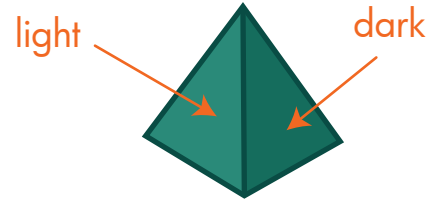
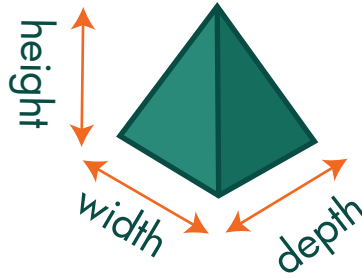
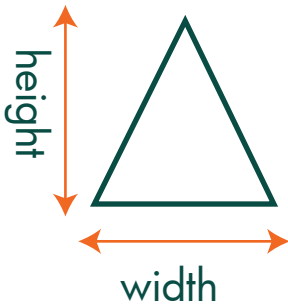
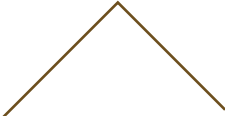
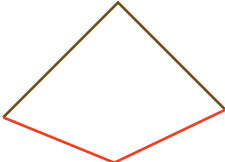
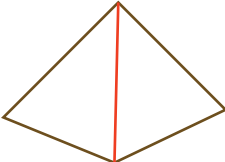

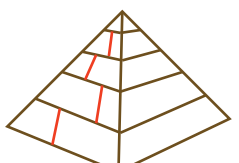

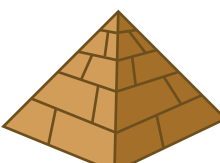
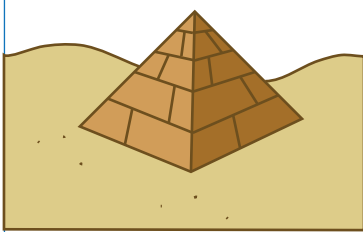


# Triangle To Pyramid

Solid geometry is the study of 3-D shapes. For example, compare the triangle to the pyramid. A pyramid has an extra dimension called *depth*. Let's turn a triangle into a pyramid.



**Shading** (effect of light): goes from light (presence of light) to dark (absence of light).

 <p>Let's start with the top sides of a triangle.</p>	 <p>Add an upside-down triangle to the bottom.</p>	 <p>Add a line to form the two sides of the pyramid.</p>	 <p>Divide the sides of the pyramid with lines to form the bricks.</p>
 <p>Draw lines to make the various bricks of the pyramid.</p>	 <p>Make the bricks for the other side.</p>	 <p>Add a lighter sand color and a darker sand color to the sides of the pyramid.</p>	 <p>Add some hills and use dots to add texture to the sand.</p>