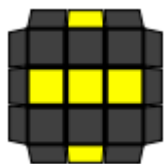


OH 4 Look Last Layer

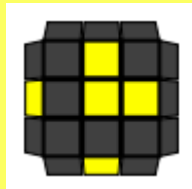
Edge Orientation

Opposite



$rUr'(RUR'U')rUr'$

Adjacent*



$rU^2(R'U'RU')r'$

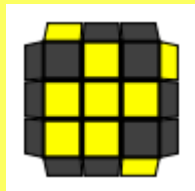
None



$rUrU^2(RU^2R')U^2rUr'$

Corner Orientation

Sune*



$(RUR')URU^2R'$

Anti-Sune



$(R'U'RU')R'U^2R$

Car



$(R'U'RU')R'U(RU'R')U^2R$

Blinker



$(RU^2)R'^2U'(R^2U')R'^2U^2R$

Headlights



$(RUR'U')RU'(R'U^2R)U'(R'U^2R)UR'$

Chameleon



$(RUR'U')L'U(RU'R')L$

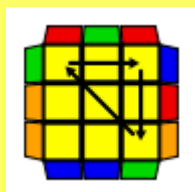
Bowtie



$L'(RUR'U')LU(RU')R'$

Corner Permutation

Aa*



$x(R'UR')D^2(RU'R')D^2R^2$

Ab



$xR^2D^2(RUR')D^2(RU'R)$

E



$x'(RU'R')D(RUR')D'(RUR')D(RU'R')u'$

Y



$(R^2U')R'U(RU')x'U'z'U'(RU'R'U')zUR$

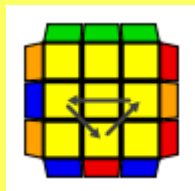
T



$(RUR'U')R'F(R^2U')R'U'(RUR')F'$

Edge Permutation

Ua*



$(RU'R)U(RU)RU'(R'U')R^2$

Ub



$zU'(RU'R'U')R'U'(RU)RU^2$

H



$(R^2U^2)RU^2(R^2U^2)R^2U^2(RU^2)R^2$

Z



$(RUR'U')R'U'(R'UR)U'(R'U')R^2UR$

*As a beginner's method you can solve any cube using the 4 highlighted algorithms.