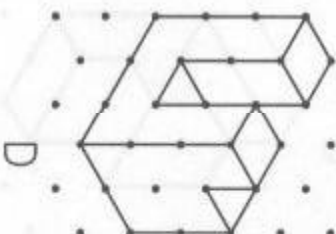
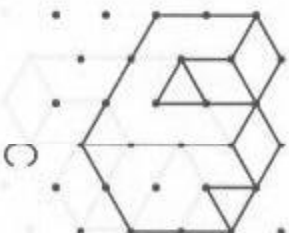
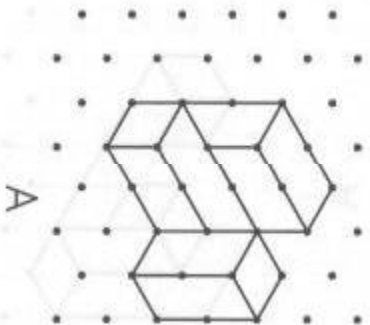
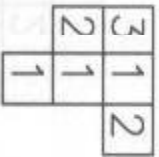
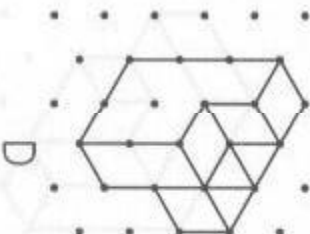
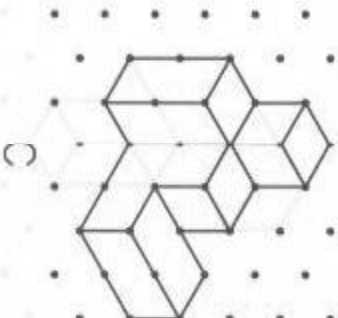
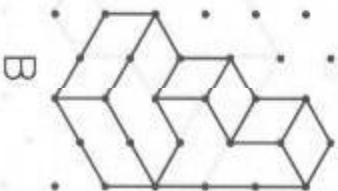
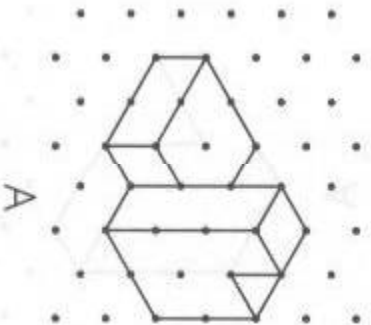
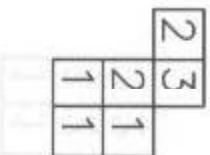


Circle the letter beneath the isometric sketch of the object that corresponds to the coded plan shown on the left.

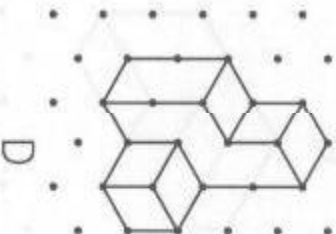
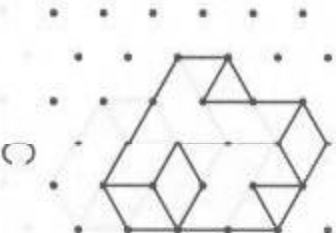
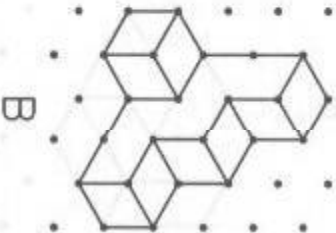
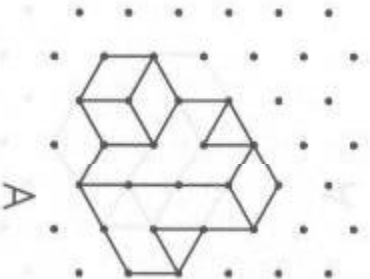
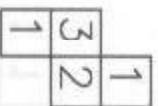
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Name: \_\_\_\_\_  
Class: \_\_\_\_\_

Section: \_\_\_\_\_

Date: \_\_\_\_\_

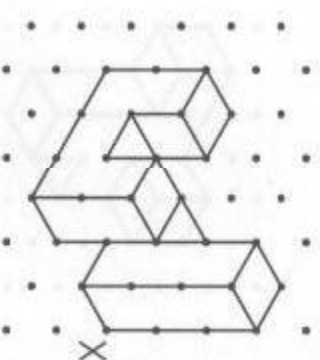
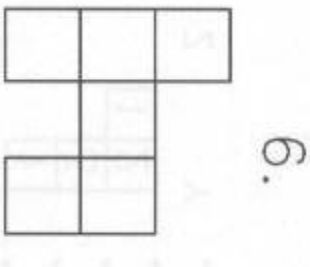
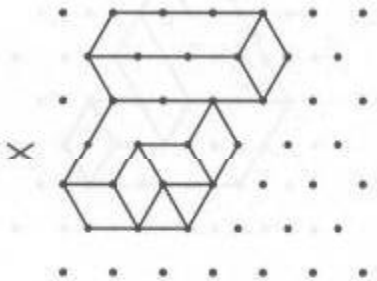
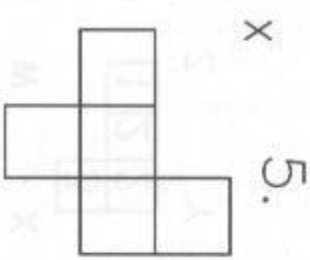
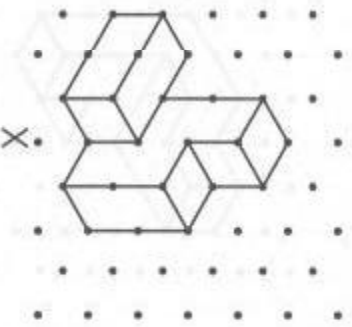
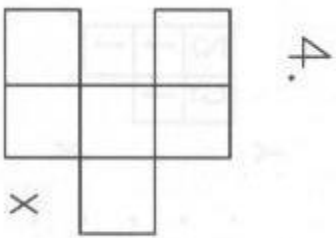
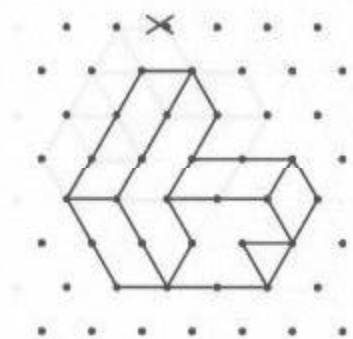
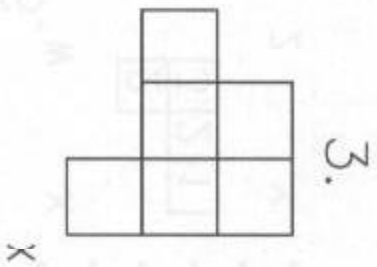
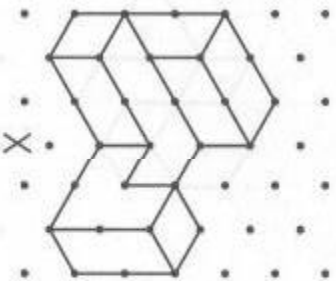
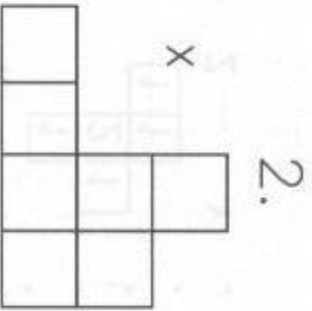
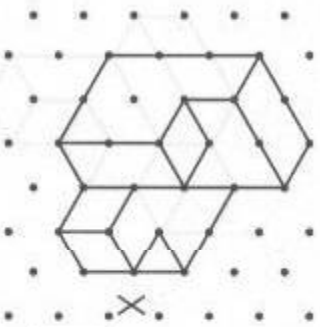
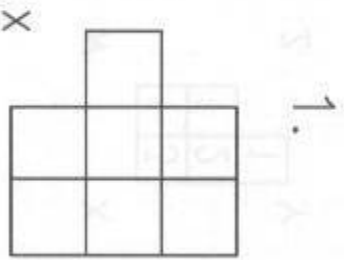
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Spatial Visualization

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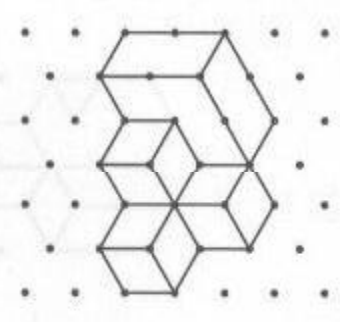
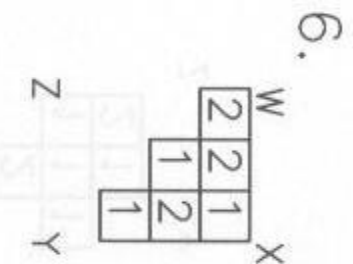
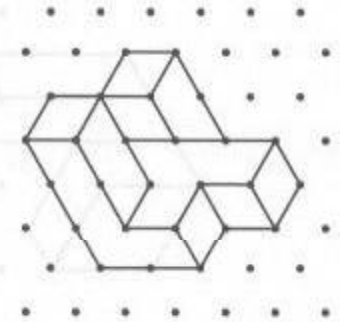
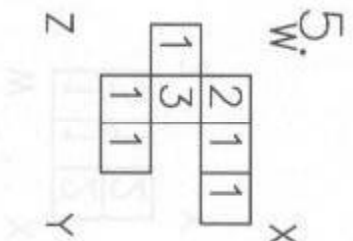
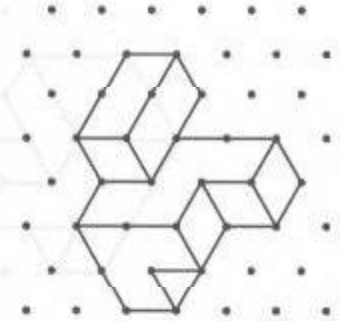
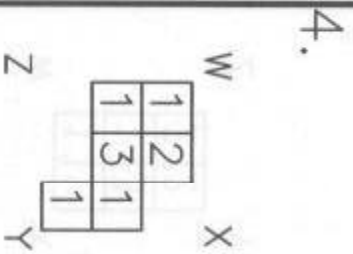
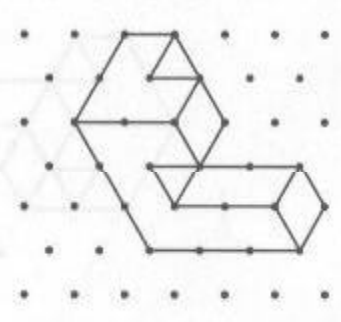
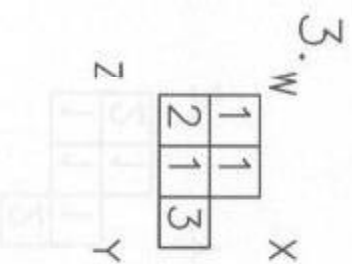
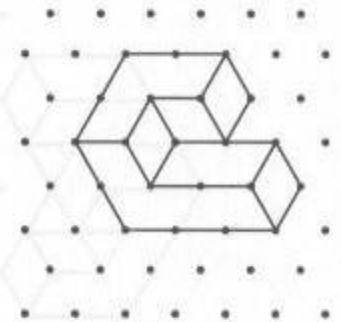
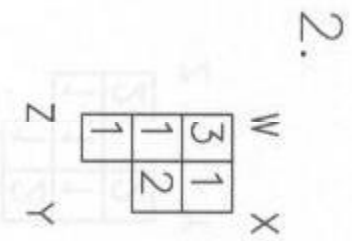
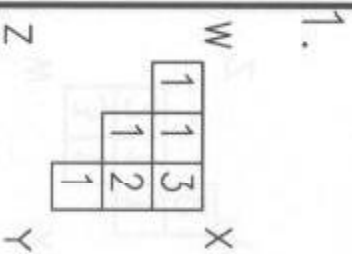
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6

Complete the coded plan for the object shown in an isometric sketch on the right.



Circle the letter on the coded plan (W, X, Y, or Z) that corresponds to the given isometric sketch.



Name: \_\_\_\_\_

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Date: \_\_\_\_\_

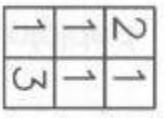
Introduction to 3-D  
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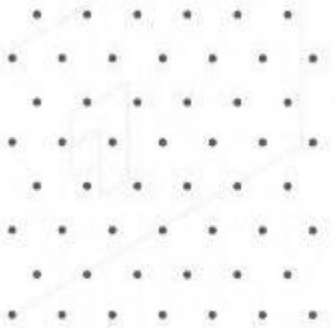
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Sketch the indicated corner view in the space provided.

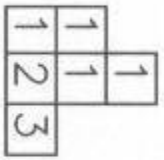
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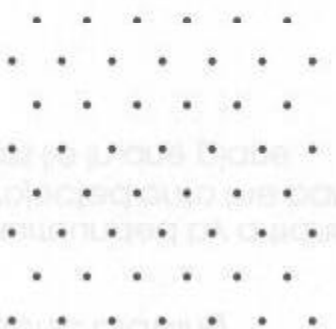
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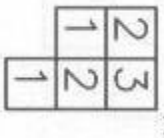
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X



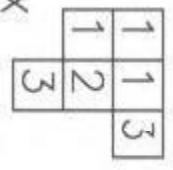
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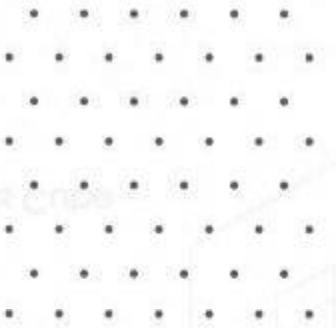
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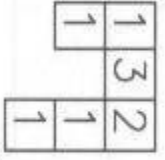
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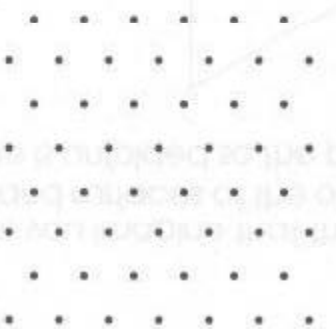
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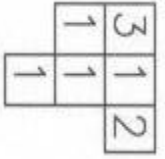
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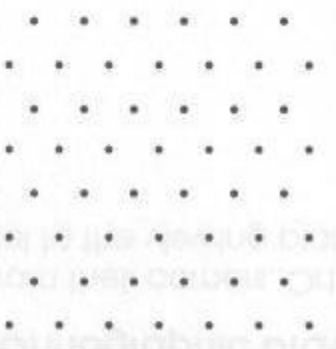
X



6.



X



Name:

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