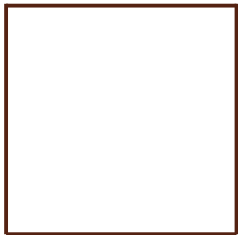
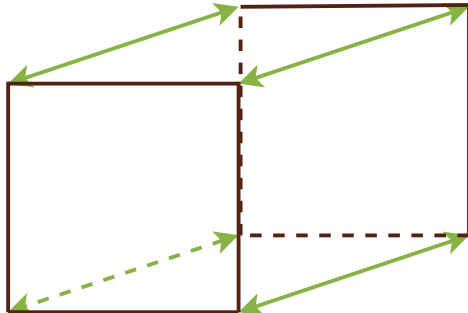


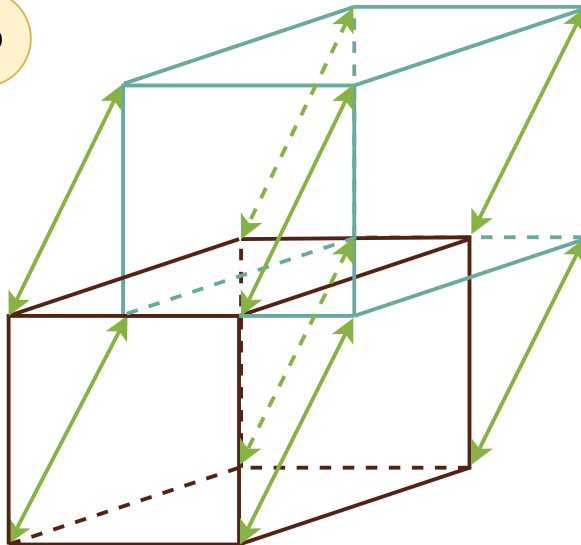
**2D**



**3D**



**4D**



Embed the previous 3D cube in 4D and duplicate it along the 4th dimension

Create new edges by linking vertices of the 3D cube with their respective duplicate