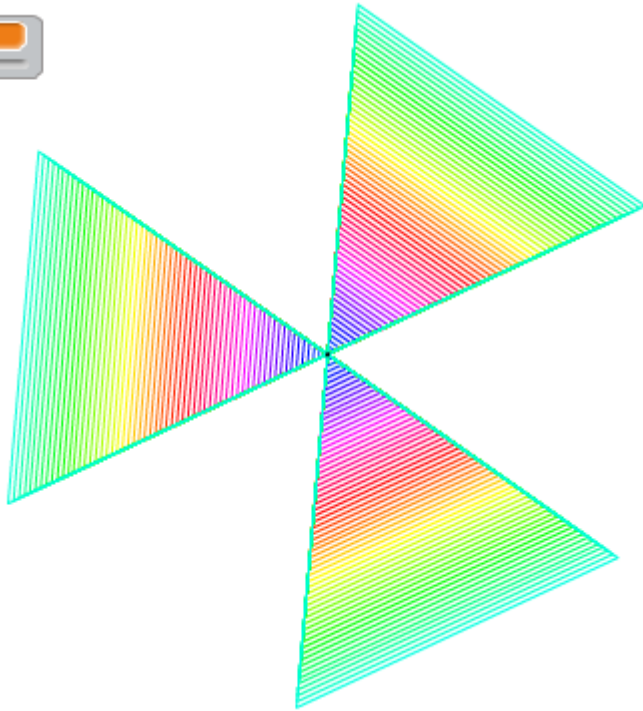


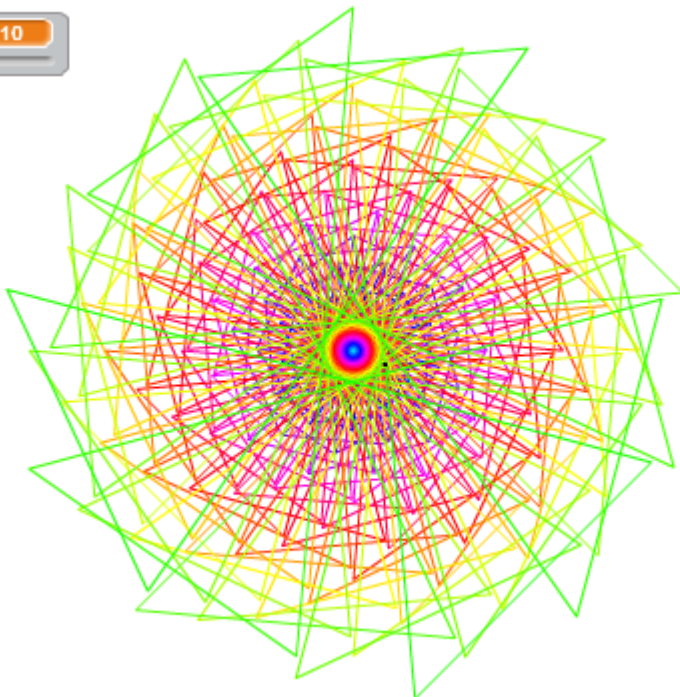
Triangles colorés

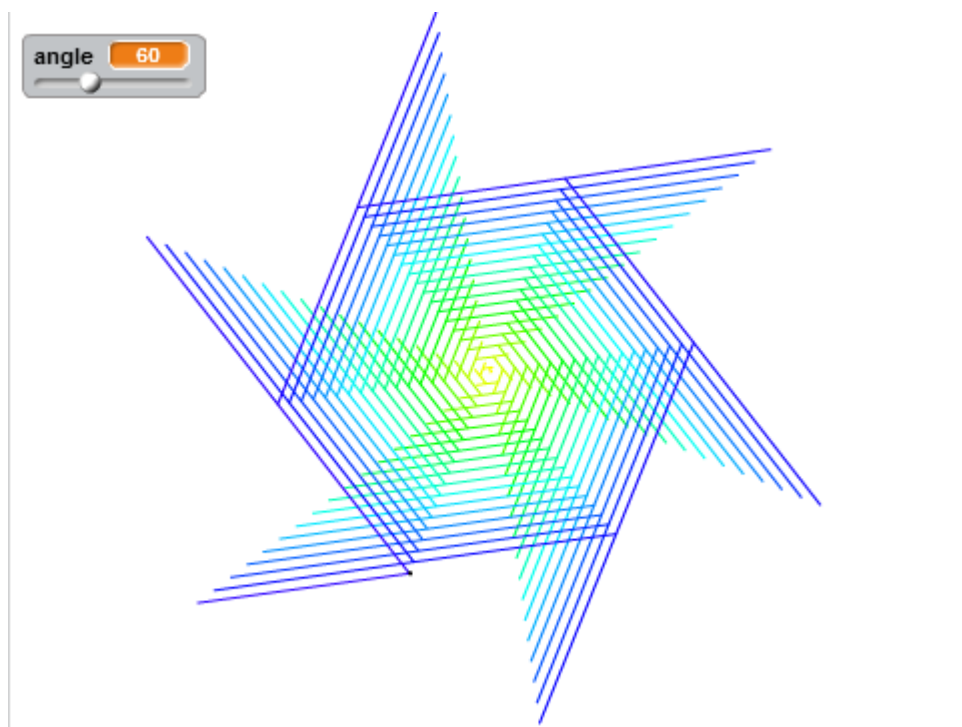
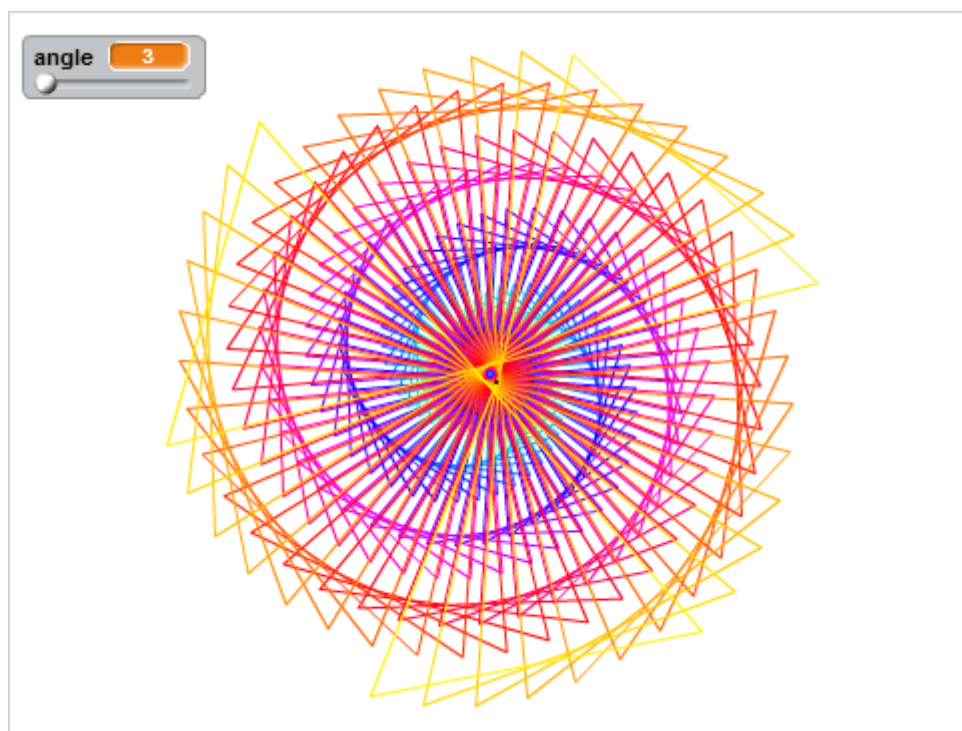
On trace des triangles en changeant la couleur et en décalant d'un certain angle.

angle 0



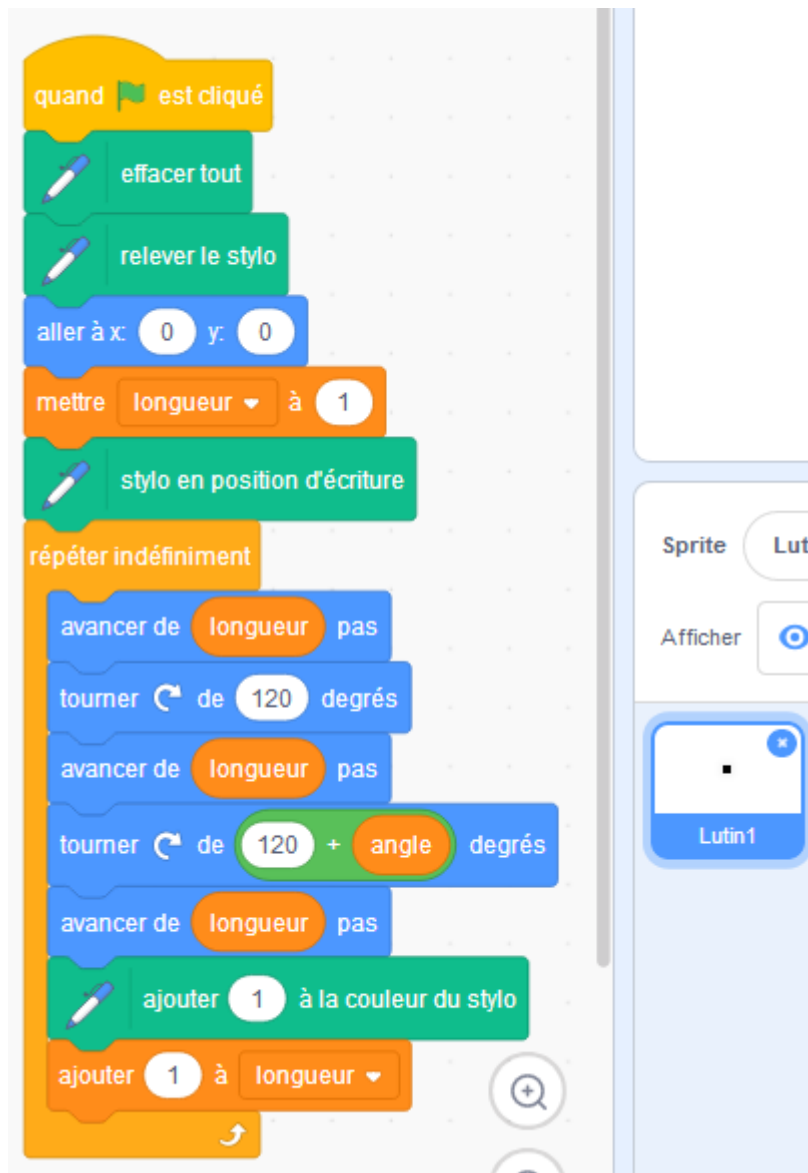
angle 10





On crée un sprite en forme de point.

Puis on trace le triangle tout en le décalant :



On peut automatiser le décalage :

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