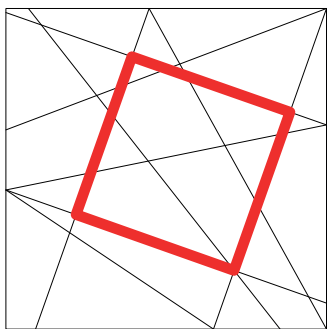
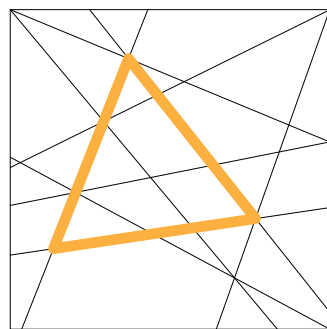


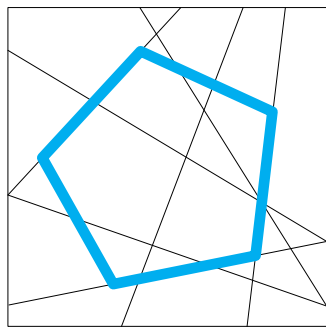
# Des polygones (6) - *Modèle*



x2



x2



x2