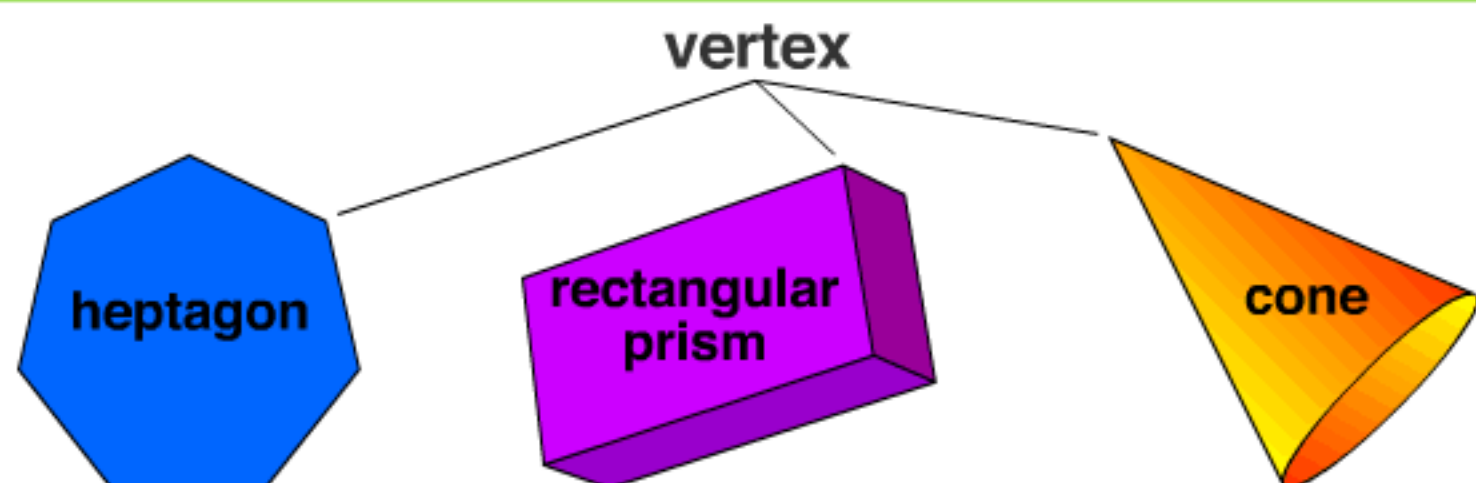
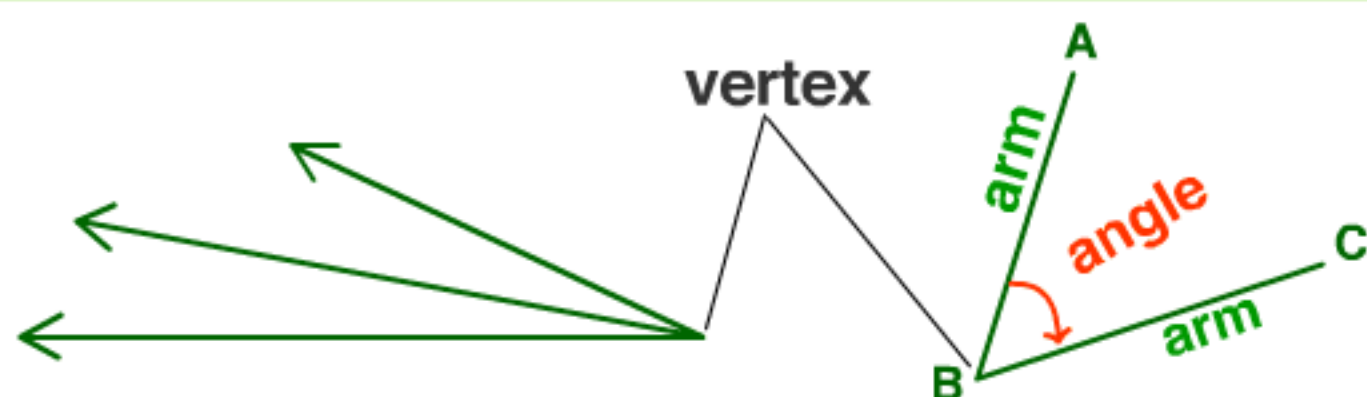


# vertex, vertices



**V = number of vertices**

3D SHAPE	V	3D SHAPE	V
triangular prism	6	hexagonal prism	12
cube	8	octagonal prism	16
rectangular prism	8	hexahedron	5
pentagonal prism	10	octahedron	6
triangular pyramid	4	octagonal pyramid	9
square pyramid	5	decahedron	12
pentagonal pyramid	6	dodecahedron	20
hexagonal pyramid	7	icosahedron	12