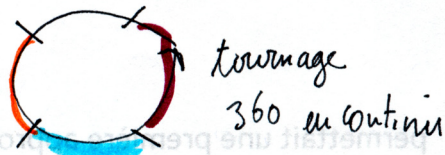
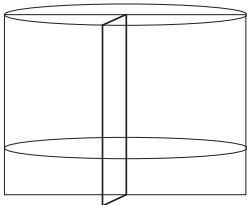
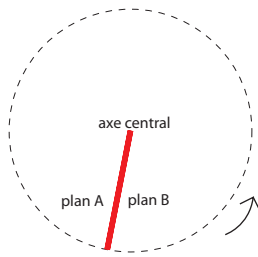
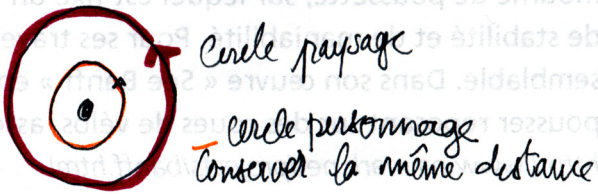


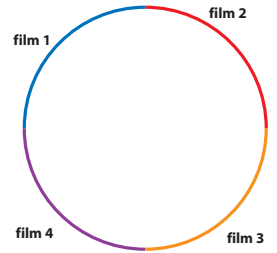
2 Tentatives



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

