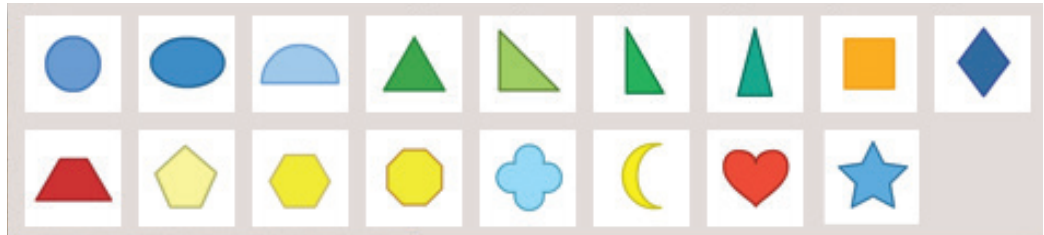


# FABMaker Tool Tips

## Working with Shapes



From the **Shapes** menu, click a shape to place it automatically in the center of the document. Drag a shape into the workspace to place it in a specific location.

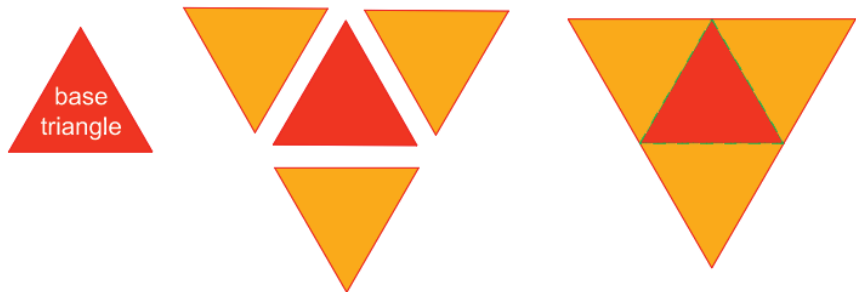
### Create a 3D Shape


#### DID YOU KNOW?

A regular polygon is any 2D shape that has all equal sides and angles. Platonic Solids are 3D solids constructed entirely out of regular polygons.



Let's start with a triangular pyramid.  
Make a triangular pyramid using 4 identical regular triangles.



 First, make sure the **Magnet** tool is on.

1. Drag one triangle to the center of the workspace for the base.
2. Rotate another triangle, line it up with the base, and drag to snap it to the base. When shapes are snapped, you see a green fold line between them.
3. Rotate and snap the two remaining triangles to the base as shown.



To see your pyramid fold up, expand the **3D Viewer** and drag the slider from left to right.