
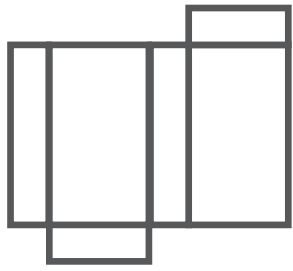
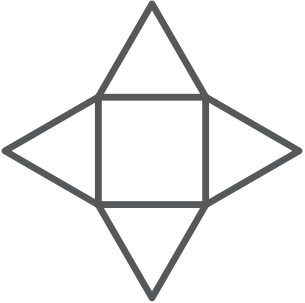
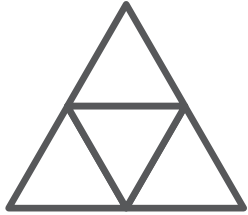
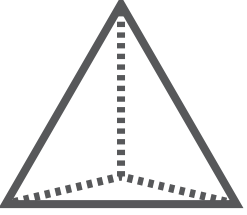
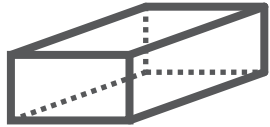
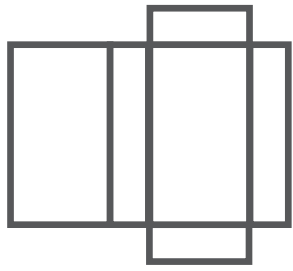
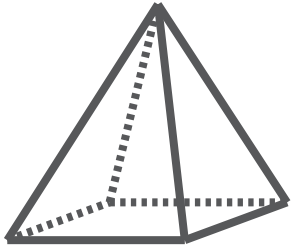
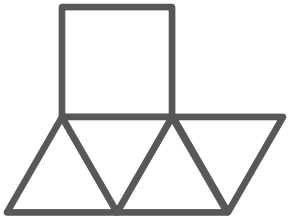


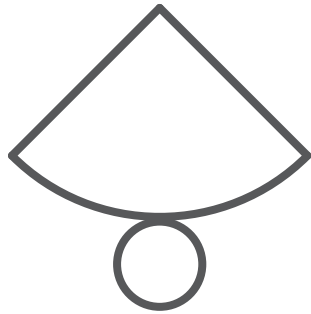
3D Objects & Nets

POP: Objects/Nets	POP: Objects/Nets	POP: Objects/Nets	POP: Objects/Nets	POP: Objects/Nets	POP: Objects/Nets
<p>POP</p>  <p>POP Wild Card</p> <p>www.drpaulswan.com.au</p>	<p>tetrahedron (triangular based pyramid)</p> <p>www.drpaulswan.com.au</p>	<p>rectangular prism</p> <p>www.drpaulswan.com.au</p>	 <p>www.drpaulswan.com.au</p>	<p>square based pyramid</p> <p>www.drpaulswan.com.au</p>	 <p>www.drpaulswan.com.au</p>
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3D Objects & Nets

POP: Objects/Nets

cone



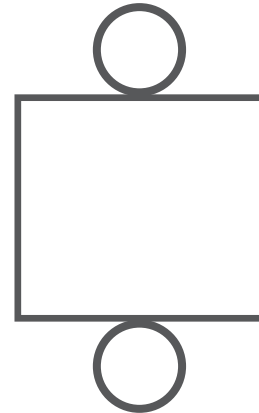
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POP: Objects/Nets

POP: Objects/Nets

cylinder



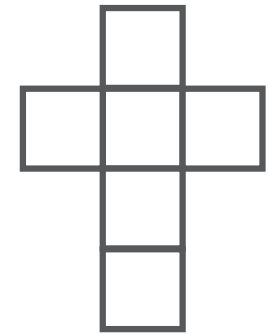
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POP: Objects/Nets

POP: Objects/Nets

cube

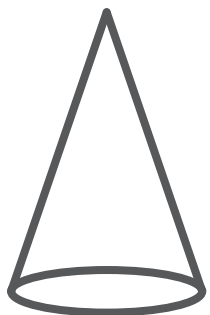


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POP: Objects/Nets

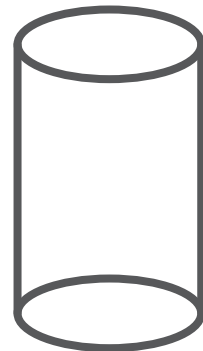


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POP: Objects/Nets

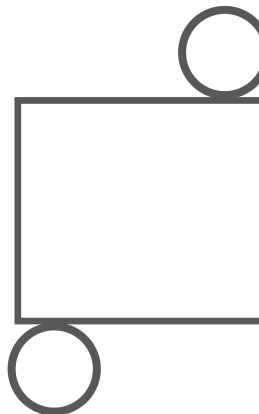


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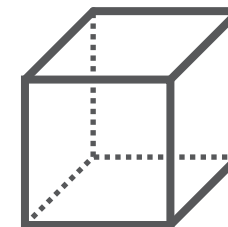
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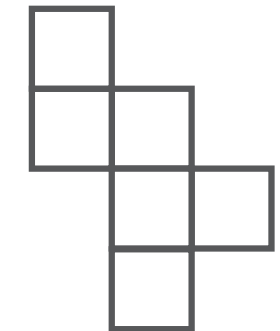
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