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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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