$\qquad$
Information Needed to Solve for Volume
In order to determine three-dimensional volume, just like with two-dimensional area, you must first know what formulas you are using and be able to identify the information that you will need to plug into those formulas.
$B=$ Area of the Base Figure (also represented with an $A$ )
$H=$ Height of the 3-D Figure (the distance from base shape to base shape on a prism or cylinder, or from base shape to the tip on a pyramid or cone)
$l=$ slant height (the distance from the tip of a pyramid/cone down the side to the edge of the base)
$r=$ radius of the circle

These parts on the figure are used to determine:

$$
V=\text { Volume }
$$

For each given figure, write the base area and volume formulas, and identify $H$ (spheres won't have a Height). Then, determine base area (spheres won't have a base area) and use it to identify the volume of the given figure.



