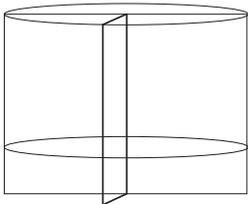
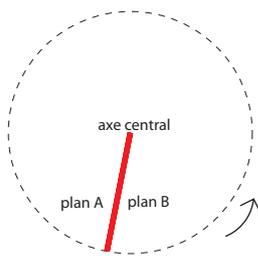
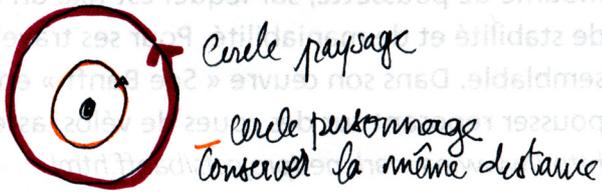


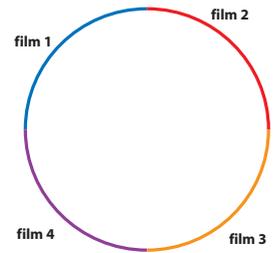
2 Tentatives



pb de coherence de perspective
donner la coherence par 2 cercles



4 films collés sur un cylindre



3 niveaux de navigation:
Touche "z" = zoom
Touche "s" = Dézoom
Barre "espace" = déplacement de la caméra virtuelle sur 360° quelque soit sa position

