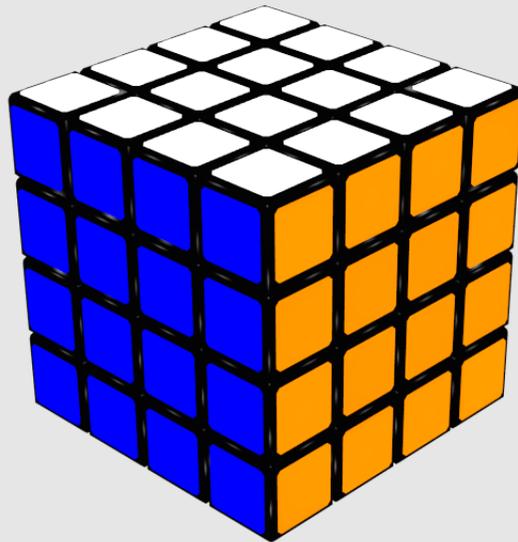
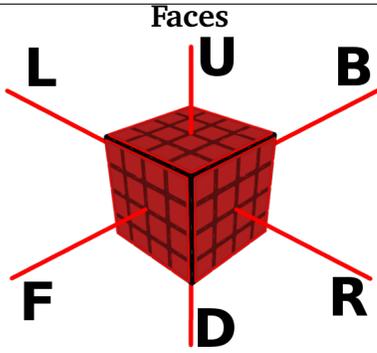


## 4x4x4 cube: notation

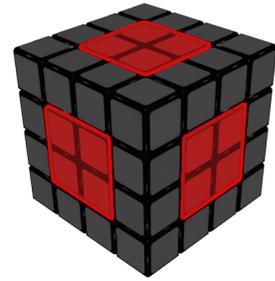


# Parts of the cube



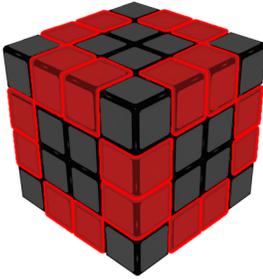
The faces are the surfaces that contain 16 stickers. There are 6 faces.

## Centers



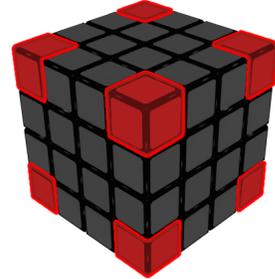
The centers are stickers that define the surfaces colour. There are 6 centers, each one contains 4 stickers.

## Edges



The edges are pieces that contain 2 stickers. There are 24 edges.

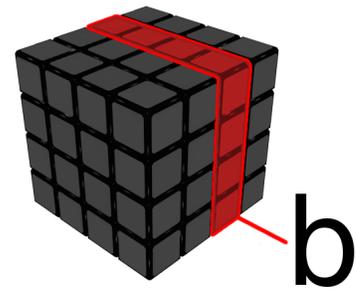
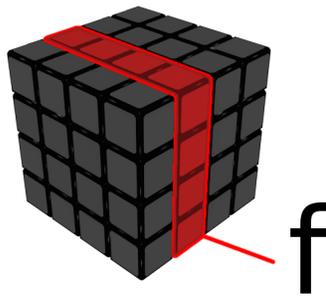
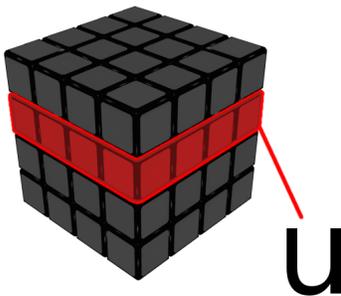
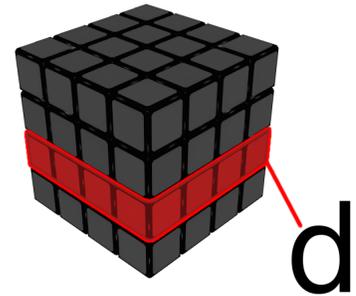
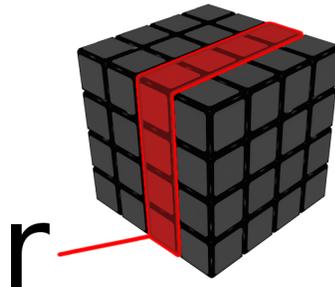
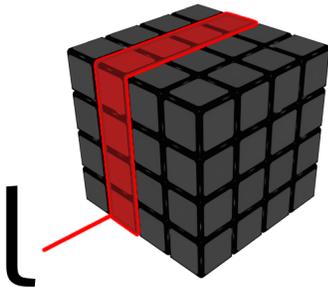
## Corners



The corners are the pieces that contain 3 stickers. There are 8 corners.

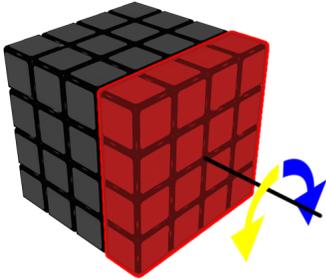
## Inner layers

The inner layers are called the same way as faces but in lowercase.



## Turns and rotations

### Turns of outer layers



The blue arrow indicates **clockwise direction**. When we perform a movement we write the letter of the layer.

Example: U

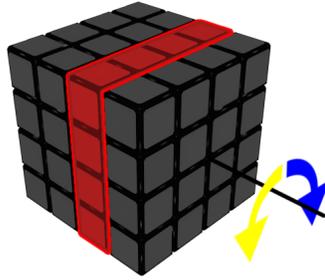
The yellow arrow indicates **counterclockwise direction**. When we perform a movement we write the letter of the layer and an apostrophe.

Example: L'

Another important case is the **double turn**; we turn this layer twice.

Example: D2

### Turns of inner layers



Indicating a turn of the **inner layer** works the same way as the outer layer; however we write the letter in lowercase.

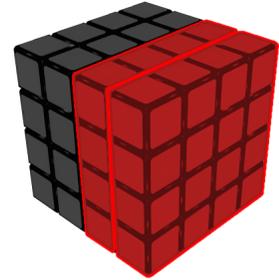
Examples:

Clockwise direction: d

Counterclockwise direction: d'

Double turn (180°): d2

### Turns of both layers



We can turn together the **inner and outer layers**, with the letter of the outer and inner layers in brackets.

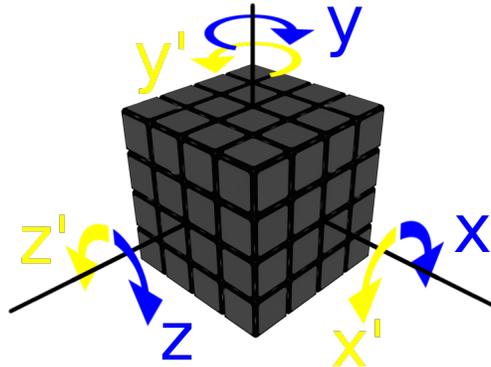
Examples:

Clockwise direction: (Dd)

Counterclockwise direction: (Dd)'

Double turn (180°): (Dd)2

### Rotations of the whole cube



The blue arrow indicates **clockwise direction** in the 3 axes. When the rotation is clockwise we write the letter of the axis.

Example: x

The yellow arrow indicates a **counterclockwise direction**. When the rotation is counterclockwise we write the letter of the axis and an apostrophe.

Example: z'

When it is a double turn we write the letter of the axis followed by a number 2.

Example: y2

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