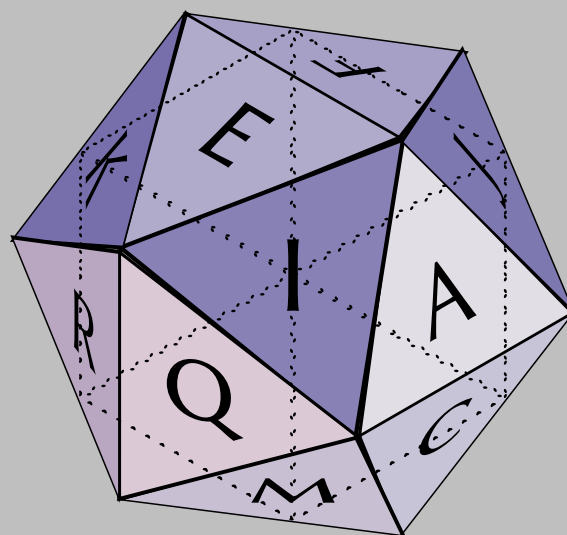


PSTricks

pst-platon

A PSTricks package for drawing platonic solids; v.0.01

September 4, 2021



Package author(s):
Manuel Luque
Herbert Voß

A platonic solid is a convex polyhedron that is a regular polygon. The faces of a platonic solid are congruent regular polygons, with the same number of faces meeting at each vertex. All edges are congruent, as are its vertices and angles. There exists five platonic solids.

Thanks to:
Thorsten Krüger; Pablo Gonzáles Luengo;

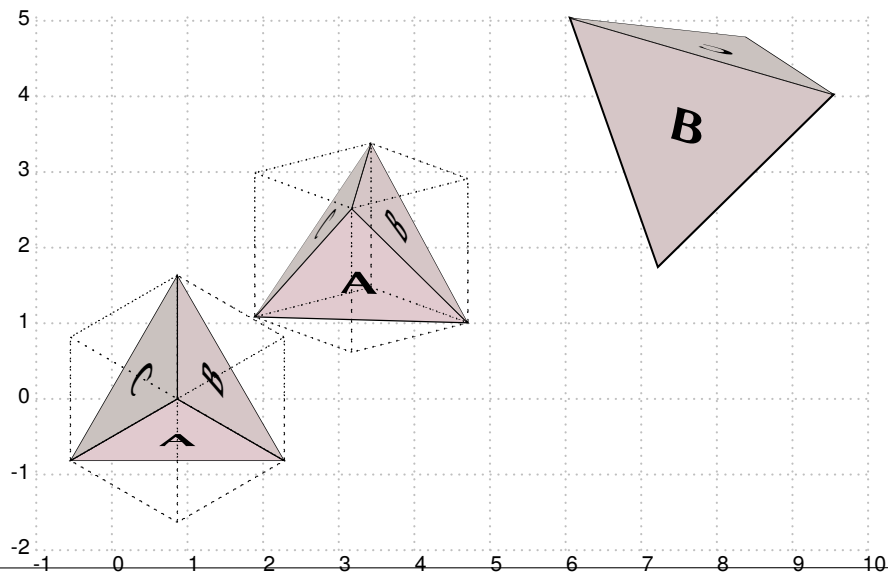
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1 The optional Arguments

1.1 PstPicture

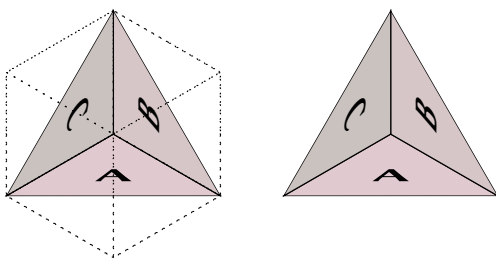
With `PstPicture=true` (default) the image is set into a `pspicture` environment, which reserves some space. The correct bounding box depends to the viewpoint. With setting of `PstPicture=false` you can set the image inside your own `pspicture` environment with other coordinates. All solids are placed relative to the origin of the coordinate system. Use `\rput` to place the platonic solid elsewhere.



```
\begin{pspicture}[showgrid=true](-1,-2)(10,5)
\psTetrahedron[PstPicture=false]
\rput(2,2){\psTetrahedron[PstPicture=false,Viewpoint=1 1.2 0.5]}
\psset{unit=1.3}
\rput(5,3){\psTetrahedron[PstPicture=false,Frame=false,Viewpoint=-1 0.5 2]}
\end{pspicture}
```

1.2 Frame

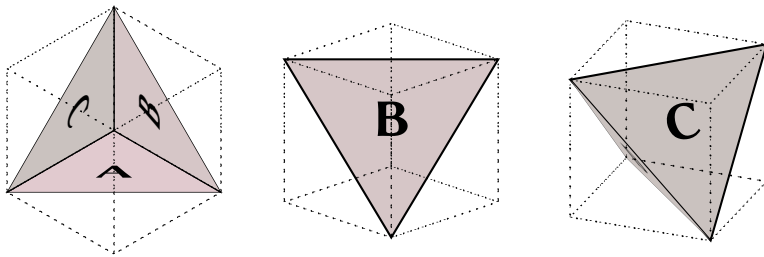
With `Frame=true` (default) the unique cube with $a=1$ is printed with dotted lines.



```
\psTetrahedron
\psTetrahedron[Frame=false]
```

1.3 Viewpoint

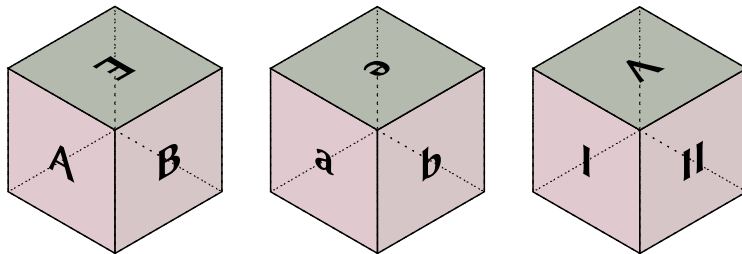
With Viewpoint the three dimensional view point from which the solid is seen can be set. The default is 1 1 1.



```
\psTetrahedron
\psTetrahedron[Viewpoint=-1 1 .5]
\psTetrahedron[Viewpoint=0.4 -1 .5]
```

1.4 faceName

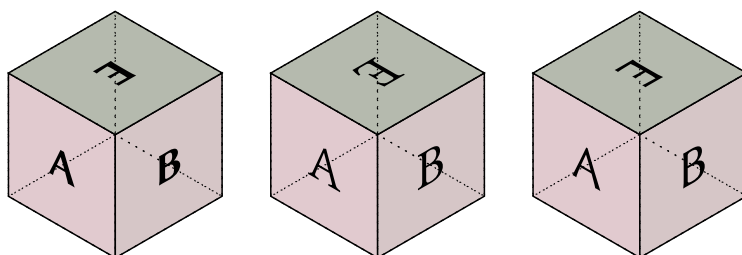
With faceName the name of the faces can be set with setting it to one of the macros \Alph (default), \alph, \arabic, \Roman, and \roman.



```
\psHexahedron%
\psHexahedron[faceName=\alph]%
\psHexahedron[faceName=\Roman]
```

1.5 faceNameFont

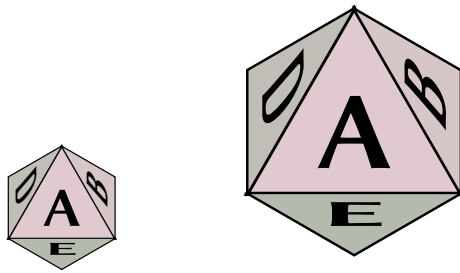
With faceNameFont the font for the face name can be set. Any valid L^AT_EX command is possible.



```
\psHexahedron%
\psHexahedron[faceNameFont=\Huge]%
\psHexahedron[faceNameFont=\Huge\sffamily]
```

1.6 psscale

The solids can be magnified by the keyword psscale which is preset to 1.



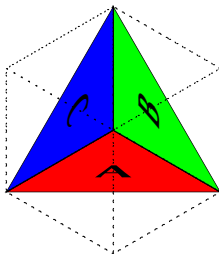
```
\psOctahedron[Frame=false]
\psOctahedron[Frame=false,psscale=2]
```

1.7 Colors

The faces are defined by the colors of type A or B with

```
\newcommand\colorTypeA{%
\definecolor{ColorA}{cmyk}{0.1,0.1,0.05,0}
\definecolor{ColorB}{cmyk}{0.15,0.15,0.05,0}
...
}
\newcommand\colorTypeB{%
\definecolor{ColorA}{cmyk}{0.1,0.2,0.1,0}
\definecolor{ColorB}{cmyk}{0.15,0.2,0.15,0}
...
}
```

New types can be defined in the same way and then set by the keyword `colorType=⟨type⟩`.

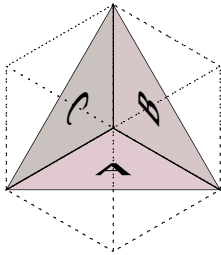


```
\newcommand\colorTypeC{%
\colorlet{ColorA}{red}
\colorlet{ColorB}{green}
\colorlet{ColorC}{blue}
\definecolor{ColorD}{rgb}{0.55,0.2,0.15}
}
\psTetrahedron[colorType=C]
```

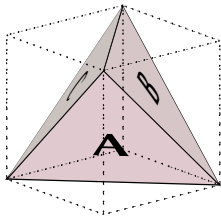
2 The Platonic Solids

There are the five platonic solids with the macronames `\psTetrahedron`, `\psHexahedron`, `\psOctahedron`, `\psDodecahedron`, and `\psIcosahedron`.

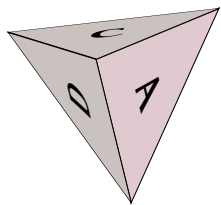
2.1 Tetrahedron



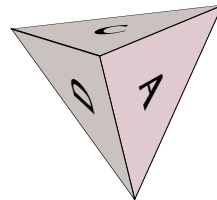
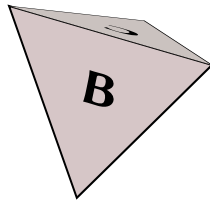
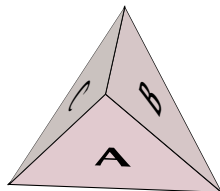
```
\psTetrahedron
```



```
\psTetrahedron[Viewpoint=1 1.2 0.5]
```

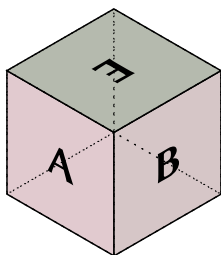


```
\psTetrahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

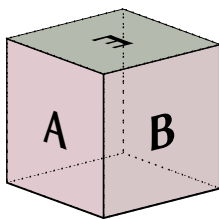


```
\psTetrahedron[Frame=false,Viewpoint=1 1.2 0.7]  
\psTetrahedron[Frame=false,Viewpoint=-1 0.5 2]  
\psTetrahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

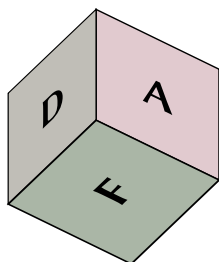
2.2 Hexahedron



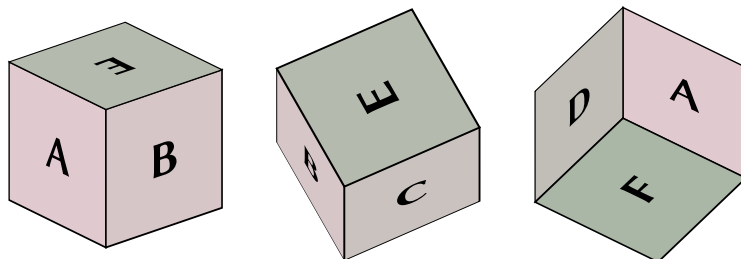
```
\psHexahedron
```



```
\psHexahedron[Viewpoint=1 1.2 0.5]
```

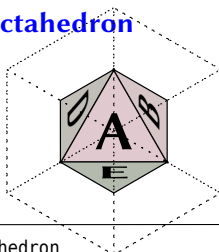


```
\psHexahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

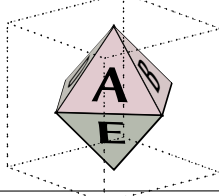


```
\psHexahedron[Frame=false,Viewpoint=1 1.2 0.7]  
\psHexahedron[Frame=false,Viewpoint=-1 0.5 2]  
\psHexahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

2.3 Octahedron



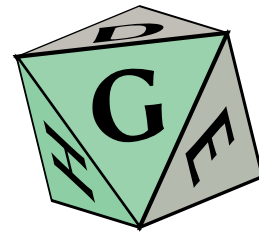
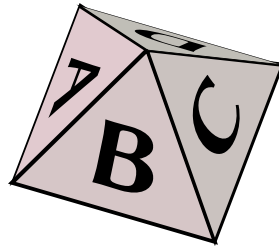
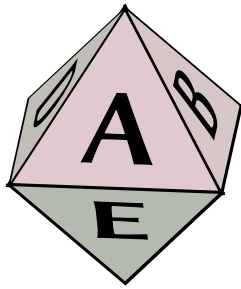
```
\psOctahedron
```



```
\psOctahedron[Viewpoint=1 1.2 0.5]
```

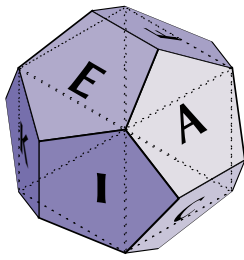


```
\psOctahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

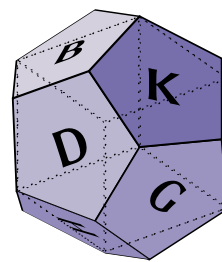
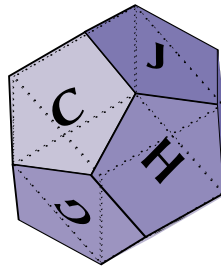
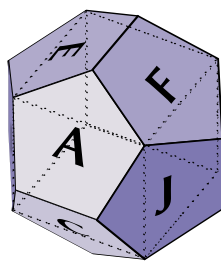



```
\psset{psscale=2}
\psOctahedron[Frame=false,Viewpoint=1 1.2 0.7]
\psOctahedron[Frame=false,Viewpoint=-1 0.5 2]
\psOctahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
```

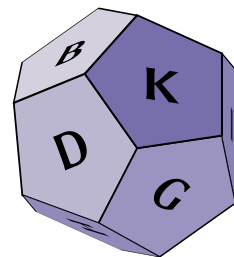
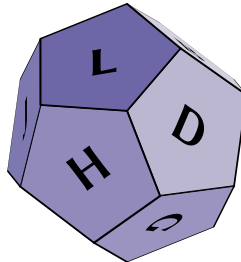
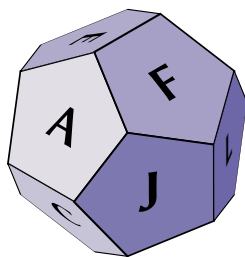
2.4 Dodecahedron



```
\psDodecahedron
```

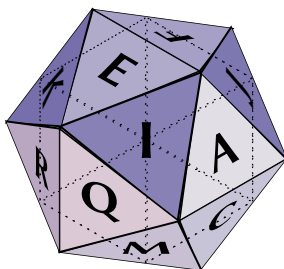


```
\psDodecahedron[Viewpoint=-0.5 0.9 0.9]
\psDodecahedron[Viewpoint=-0.5 0.7 -1.2]
\psDodecahedron[Viewpoint=0.5 -0.7 -0.5]
```

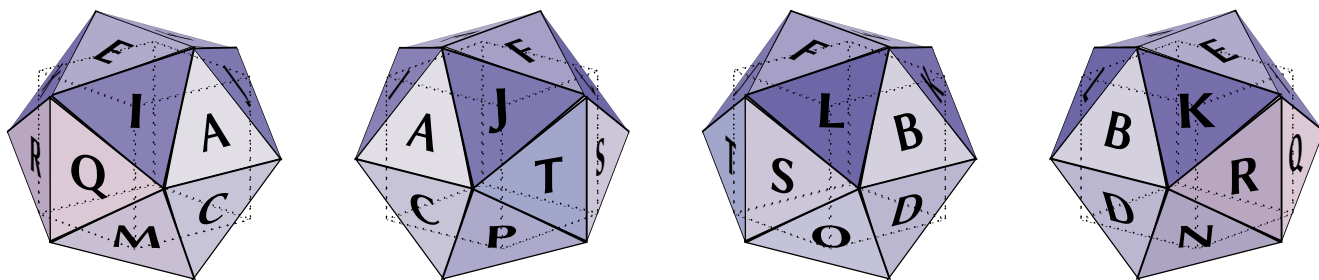


```
\psDodecahedron[Frame=false,Viewpoint=-0.2 0.2 0.2]
\psDodecahedron[Frame=false,Viewpoint=-0.707 -0.707 -1]
\psDodecahedron[Frame=false,Viewpoint=0.6 -0.7 -0.5]
```

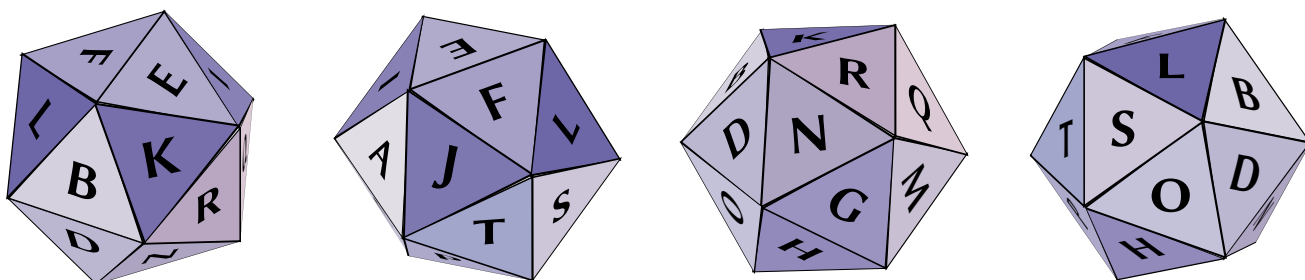
2.5 Isocahedron



```
\psIcosahedron
```



```
\psIcosahedron[Viewpoint=1 1.2 0.5]
\psIcosahedron[Viewpoint=-1 1.2 0.5]
\psIcosahedron[Viewpoint=-1 -1.2 0.5]
\psIcosahedron[Viewpoint=1 -1.2 0.5]
```



```
\psIcosahedron[Frame=false,Viewpoint=0.5 -1 1]
\psIcosahedron[Frame=false,Viewpoint=-1 0.5 1.2]
\psIcosahedron[Frame=false,Viewpoint=0.7 -0.5 -0.8]
\psIcosahedron[Frame=false,Viewpoint=-0.7 -0.7 -0.2]
```

3 List of all optional arguments for pst-platon

Key	Type	Default
PstPicture	boolean	true
Frame	boolean	true
Viewpoint	ordinary	1 1 1
faceName	ordinary	\Alph
faceNameFont	ordinary	\huge \sfamily \bfseries
colorType	ordinary	A

References

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