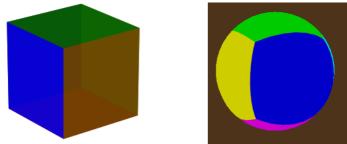


Tetrahedron (4F) Connect adjacent faces Edged sphere (2F)



Merging adjacent faces in an octahedron (1 and 4)

Label edges and vertices that Simplify arrows Geometric view Octahedron will get mapped to each other Collapse faces to the single Delete fused edges (S and T) Delete dangling edges Reconstruct to 3D edge between them 2 + 32 + 36 + 76 + 78 8 8

Merging adjacent faces in an octahedron (1 and 8) Label edges and vertices that Simplify arrows Octahedron Geometric view 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)

Label edges and vertices that Simplify arrows Geometric view Octahedron will get mapped to each other Collapse faces to the single Delete fused edges (S and T) Delete dangling edges Reconstruct to 3D vertex between them 2 + 32 + 36 + 76 + 78 8 8