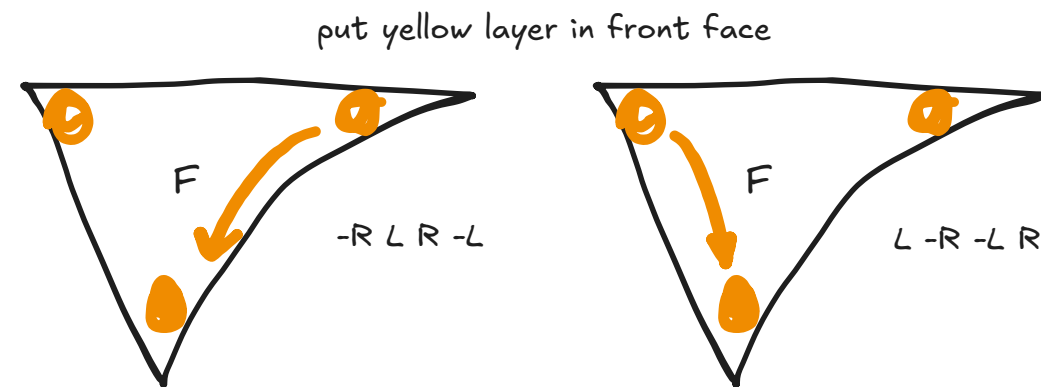


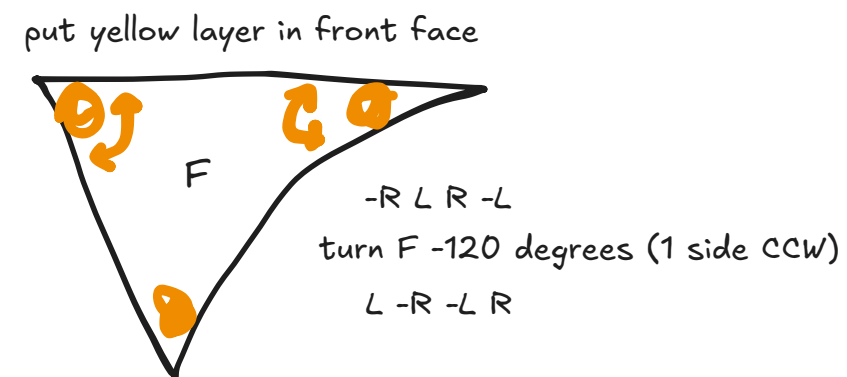
OCTAHEDRON 2x2

1) Place white corners on bottom

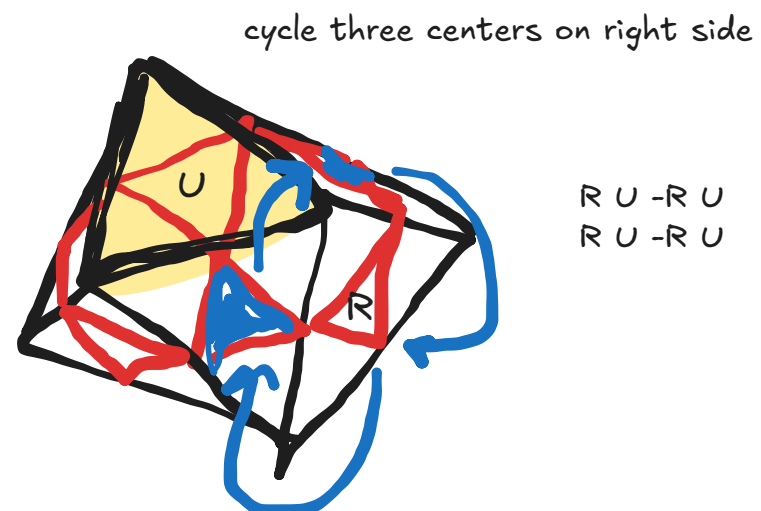
2) Put yellow corners on top in correct position



3) Permutate yellow corners



4) Solve centers

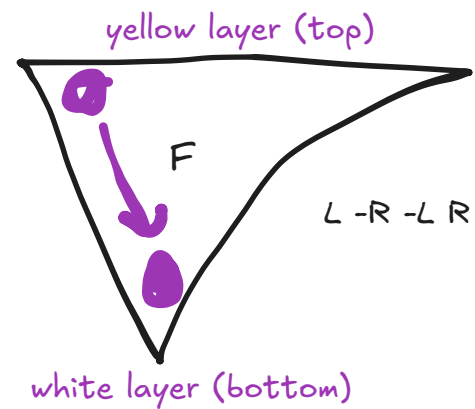
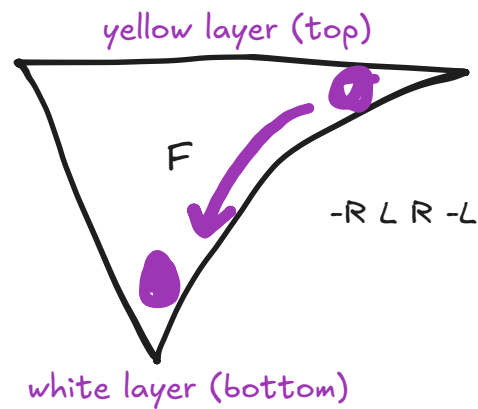


OCTAHEDRON 3x3

1) Place all edge pieces

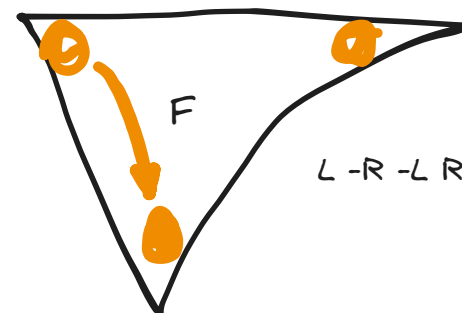
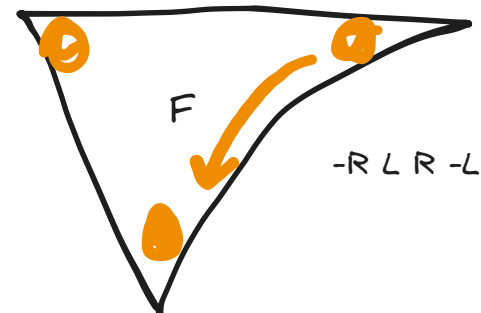
2) Place all white corners on bottom

put white corner on top in front face,
with white face in front (can be on left or right)



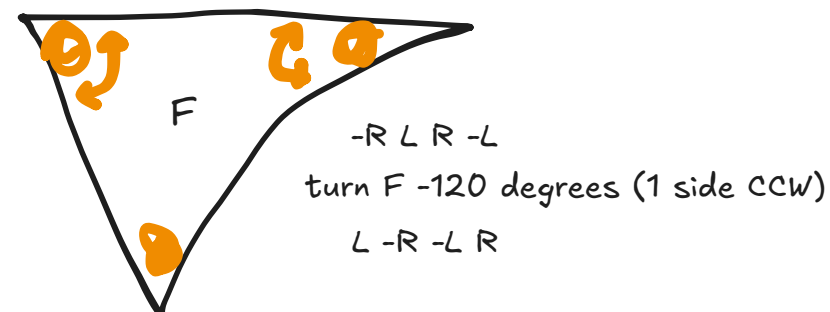
3) Put yellow corners on top in correct position

put yellow layer in front face



4) Permutate yellow corners

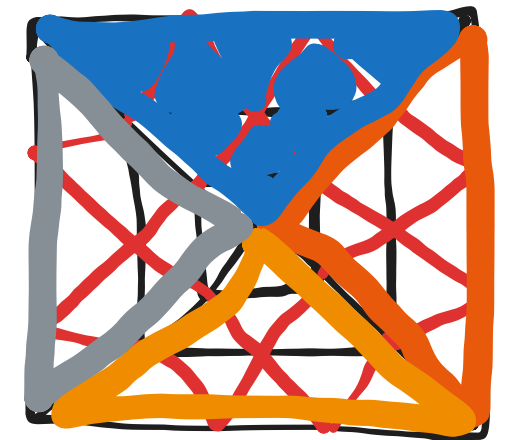
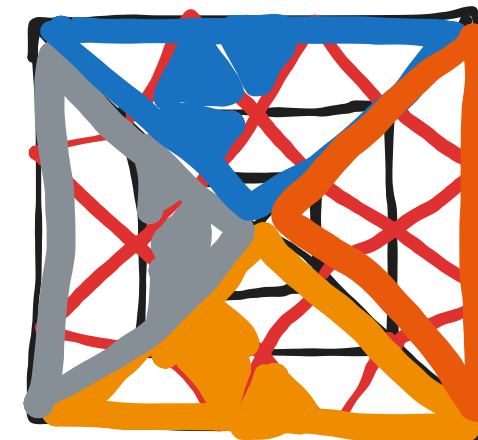
put yellow layer in front face



5) Put centers in right position

M = middle turn (on left)

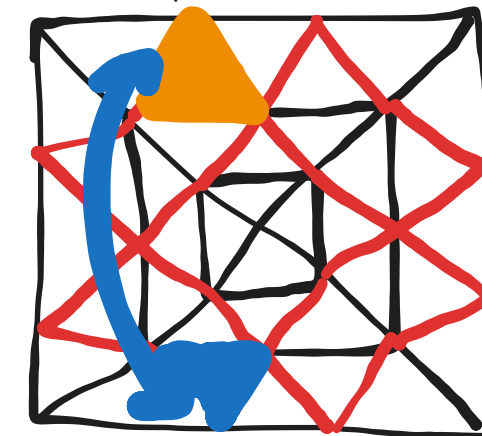
B = back turn



M --> blue to left (grey) side
-M --> blue to bottom

B --> grey side to bottom
-B --> grey side to right (orange) side

swap two centers



$(-M B M -B) 5x$