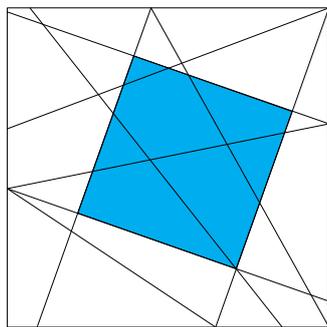
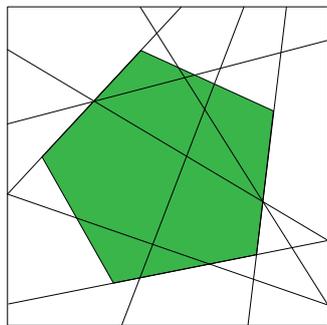


# Des polygones (5) - *Modèle*



x3



x2