$$\sigma : V_B \cup F_B \cup Z_B \longrightarrow \mathcal{I} = \{0, 1, \ldots, r-2\}; \qquad \text{let } v, f, z, v_1, v_2, f_1, f_2, z_1, z_2 \in \mathcal{I}m(\sigma) = \mathcal{I}.$$

black edge factor

$$\longmapsto \quad Tet \begin{bmatrix} f_1 & v_1 & z_2 \\ f_2 & v_2 & z_1 \end{bmatrix} \lambda_b^{v_2 z_2} \overline{\lambda_c}^{f_1 z_2},$$

gray edge factor

$$\longmapsto \quad Tet \begin{bmatrix} f_1 & v_1 & z_2 \\ f_2 & v_2 & z_1 \end{bmatrix} \overline{\lambda_b}^{v_2 z_2} \lambda_c^{f_1 z_2},$$

angle factor $\longmapsto \dfrac{1}{\theta(v,f,z)}$

vertex factor $\bullet_v \longmapsto \Delta_v,$

face factor $\square_f \longmapsto \Delta_f,$

zigzag factor $\longmapsto \Delta_z.$