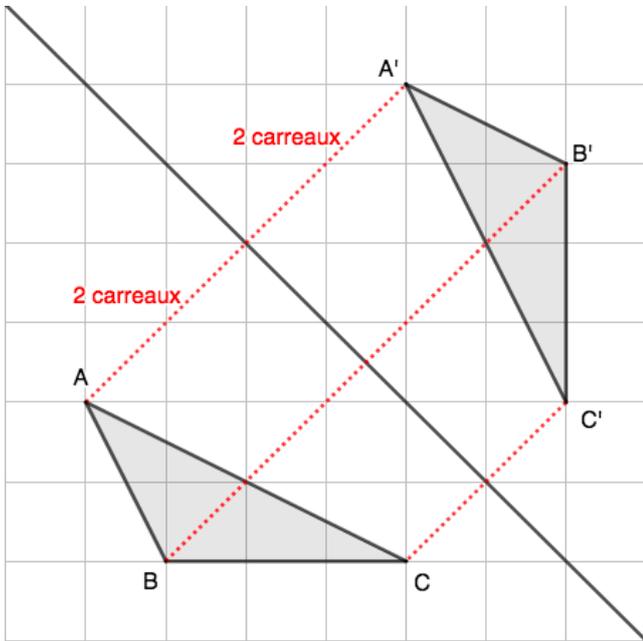


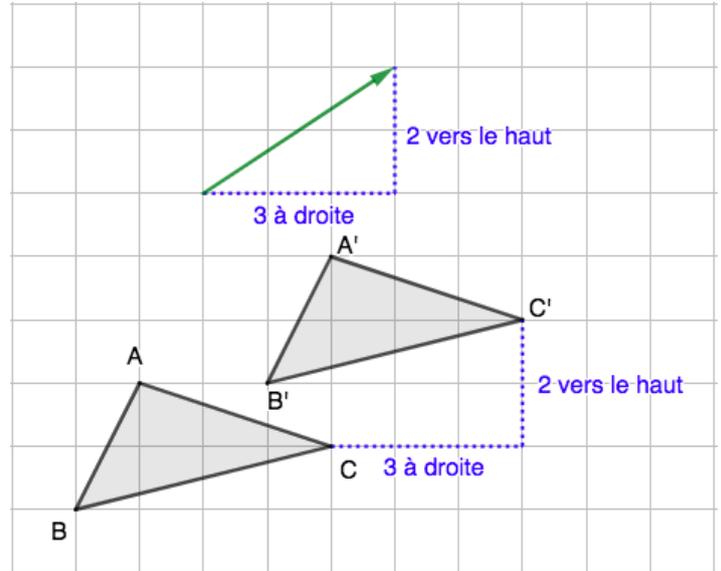
Fiche méthode : Transformations et quadrillage



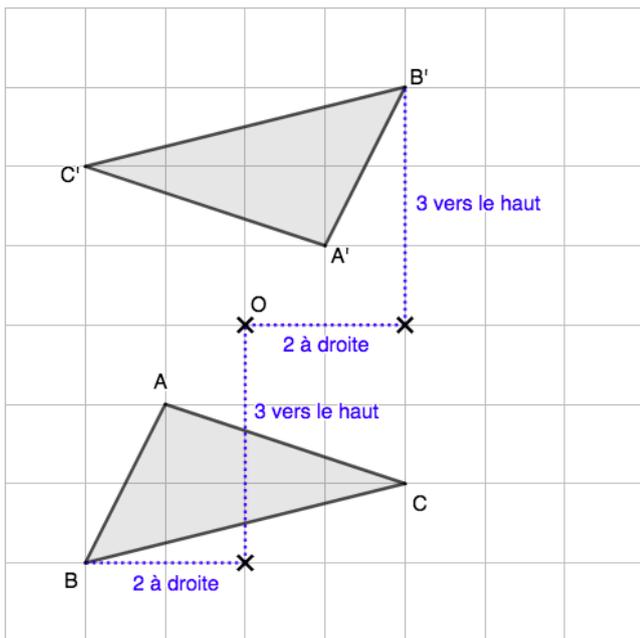
Symétrie axiale (Pliage, effet miroir)



(Glisser)



Symétrie centrale (Demi tour) Translation



Rotation (Tourner)

