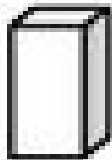
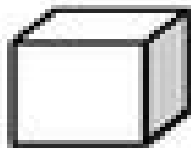


# Councing Up 3D Shape Attributes



3D Shape Name	Faces	Edges	Vertices	Curved Surfaces