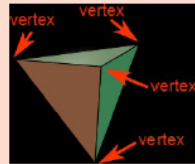
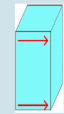


A vertex is a point at which two or more lines meet in an object or shape.

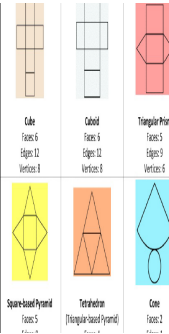
Vertex:



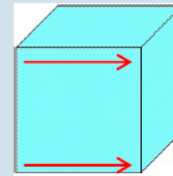
Parallel edges: Parallel edges are the same distance apart no matter how long they are.



Perpendicular edges: Edges are perpendicular if they meet at right angles.



Parallel edges: Parallel edges are the same distance apart no matter how long they are.



Mathematical Language:

- Dimensions
- Cube/Cuboid
- Cylinder
- Cone
- Sphere
- Pyramid
- Tetrahedron
- Face
- Edge
- Vertex
- Surface
- Polygon
- Prism
- Cross-section
- Elevation
- Perspective
- Isometric
- Perpendicular
- Compound
- Units
- Area
- Formulae
- Net
- Circumference
- Commutative
- Constant
- Base
- Height
- Length

Scale drawings

A picture of a car is drawn with a scale of 1:30

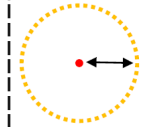
For every 1cm on my image is 30cm in real life

The car image is 10cm

Image : Real life
 1cm : 30cm
 10cm : 300cm



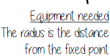
Locus of a distance from a point



All points are equidistant (the same distance) from the fixed point in the middle.



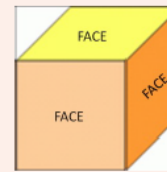
If the point is in the corner it can only make a quarter circle



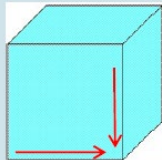
Equipment needed: The radius is the distance from the fixed point

A face is the side of a solid shape. It usually means flat faces. The base of a shape is also a face.

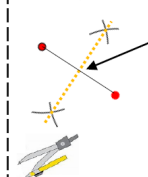
Face:



Perpendicular edges: Edges are perpendicular if they meet at right angles.



Locus equidistant from two points



Also a perpendicular bisector
 Because if the points are joined, this new line intersects it at a 90°



Join the intersections with a ruler
 Keep the compass the same size and draw two arcs from each point
 All points on this line are equidistant from both points

The edge of a shape is where two faces meet. An edge can be curved or straight.

Edge:

