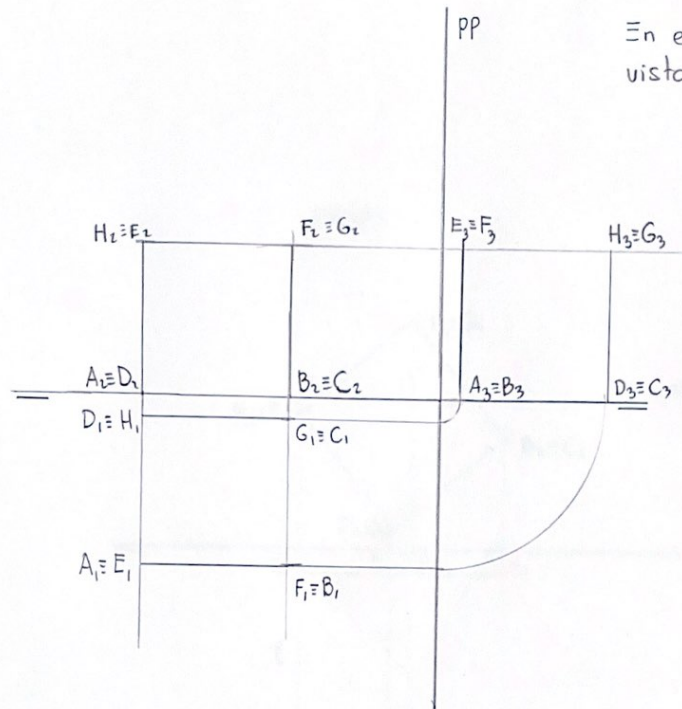
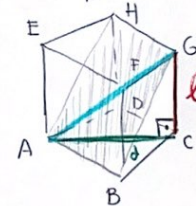
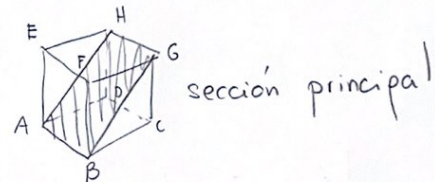
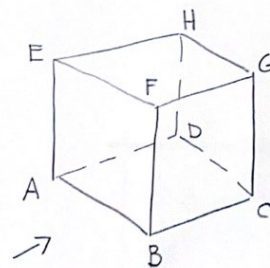


HEXAEDRO sobre una cara



En esta posición las caras vistas están en VMT

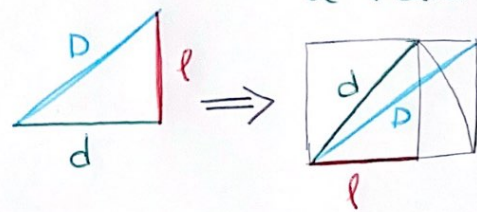


$\overline{AG}$ = diagonal principal

l = lado

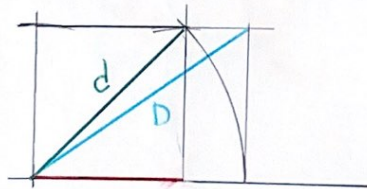
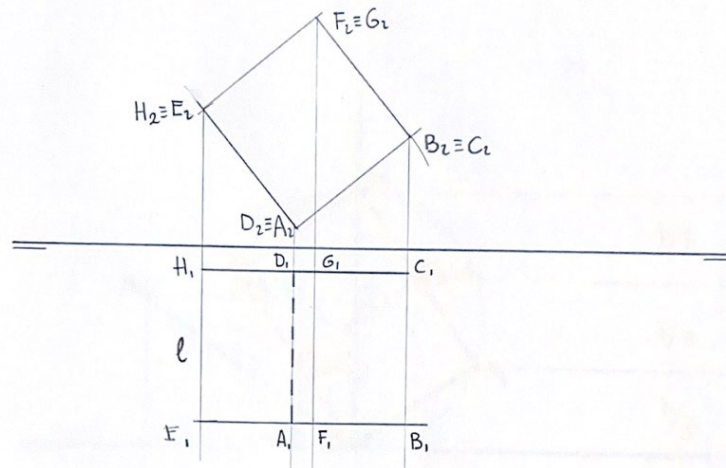
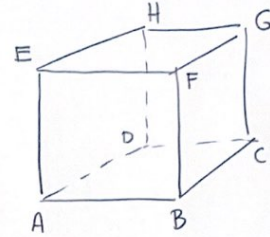
d = diagonal de 1 cara

teniendo 2 datos puedo obtener siempre el 3º



HEXAEDRO

sobre una arista



sobre un vértice

