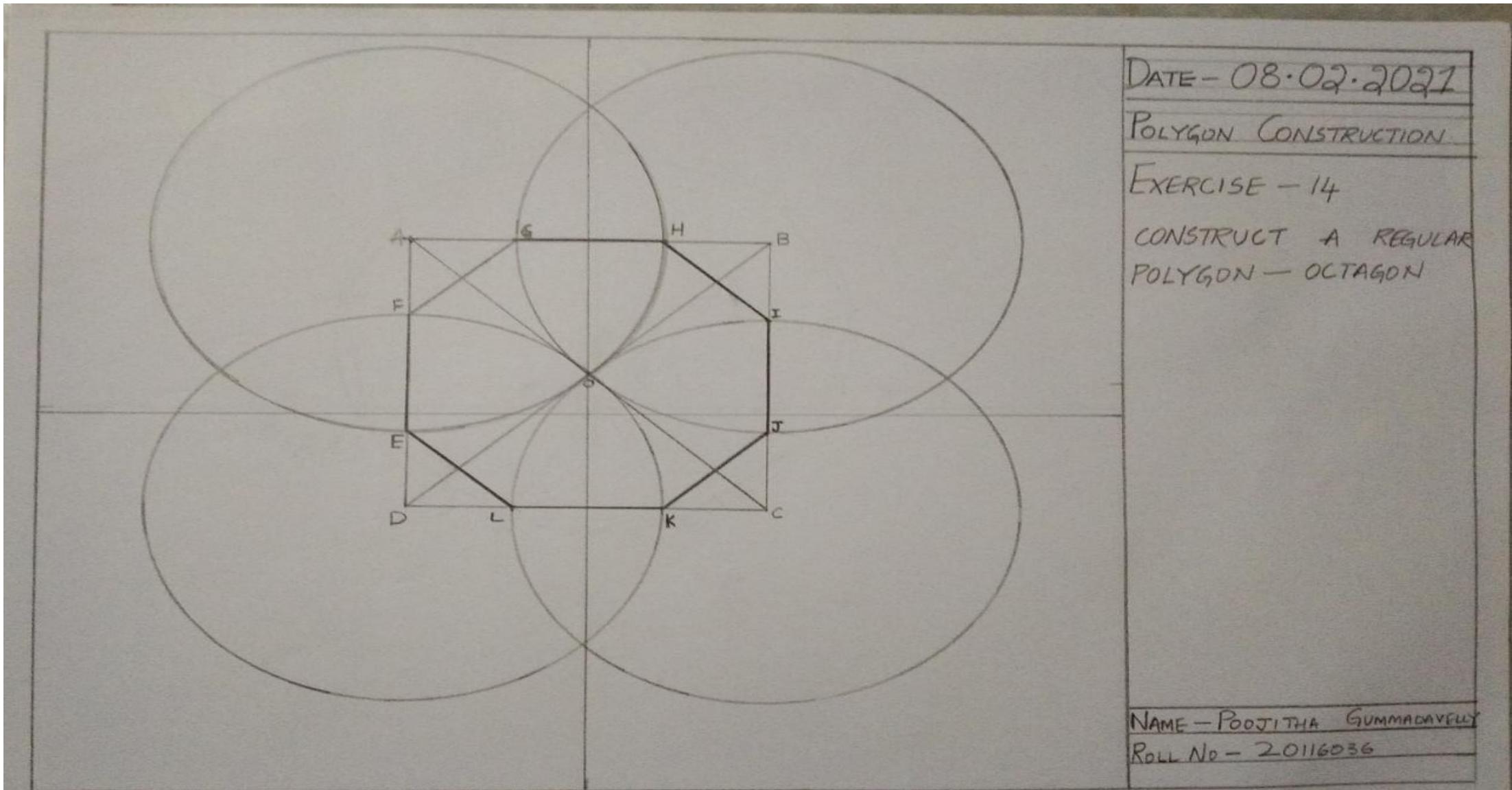
EXERCISE - 12

CONSTRUCT A REGULAR
POLYGON — HEXAGON

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036







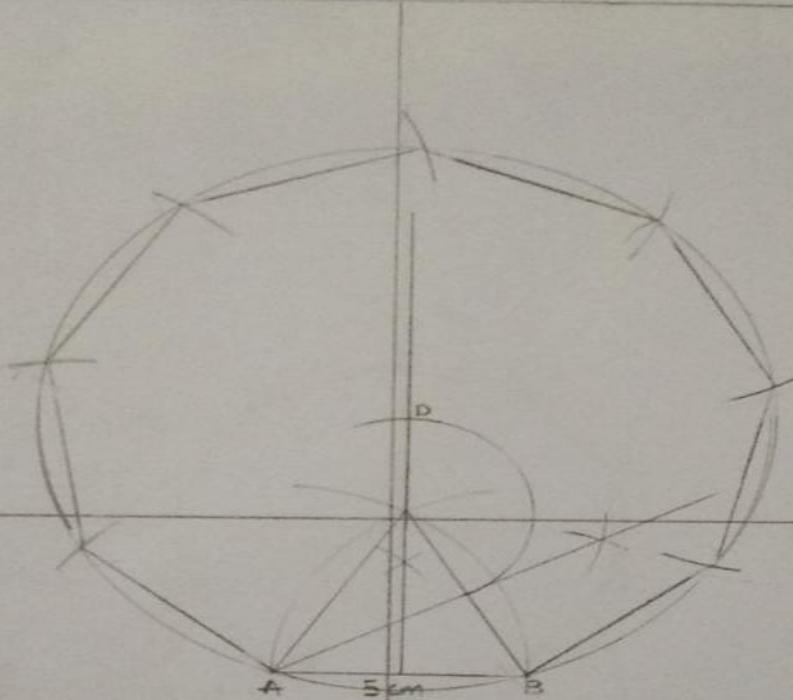
DATE - 08.02.2021

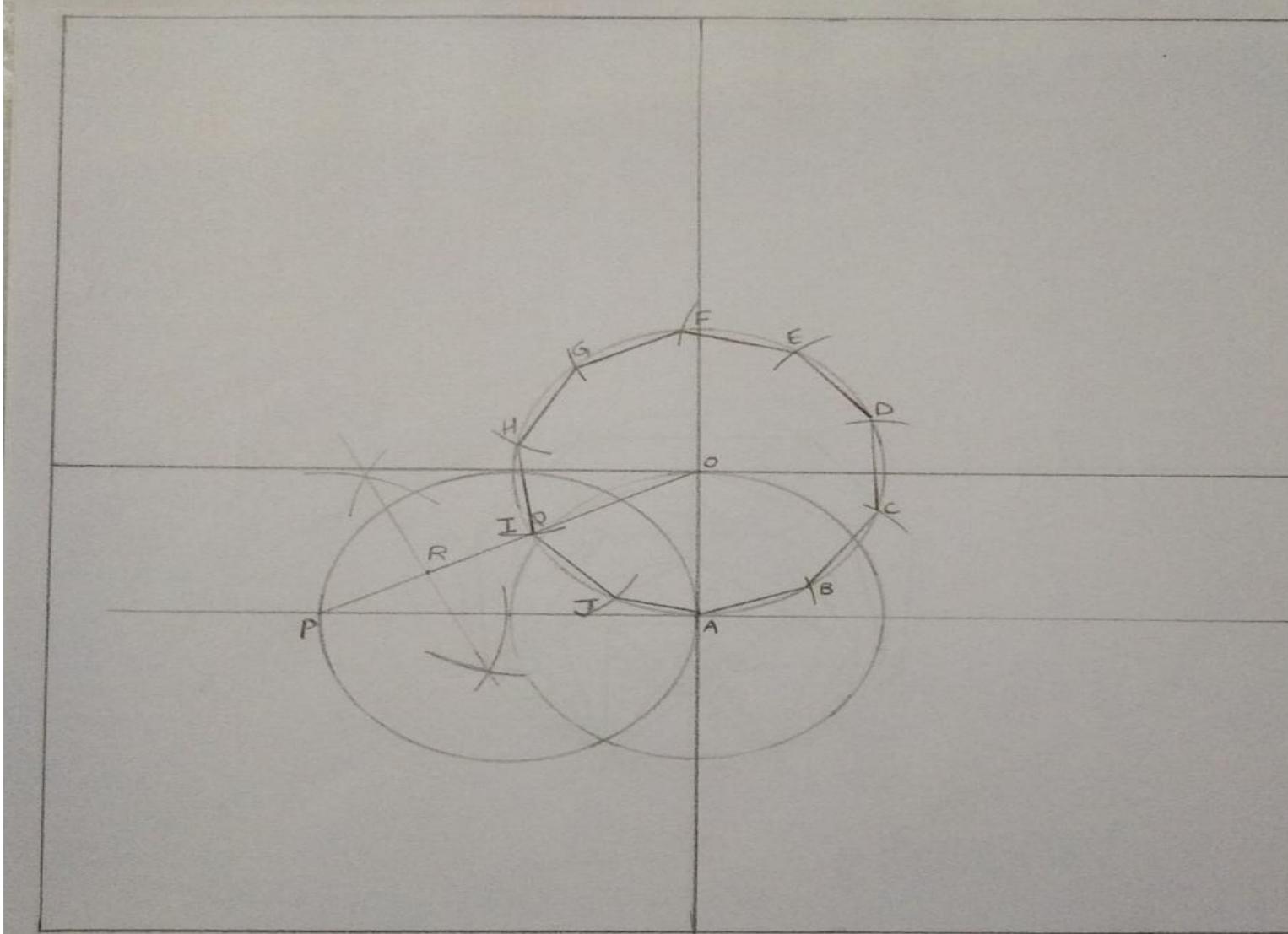
POLYGON CONSTRUCTION

EXERCISE - 15

CONSTRUCT A REGULAR
POLYGON - NONAGON

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036





DATE - 08.02.2021

POLYGON CONSTRUCTION

EXERCISE - 16

CONSTRUCT A REGULAR
POLYGON - DECAGON

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

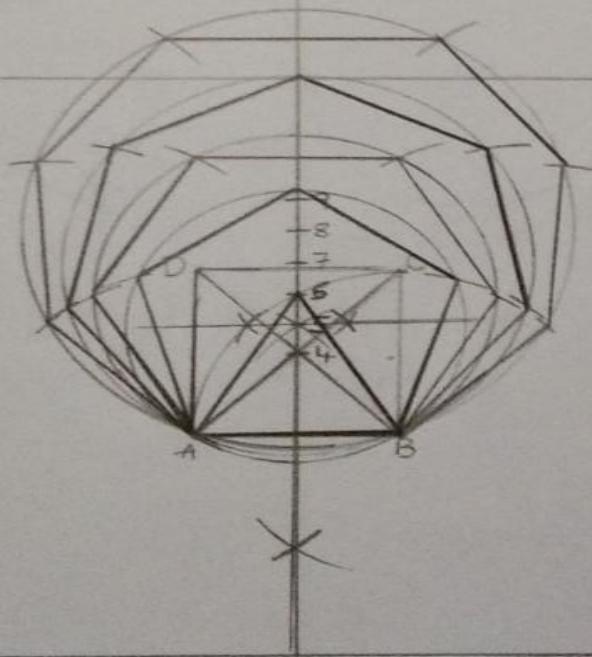
DATE - 08.02.2021

POLYGON CONSTRUCTION

EXERCISE - 17

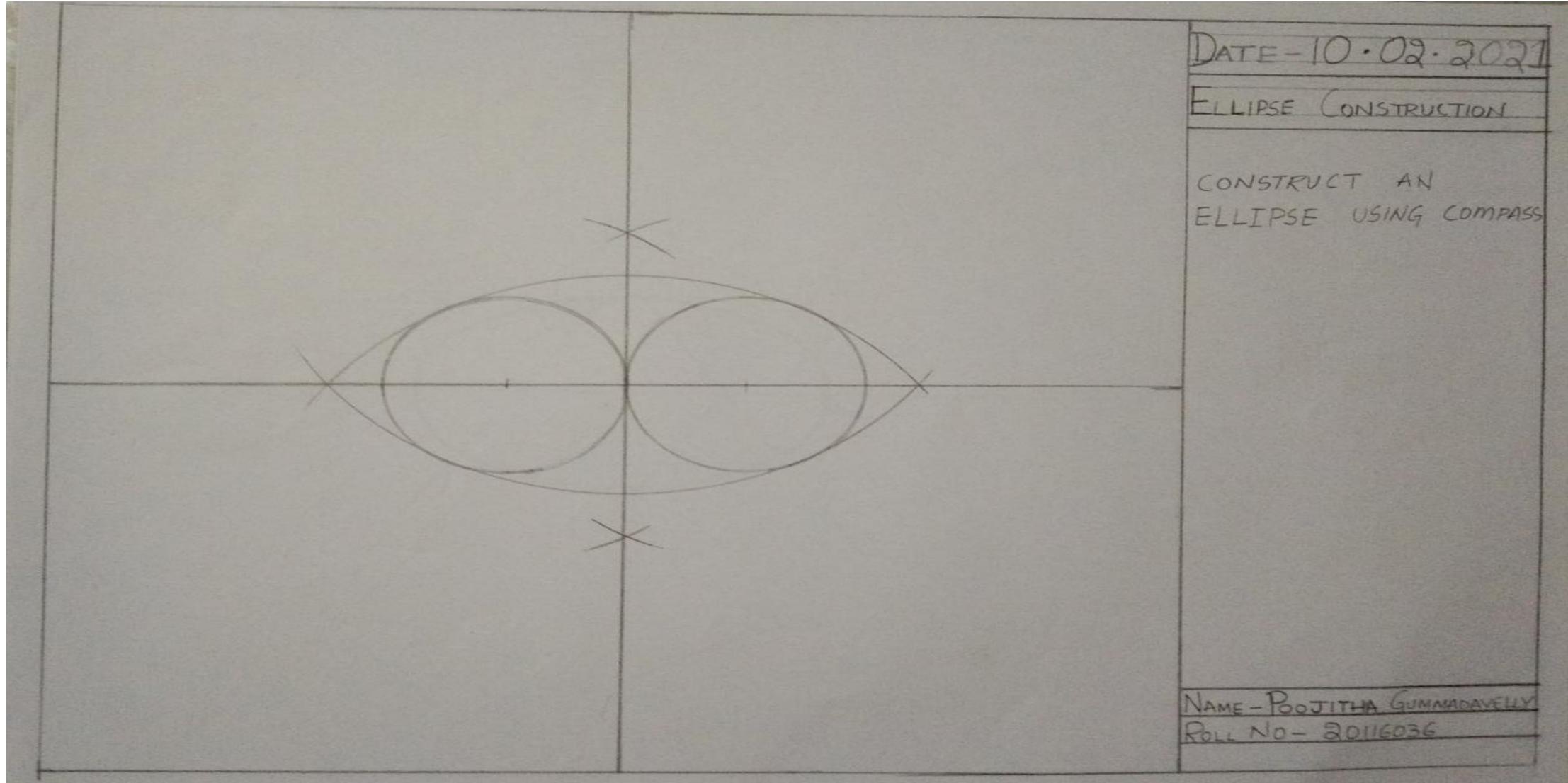
CONSTRUCT THE POLYGONS
USING THE UNIVERSAL
CONSTRUCTION METHOD

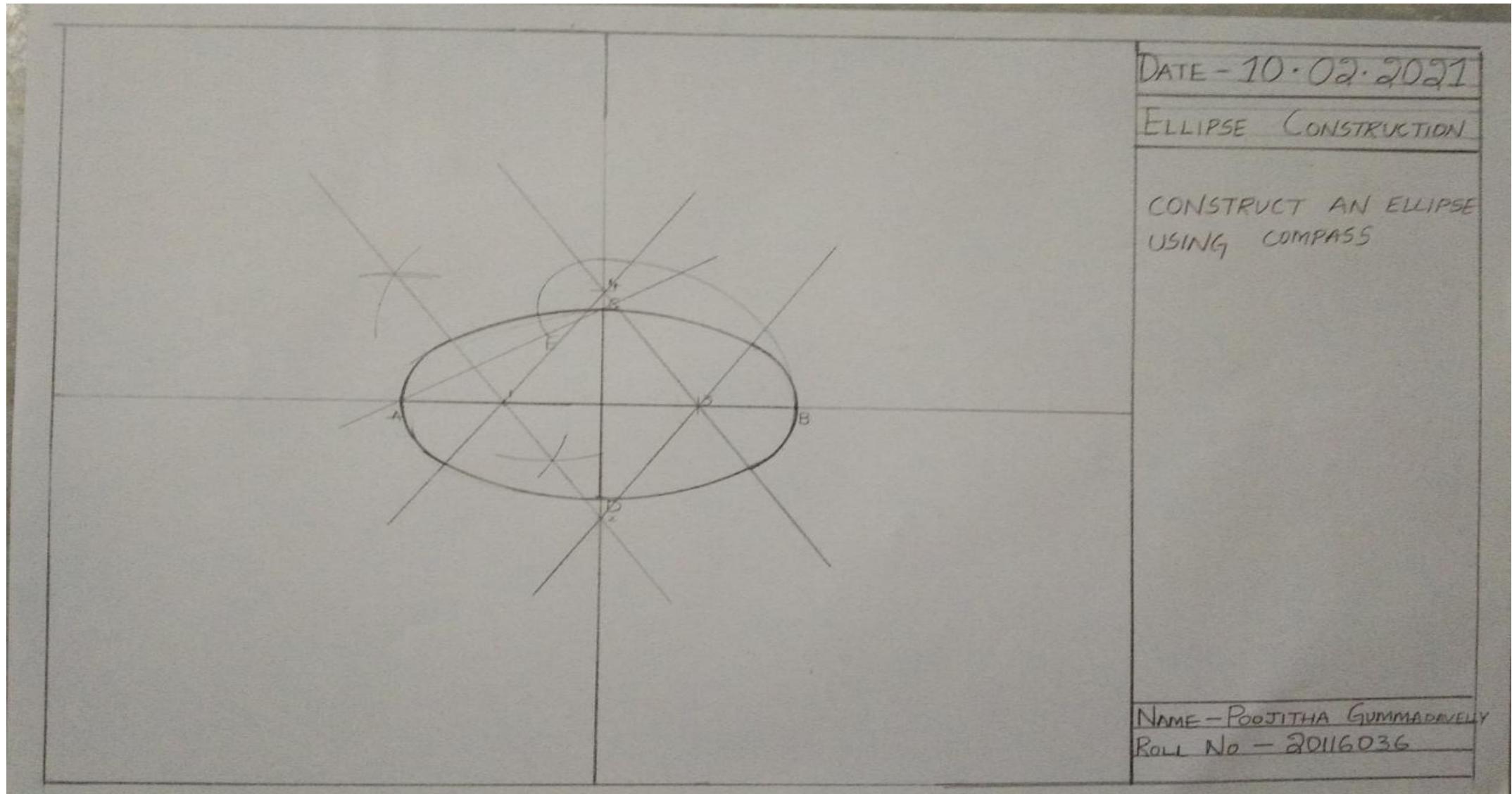
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036



ELLIPSE DRAWING EXERCISE

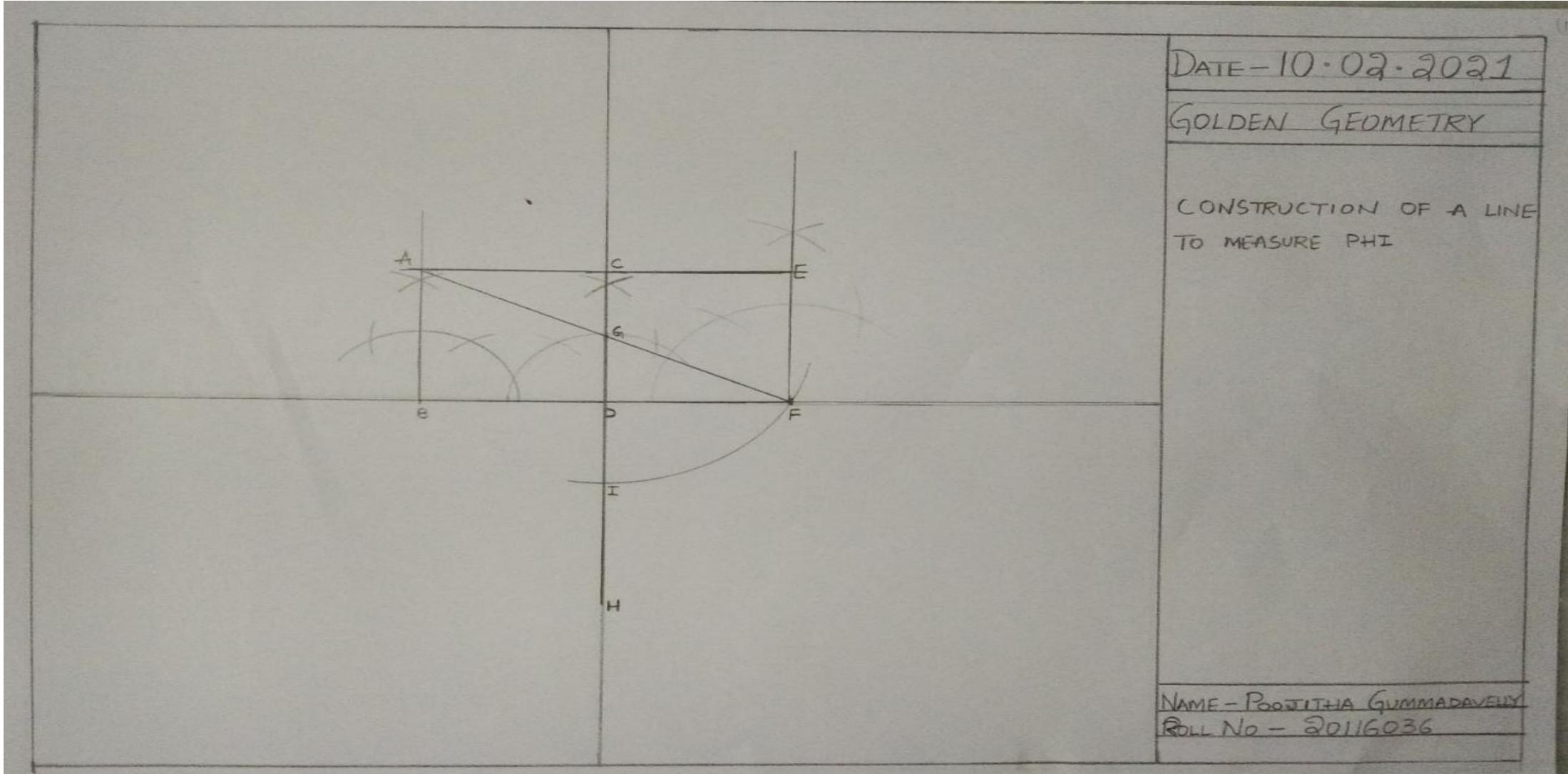
In this exercise , you need to develop control over engineering compass.
We get know to draw ellipse using different methods.

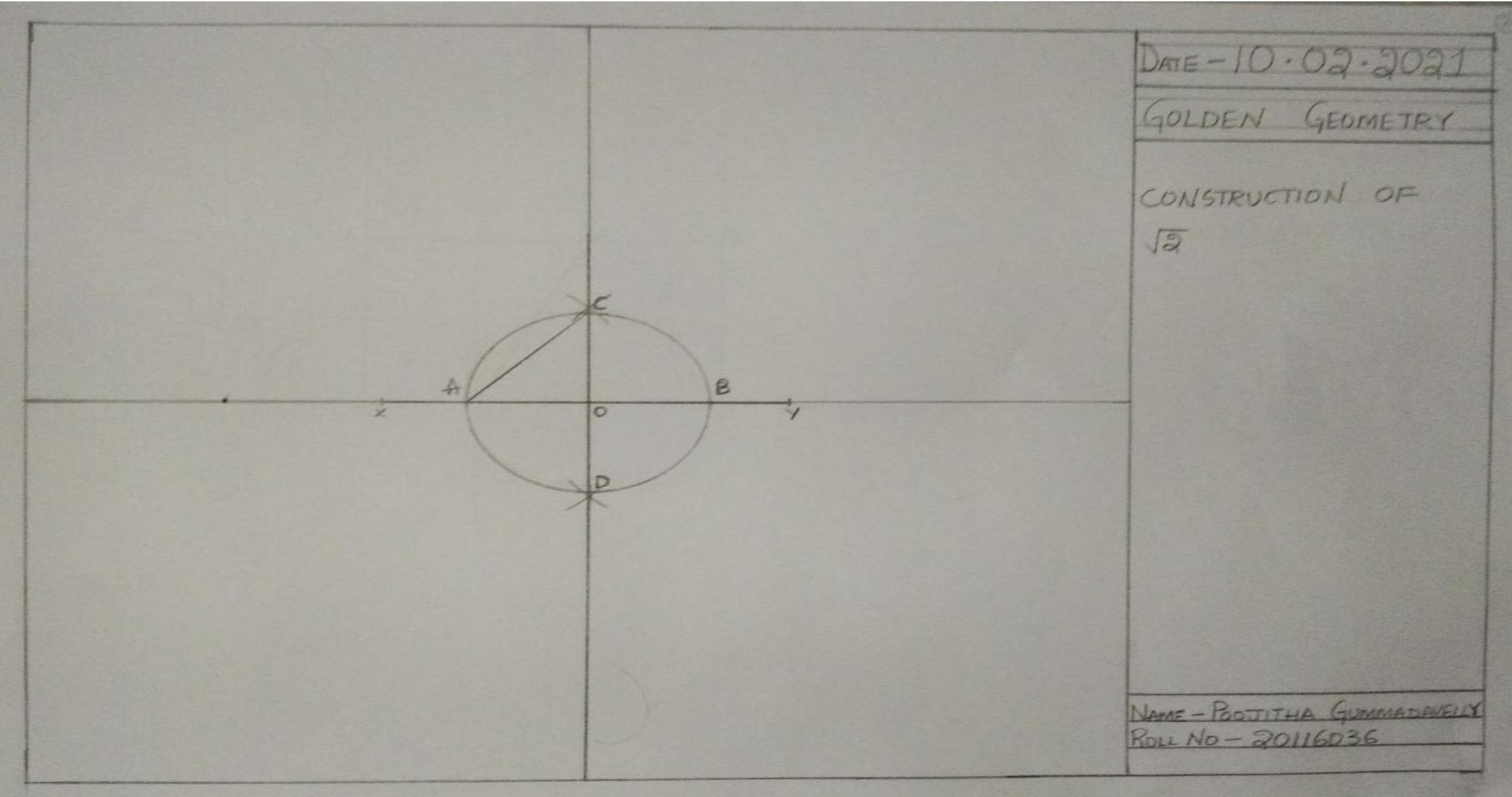




GOLDEN GEOMETRY EXERCISE

In this exercise, we get to construct a measure of phi, $\sqrt{2}$, $\sqrt{5}$, golden geometry, golden spiral and geometric analysis of “Vitruvian man”



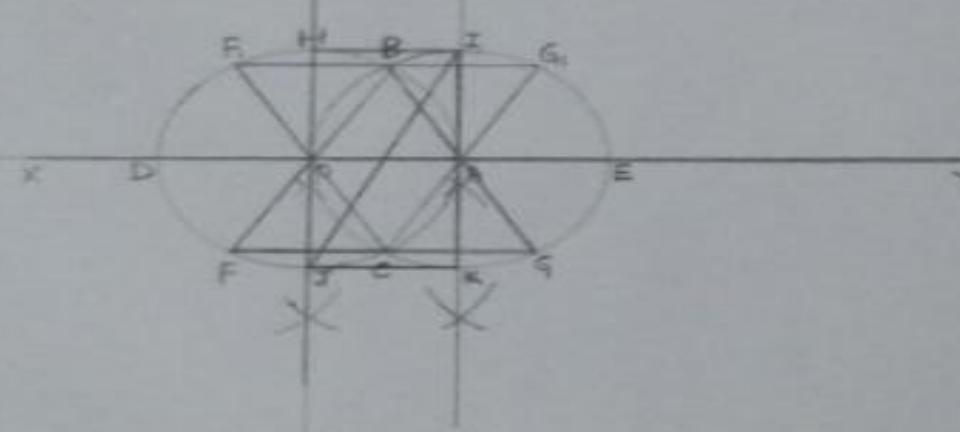


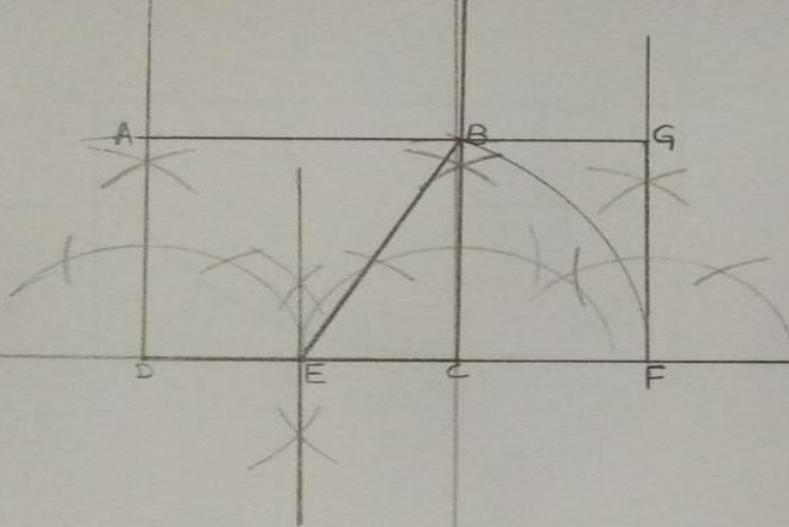
DATE - 10-02-2021

GOLDEN GEOMETRY

CONSTRUCTION OF
 $\sqrt{5}$

Name - POOJITHA GUMMADAVELLY
Roll No - 20116036



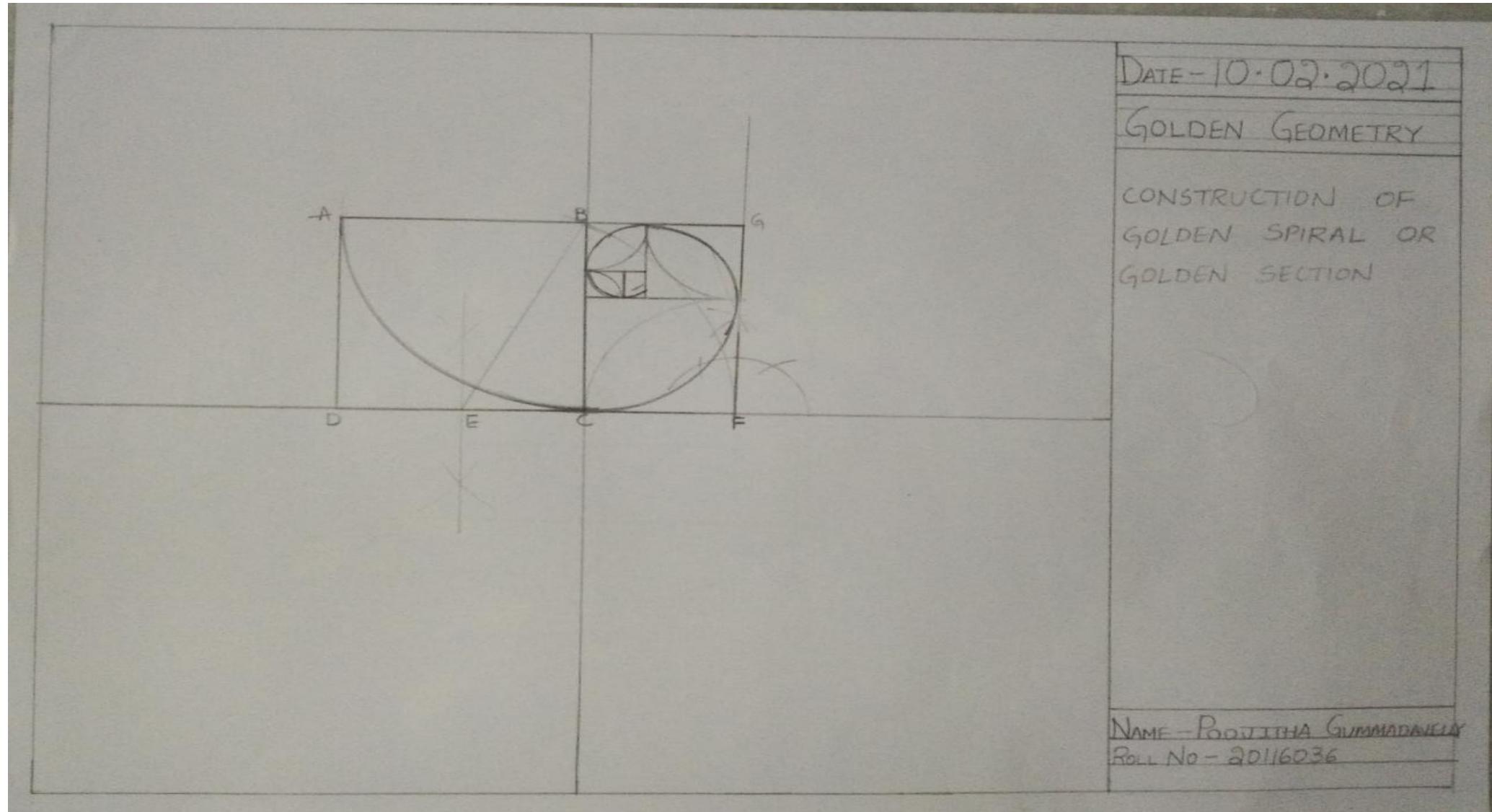


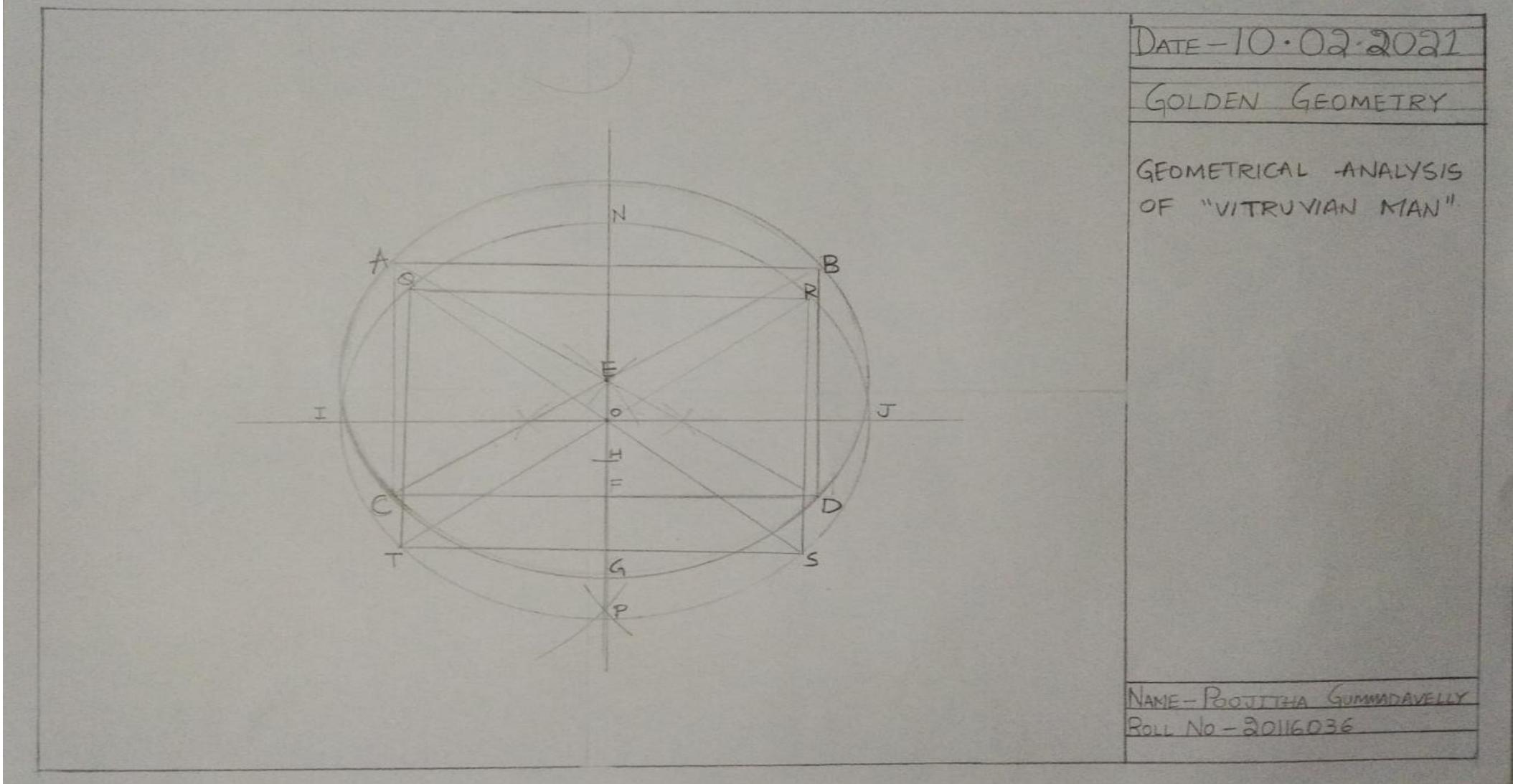
DATE - 10.02.2021

GOLDEN GEOMETRY

CONSTRUCTION OF GOLDEN RECTANGLE

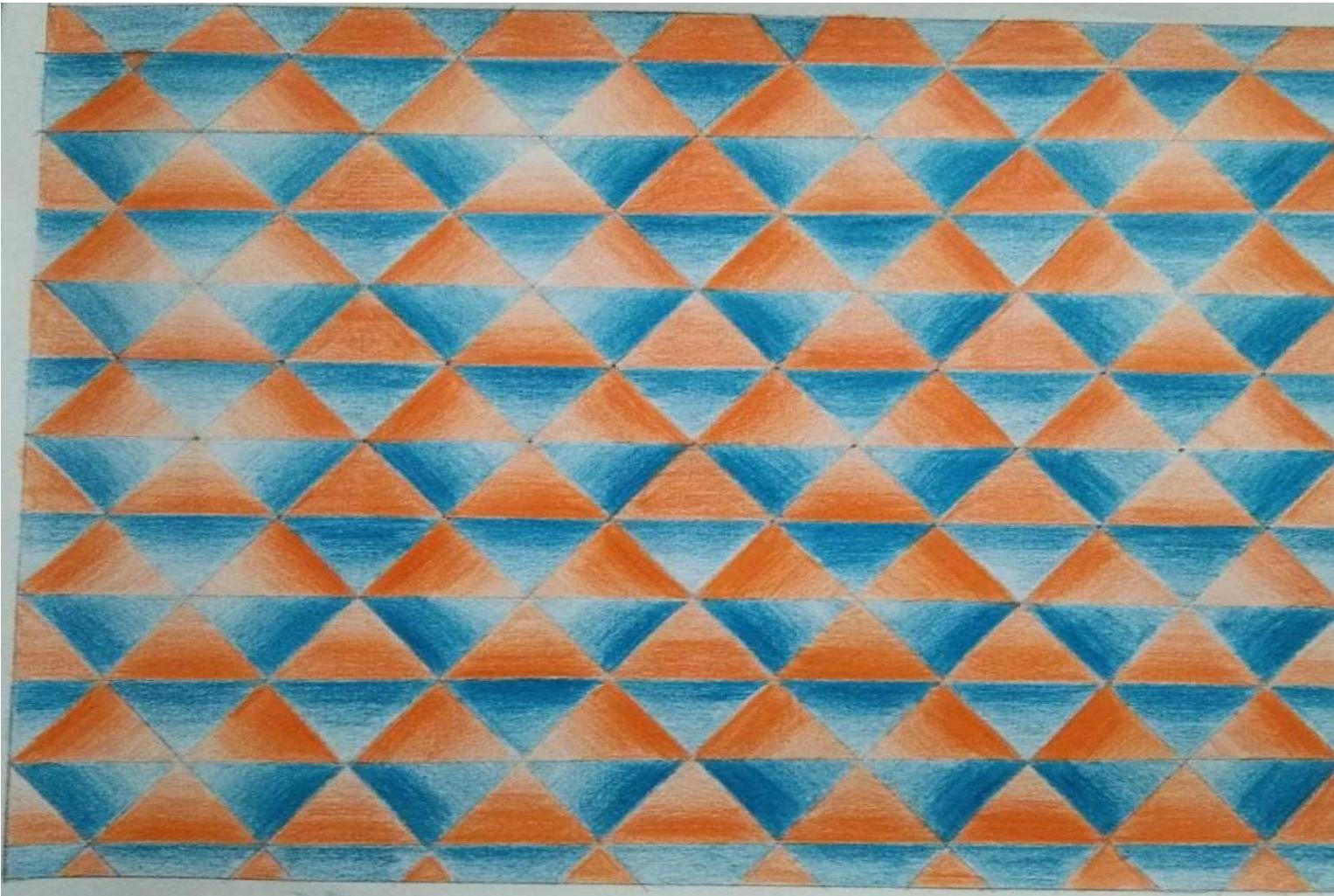
NAME - POOJITHA GUMMADAVEENI
ROLL NO - 20116036





TESSELATIONS DRAWING EXERCISE

In this exercise, we get to draw regular tessellation of 333333, 4444,
666



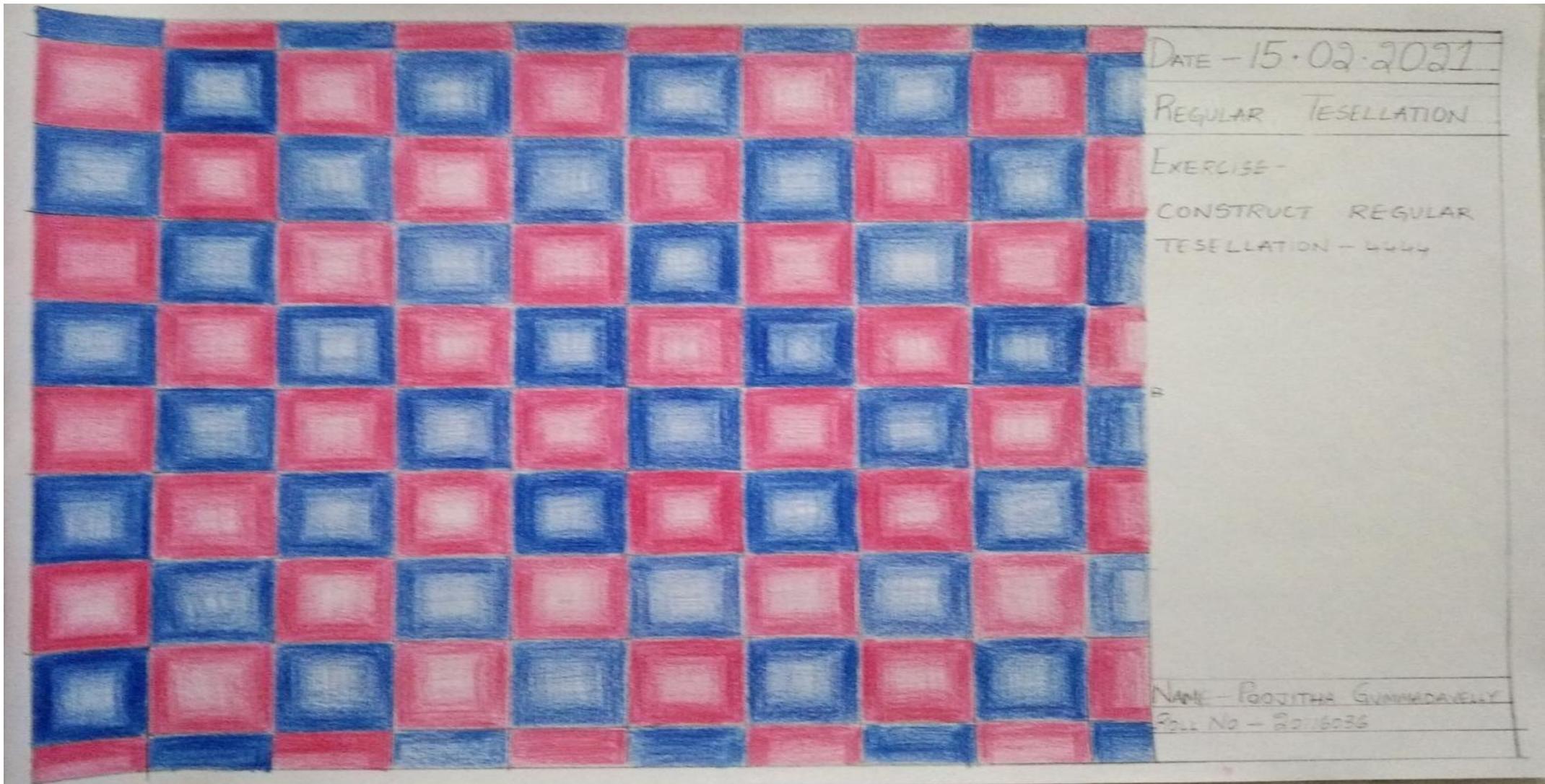
DATE - 15.02.2021

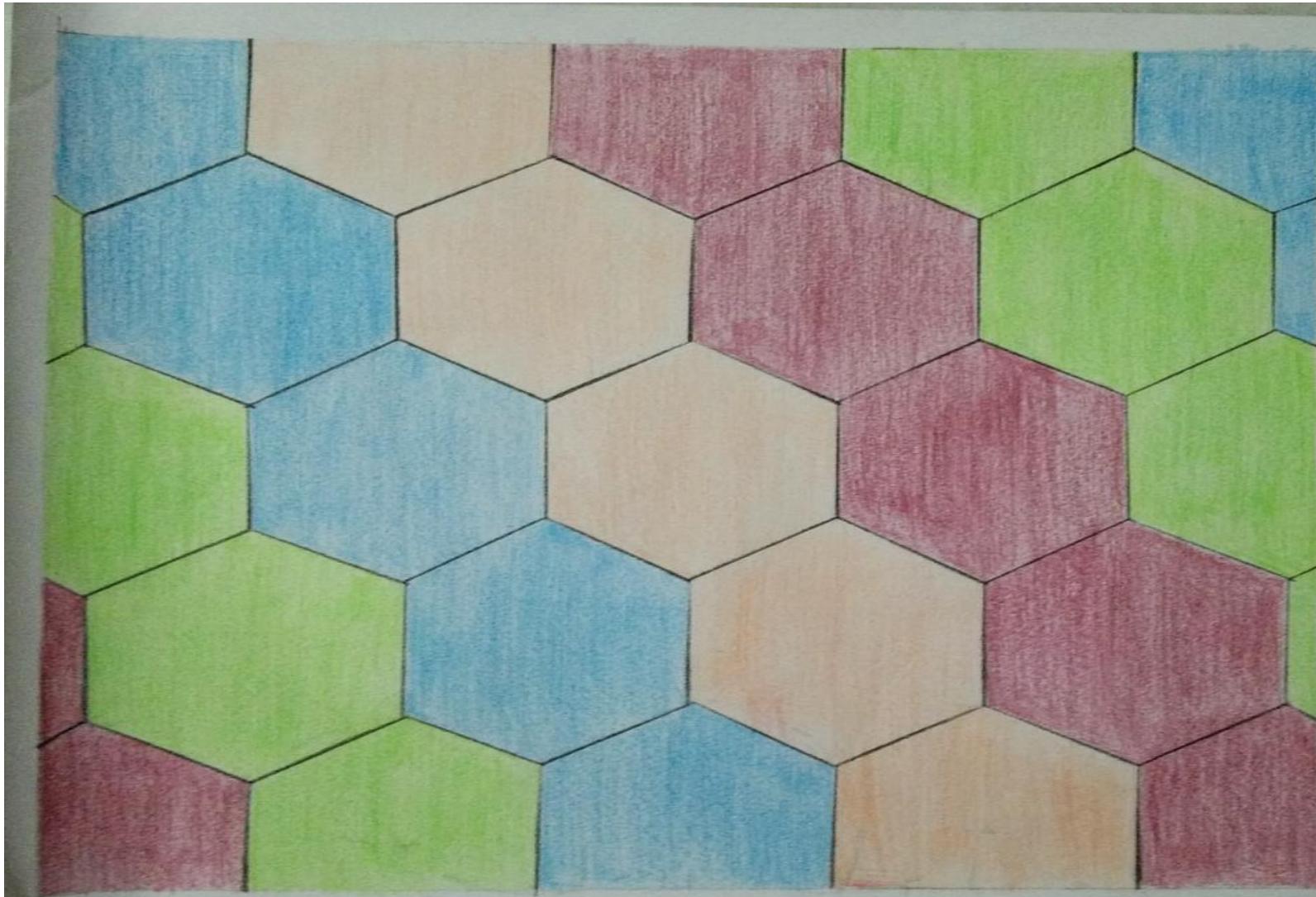
REGULAR TESSELLATION

EXERCISE NO -

CONSTRUCT REGULAR
TESSELLATION | 333333

NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036





DATE - 15.02.2021

REGULAR TESSELLATION..

EXERCISE -

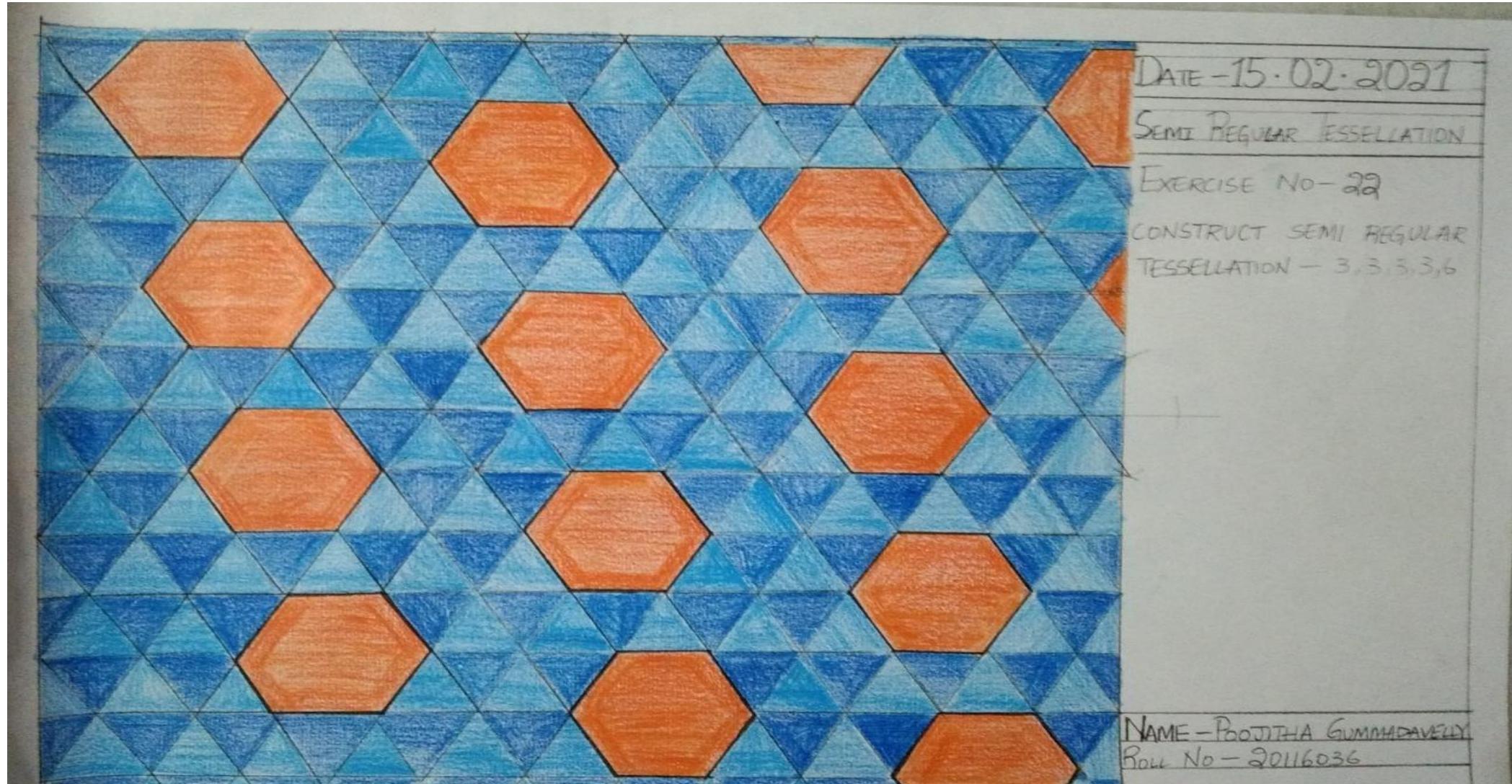
CONSTRUCT REGULAR
TESSELLATION 666

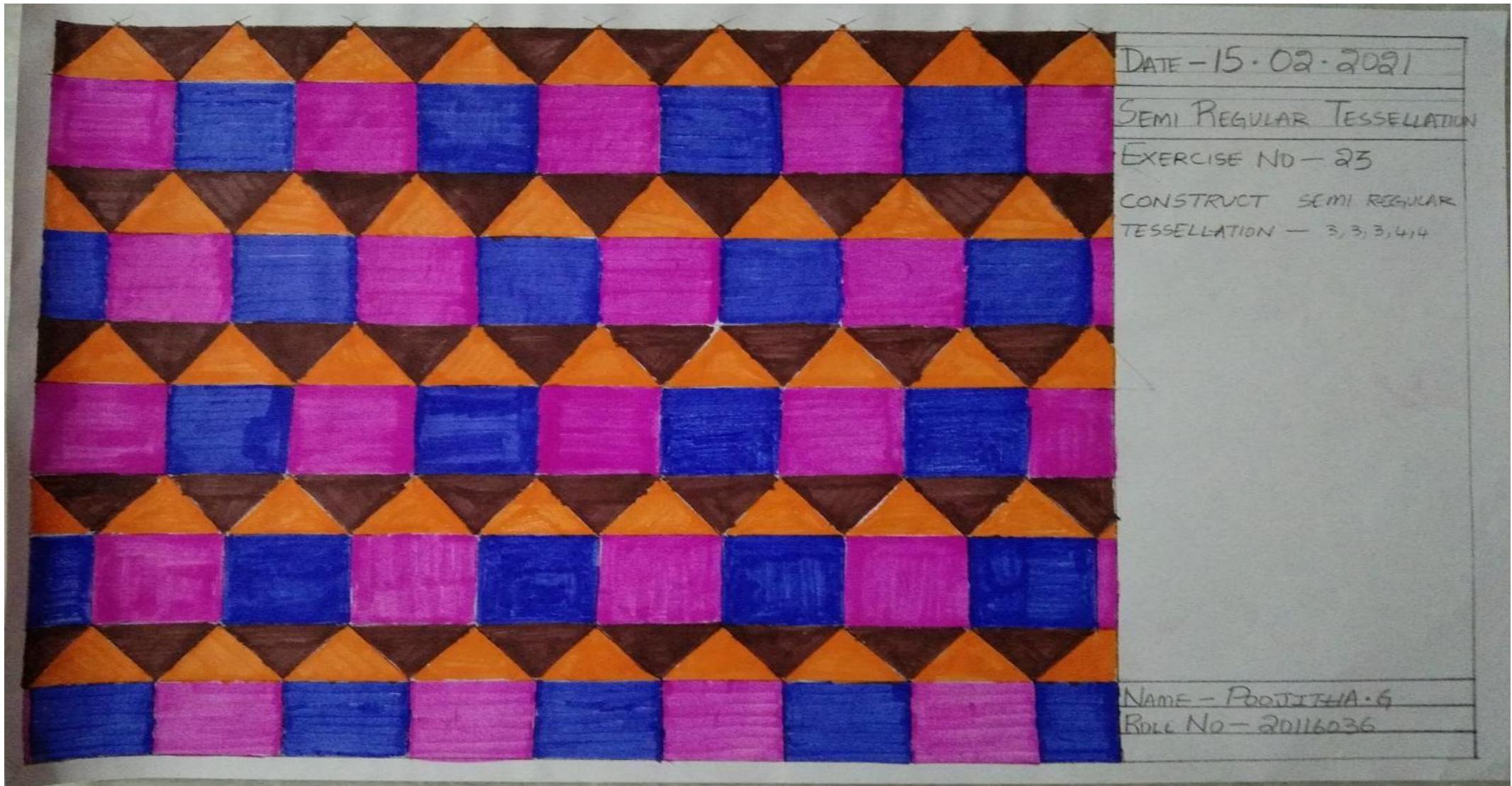
NAME - POOJITHA GUMMADAVELLY
ROLL NO - 20116036

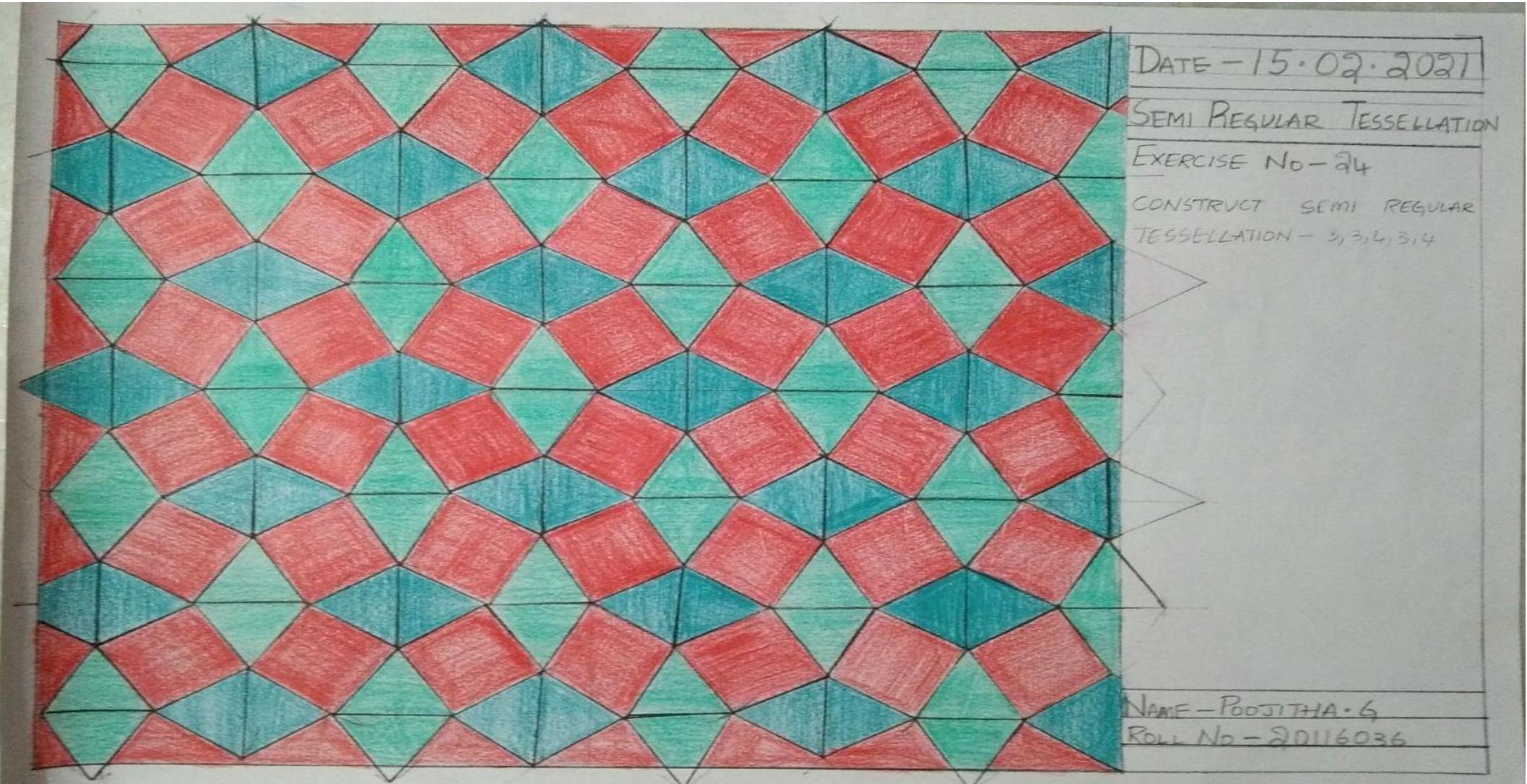
SEMI REGULAR TESSELATIONS DRAWNG EXERCISE

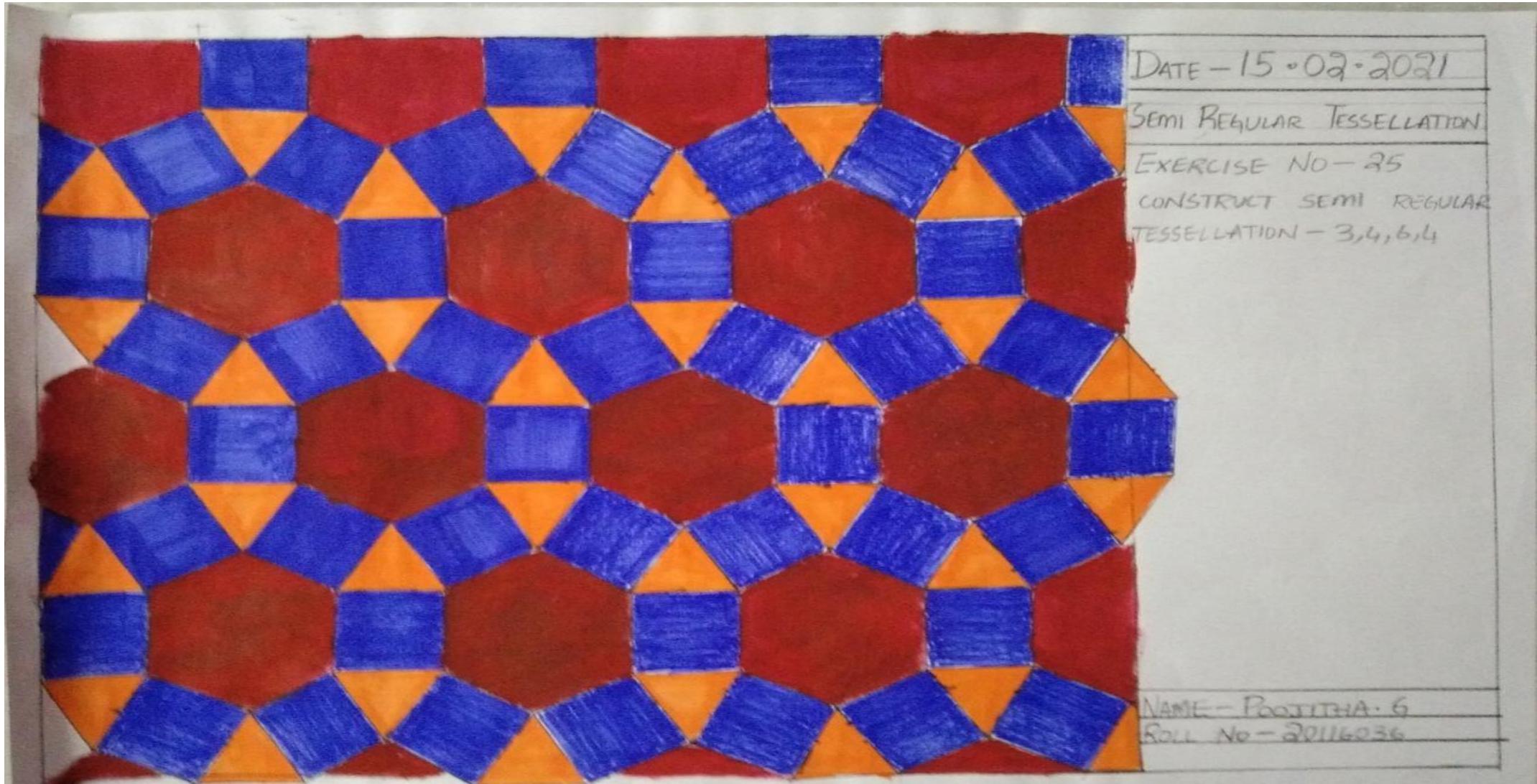
In this exercise, we get to know how to draw tessellation of 3 6 3 6, 3 3 3 3 6, 3 3 3 4 4, 3 3 4 3 4, 3 4 6 4, 4 8 8, 4 6 12, 3 12 12













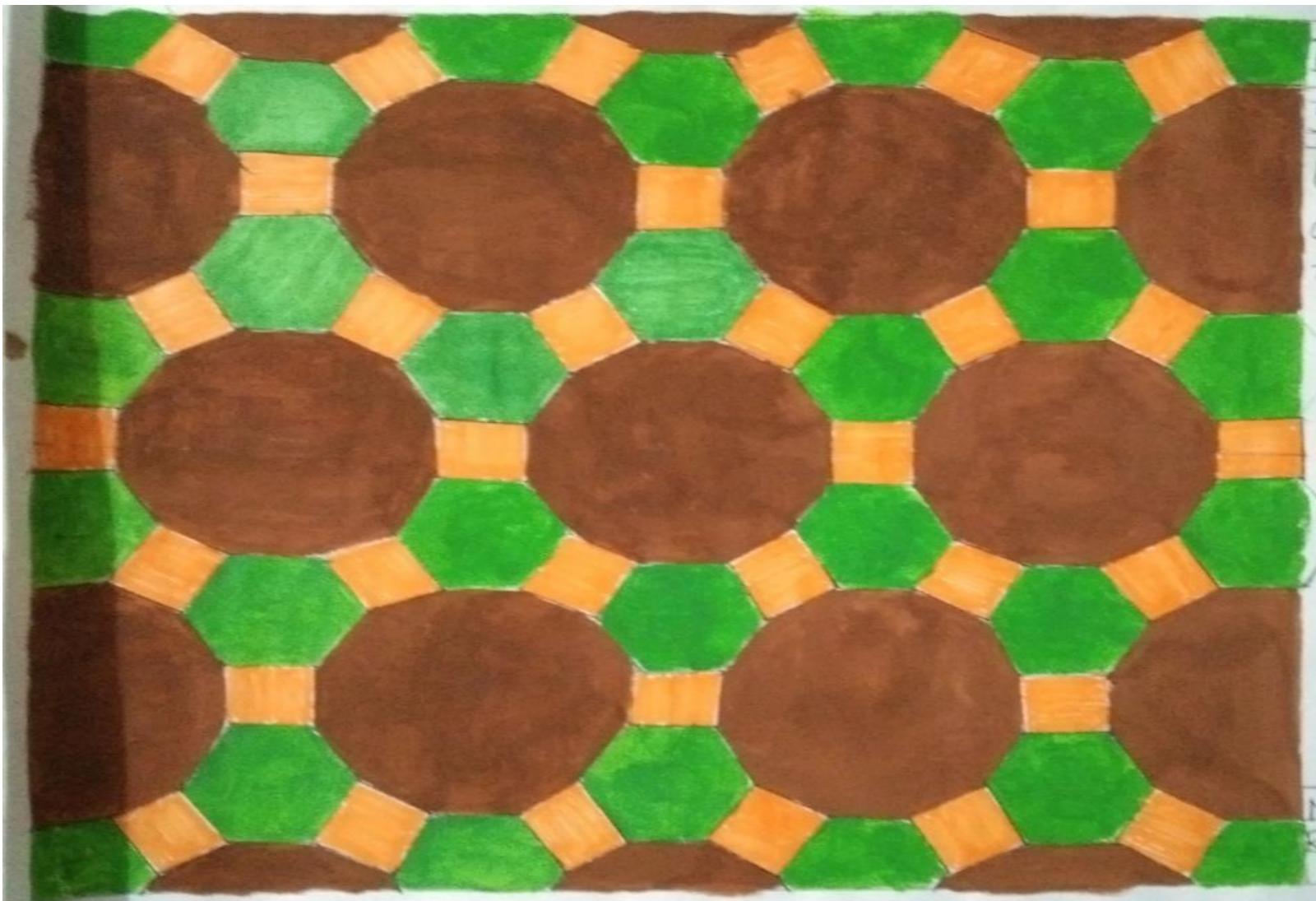
DATE - 15-02-2021

SEMI REGULAR TESSELLATION

EXERCISE NO - 26

CONSTRUCT SEMI REGULAR
TESSELLATION - 4, 3, 8

NAME - POOJITHA - G
ROLL NO - 20116036



DATE - 15.02.2021

SEMI REGULAR TESSELLATION

EXERCISE No - 27

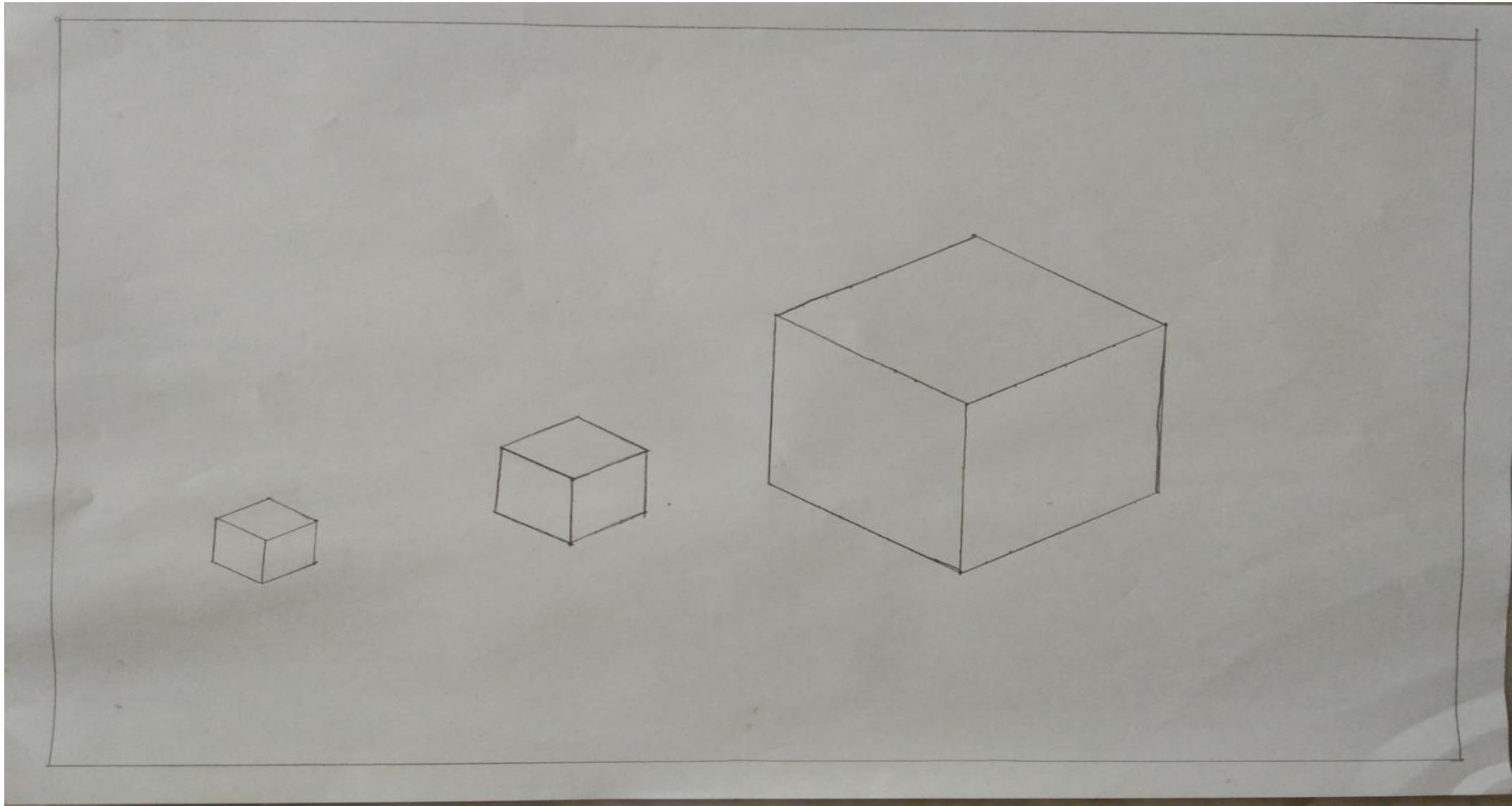
CONSTRUCT SEMI REGULAR
TESSELLATION - 4, 6, 12

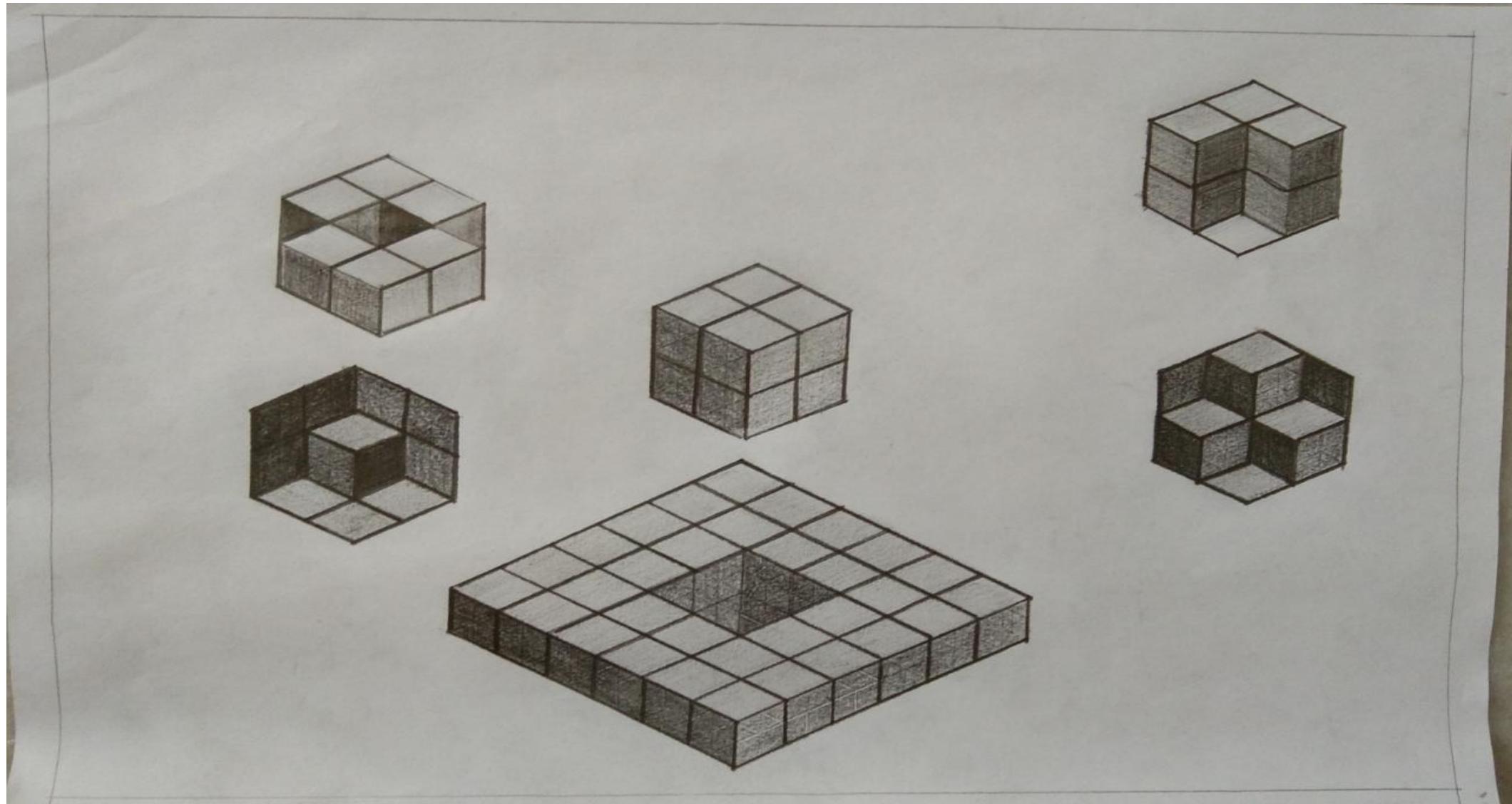
NAME - POOJITHA - 6
ROLL No - 20116036

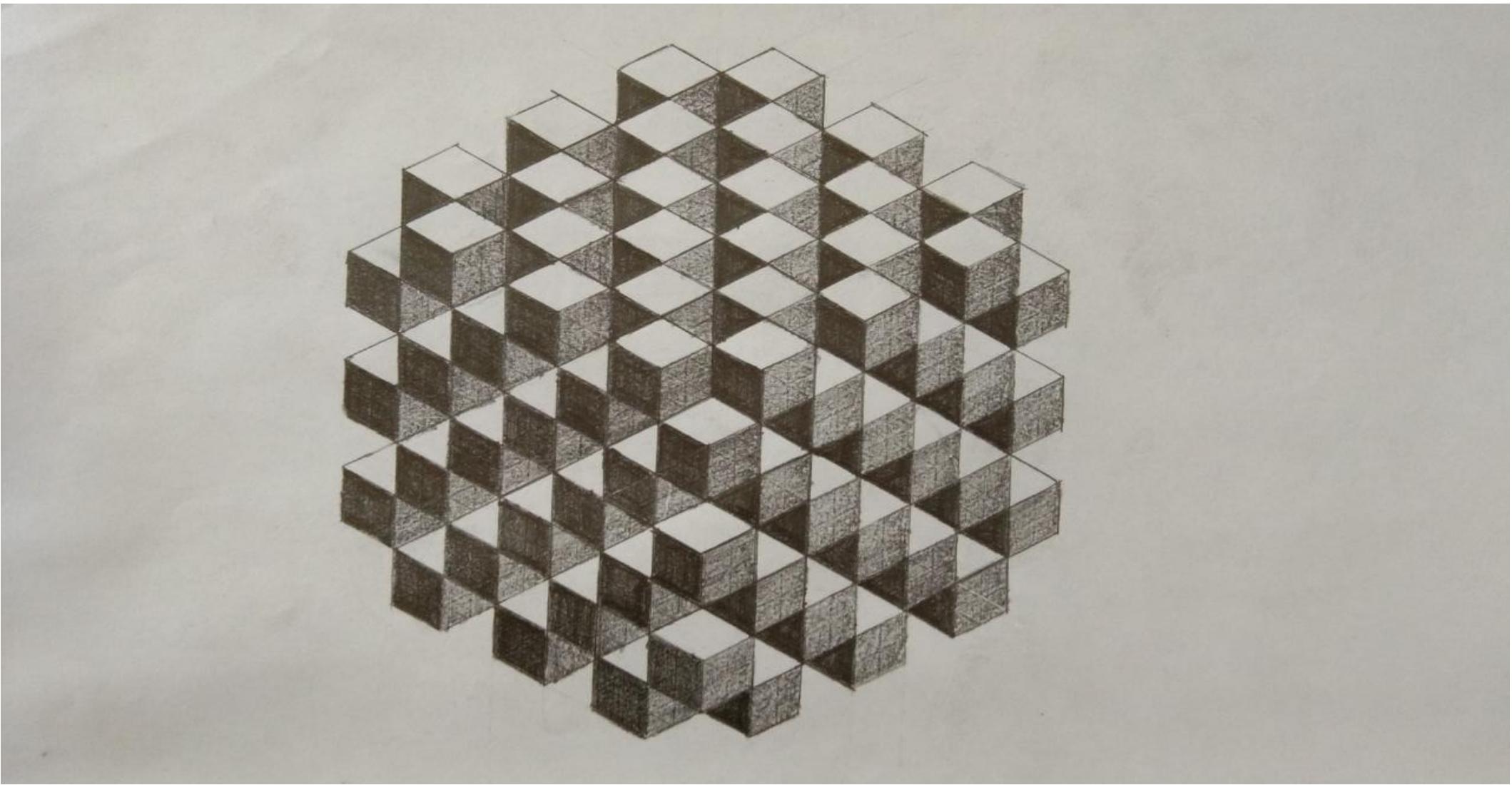


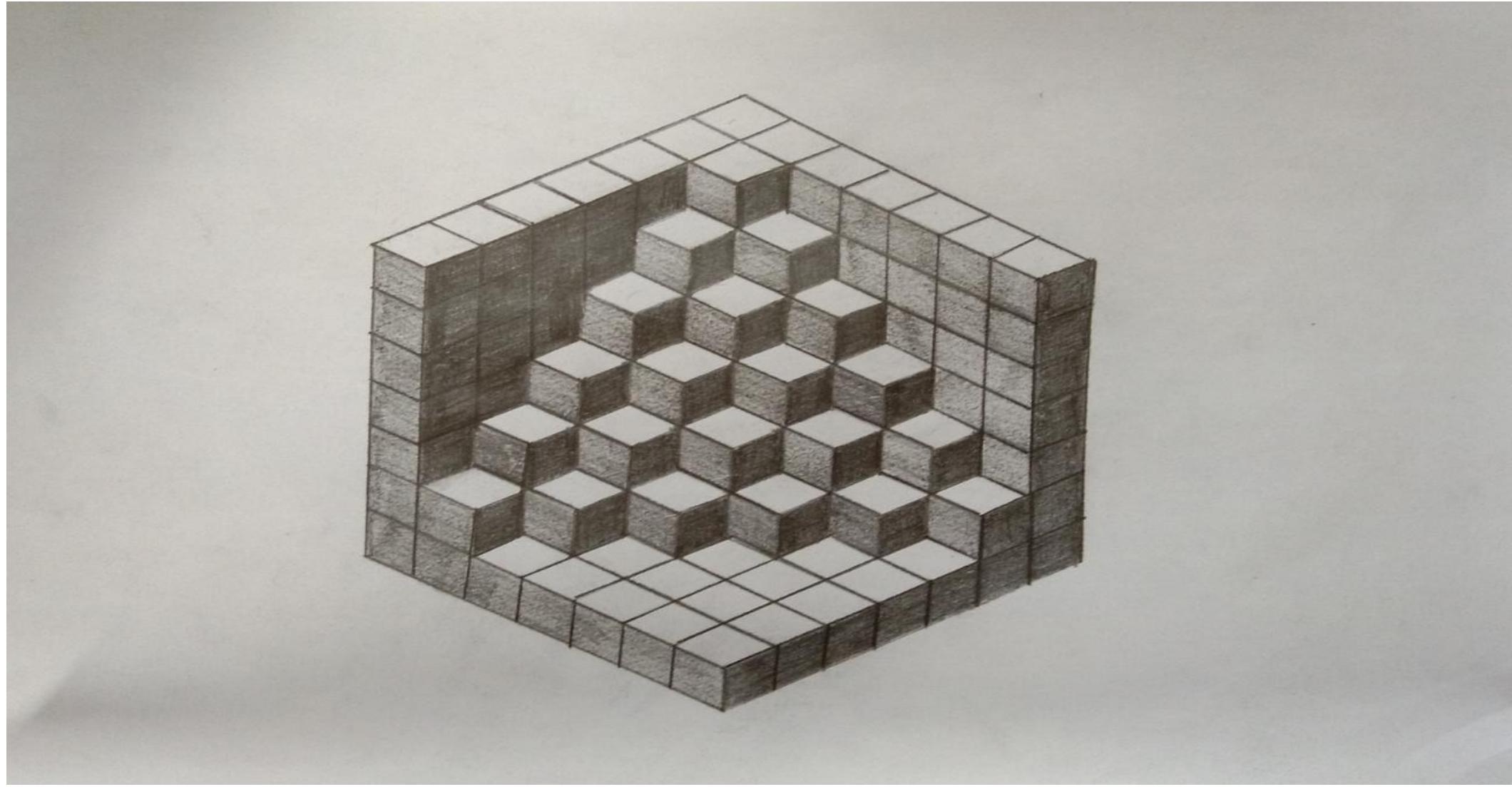
ISOMETRIC DRAWING EXERCISE

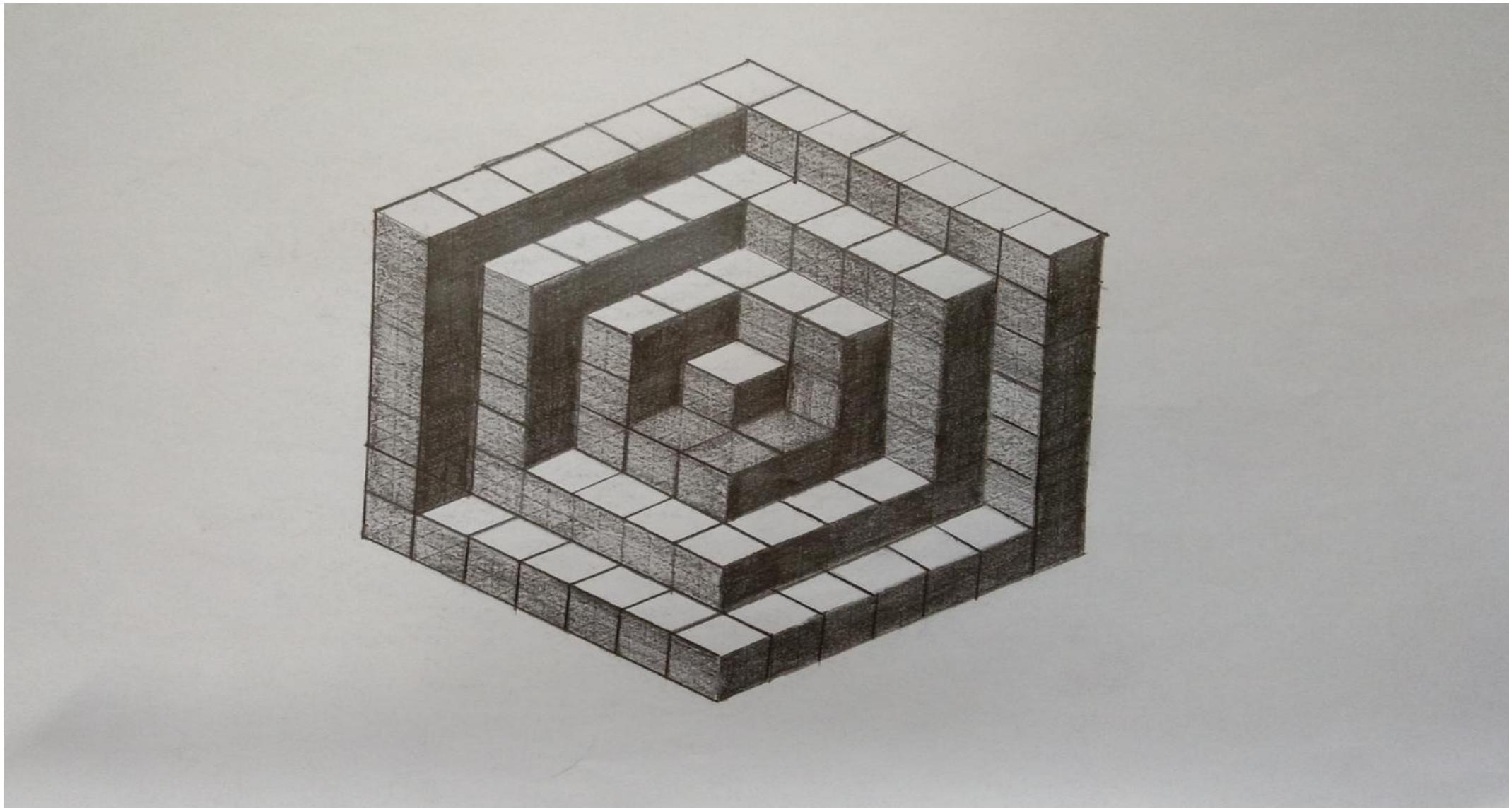
In this exercise, we need to draw three-dimensional objects in two dimensions. To get the isometric drawing first we have to draw isometric grid and then trace the given drawing by placing a copier paper over it

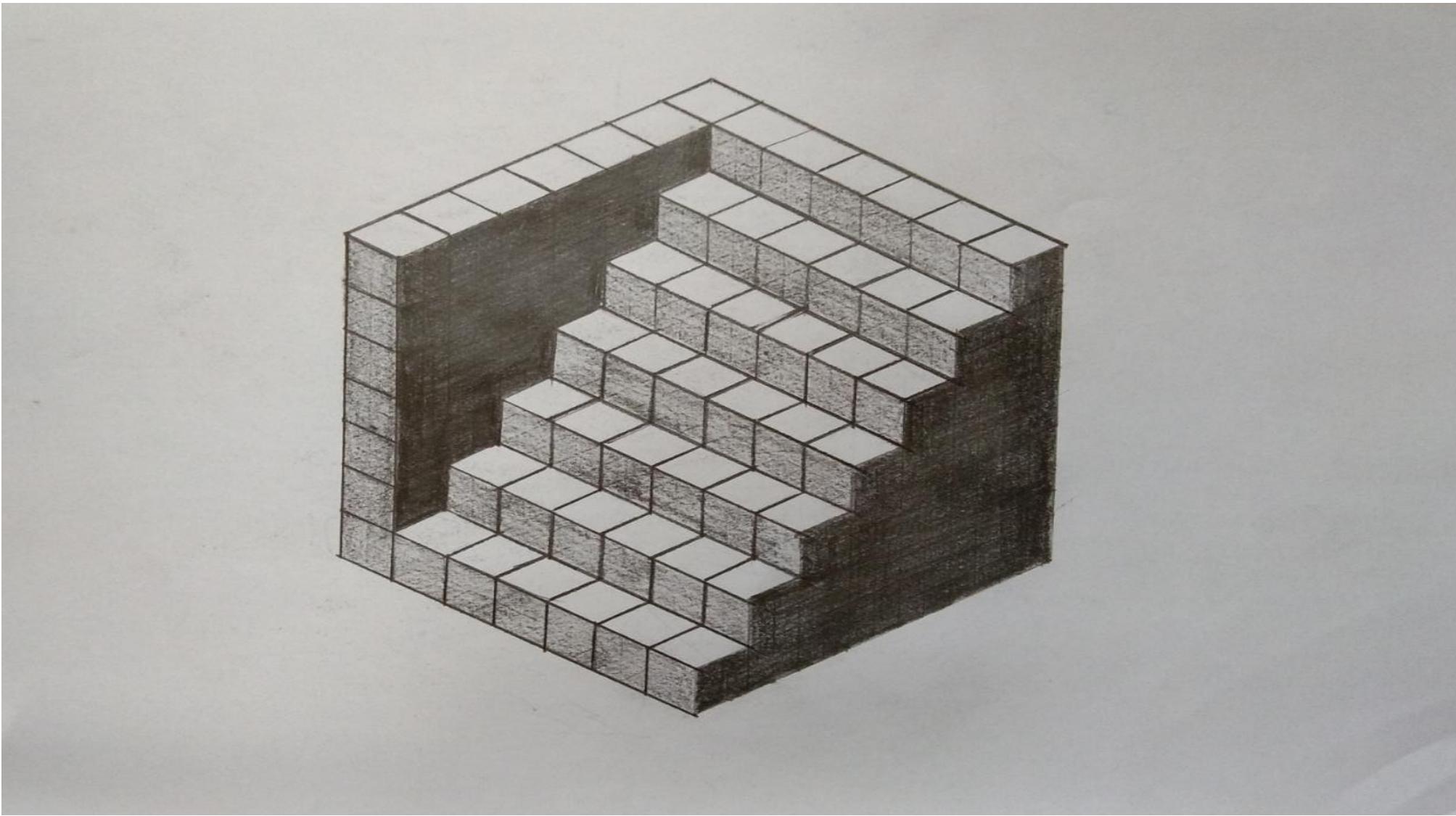


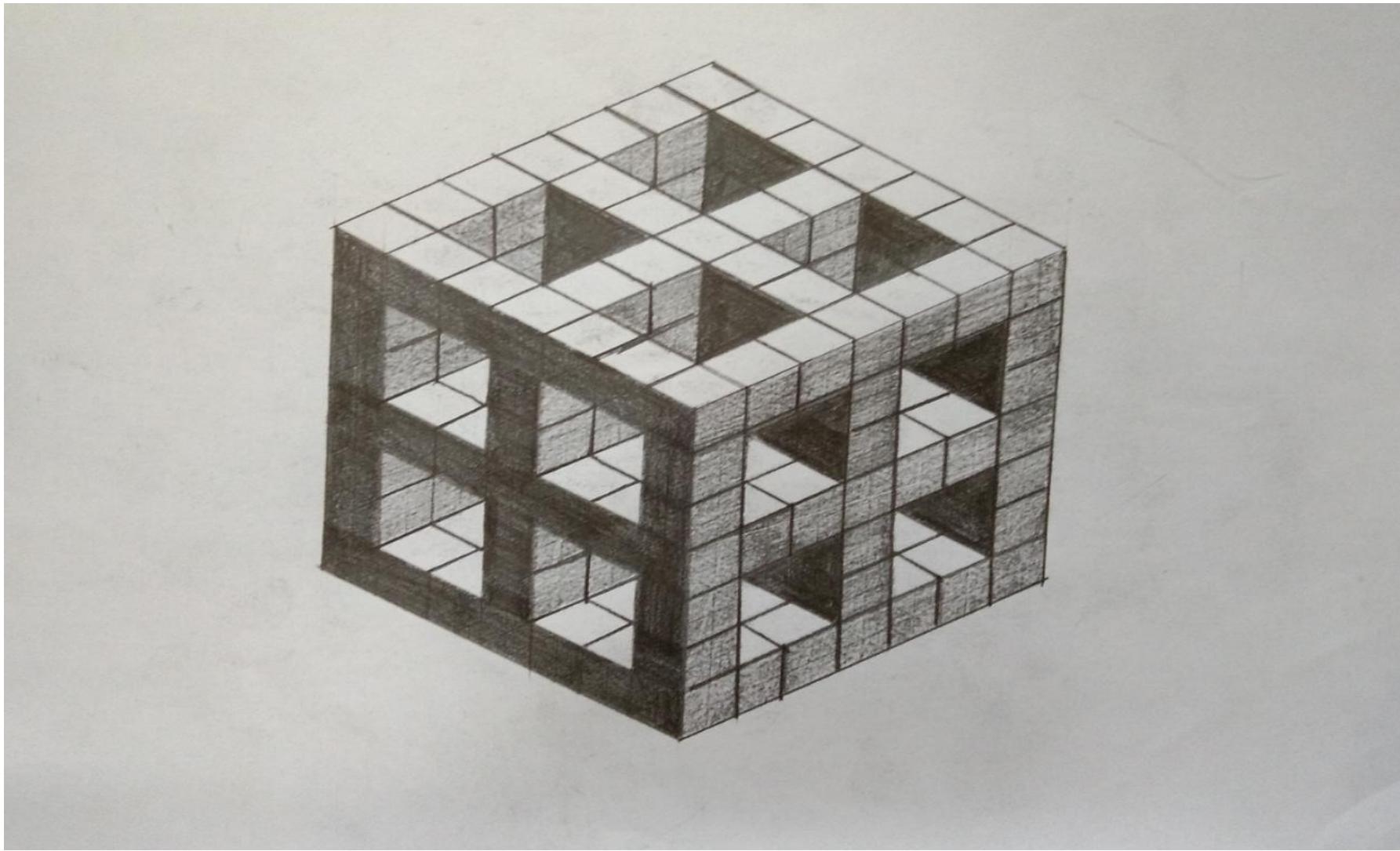


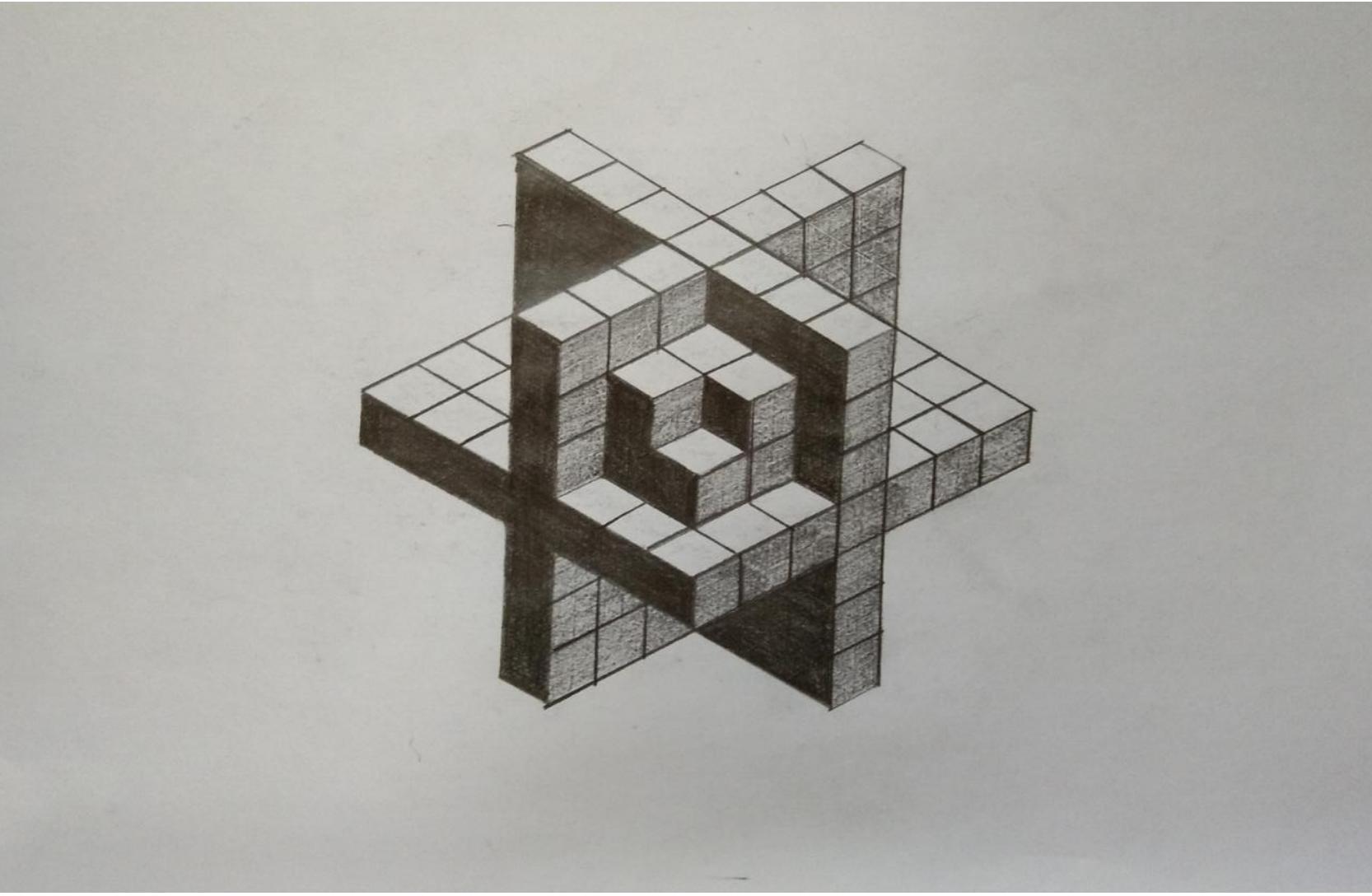


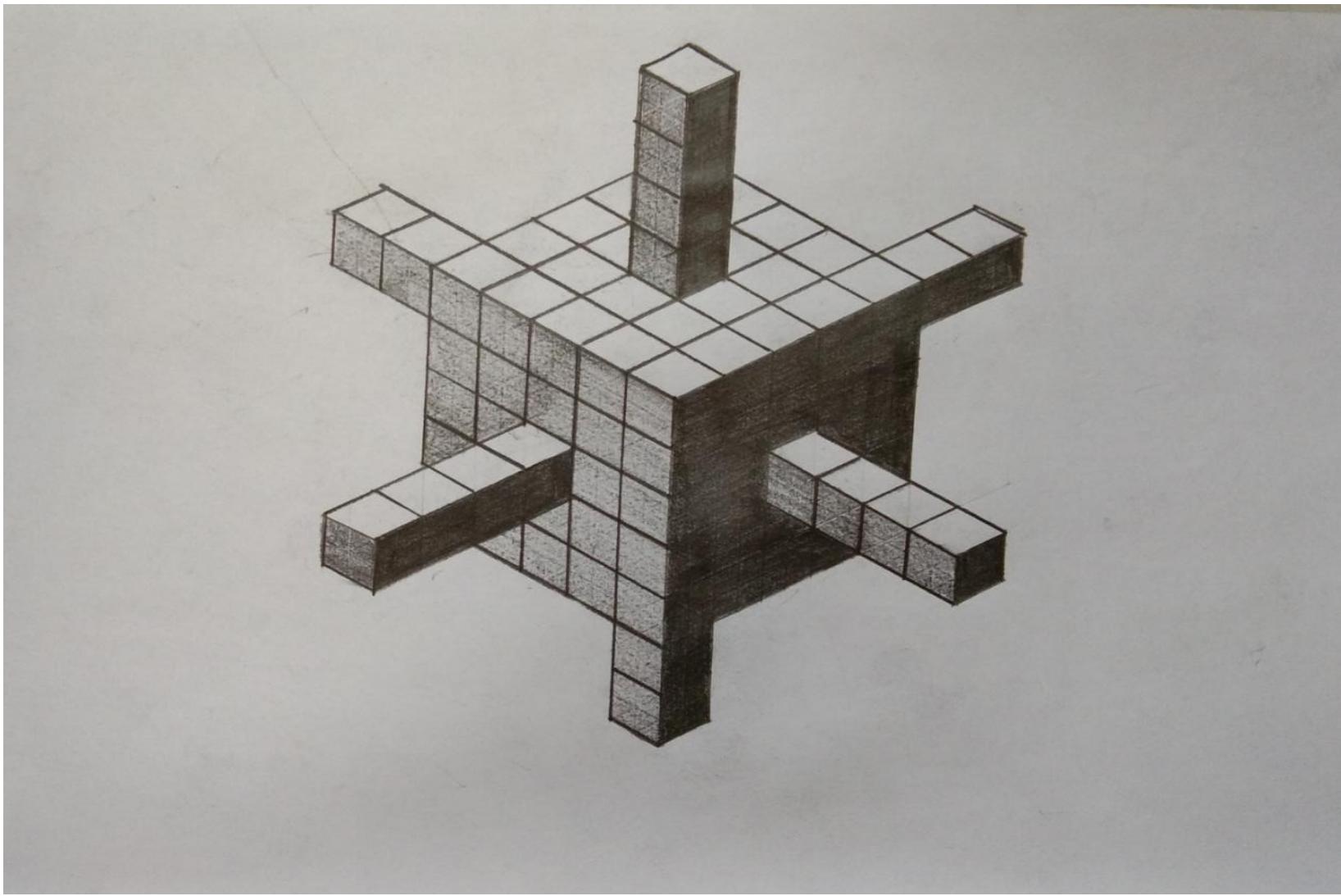


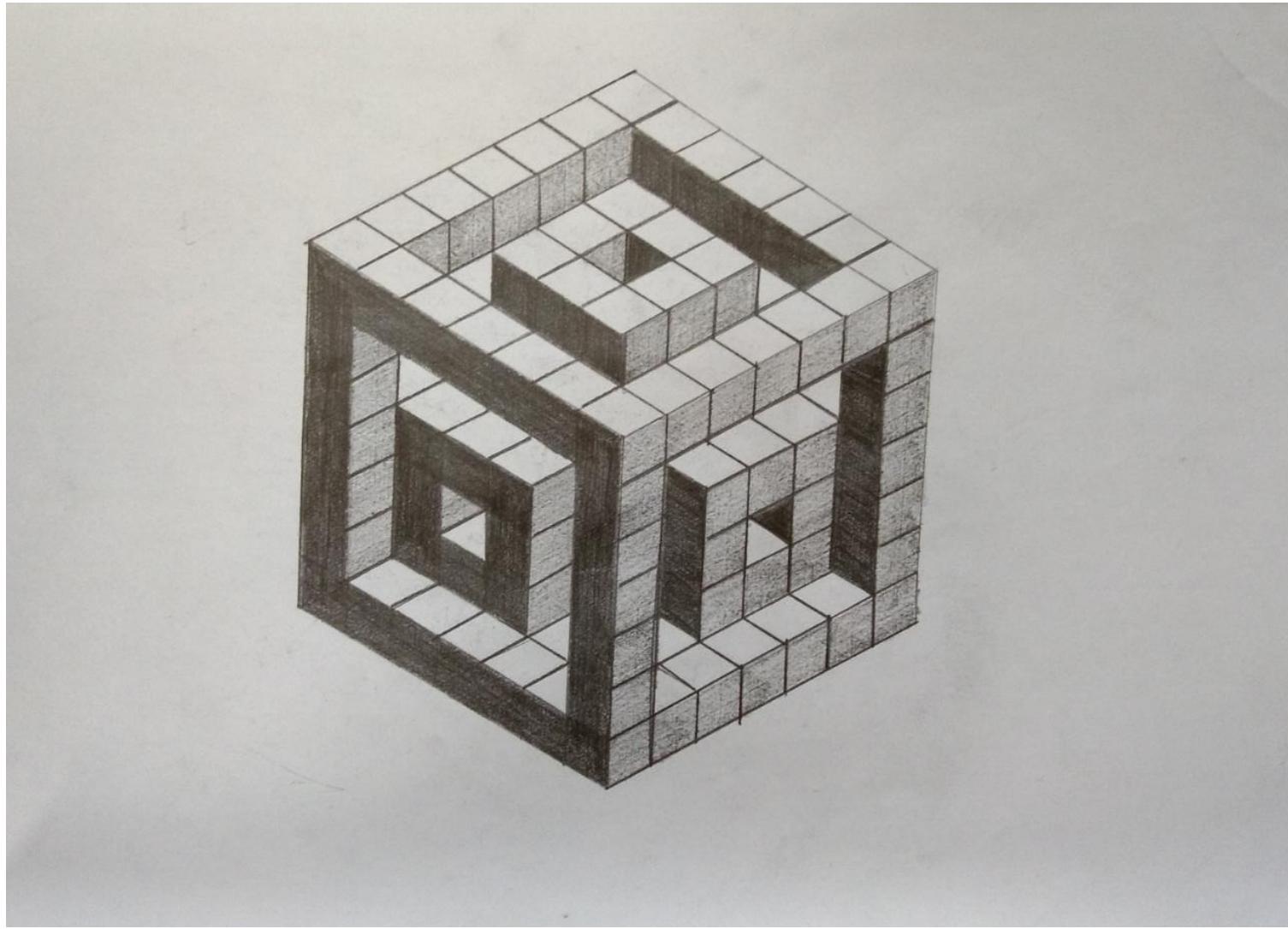


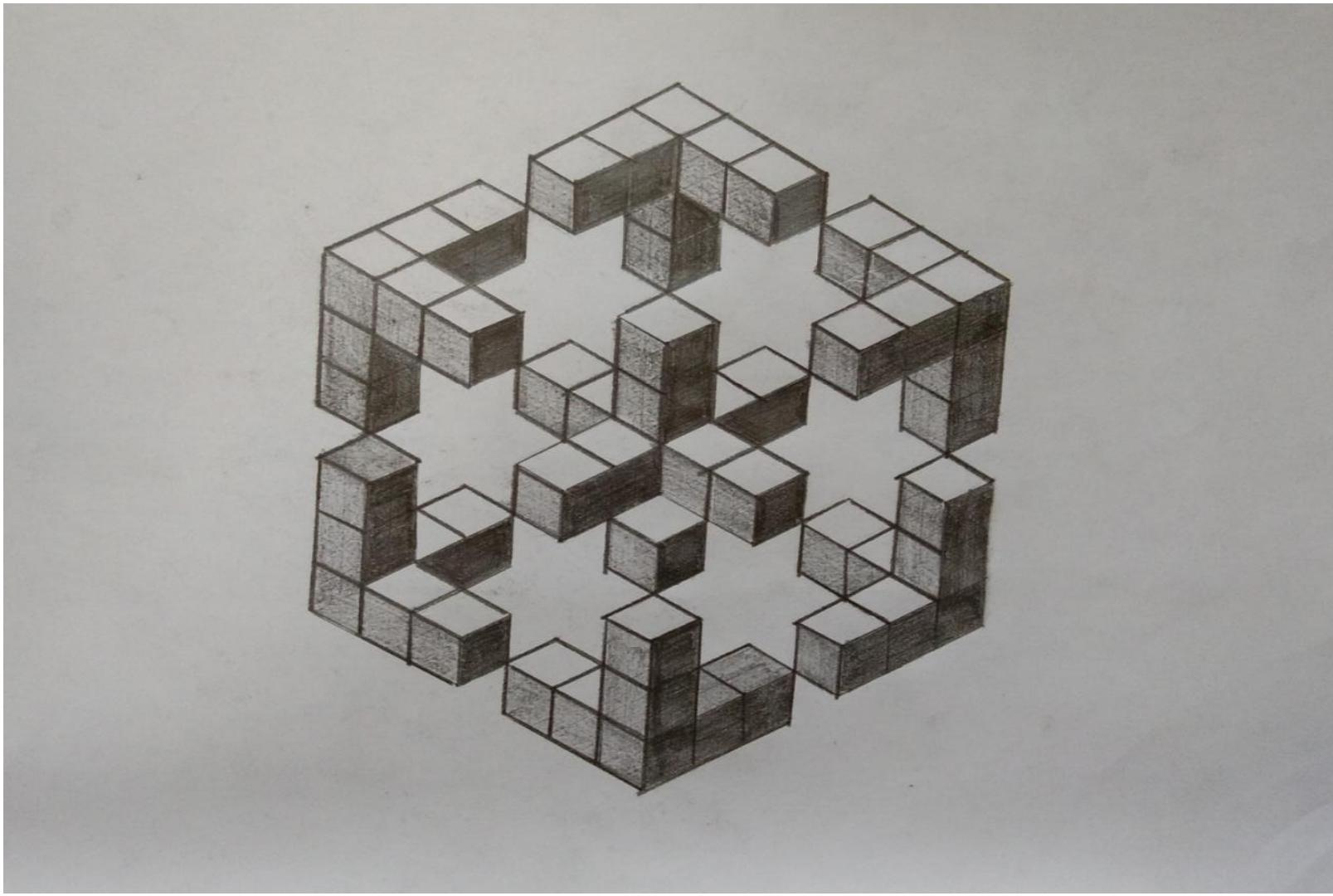


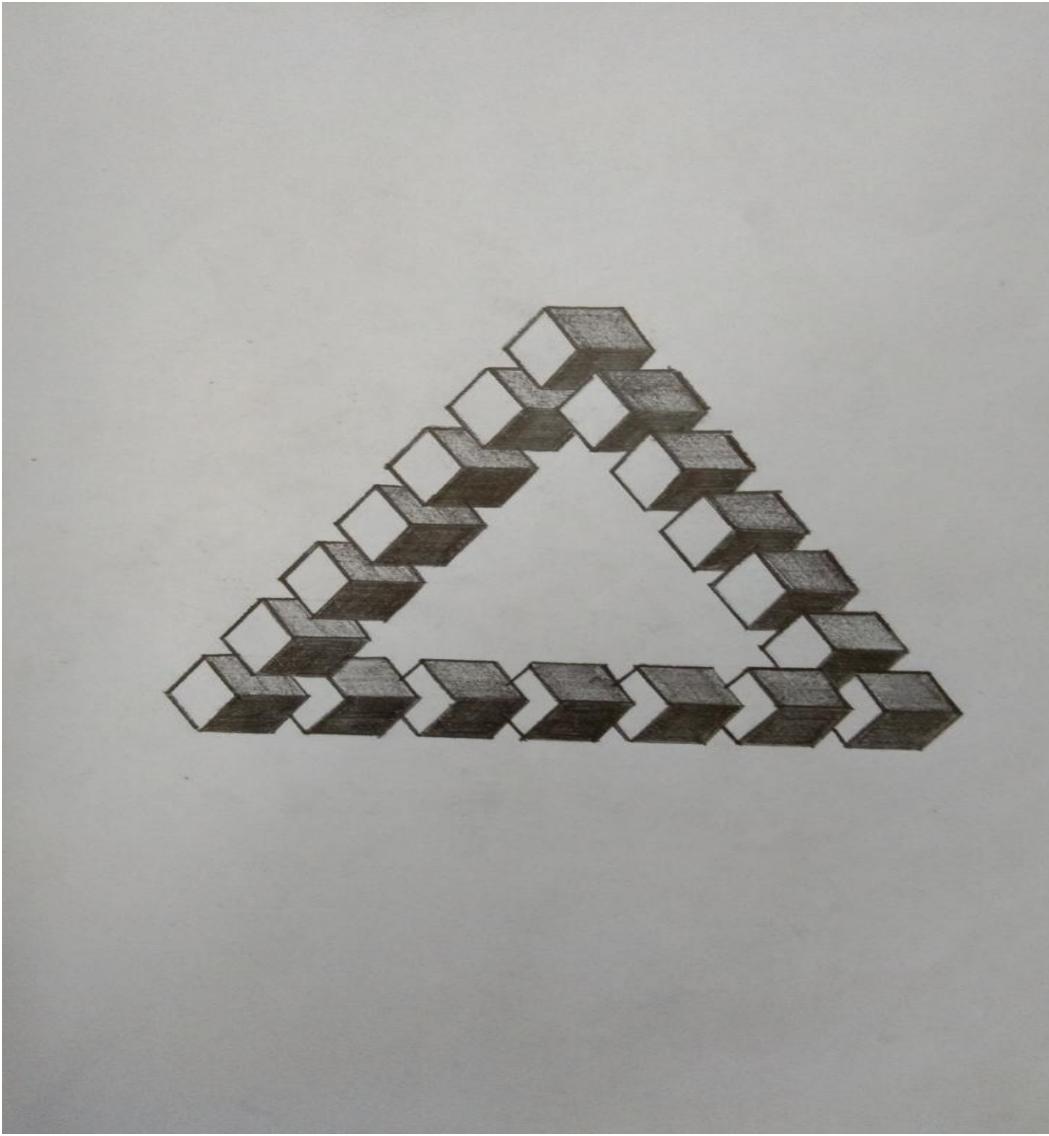




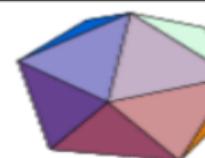
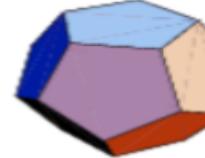








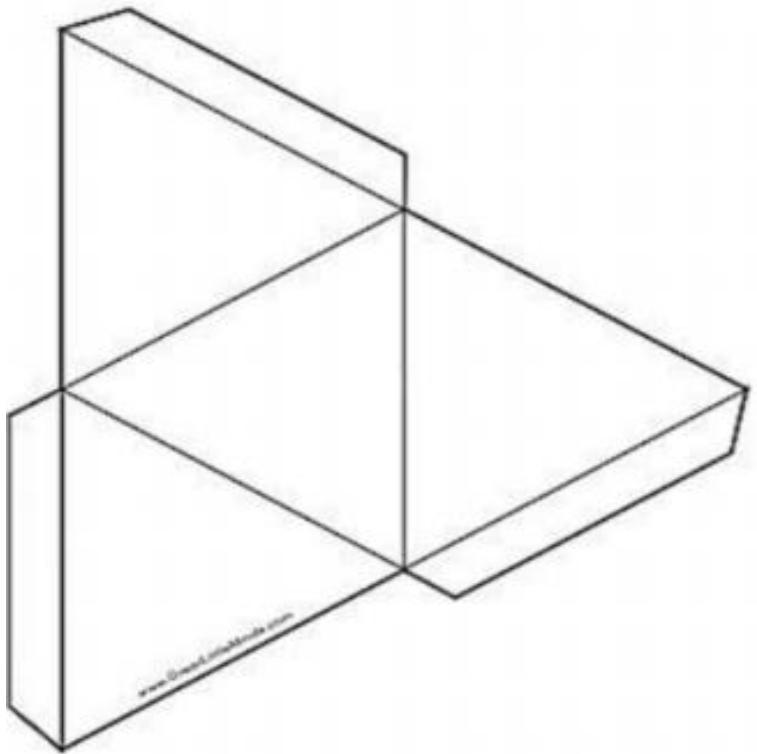
PLATONIC SOLIDS

Name	Solid	Surfaces meets at each vertex	Face	Vertices	Edges	Plato's Representation
Tetrahedron		03	04	04	06	Fire
Cube		03	06	08	12	Earth
Octahedron		04	08	06	12	Air
Icosahedron		05	20	12	30	Water
Dodecahedron		03	12	20	30	Universe

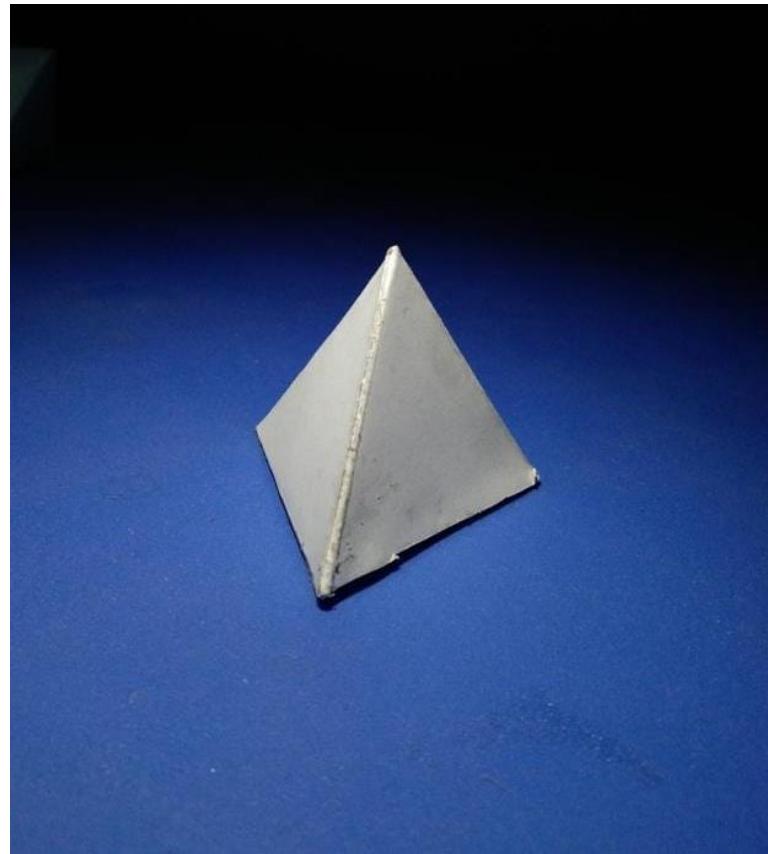
TETRAHEDRON

A tetrahedron is a three-dimensional form with four equilateral triangles. A regular tetrahedron is one in which all four faces are equilateral triangles. It is one of the five regular platonic solids, which have been known since antiquity. The tetrahedron is a polyhedron, composed of four triangular faces, three of which meet at each corner or vertex. It has six edges and four vertices, a displayed in the table given below.

Platonic Solid	Model	Faces	Edges	Vertices
Tetrahedron		04	06	04



Tetrahedron Net

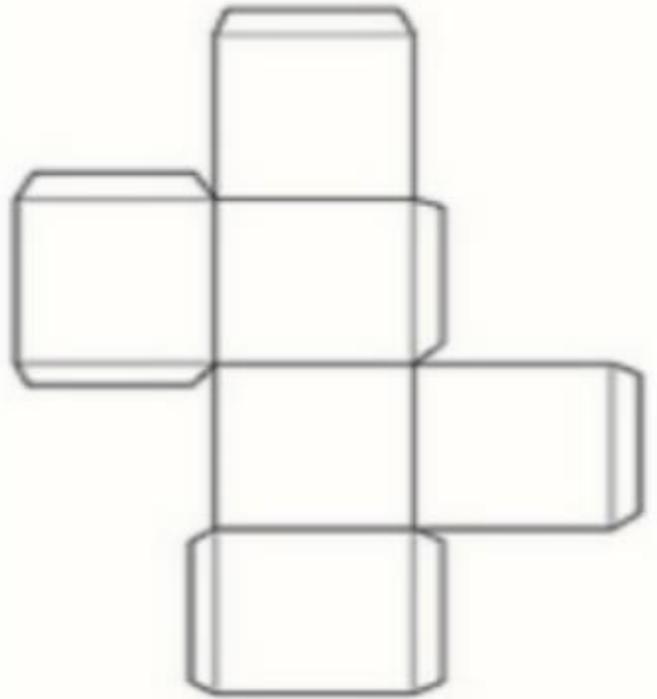


3D Tetrahedron Model

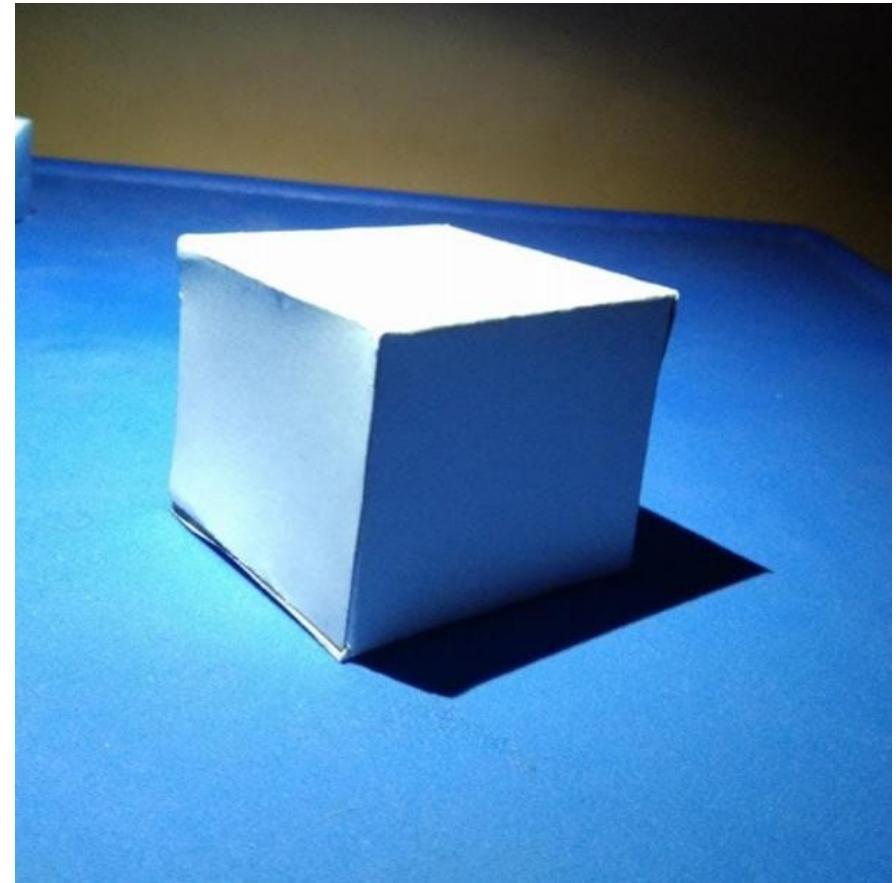
CUBE

A cube is a region of space formed by six identical square faces joined along their edges. Three edges join at each corner to form a vertex. The cube can also be called a regular hexahedron. It is one of the five regular polyhedrons, which are also sometimes referred to as the Platonic solids. In other words, a cube is a three dimensional form that features all right angles and a height, width and depth that are all equal. A cube has six square faces, eight vertices and twelve edges. A cube is a special geometric form that falls into a number of groups including platonic solids and regular hexahedrons. A cube has the largest volume of all cuboids with a certain surface area. Most dice are cube shaped, featuring the numbers one to six on the different faces.

Platonic Solid	Model	Faces	Edges	Vertices
Cube		06	12	08



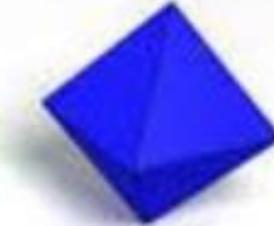
Cube Net

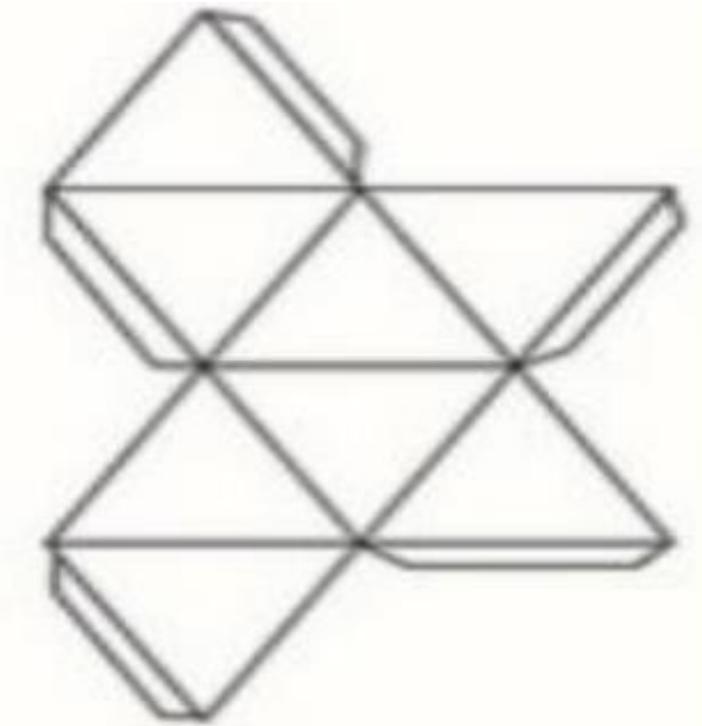


3D Cube Model

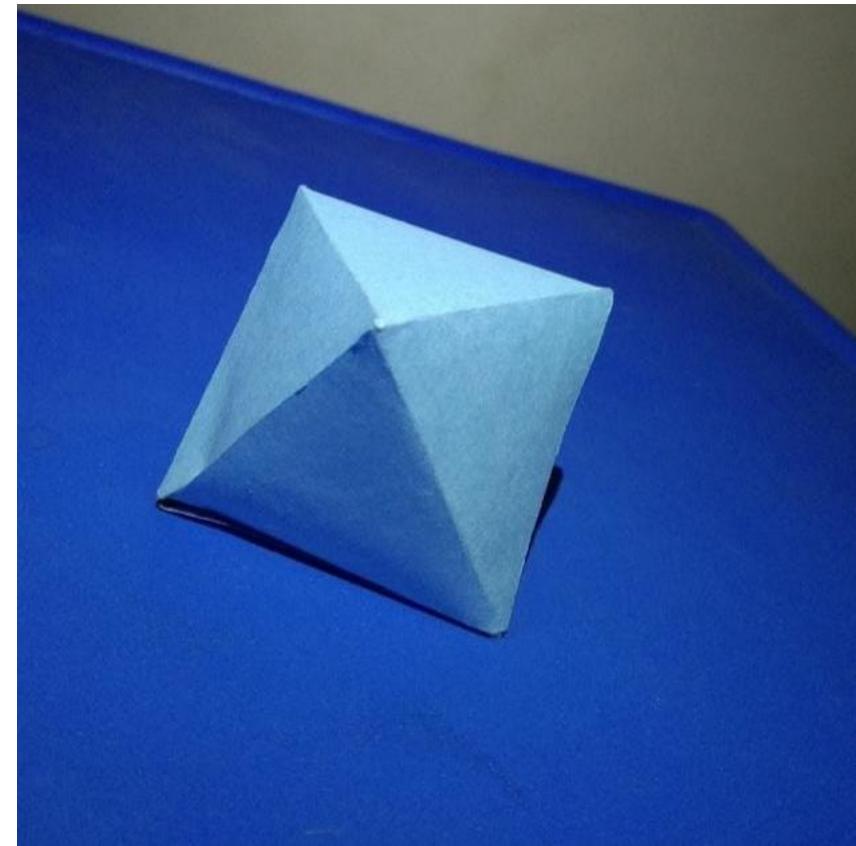
OCTAHEDRON

The octahedron is the next platonic polyhedron with eight faces. A regular octahedron has faces that are all equilateral triangles. Apparently, a regular octahedron looks like it was made by gluing together the bases of two square-based pyramids or in another words, a regular octahedron is the dual polyhedron of a cube. An octahedron has eight triangle faces, six point vertices and twelve edges.

Platonic Solid	Model	Faces	Edges	Vertices
Octahedron		08	12	06



Octahedron Net

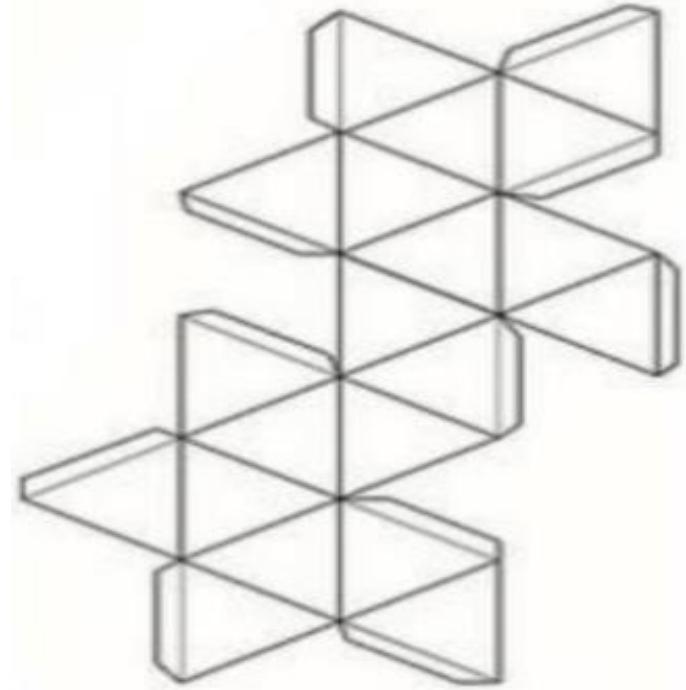


3D Octahedron Model

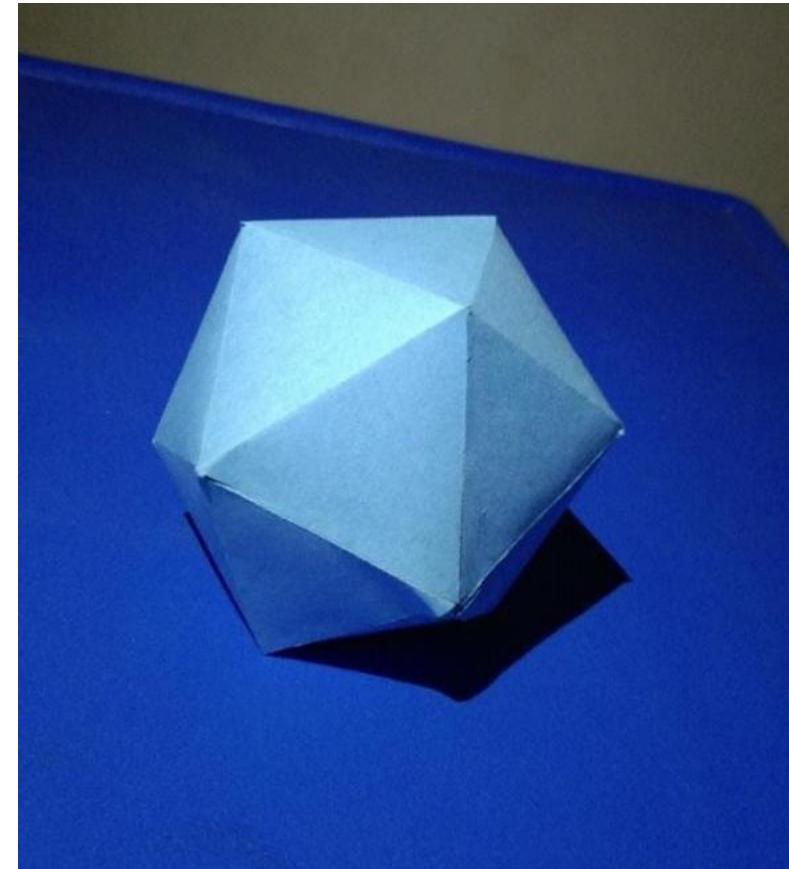
ICOSAHEDRON

Several designers and architects had explored icosahedron in many ways, ranging from product design to building constructions. The icosahedron is built around the pentagon and the golden section. At first glance this may seem absurd, since every face of the icosahedron is an equilateral triangle. It turns out, however, that the triangular faces of the icosahedron result from its pentagonal nature.

Platonic Solid	Model	Faces	Edges	Vertices
Icosahedron		20	30	12



Icosahedron Net

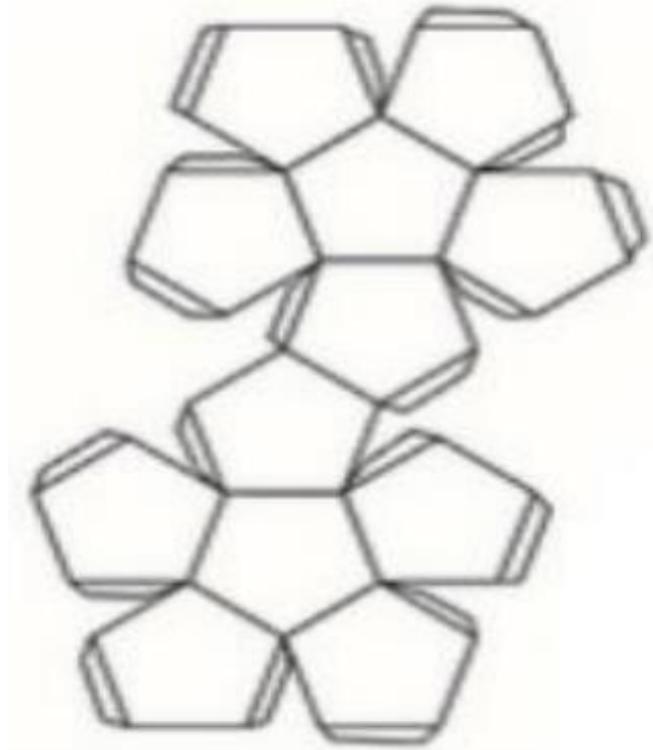


3D Icosahedron Model

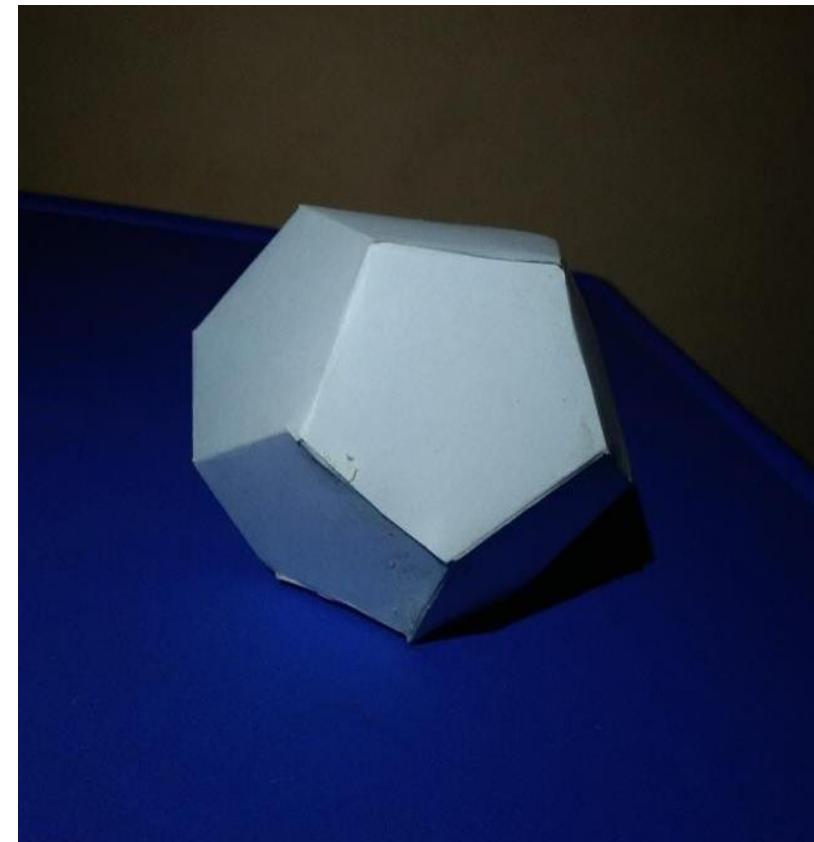
DODECAHEDRON

A dodecahedron has twelve pentagon faces, twenty point vertices and thirty edges. It is called a dodecahedron because it is a polyhedron that has 12 faces, because in Greek language, „dodeca“ means ‘12’. Please note, the dual of dodecahedron is icosahehedron. Interestingly, Bertrand Russell wrote a short story in 1954 and expressed about dodecahedron, as: “...the number 5 said: I am the number of fingers on a hand. I make pentagons and pentagrams. And but for me dodecahedra could not exist; and, as everyone knows, the universe is a dodecahedron. So, but for me, there could be no universe.”

Platonic Solid	Model	Faces	Edges	Vertices
Dodecahedron		12	30	20

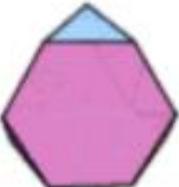
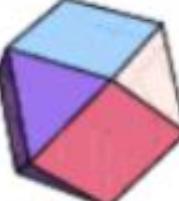
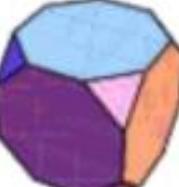


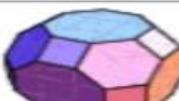
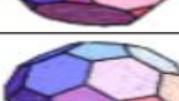
Dodecahedron Net



3D Dodecahedron Model

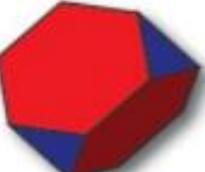
ARCHIMEDEAN SOLIDS

Name	Solid	Faces & Sides	Faces Types	Vertices	Edges
Truncated Tetrahedron		3.6^2	$4F_3, 4F_6$	12	18
Cuboctahedron		$3^2.4^2$	$8F_3, 6F_4$	12	24
Truncated Cube		3.8^2	$8F_3, 6F_8$	24	36

Truncated Octahedron		4.6^2	$6F_4, 8F_6$	24	36
Small Rhombicuboctahedron		3.4^3	$8F_3, 18F_4$	24	48
Great Rhombicuboctahedron Or Truncated Cuboctahedron		$4.6.8$	$12F_4, 8F_6, 6F_8$	48	72
Snub Cube		$3^4.4$	$32F_3, 6F_4$	24	60
Icosidodecahedron		$3^2.5^2$	$20F_3, 12F_5$	30	60
Truncated Dodecahedron		3.10^2	$20F_3, 12F_{10}$	60	90
Truncated Icosahedron		5.6^2	$12F_5, 20F_6$	60	90
Small Rhombicosidodecahedron		$3.4.5.4$	$20F_3, 30F_4, 12F_5$	60	120
Great Rhombicosidodecahedron or Truncated Icosidodecahedron		$4.6.10$	$30F_4, 20F_6, 12F_{10}$	120	180
Snub Dodecahedron		$3^4.5$	$80F_3, 12F_5$	60	150

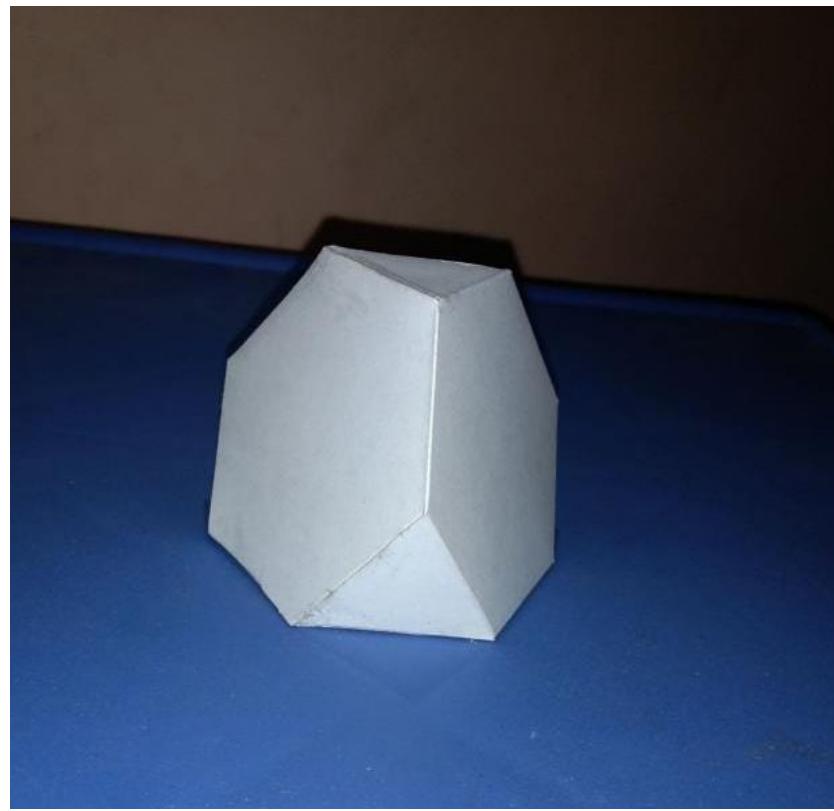
TRUNCATED TETRAHEDRON

The Truncated Tetrahedron is a 3-D uniform polyhedron, bounded by 4 hexagonal faces and 4 triangular faces. Among all of the Archimedean polyhedra it is the simplest 3-D form. It may be constructed by truncating the tetrahedron at 1/3 of its edge length. The truncated tetrahedron has 18 edges, 6 of which correspond with the 6 edges of the tetrahedron. It has 12 vertices.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Truncated Tetrahedron		3.6 ²	4F3. 4F6	12	18



Truncated tetrahedron Net



3D Truncated Tetrahedron Model

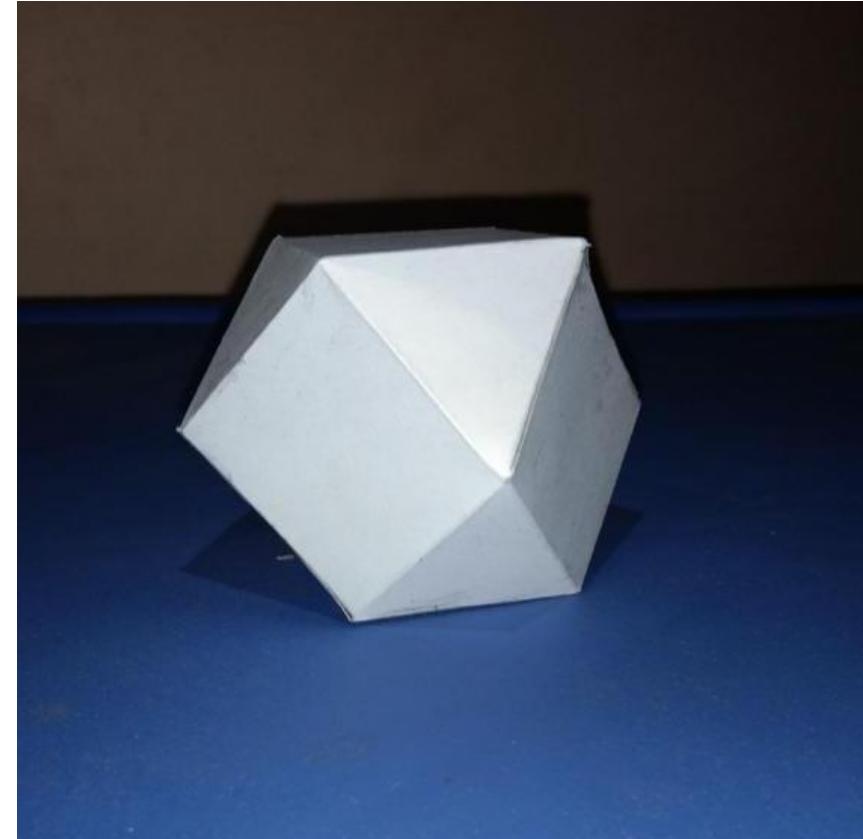
CUBOCTAHEDRON

The Cuboctahedron is the next uniform polyhedron, which is bounded by 6 squares and 8 triangles. It is edge-uniform and its two different types of faces alternate around each vertex, so it is also a quasi-regular polyhedron. It may be constructed by truncating a cube or an octahedron at the midpoints of its edges- this process is known as rectification.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Cuboctahedron		$3^2 \cdot 4^2$	$8F_3, 6F_4$	12	24



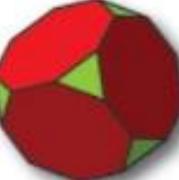
Cuboctahedron Net

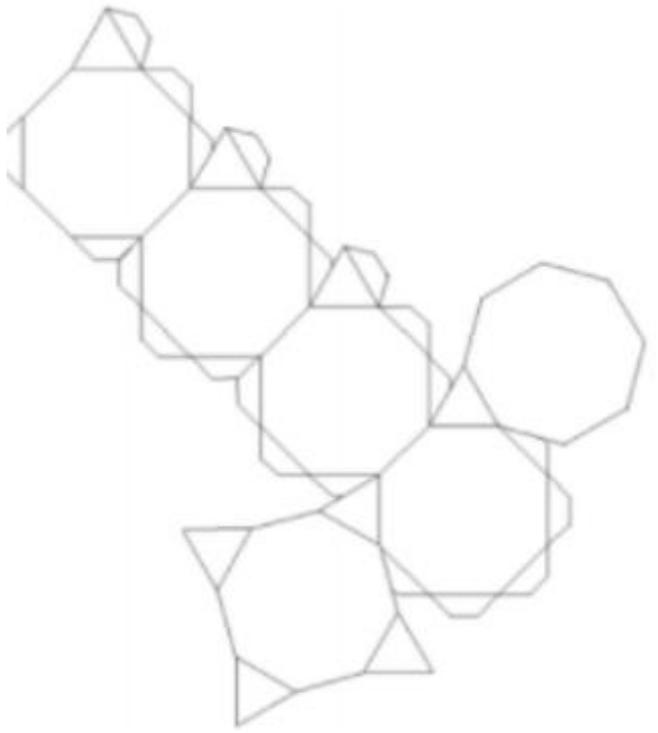


3D Cuboctahedron Model

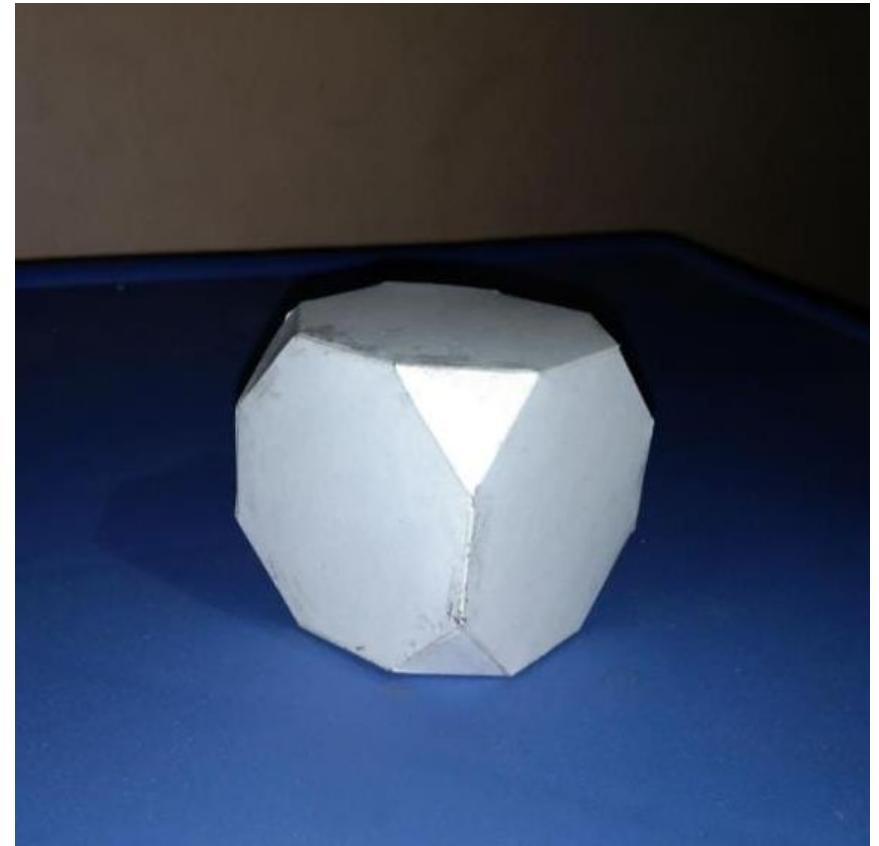
TRUNCATED CUBE

The Truncated Cube is a 3D uniform polyhedron bounded by 8 triangles and 6 octagons. It may be constructed by truncating the cube's vertices at $(2-\sqrt{2})$ of its edge length. More simply, it may be constructed by radially expanding the cube's edges outwards by $1/\sqrt{2}$ of its edge length and taking the convex hull. It may also be constructed by radially expanding the triangular faces of the Cuboctahedron outwards.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Truncated Cube		3.8^2	$8F_3, 6F_8$	24	36



Truncated Cube

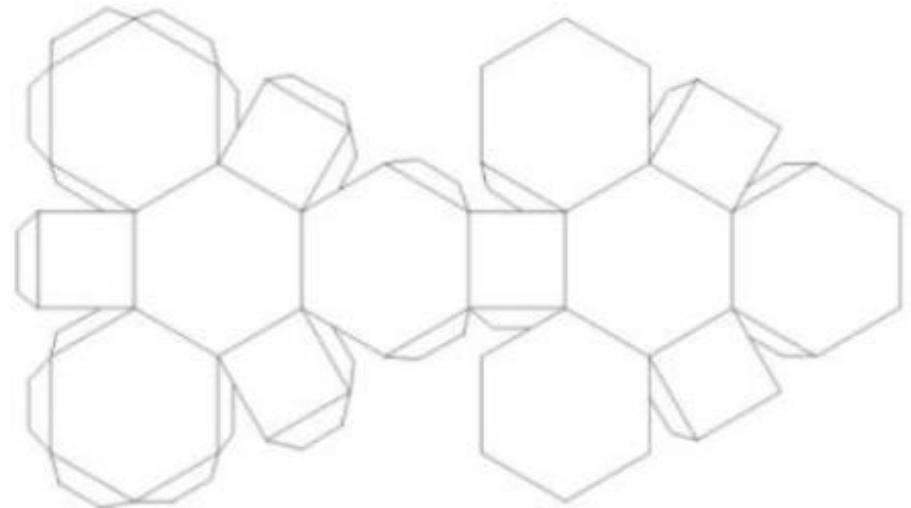


3D Truncated Cube Model

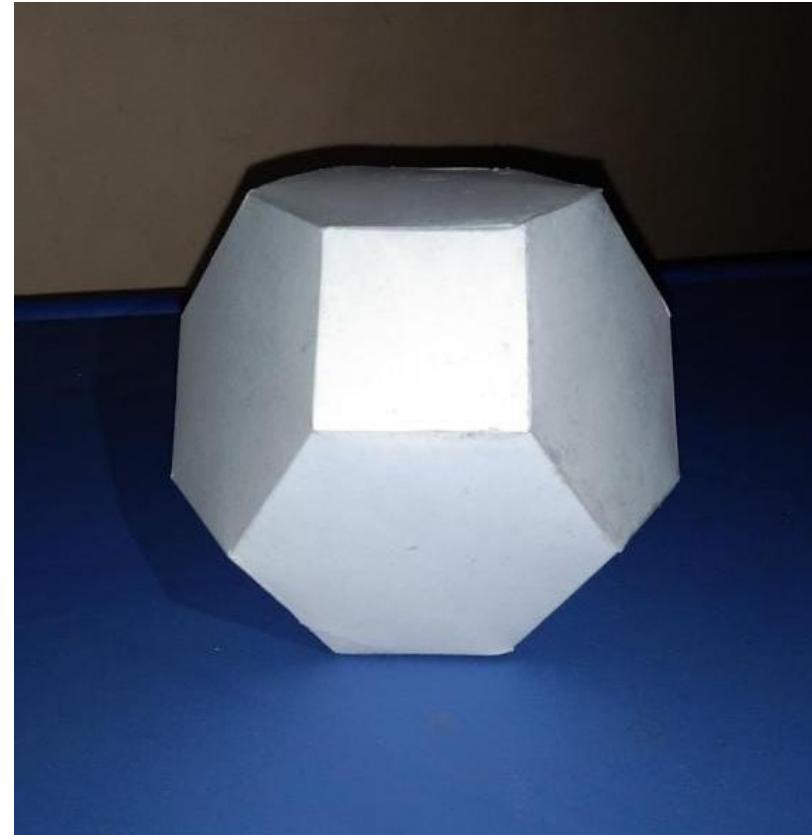
TRUNCATED OCTAHEDRON

The Truncated Octahedron is a 3D uniform polyhedron bounded by 8 hexagonal faces and 6 squares. It may be constructed by truncating the octahedron at 1/3 of its edge length.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Truncated Octahedron		4.6 ²	6F ₄ , 8F ₆	24	36



Truncated Octahedron Net

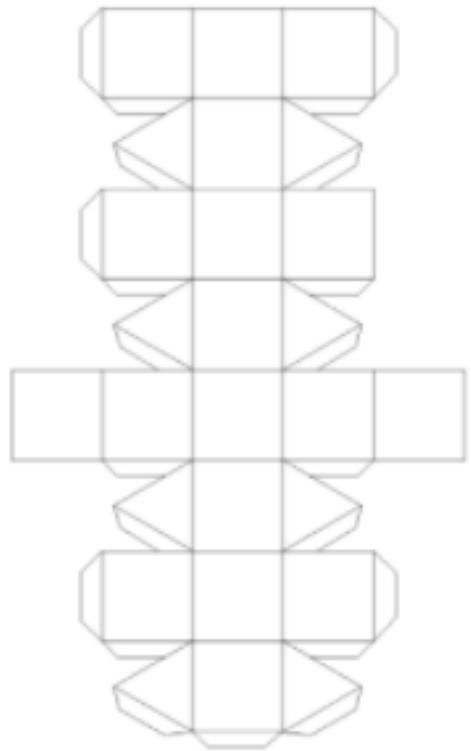


3D Truncated Octahedron Model

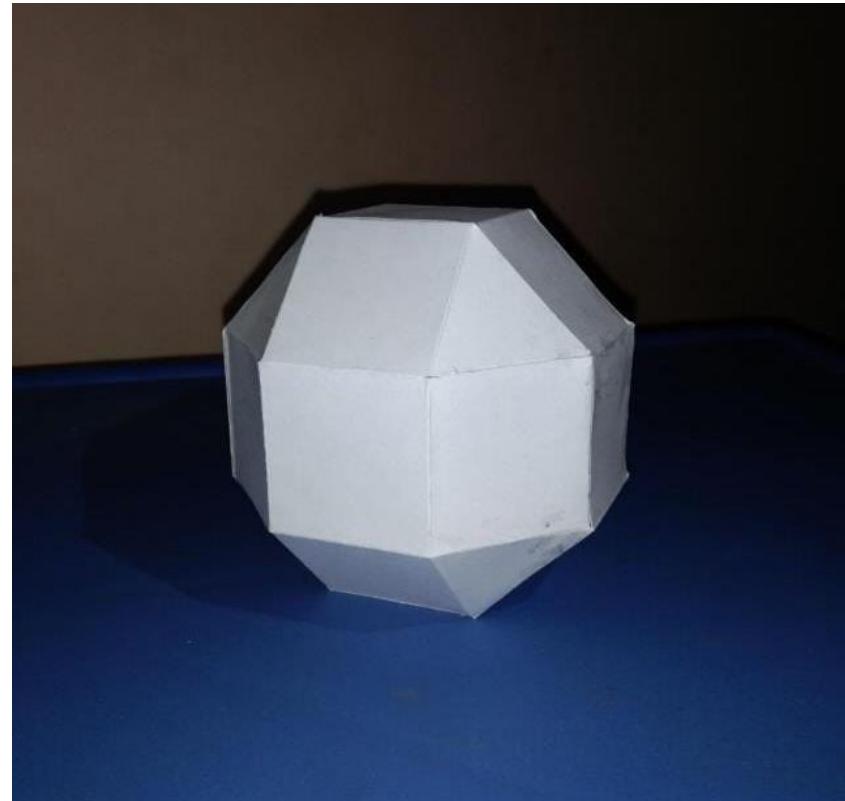
SMALL RHOMBICUBOCTAHEDRON

The Small Rhombicuboctahedron, is a 3D uniform polyhedron, which is bounded by 8 triangles and $6+12=18$ squares. It may be constructed by radially expanding the square faces of the cube outwards or equivalently, radially expanding the triangular faces of the octahedron outwards.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Small Rhombicuboctahedron		3.4^3	$8F_3, 18F_4$	24	48



Small Rhombicuboctahedron Net

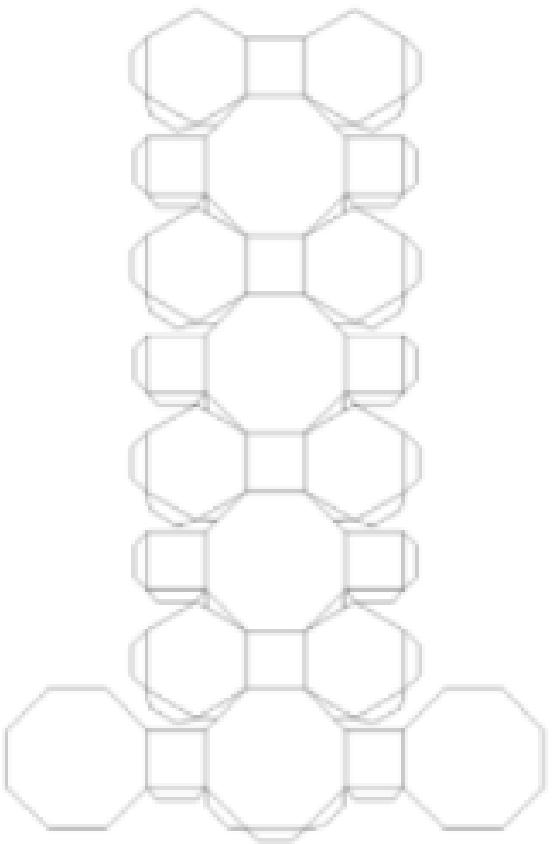


3D Small Rhombicuboctahedron Model

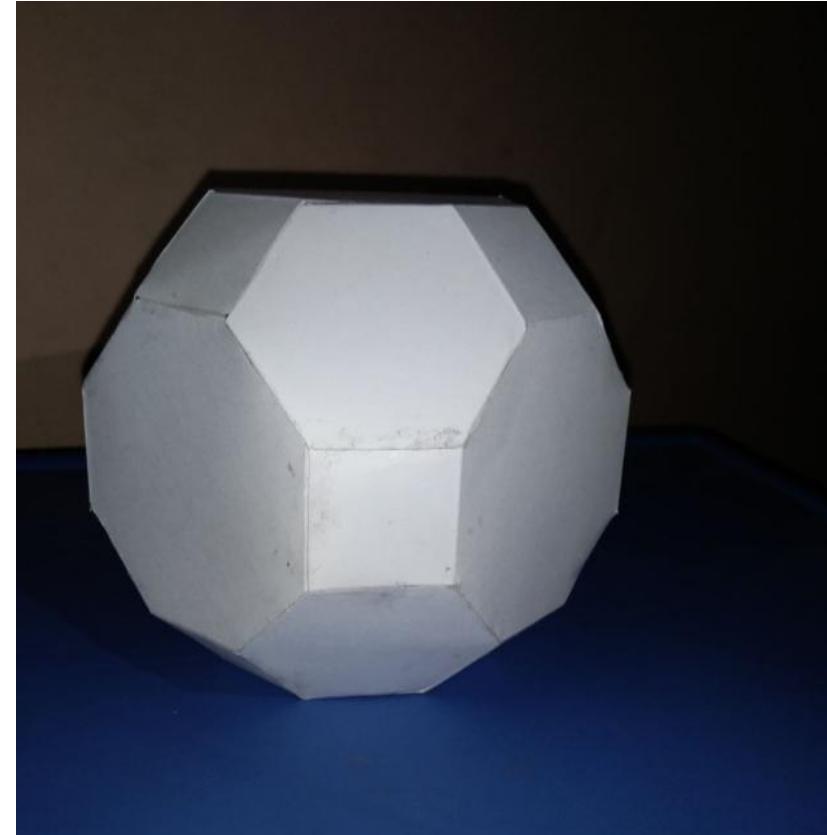
GREAT RHOMBICUBOCTAHEDRON

The Great Rhombicuboctahedron is a 3D uniform polyhedron bounded by 8 hexagons, 12 squares and 6 octagons. It may be constructed by radially expanding the octagonal faces of the truncated cube outwards or equivalently, radially expanding the hexagonal faces of the truncated octahedron or the non-axial square faces of the Rhombicuboctahedron. The Great Rhombicuboctahedron is also known as the truncated Cuboctahedron. Truncating the Cuboctahedron does not yield a uniform polyhedron, only a non-uniform topological equivalent of the great Rhombicuboctahedron. The correct derivation is as described above.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Great Rhombicuboctahedron		4.6.8	12F ₄ , 8F ₆ , 6F ₈	48	72



Great Rhombicuboctahedron Net



3D Great Rhombicuboctahedron Model

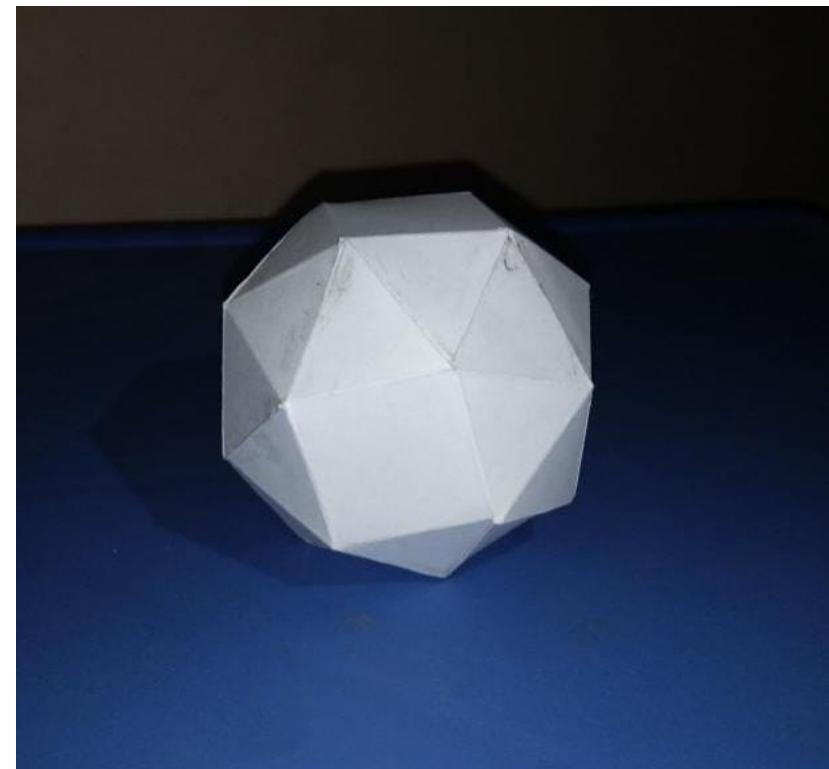
SNUB CUBE

The Snub Cube is a 3D uniform polyhedron bounded by 6 squares and $8+24=32$ triangles. It is constructed by alternating the vertices of a suitably-proportioned, non-uniform Great Rhombicuboctahedron.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Snub Cube		$3^4 \cdot 4$	$32F_3, 6F_4$	24	60



Snub Cube Net

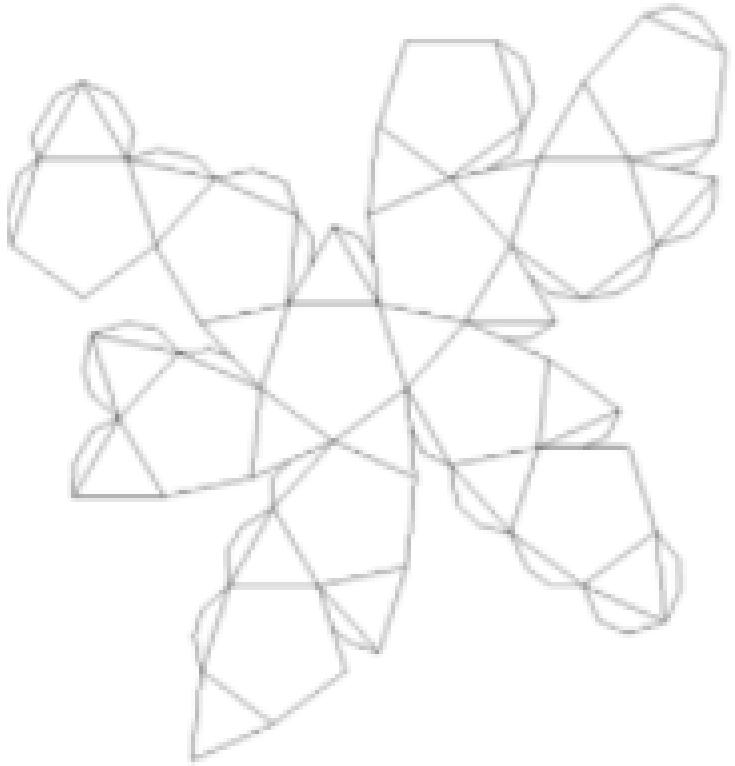


3D Snub Cube Model

ICOSIDODECAHEDRON

The Icosidodecahedron is a uniform polyhedron bounded by 12 pentagons and 20 triangles. It is edge-uniform and its two kinds of faces alternate around each vertex, so it is also a quasi-regular polyhedron. It may be constructed by truncating the dodecahedron or the icosahedron at the midpoints of its edges.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Icosidodecahedron		$3^2 \cdot 5^2$	20F ₃ , 12F ₅	30	60



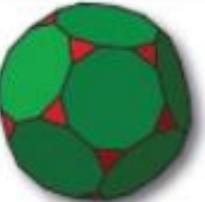
Icosidodecahedron Net

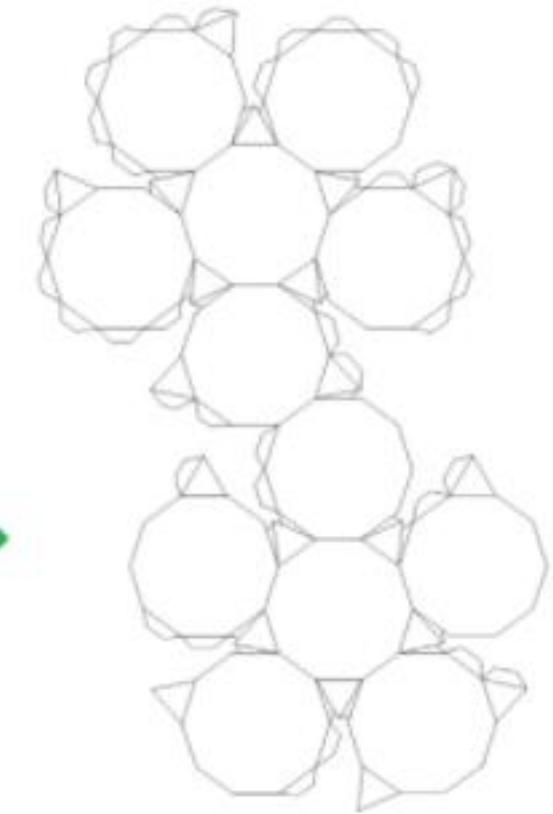


3D Icosidodecahedron Model

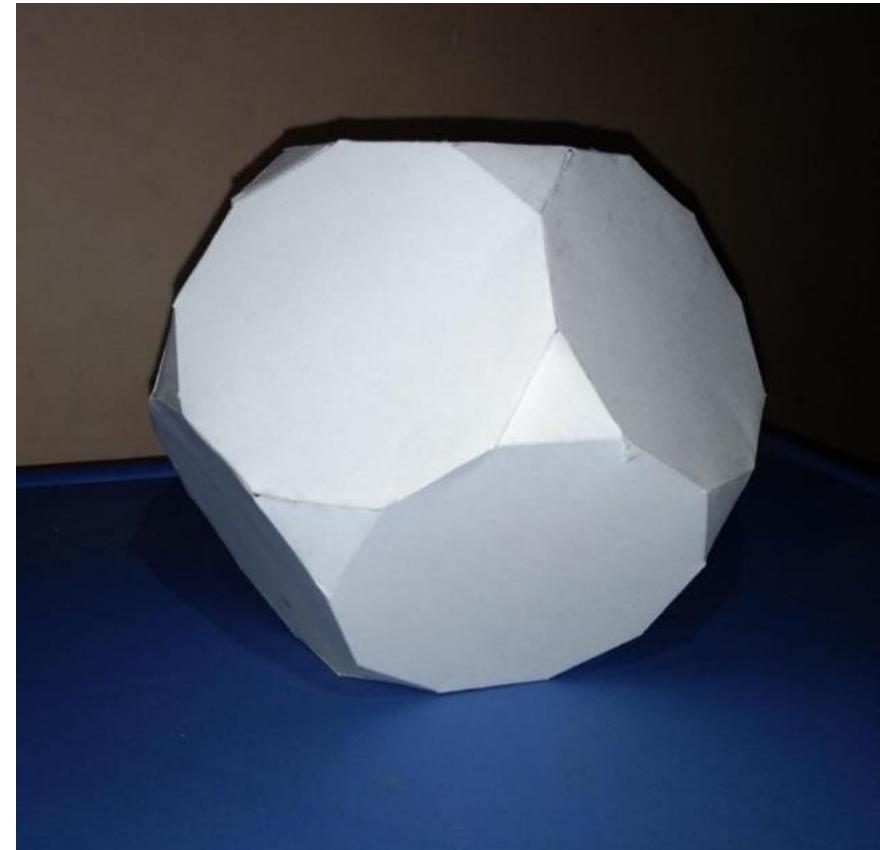
TRUNCATED DODECAHEDRON

The Truncated Dodecahedron is a 3-D uniform polyhedron, which is bounded by 20 triangles and 12 decagons. It may be constructed by truncating the dodecahedron's vertices such that its pentagonal faces become decagons. Alternatively, it may be constructed by radially expanding the edges of the dodecahedron outwards, thus turning vertices into triangles and pentagons into decagons.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Truncated Dodecahedron		3.10^2	$20F_3, 12F_{10}$	60	90



Truncated Dodecahedron Net

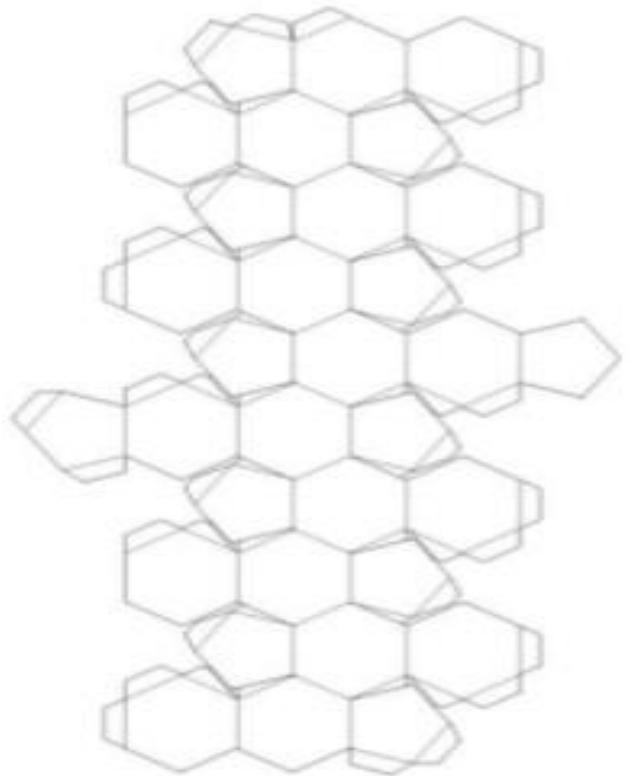


3D Truncated Dodecahedron Model

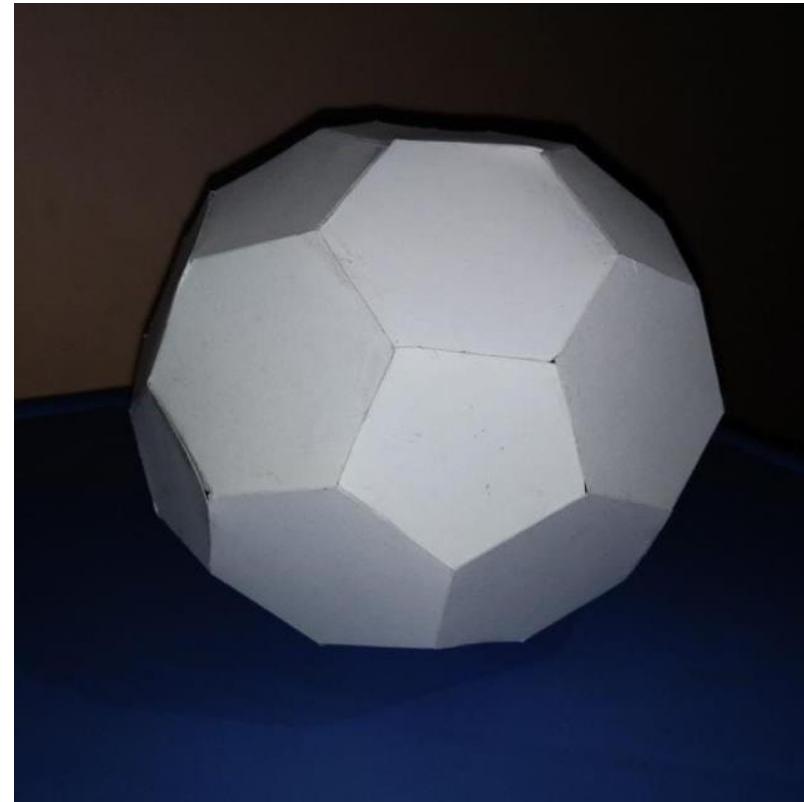
TRUNCATED ICOSAHEDRON

The Truncated Icosahedron is a 3D uniform polyhedron bounded by 20 hexagonal faces and 12 pentagonal faces. It is one of the Archimedean polyhedra. It may be constructed by truncating the icosahedron at 1/3 of its edge length and has 90 edges and 60 vertices. The truncated icosahedron is widely recognized as the stitching pattern commonly used for soccer balls and as the shape of the buckminsterfullerene molecule-C60. This latter association has given this playing-ball a pet name as-Buckyball!

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Truncated Icosahedron		5.6^2	$12F_5, 20F_6$	60	90



Truncated Icosahedron Net



3D Truncated Icosahedron Model

SMALL RHOMBICOSIDODECAHEDRON

The Small Rhombicosidodecahedron, is a 3-D uniform polyhedron bounded by 20 triangles, 30 squares and 12 pentagons. It may be constructed by radially expanding the pentagonal faces of the dodecahedron outwards or equivalently, the triangular faces of the icosahedron outwards. The 12 pentagonal faces correspond with the faces of the dodecahedron, the 20 triangular faces correspond with the faces of the icosahedron and the 30 square faces correspond with the edges of both the dodecahedron and the icosahedron.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Small Rhombicosidodecahedron		3.4.5.4	$20F_3, 30F_4, 12F_5$	60	120



Small Rhombicosidodecahedron Net



3D Small Rhombicosidodecahedron Model

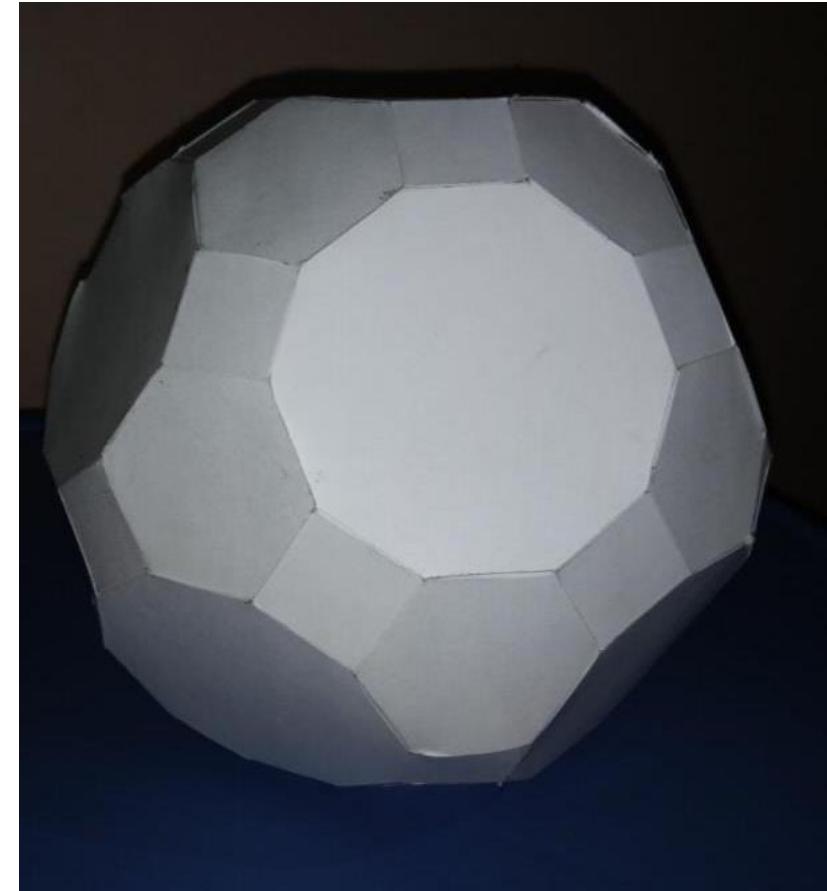
GREAT RHOMBICOSIDODECAHEDRON

The Great Rhombicosidodecahedron is a 3-D uniform polyhedron bounded by 20 hexagons, 30 squares and 12 decagons. It may be constructed by radially expanding the decagonal faces of the truncated dodecahedron outwards or equivalently, radially expanding the hexagonal faces of the truncated icosahedron or the square faces of the Rhombicosidodecahedron. The Great Rhombicosidodecahedron is also known as the truncated Icosidodecahedron.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Great Rhombicosidodecahedron		4.6.10	$30F_4$, $20F_6$, $12F_{10}$	120	180



Great Rhombicosidodecahedron Net



3D Great Rhombicosidodecahedron Model

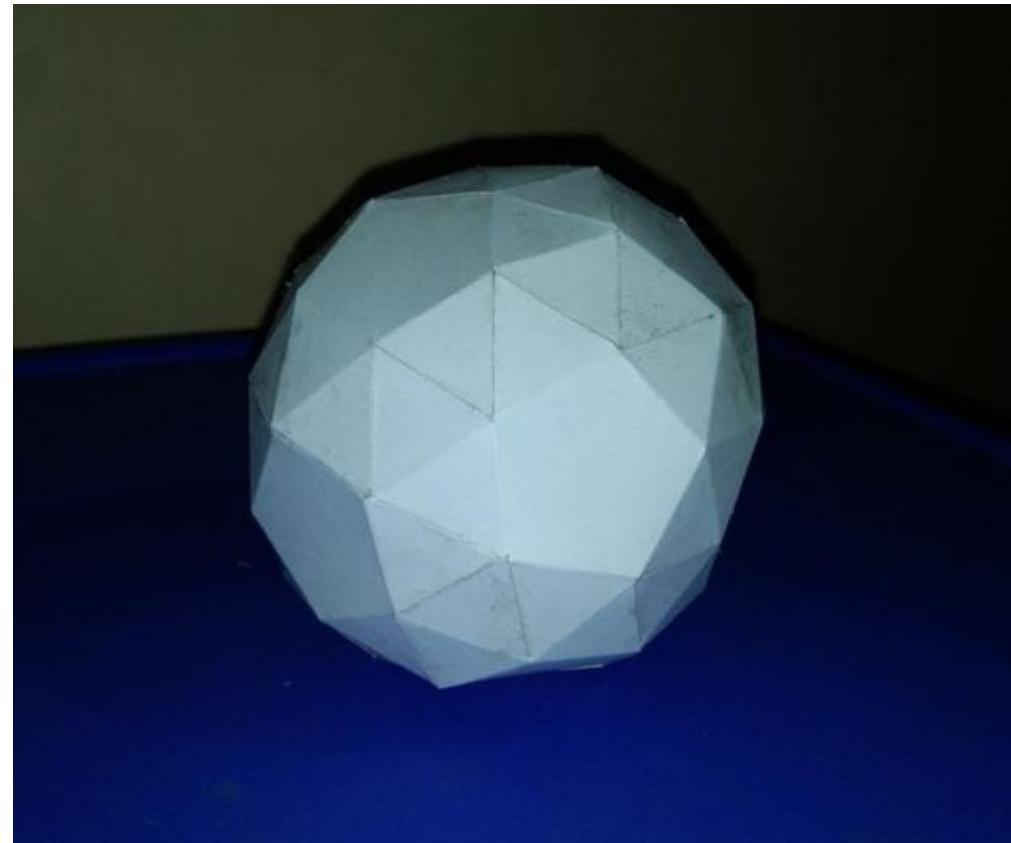
SNUB DODECAHEDRON

The Snub Dodecahedron is a 3-D uniform polyhedron bounded by 12 pentagons and $20+60=80$ triangles. It is constructed by alternating the vertices of a suitably-proportioned, non-uniform Great Rhombicosidodecahedron.

Archimedean Solid	Model	Faces & Sides	Faces Types	Vertices	Edges
Snub Dodecahedron		$3^{4.5}$	$80F_3, 12F_5$	60	150



Snub Dodecahedron Net



3D Snub Dodecahedron Model

thank you!