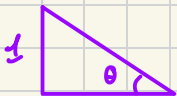
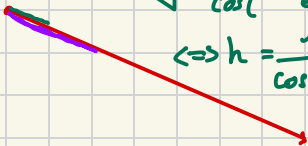


~~$$\cos(\theta) = \frac{h}{1}$$~~

$$\cos(\theta) = \frac{1}{h}$$

$$\Leftrightarrow h = \frac{1}{\cos(\theta)}$$



$$\sin(\theta) = \frac{1}{h}$$

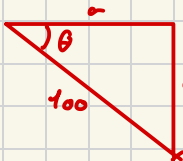
$$\Leftrightarrow h = \frac{1}{\sin(\theta)}$$

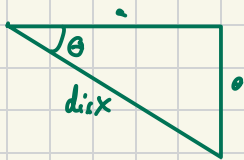
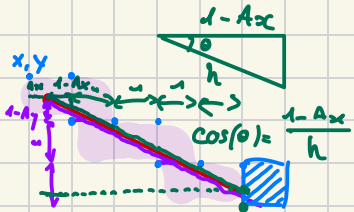
$$\cos(\theta) = \frac{a}{100}$$

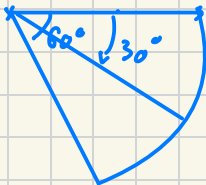
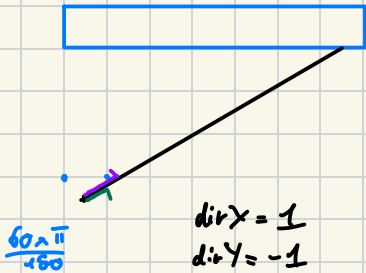
$$a = 100 \times \cos(\theta)$$

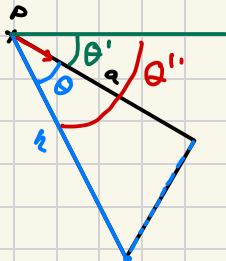
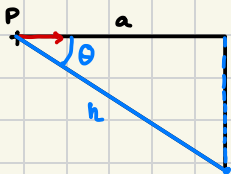
$$\sin(\theta) = \frac{b}{100}$$

$$b = 100 \times \sin(\theta)$$





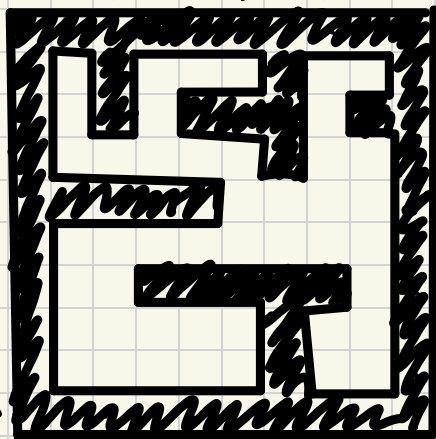


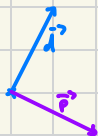
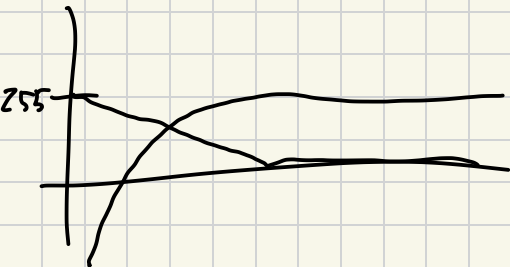


$$\cos \theta = \frac{a}{h} \quad (\Rightarrow) \quad h \times \cos \theta = a$$

0 1 2 3 4 5 6 7 8 9

0
1
2
3
4
5
6
7
8
9





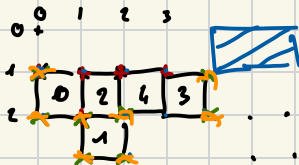
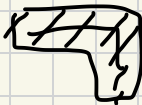
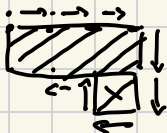
$$\vec{d} \cdot \vec{x} = 1$$

$$\vec{d} \cdot \vec{y} = -2$$

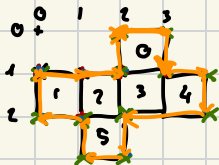
$$\vec{p} \cdot \vec{x} = 2$$

$$\vec{p} \cdot \vec{y} = 1$$

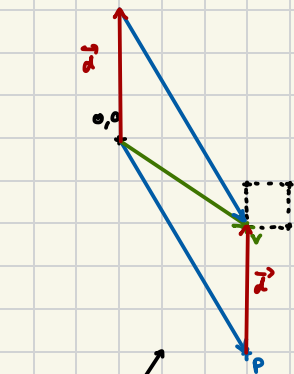
~



$[(0;4);(1;2);(4;1)$
 $;(2;4);(3;1)]$

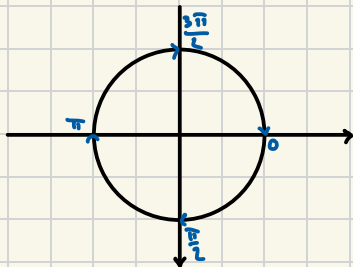


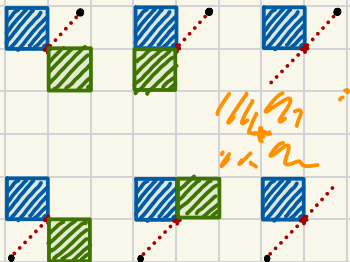
$D > B > G > H$



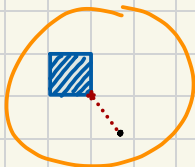
On a : $\tan \theta = \frac{\vec{v} \cdot y}{\vec{v} \cdot x}$

et donc : $\theta = \arctan \frac{\vec{v} \cdot y}{\vec{v} \cdot x}$

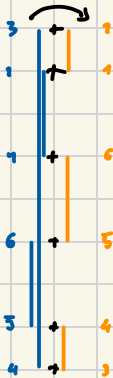


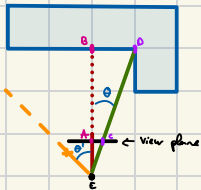


1/4 2/4
3/4 4/4



correction ordre
liaison des sommets





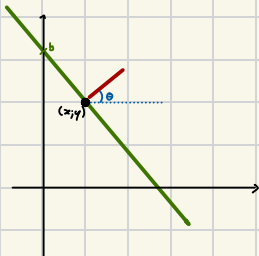
easy to know :

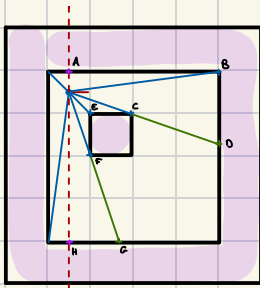
- θ
- ED
- EA
- EB

we have :

- $\tan \theta = \frac{AC}{EA}$

- $AC = EA \times \tan \theta$





AB
 BD
 EC
 EF
 GH

$A \rightarrow (1.5, 1)$

$B \rightarrow (5, 1)$

$C \rightarrow (3, 2)$

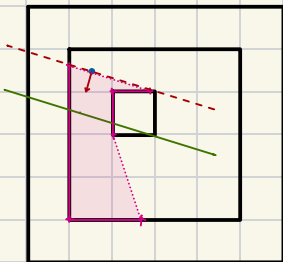
$D \rightarrow (5, 2.75)$

$E \rightarrow (2, 2)$

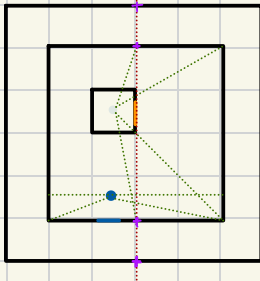
$F \rightarrow (2, 3)$

$G \rightarrow (2.75, 5)$

$H \rightarrow (1.5, 5)$



générer la vue en ignorant tout avant un segment



idée: ajouter un vertex pour chaque intersection
d'un segment avec la droite.

↳ légèrement décalé pour ignorer le segment
car on génère tous ce qui est strictement plus loin.

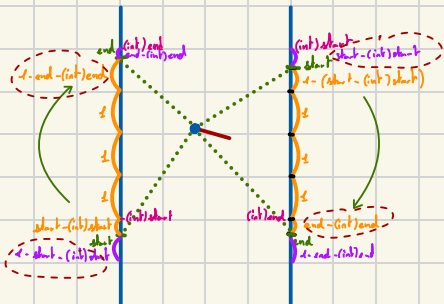
Pb: coïncidence?

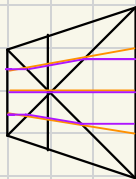
Étapes: ① → ajouter les nouveaux vertices

② → supprimer de la liste tous les sommets
derrière la droite (verticale $\Rightarrow \forall x < />$
horizontale $\Rightarrow \forall y < />$)

③ → trier puis générer normalement

factoriser le segment
à afficher pour mettre une texture
sur chaque section

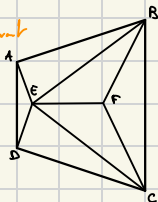




what we want

d

what we have



4 1,75
↑ ↑
3 2
BC EF

