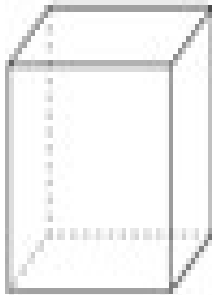
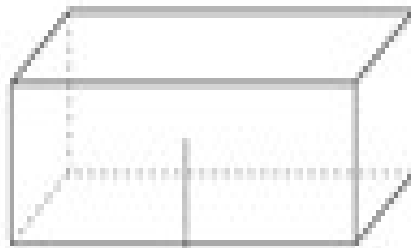


cube

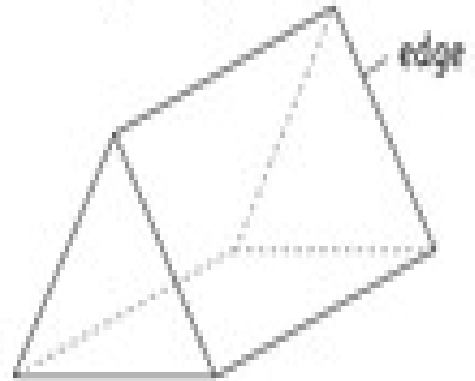


cuboid



face

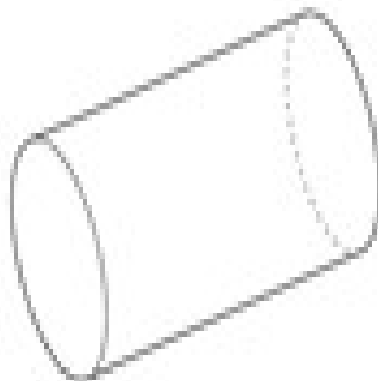
triangular prism



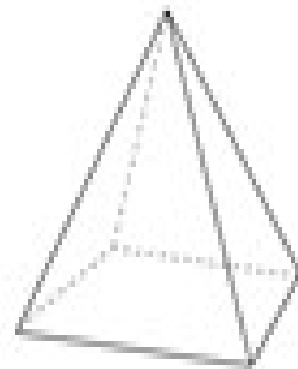
vertex



cone



cylinder



square-based pyramid