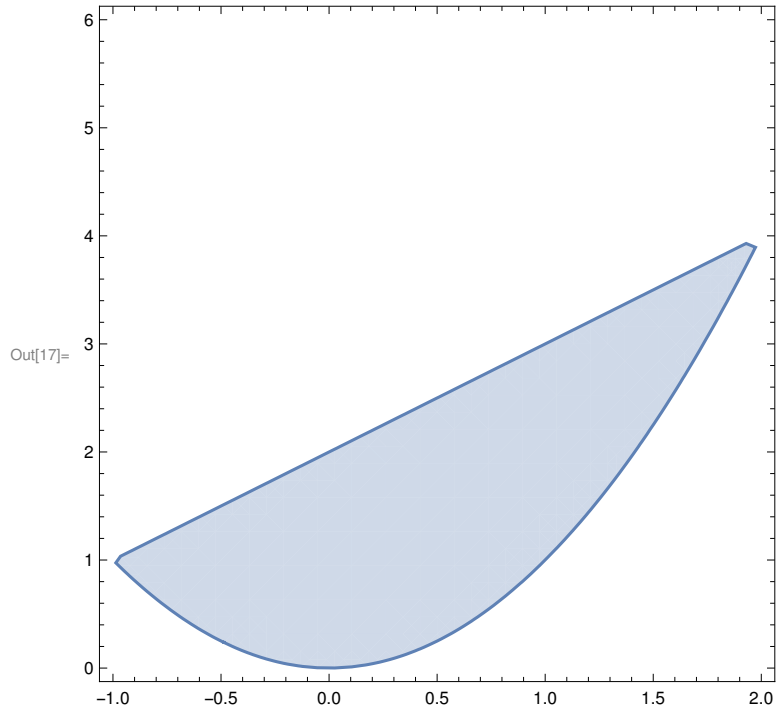
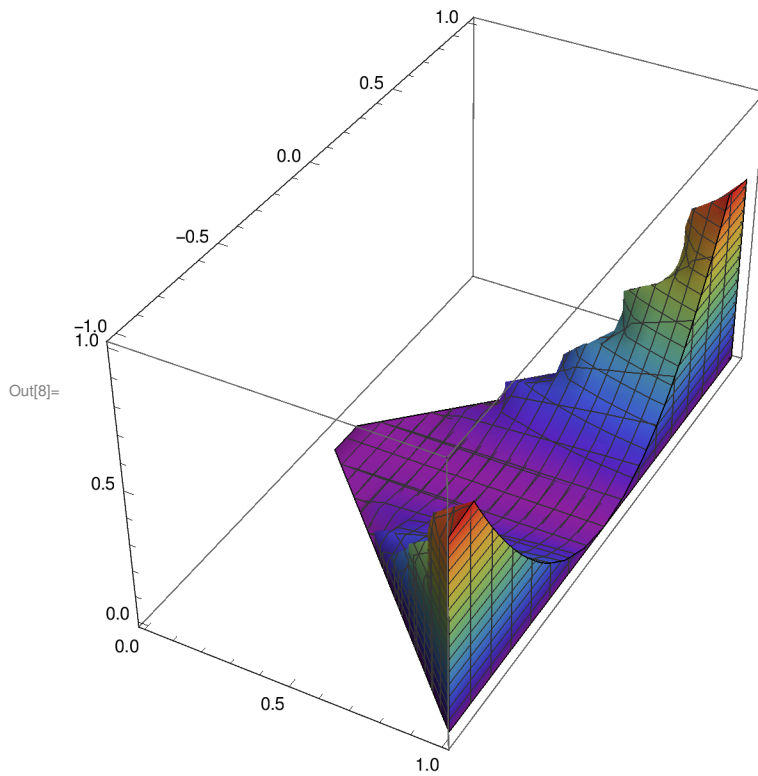


```
In[15]:= SetOptions[RegionPlot3D(*Or whichever plot you desire*),
  ColorFunction -> "Rainbow"(*One of many options*)];
SetOptions[Plot3D(*Or whichever plot you desire*),
  ColorFunction -> "Rainbow"(*One of many options*)]
RegionPlot[x^2 < y < x + 2, {x, -1, 2}, {y, 0, 6}]
```

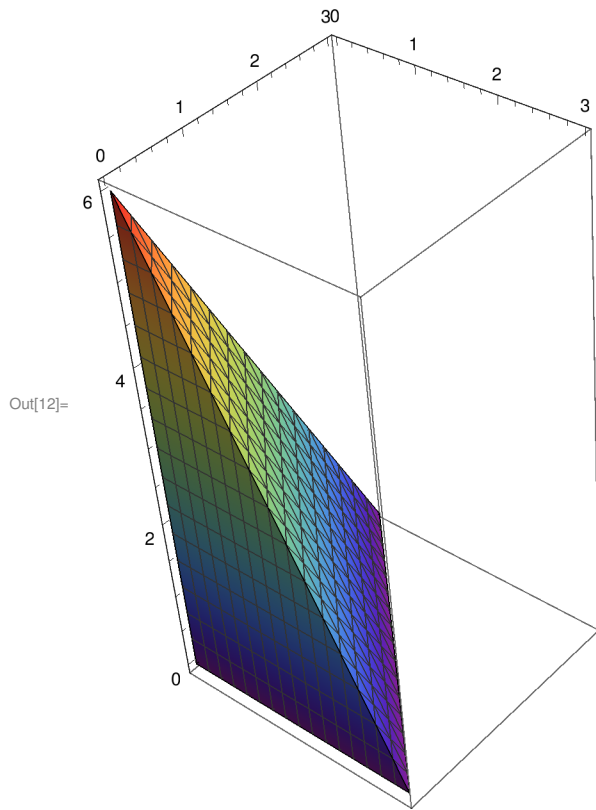
```
Out[16]= {AlignmentPoint -> Center, AspectRatio -> Automatic, AutomaticImageSize -> False,
  Axes -> True, AxesEdge -> Automatic, AxesLabel -> None, AxesOrigin -> Automatic,
  AxesStyle -> {}, Background -> None, BaselinePosition -> Automatic, BaseStyle -> {},
  BoundaryStyle -> █, Boxed -> True, BoxRatios -> {1, 1, 0.4}, BoxStyle -> {},
  ClippingStyle -> Automatic, ClipPlanes -> None, ClipPlanesStyle -> Automatic,
  ColorFunction -> Rainbow, ColorFunctionScaling -> True, ColorOutput -> Automatic,
  ContentSelectable -> Automatic, ControllerLinking -> Automatic,
  ControllerMethod -> Automatic, ControllerPath -> Automatic,
  CoordinatesToolOptions -> Automatic, DisplayFunction -> $DisplayFunction,
  Epilog -> {}, Evaluated -> Automatic, EvaluationMonitor -> None, Exclusions -> Automatic,
  ExclusionsStyle -> None, FaceGrids -> None, FaceGridsStyle -> {}, Filling -> None,
  FillingStyle -> Opacity[0.5], FormatType -> TraditionalForm, ImageMargins -> 0.,
  ImagePadding -> All, ImageSize -> Automatic, ImageSizeRaw -> Automatic,
  LabelStyle -> {}, Lighting -> Automatic, MaxRecursion -> Automatic,
  Mesh -> Automatic, MeshFunctions -> {#1 &, #2 &}, MeshShading -> None,
  MeshStyle -> Automatic, Method -> Automatic, NormalsFunction -> Automatic,
  PerformanceGoal -> $PerformanceGoal, PlotLabel -> None, PlotLegends -> None,
  PlotPoints -> Automatic, PlotRange -> {Full, Full, Automatic},
  PlotRangePadding -> Automatic, PlotRegion -> Automatic, PlotStyle -> Automatic,
  PlotTheme -> $PlotTheme, PreserveImageOptions -> Automatic, Prolog -> {},
  RegionFunction -> (True &), RotationAction -> Fit, SphericalRegion -> False,
  TargetUnits -> Automatic, TextureCoordinateFunction -> Automatic,
  TextureCoordinateScaling -> Automatic, Ticks -> Automatic, TicksStyle -> {},
  TouchscreenAutoZoom -> False, ViewAngle -> Automatic, ViewCenter -> Automatic,
  ViewMatrix -> Automatic, ViewPoint -> {1.3, -2.4, 2.}, ViewRange -> All,
  ViewVector -> Automatic, ViewVertical -> {0, 0, 1}, WorkingPrecision -> MachinePrecision}
```



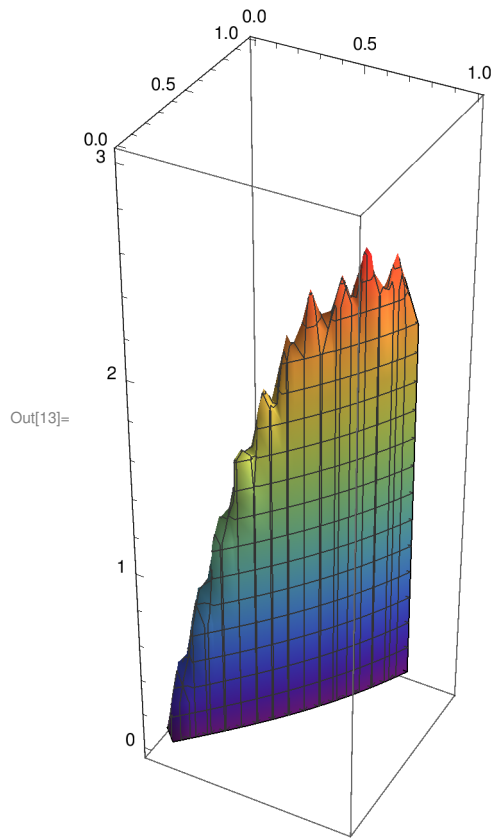
```
In[8]:= RegionPlot3D[z < x * y^2 && x > Abs[y],  
  {x, 0, 1}, {y, -1, 1}, {z, 0, 1}, BoxRatios -> Automatic]
```



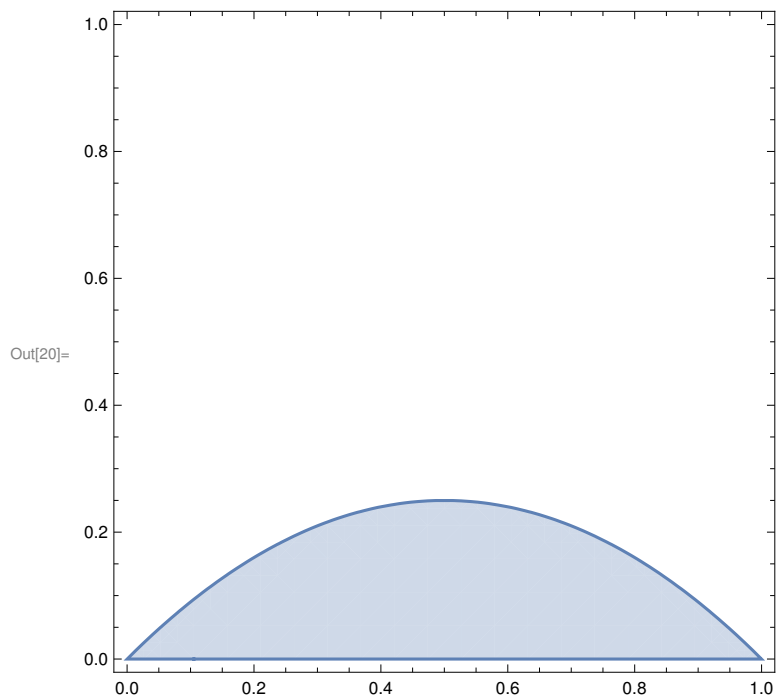
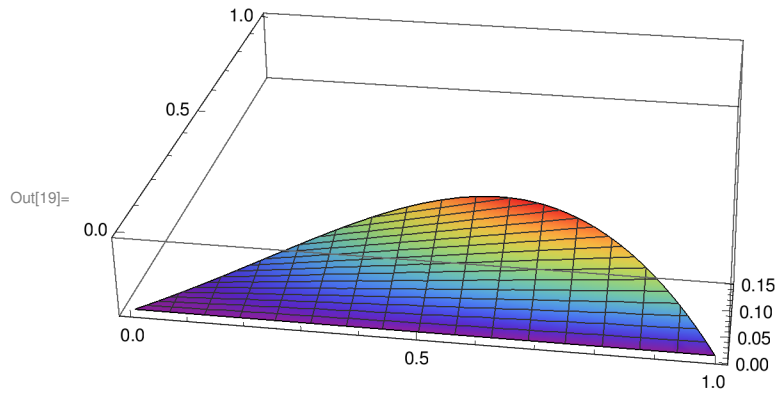
```
In[12]:= RegionPlot3D[2 x + 2 y + z < 6, {x, 0, 3}, {y, 0, 3}, {z, 0, 6}, BoxRatios -> Automatic]
```



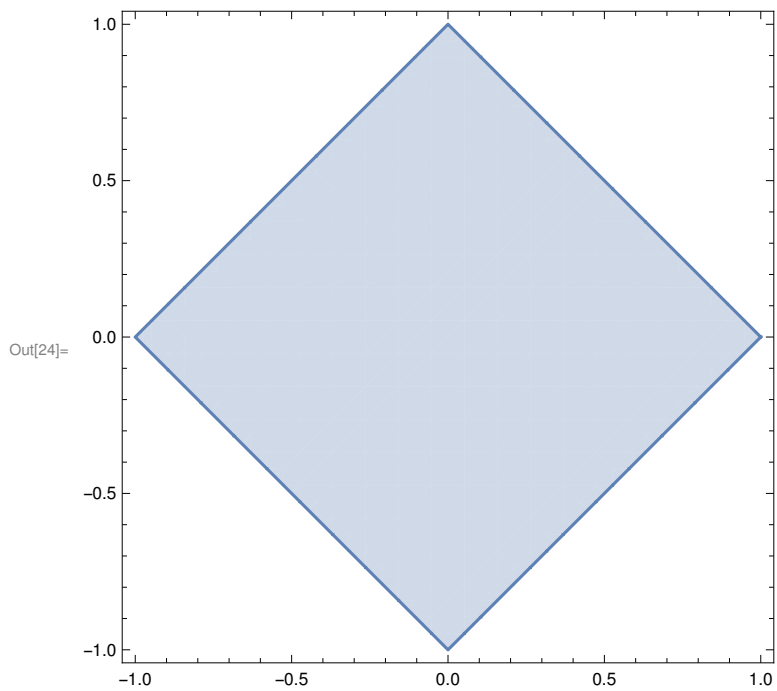
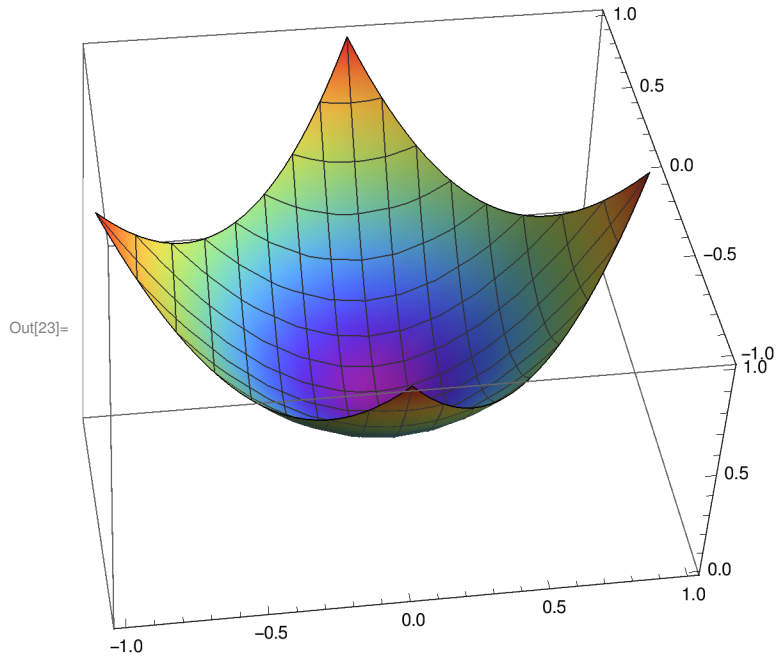
```
In[13]:= RegionPlot3D[x < ArcTan[y] && z < 6 x / (1 + y^2),  
  {x, 0, 1}, {y, 0, 1}, {z, 0, 3}, BoxRatios -> Automatic]
```



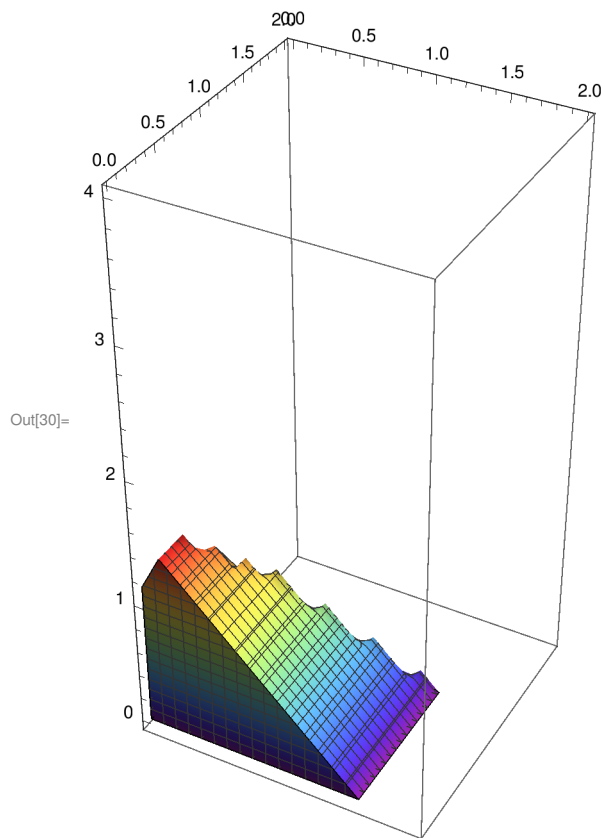
```
In[19]:= Plot3D[{x * y}, {x, 0, 1}, {y, 0, 1},  
  RegionFunction -> Function[{x, y, z}, y > -x && y < x - x^2], BoxRatios -> Automatic]  
RegionPlot[y > -x && y < x - x^2, {x, 0, 1}, {y, 0, 1}]
```



```
In[23]:= Plot3D[{x^2 + y^2}, {x, -1, 1}, {y, -1, 1},  
  RegionFunction -> Function[{x, y, z}, Abs[x] + Abs[y] < 1], BoxRatios -> Automatic]  
RegionPlot[Abs[x] + Abs[y] < 1, {x, -1, 1}, {y, -1, 1}]
```



```
In[30]:= RegionPlot3D[x + z < Pi / 2 && y < Sqrt[x],  
  {x, 0, 2}, {y, 0, 2}, {z, 0, 4}, BoxRatios -> Automatic]
```



```
In[32]:= RegionPlot3D[x + z + y < 1, {x, 0, 1}, {y, 0, 1}, {z, 0, 1}, BoxRatios -> Automatic]
```

