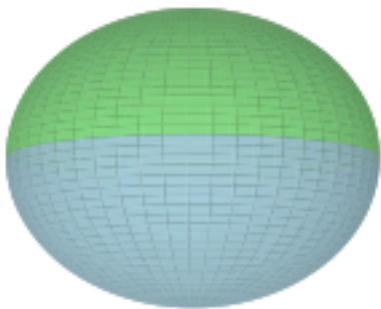


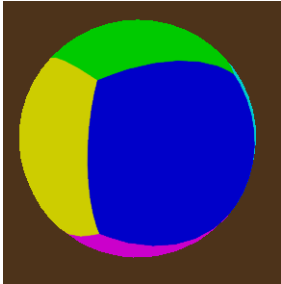
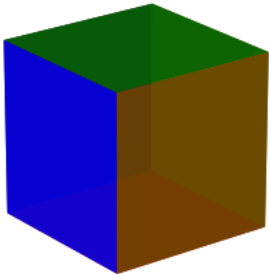
Tetrahedron (4F)



Connect adjacent faces



Edged sphere (2F)

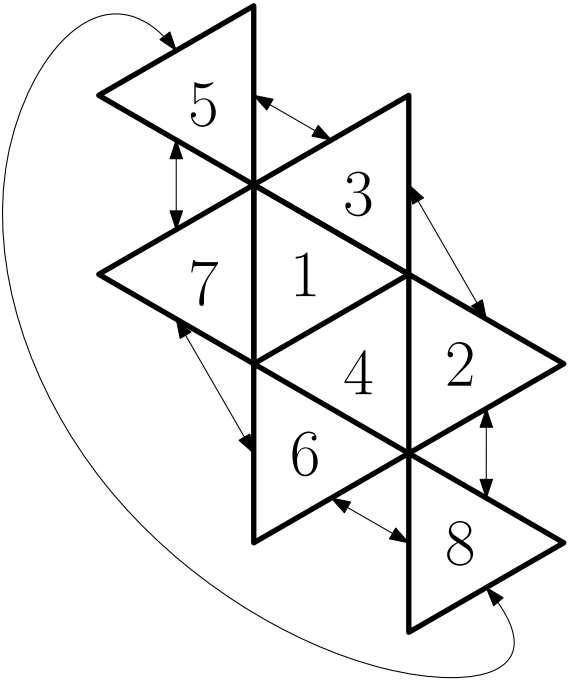


Merging adjacent faces in an octahedron (1 and 4)

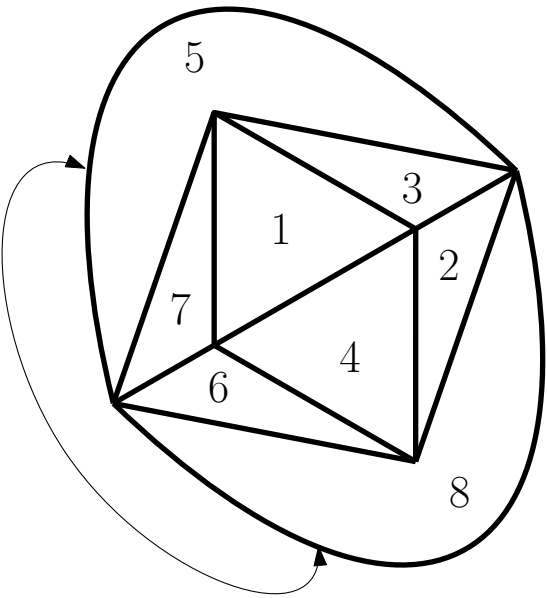
Octahedron



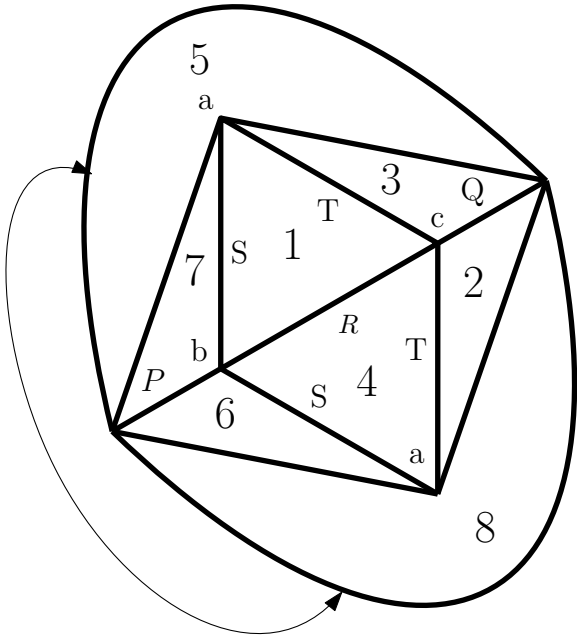
Geometric view



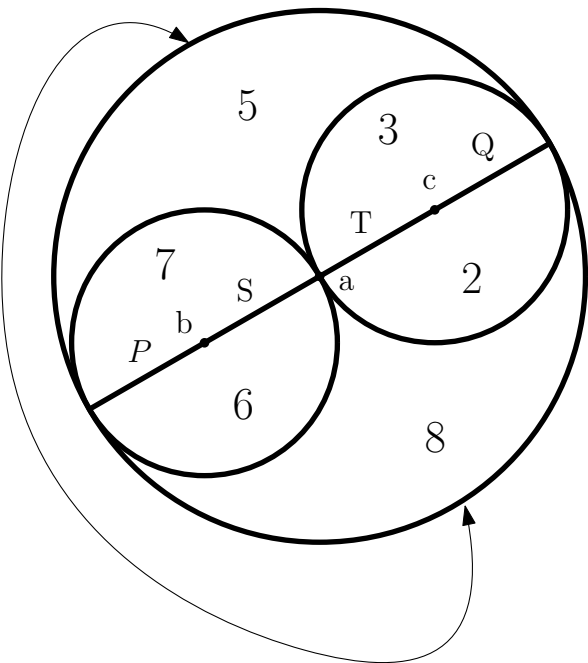
Simplify arrows



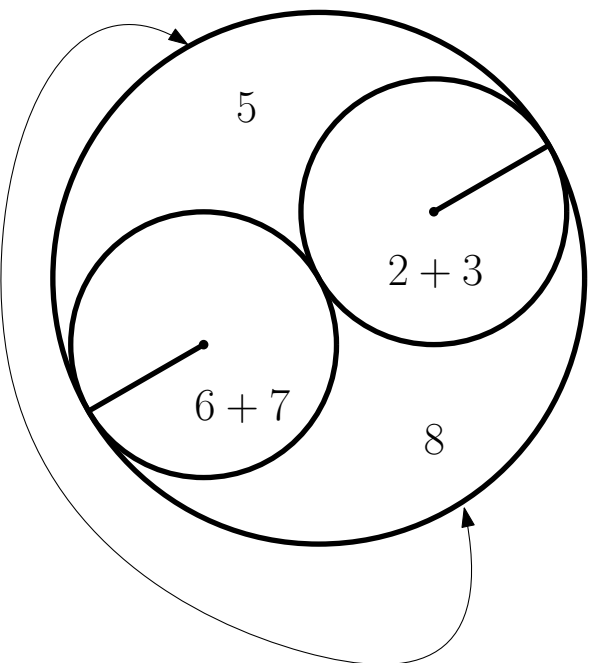
Label edges and vertices that will get mapped to each other



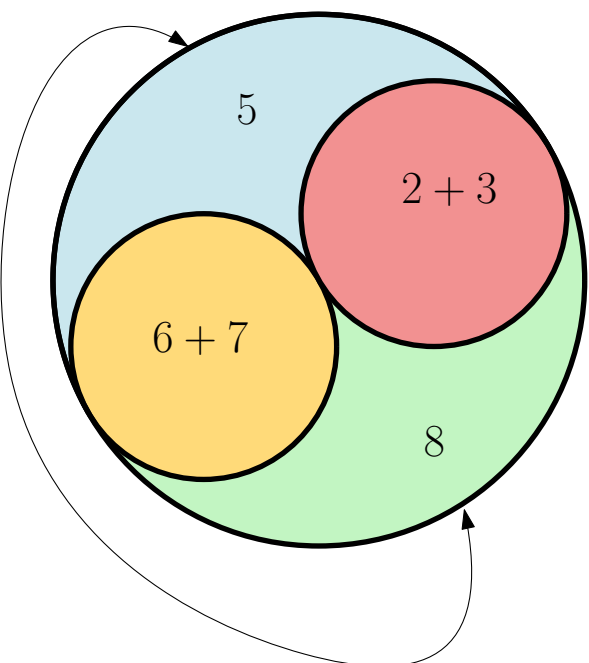
Collapse faces to the single edge between them



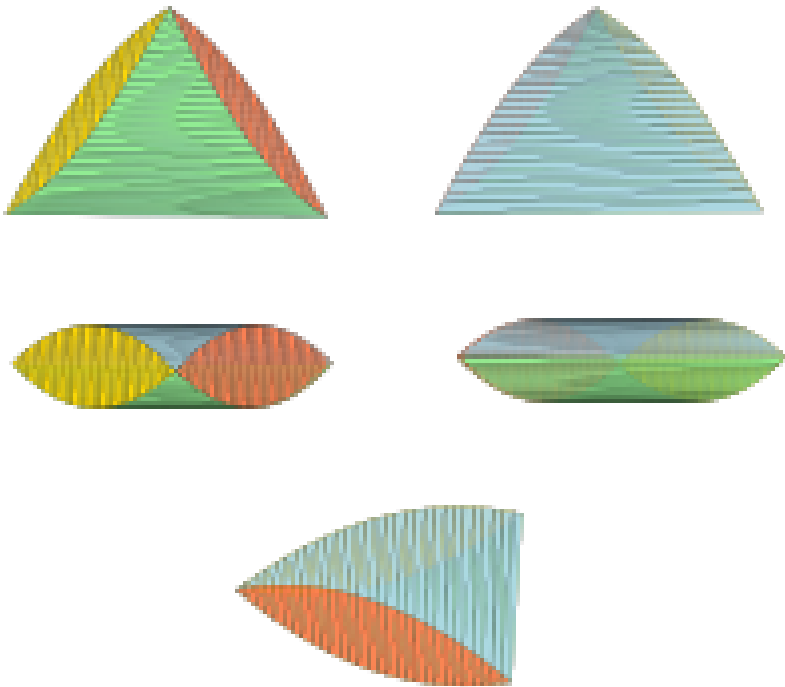
Delete fused edges (S and T)



Delete dangling edges



Reconstruct to 3D

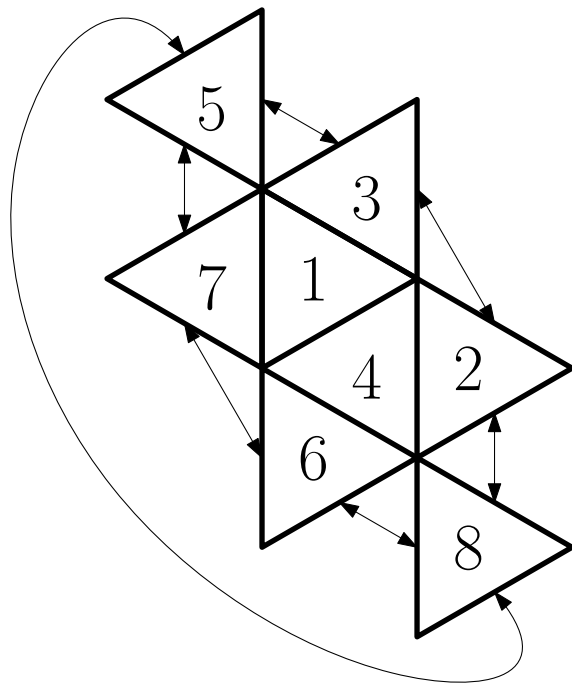


Merging adjacent faces in an octahedron (1 and 8)

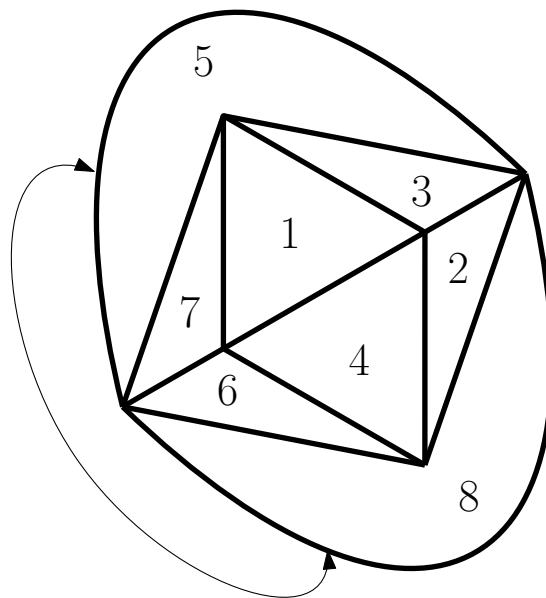
Octahedron



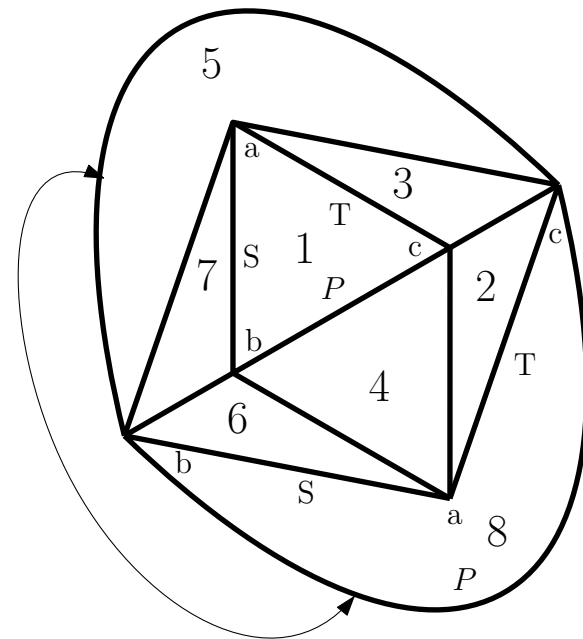
Geometric view



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

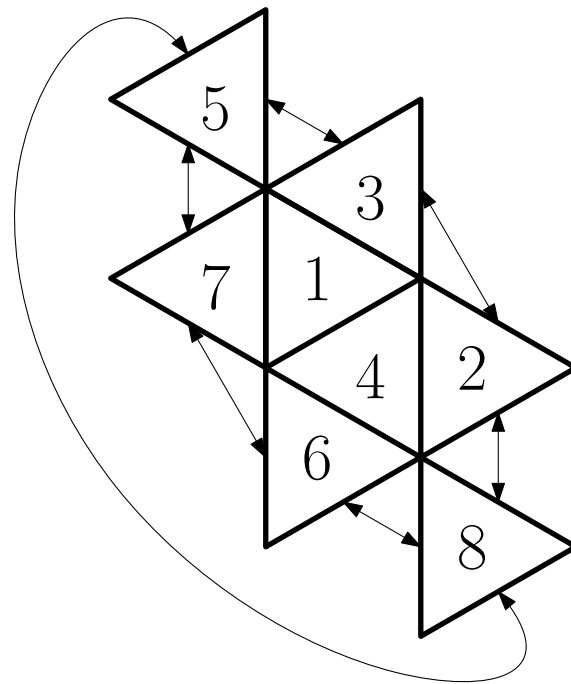
Reconstruct to 3D

Merging faces in an octahedron (1 and 5)

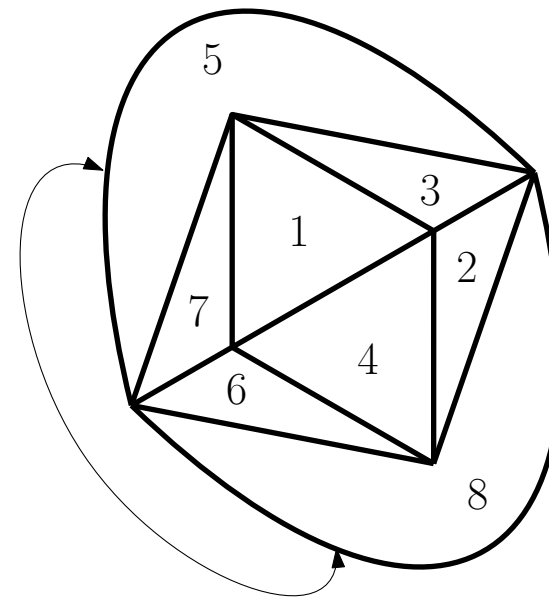
Octahedron



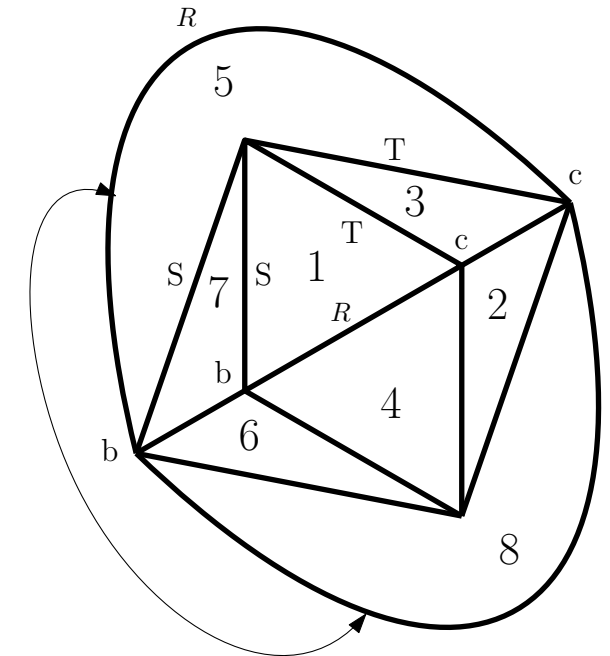
Geometric view



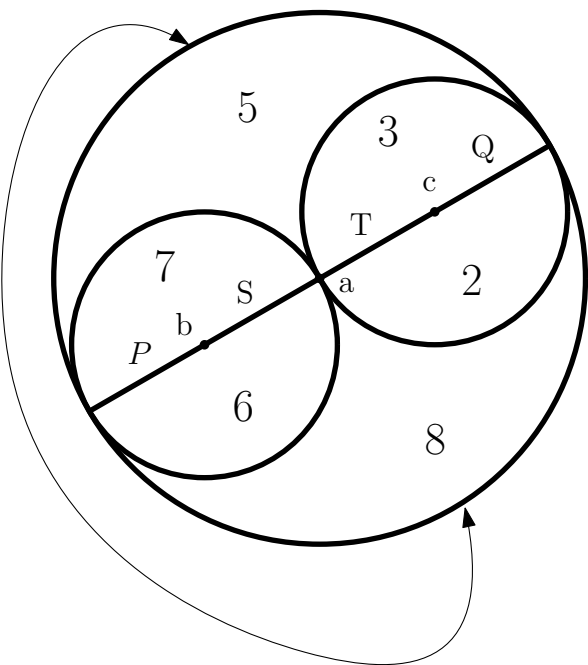
Simplify arrows



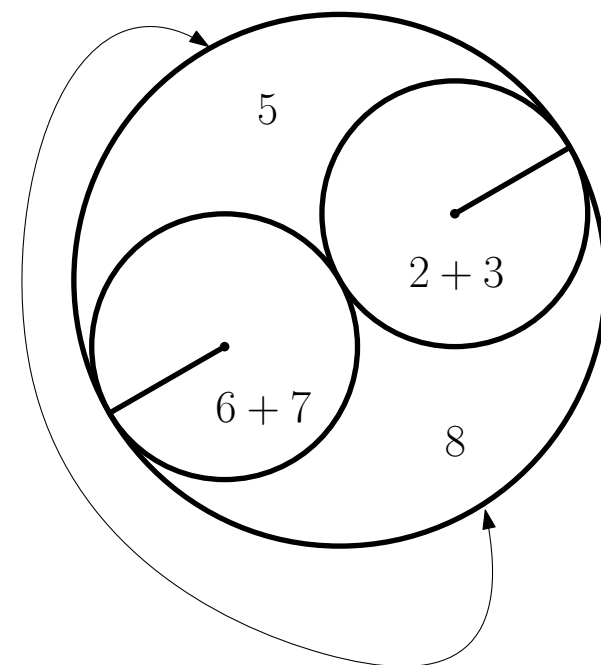
Label edges and vertices that will get mapped to each other



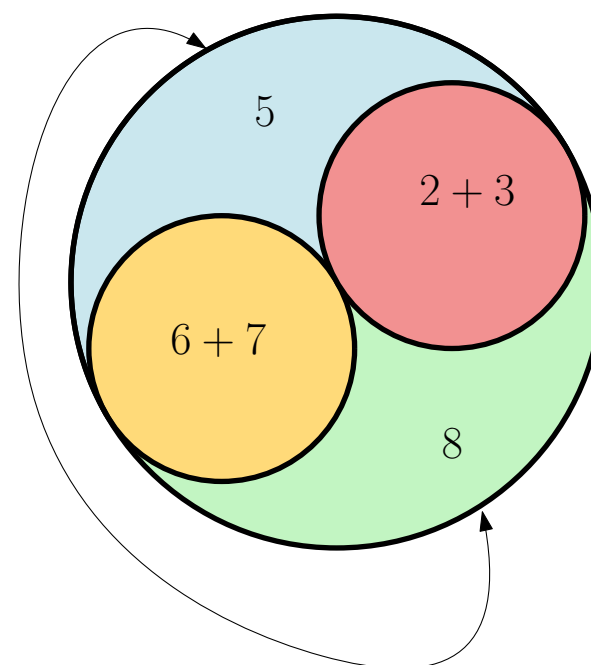
Collapse faces to the single vertex between them



Delete fused edges (S and T)



Delete dangling edges



Reconstruct to 3D

