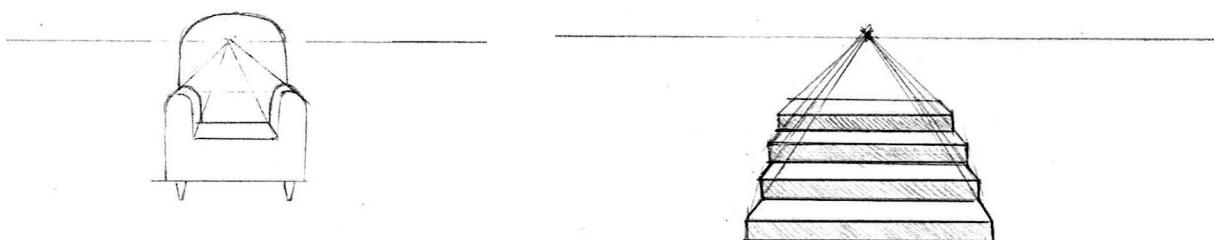


# PERSPECTIVE MISE EN APPLICATION

## OBJETS

- un point de fuite



- deux points de fuite

