### Edge Orientation

1. Opposite
   - Icon: ![Yellow Up Cubes]
   - Move: $F (R U R' U') F'$

2. Adjacent
   - Icon: ![Yellow Up Cubes with One Down]
   - Move: $f (R U R' U') f'$

3. None
   - Icon: ![One Yellow Cube]
   - Move: $[F (R U R' U') F'] [f (R U R' U') f']$

### Corner Orientation

1. Sune
   - Icon: ![Yellow Up Cubes]
   - Move: $(R U R') U (R U2 R')$

2. Anti-Sune
   - Icon: ![Yellow Down Cubes]
   - Move: $(R' U' R) U' (R' U2 R)$

3. Car
   - Icon: ![Yellow Up and Down Cubes]
   - Move: $F (R U R' U') (R U R' U') (R U R' U') F'$

4. Blinker
   - Icon: ![Yellow Edge Cubes]
   - Move: $[f (R U R' U') f'] [F (R U R' U') F']$
   - Faster: $(R U2) (R2 U') (R2 U') (R2 U2 R)$

5. Headlights
   - Icon: ![Yellow Edge Cubes]
   - Move: $(R2 D) (R' U2) (R D') (R' U2 R')$

6. Chameleon
   - Icon: ![Yellow Edge Cubes]
   - Move: $(r U R' U') (r' F R F')$

7. Bowtie
   - Icon: ![Yellow Edge Cubes]
   - Move: $F' (r U R' U') (r' F R)$