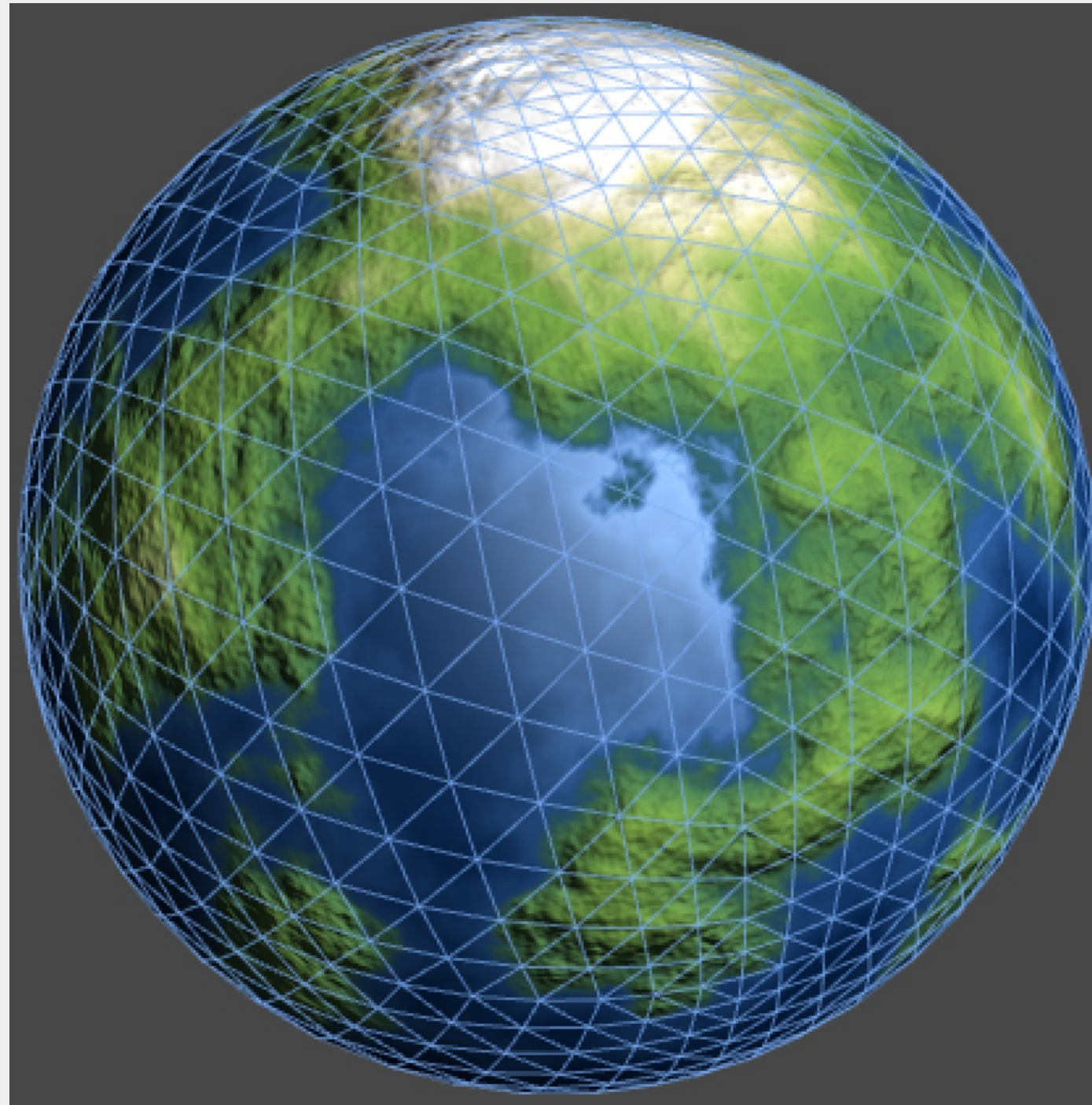




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Octahedron Sphere, creating a better world

This tutorial is about creating an approximation of a sphere by subdividing the faces of an octahedron. The tutorial has been commissioned by Binpress, [you can find an archive of it here..](#)



An octahedron sphere planet.

Downloads

[uv-test.png](#)

The UV test image.

[planet-diffuse-specular.png](#)

The planet diffuse and specular map.

[planet-normals.png](#)

The planet normal map.

[octahedron-sphere-tutorial.unitypackage](#)

The finished tutorial project.

[octahedron-sphere-meshes.unitypackage](#)

Octahedron sphere mesh assets, from zero to six subdivisions, with radius 1 and with diameter 1.