Pyramid Templates
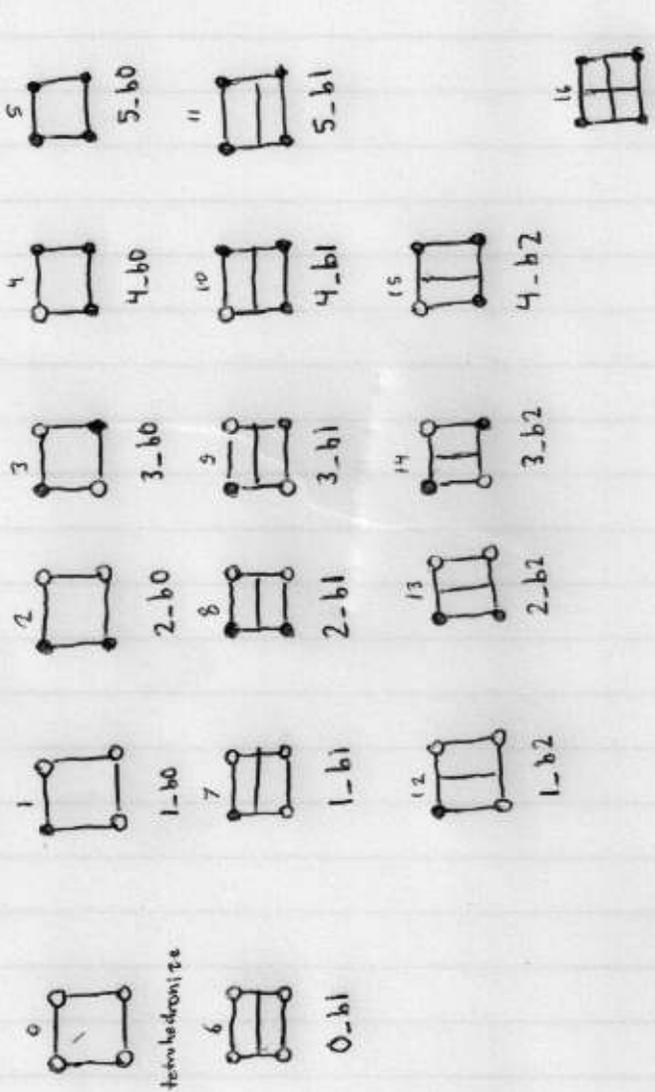
● – split vertical edge
○ – unsplit vertical edge

Looking top down

0 — tetrahedronize

6 — 0_b1

1 — 1_b0
7 — 1_b1
12 — 1_b2

2 — 2_b0
8 — 2_b1
13 — 2_b2

3 — 3_b0
9 — 3_b1
14 — 3_b2

4 — 4_b0
10 — 4_b1
15 — 4_b2

5 — 5_b0
11 — 5_b1

16 — uniform refinement

vertices

0   1   2   3

edges

0   1   2   3   4   5   6   7