

MATH 123

(Day 3)

Fourth-Dimensional Platonic Solids

Richard Hammack

<http://www.people.vcu.edu/~rhammack/Math123/>



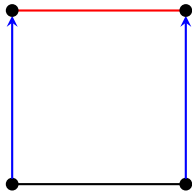
Building a hypercube



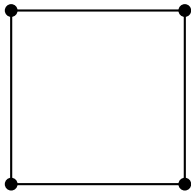
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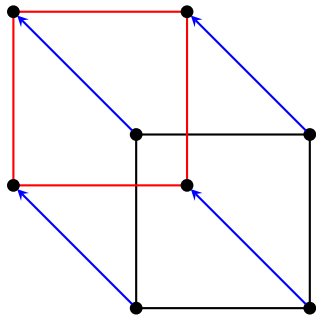
Building a hypercube



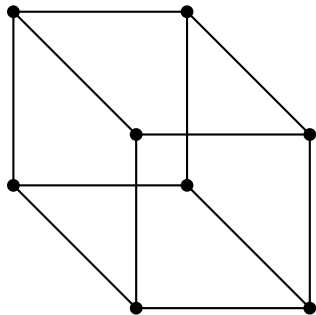
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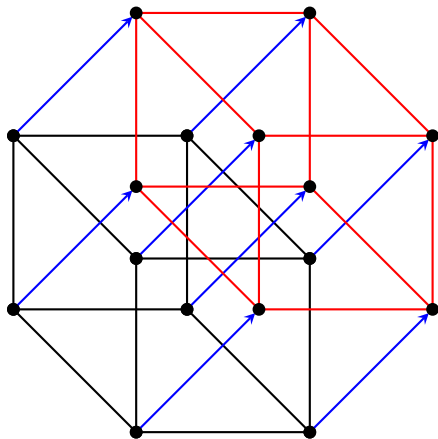
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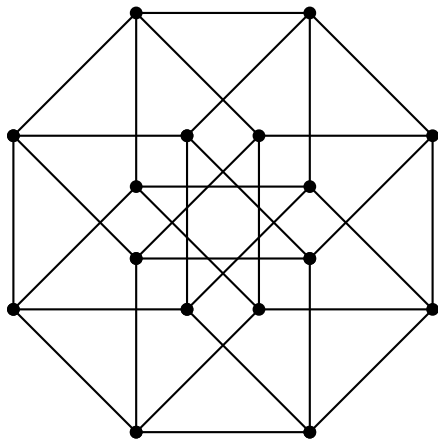
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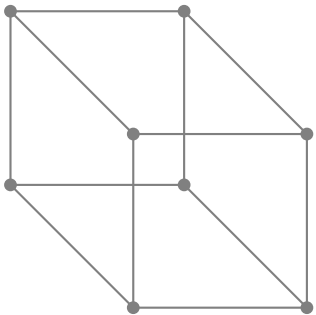
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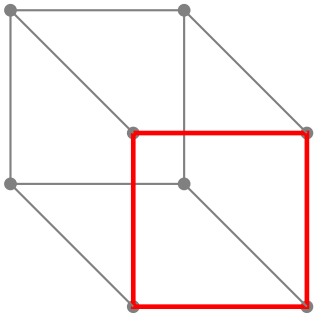
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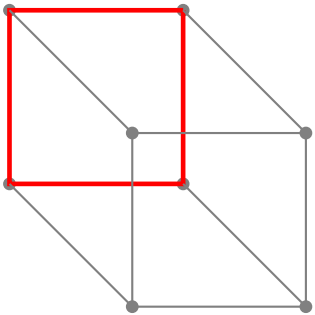
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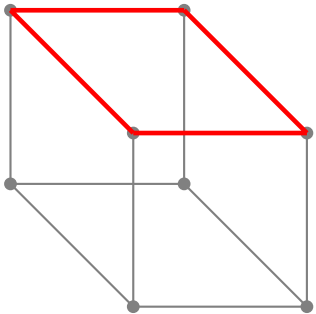
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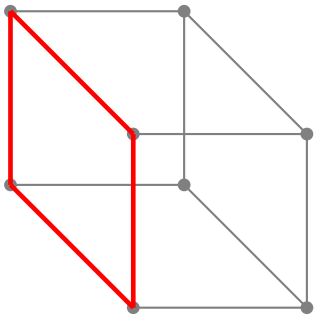
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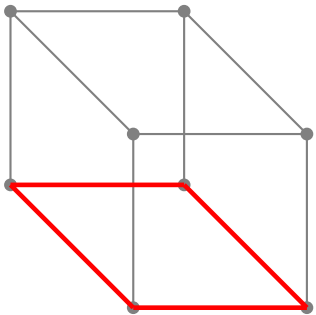
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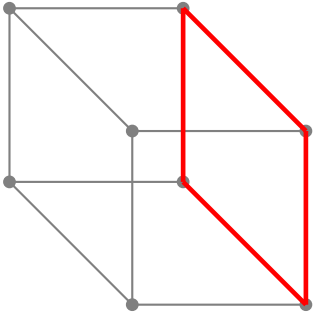
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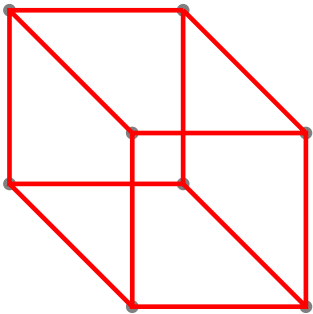
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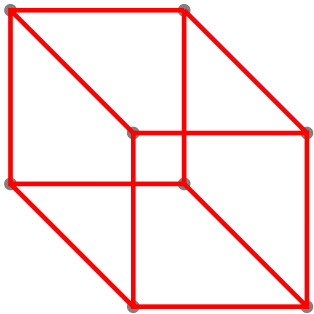
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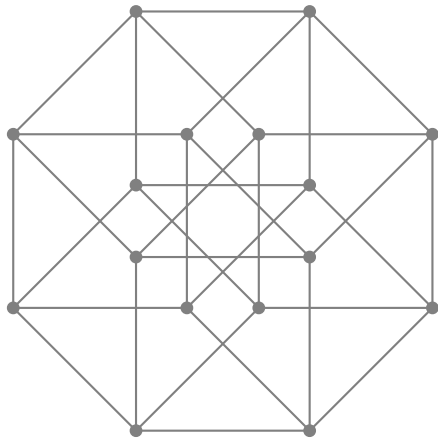
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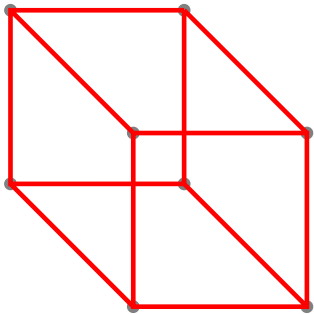
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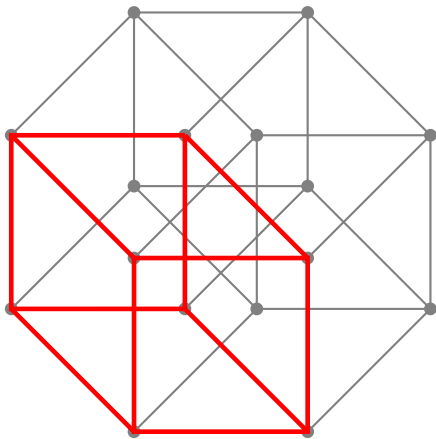
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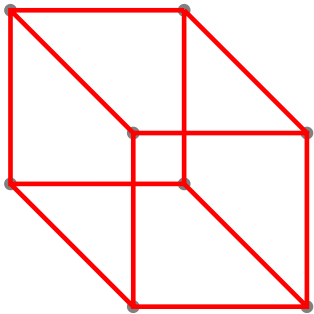
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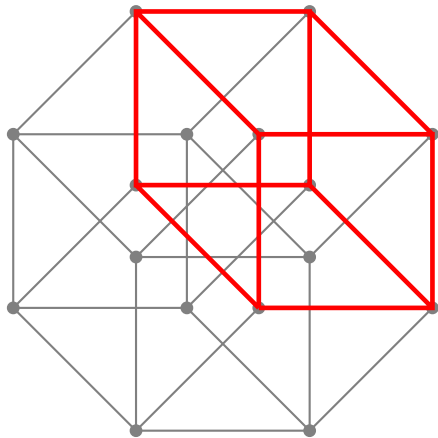
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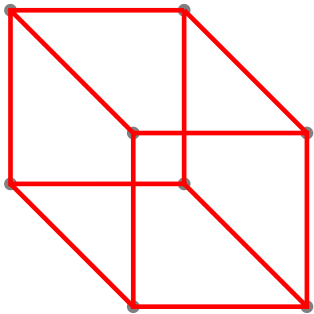
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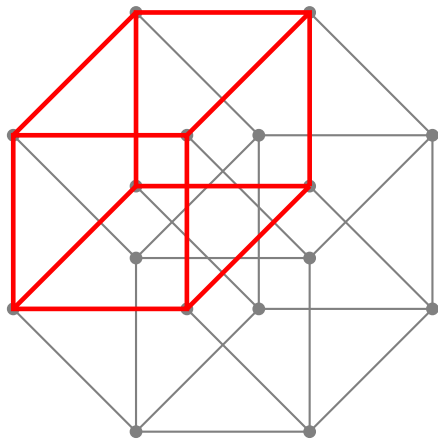
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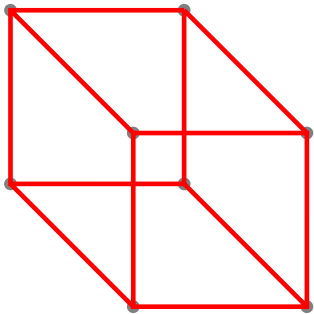
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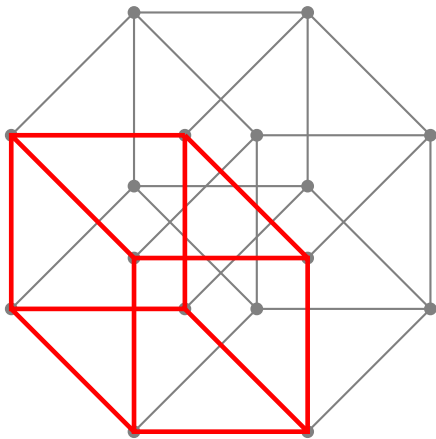
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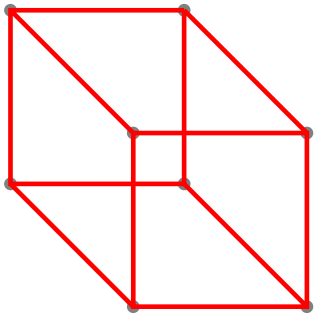
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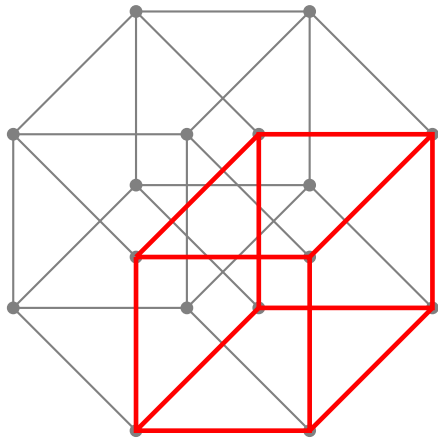
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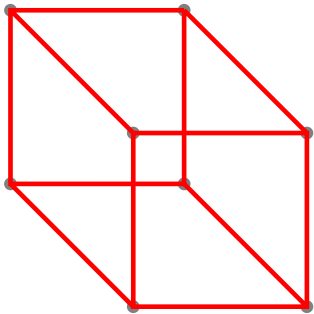
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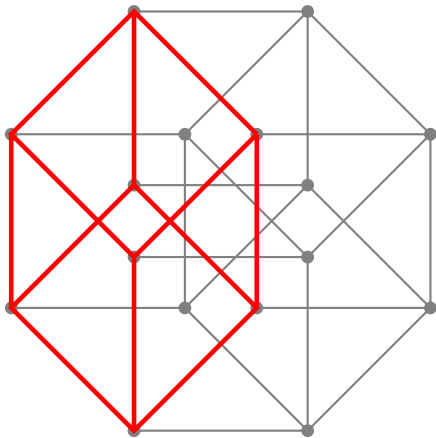
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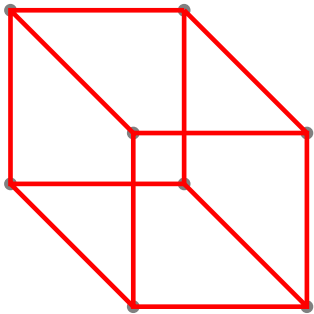
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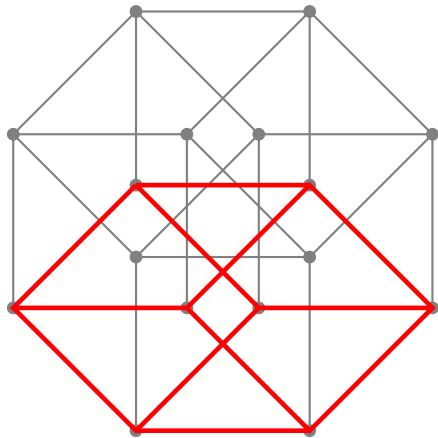
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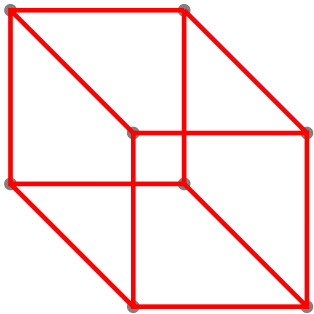
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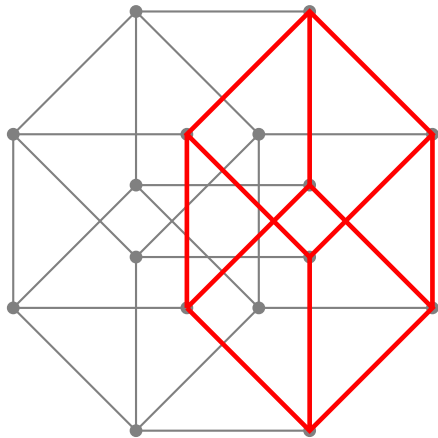
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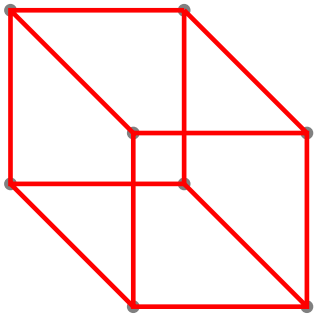
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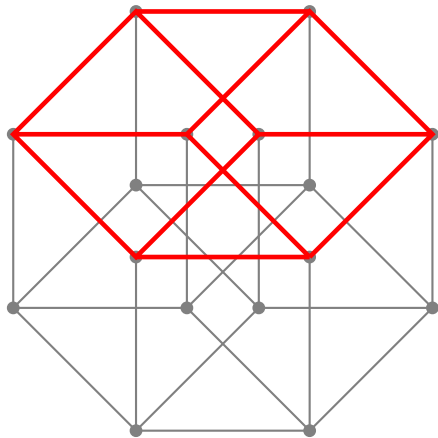
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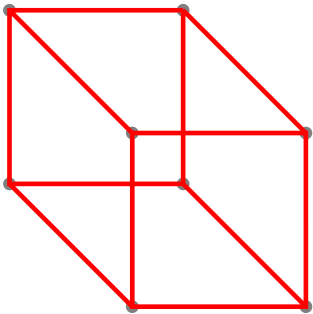
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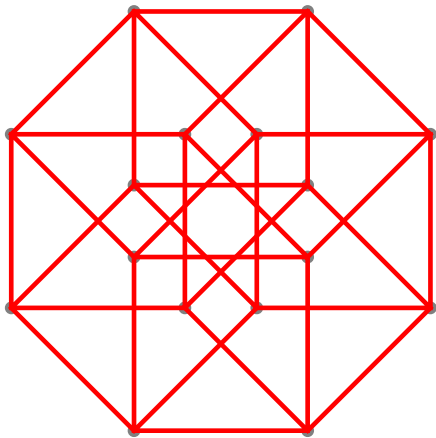
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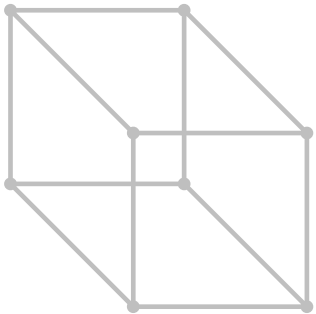
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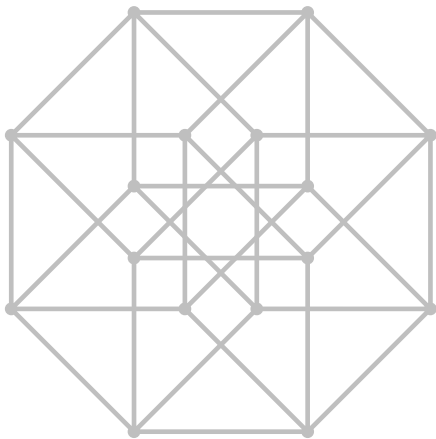
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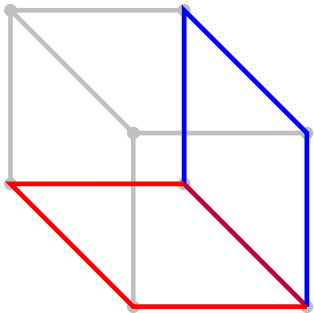
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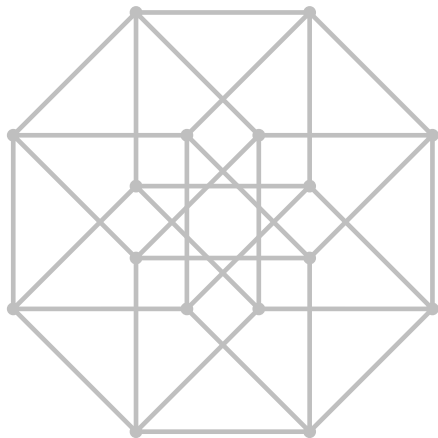
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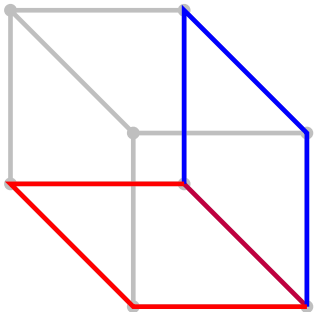
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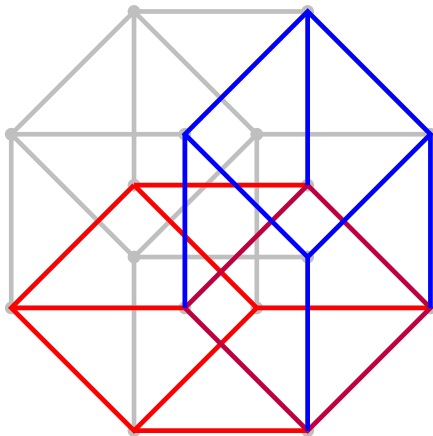
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Hypercube



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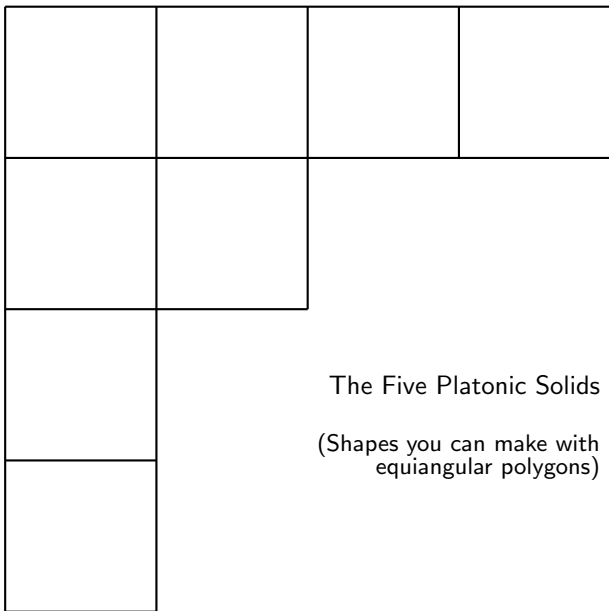


Hypercube

Today's Topic: *Other kinds of 4-D shapes*

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First, back to 3-D...



The Five Platonic Solids

(Shapes you can make with
equiangular polygons)

Triangles (3-gons)				
Squares (4-gons)				
Pentagons (5-gons)				
Hexagons (6-gons)				

The Five Platonic Solids
(Shapes you can make with
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3 per vertex

4 per vertex

5 per vertex

6 per vertex

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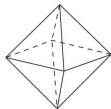
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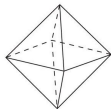
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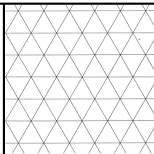
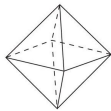
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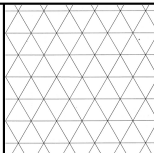
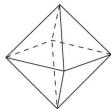
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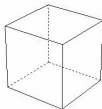
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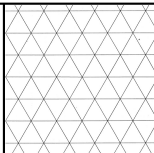
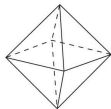
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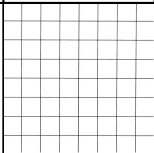
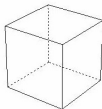
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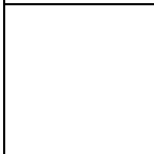
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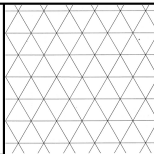
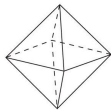
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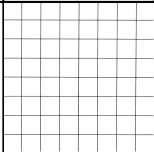
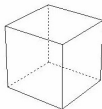
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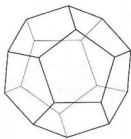
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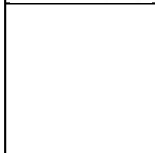
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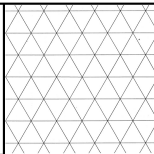
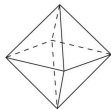
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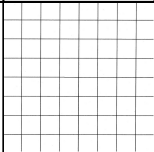
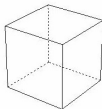
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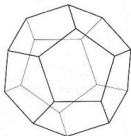
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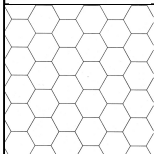
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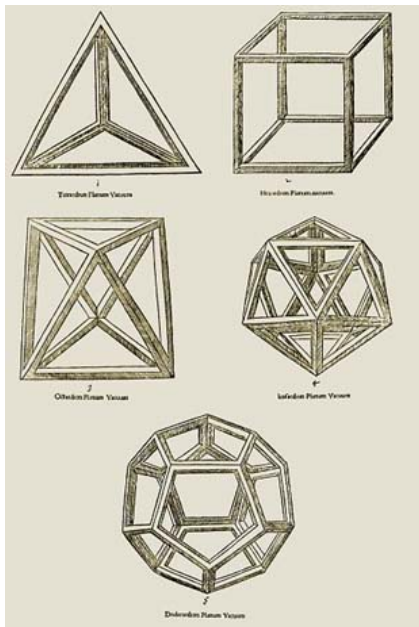


The Five Platonic Solids

(Shapes you can make with equiangular polygons)

The Five Platonic Solids

Drawn by Leonardo da Vinci
for Luca Pacioli's book
The Divine Proportion, 1509



Neolithic stone polyhedrons, 2000 B.C.



Neolithic stone polyhedrons, 2000 B.C.



Roman examples.



Neolithic stone polyhedrons, 2000 B.C.



Roman examples.

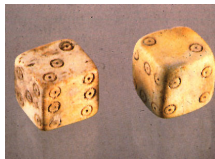


200 A.D.

Neolithic stone polyhedrons, 2000 B.C.



Roman examples.



200 A.D.



Pompeii, 100 A.D.

Neolithic stone polyhedrons, 2000 B.C.



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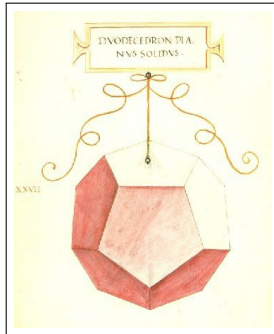
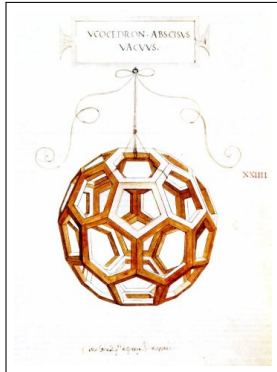


Pompeii, 100 A.D.

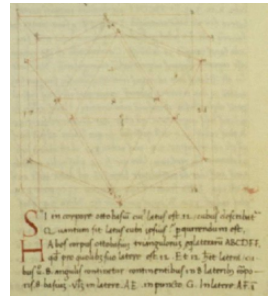
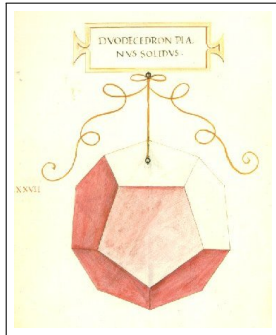
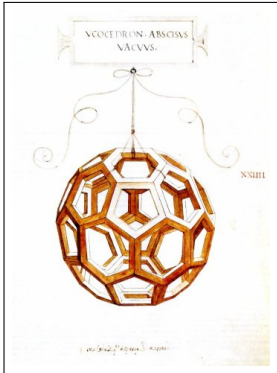


Contemporary

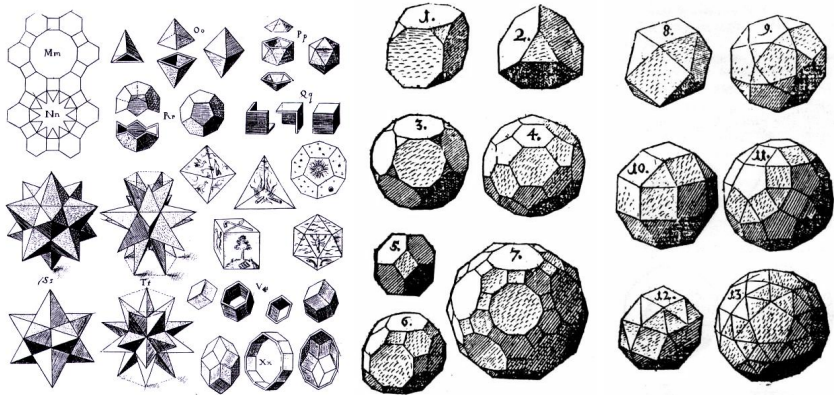
Leonardo da Vinci's illustrations
for *The Divine Proportion*



Leonardo da Vinci's illustrations
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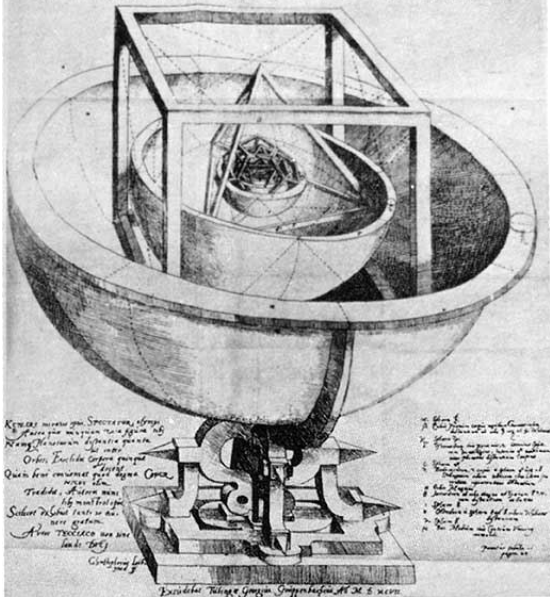
Piero della Francesca



Illustrations from Johannes Kepler's *Harmonices Mundi*, 1619

TABVLA III. ORBIVM PLANETARVM DIMENSIONES, ET DISTANTIAS PER QVINQVE
 REVOLVTA CORPORA GEOMETRICA EXHIBENS.

ILLVSTRISS: PRINCIPI AC DNO DNO FRIDERICO, DVCI WIR-
 TEMBERGO, ET TEECIO, COMITI MONTIS RELOARVM, ETC. CONSECRATA.



Johannes Kepler's (early) model of the solar system

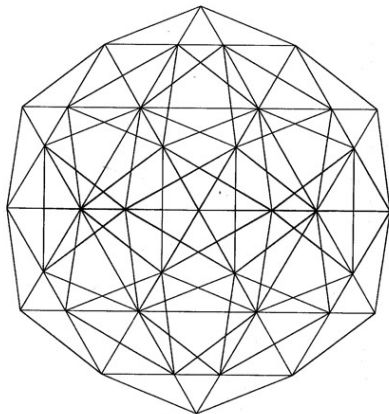
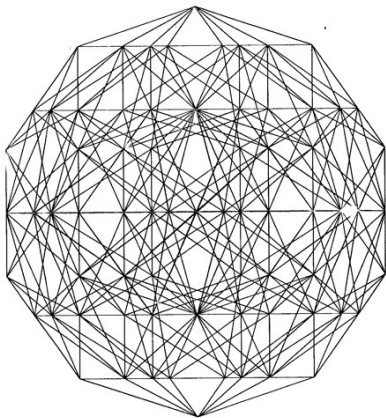
Four Dimensional Platonic Polyhedrons

The 4-D Tetrahedron

The 4-D Cube

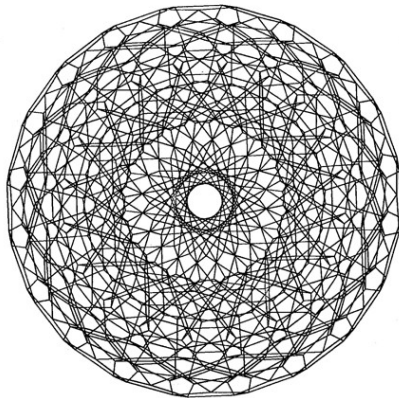
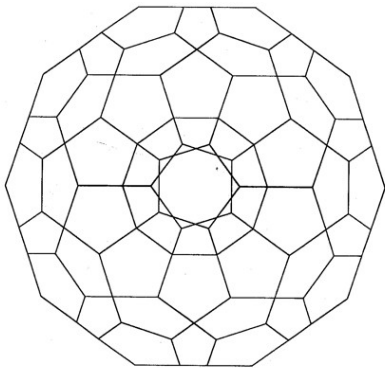
The 4-D Octahedron

The 24-Cell



The 4-D Icosahedron

Has 600 tetrahedron cells



The 4-D Dodecahedron

Has 120 dodecahedron cells

The 24-Cell

Next Time

How the idea of the fourth dimension influenced cubism