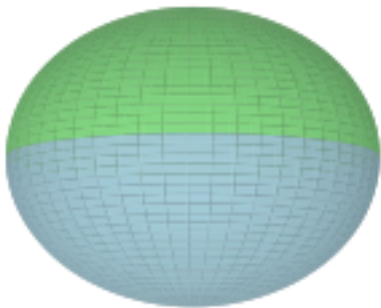


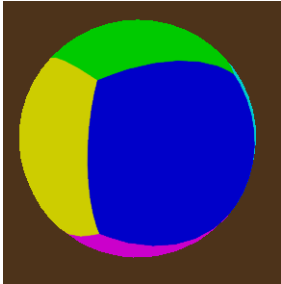
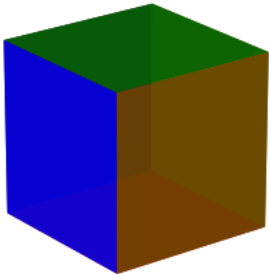
Tetrahedron (4F)



Connect adjacent faces



Edged sphere (2F)

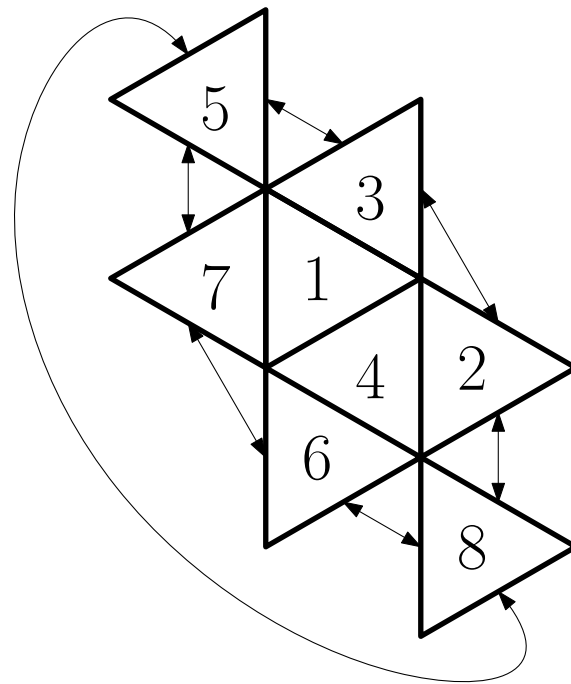


Merging adjacent faces in an octahedron (1 and 4)

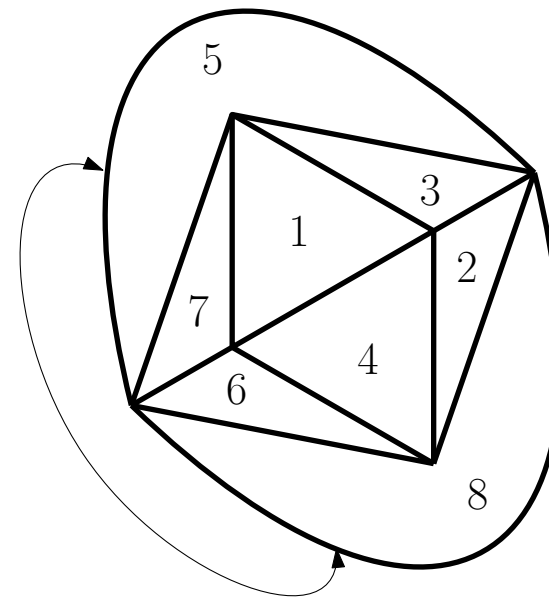
Octahedron



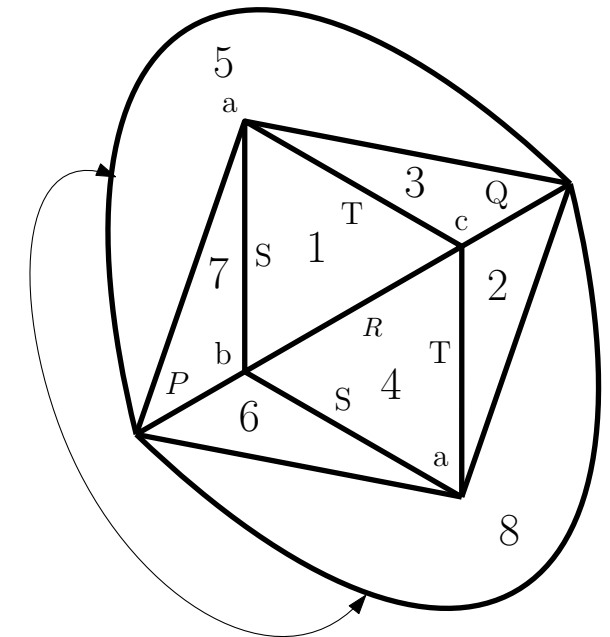
Geometric view



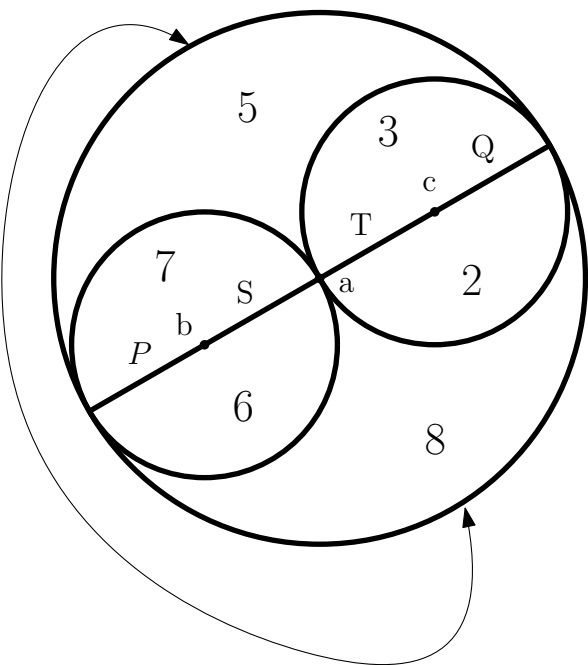
Simplify arrows



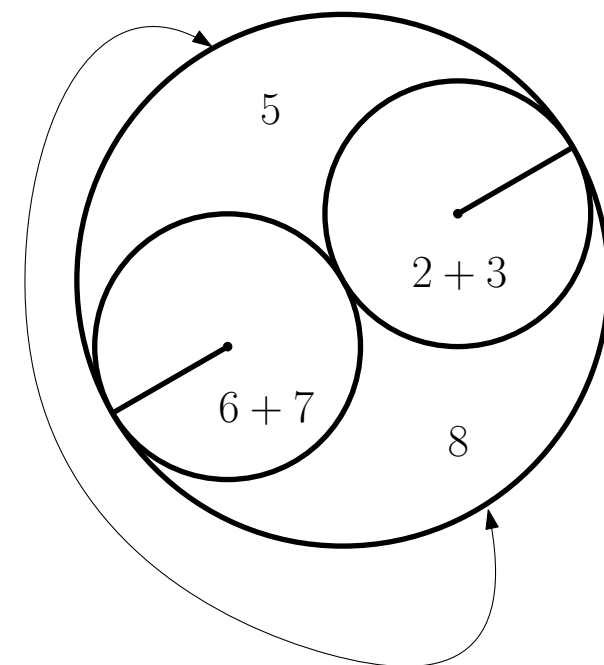
Label edges and vertices that will get mapped to each other



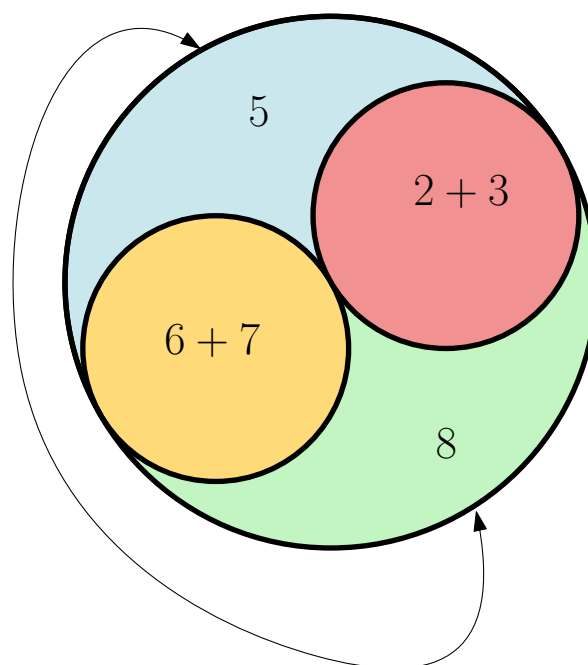
Collapse faces to the single edge between them



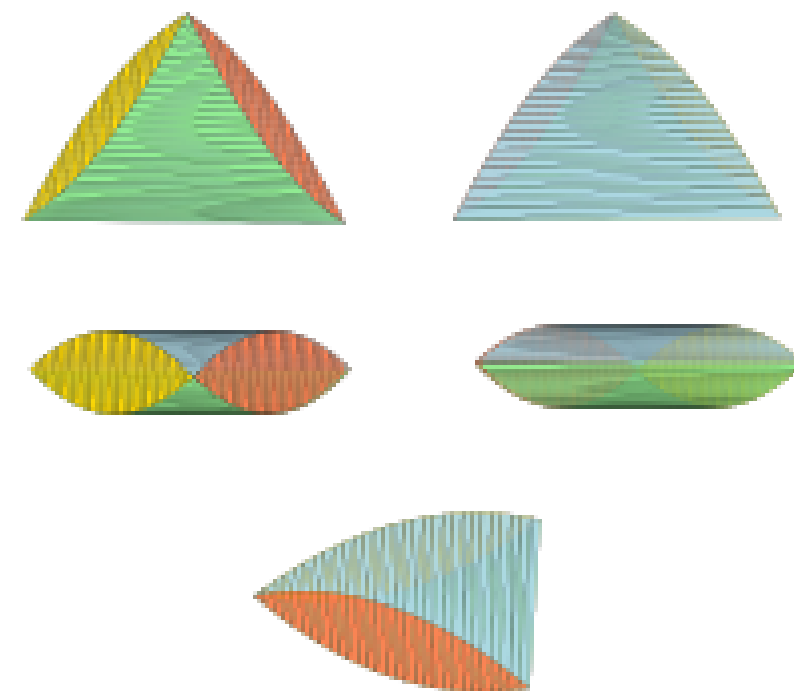
Delete fused edges (S and T)



Delete dangling edges



Reconstruct to 3D

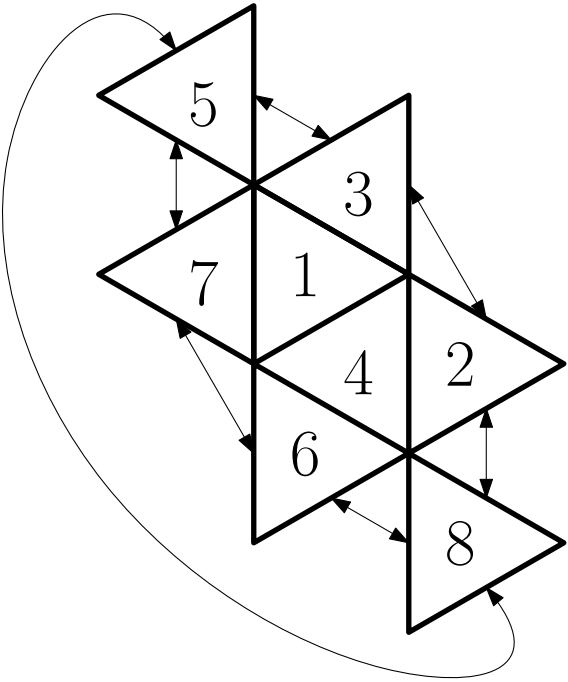


Merging adjacent faces in an octahedron (1 and 8)

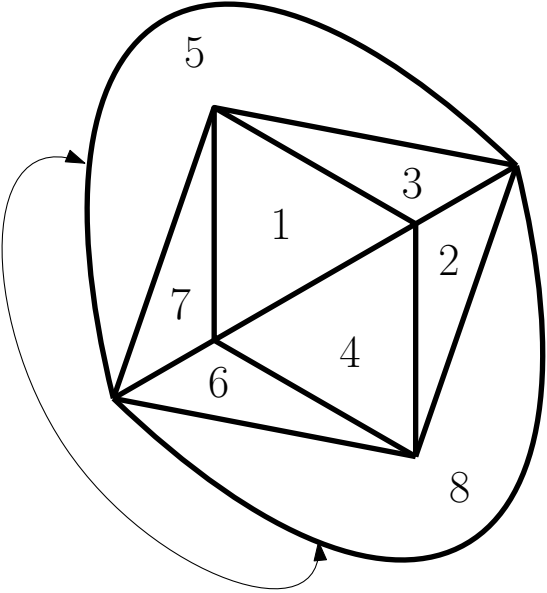
Octahedron



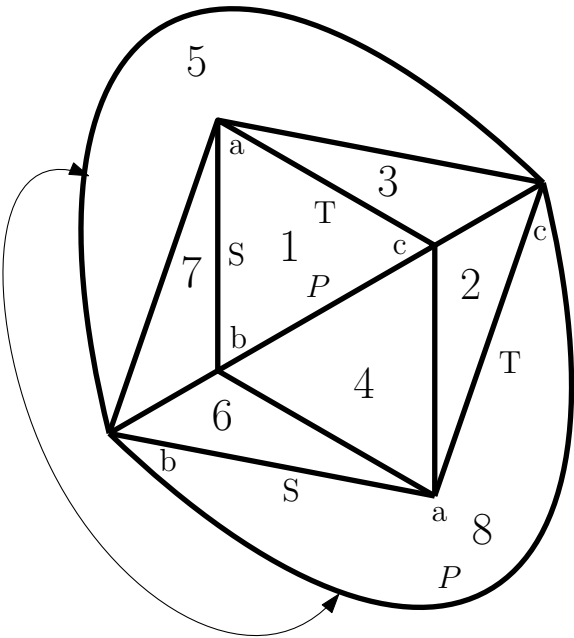
Geometric view



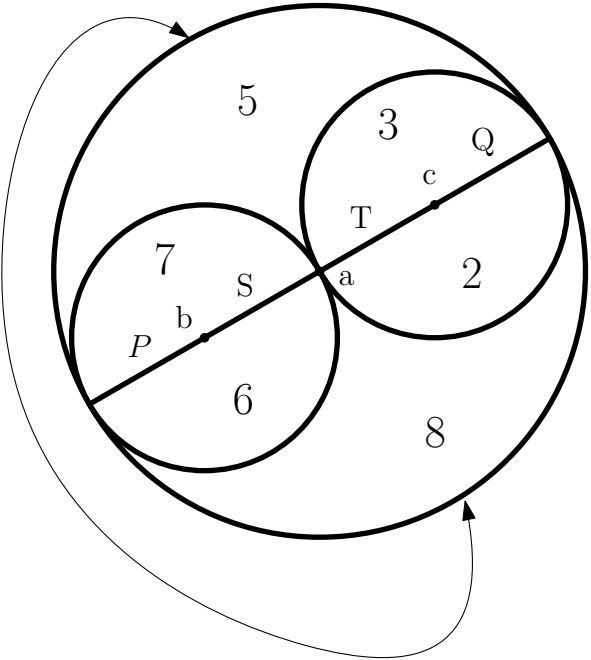
Simplify arrows



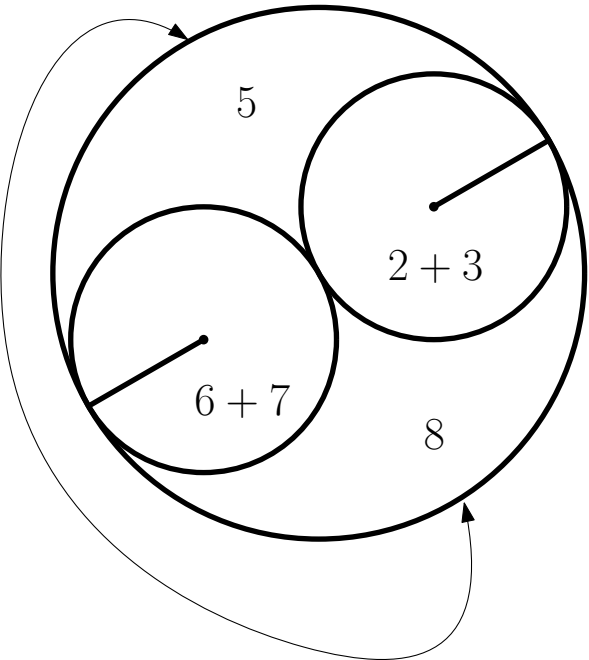
Label edges and vertices that will get mapped to each other



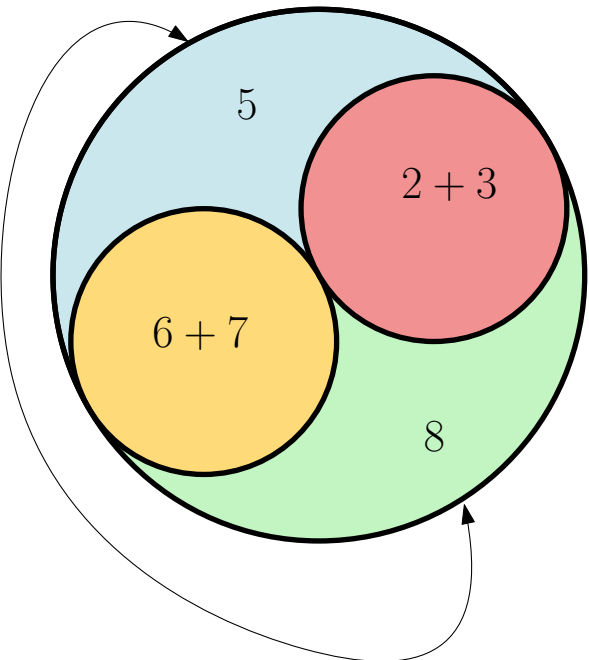
Collapse faces to the single edge between them



Delete fused edges (S and T)



Delete dangling edges



Reconstruct to 3D

