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SOLID GEOMETRY

Solid geometry or stereometry is the geometry of three-dimensional Euclidean space (3D space).

A solid figure is the region of 3D space bounded by a two-dimensional surface; for example, a solid ball consists of a sphere and its interior.

Solid geometry deals with the measurements of volumes of various solids, including pyramids, prisms (and other polyhedrons), cubes, cylinders, cones (and truncated cones).

Topics

Basic topics in solid geometry and stereometry include:

- incidence of planes and lines
- dihedral angle and solid angle
- the cube, cuboid, parallelepiped
- the tetrahedron and other pyramids
- prisms
- octahedron, dodecahedron, icosahedron
- cones and cylinders
- the sphere
- other quadrics: spheroid, ellipsoid, paraboloid and hyperboloids.

Advanced topics include:

- projective geometry of three dimensions (leading to a proof of Desargues' theorem by using an extra dimension)
- further polyhedra
- descriptive geometry.

LIST OF SOLID FIGURES

- List of solid figures

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