

Primitive instances This modeling scheme provides a set of possible object shapes which are described as by a set of parameters. C.S.C.s: Primitive instances are combined using Boolean set operations of create complex objects.

2D

① 2D - stands for  
2-Dimensional

② 2D shape is a figure that has only length and height as its dimensions. Because 2D shapes lie on the flat surfaces they are called plane shapes.

3D

① 3D - stands for  
3-Dimensional

② Apart from length & height 3D shape also has width or depth as its 3<sup>rd</sup> dim.

③ In mathematics, 2D figure is plotted on two axes namely the x & y axis

④ Example - Circle, triangle, square

③ 3D figure is plotted on 3-axes namely x, y, z axes.

④ Example, Cube, pyramid, prism