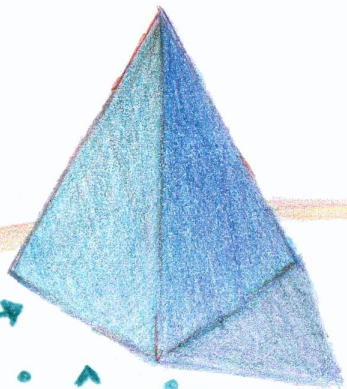
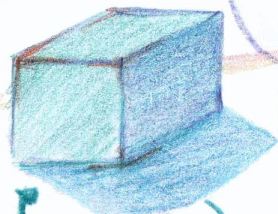


Poliedros



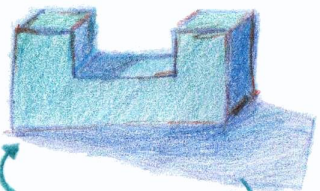
PIRÂMIDE

$$V = \frac{Ab \cdot h}{3}$$



PRISMA

$$V = Ab \cdot h$$

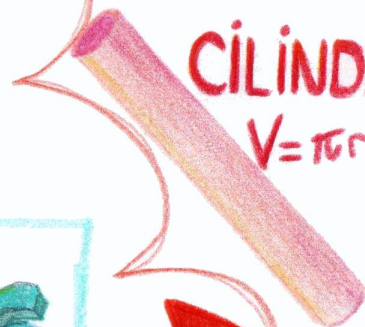


OUTROS

V = decompor em prismas e pirâmides

SÓLIDOS GEOMÉTRICOS

Corpos redondos



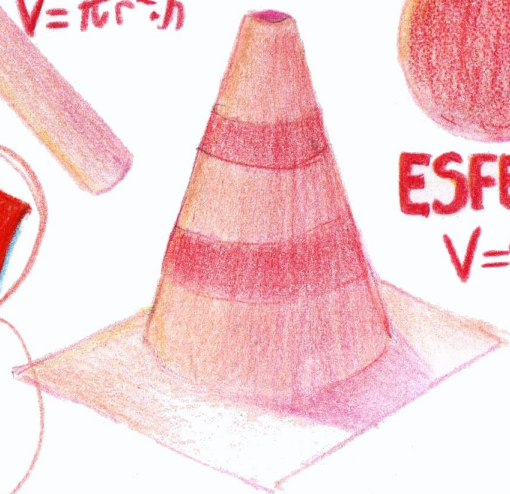
CILINDRO

$$V = \pi r^2 \cdot h$$



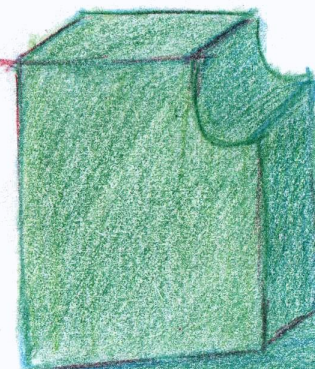
ESFERA

$$V = \frac{4\pi r^3}{3}$$



CONE

$$V = \frac{\pi r^2 \cdot h}{3}$$



OUTROS

V = decompor em prismas, pirâmides e corpos redondos