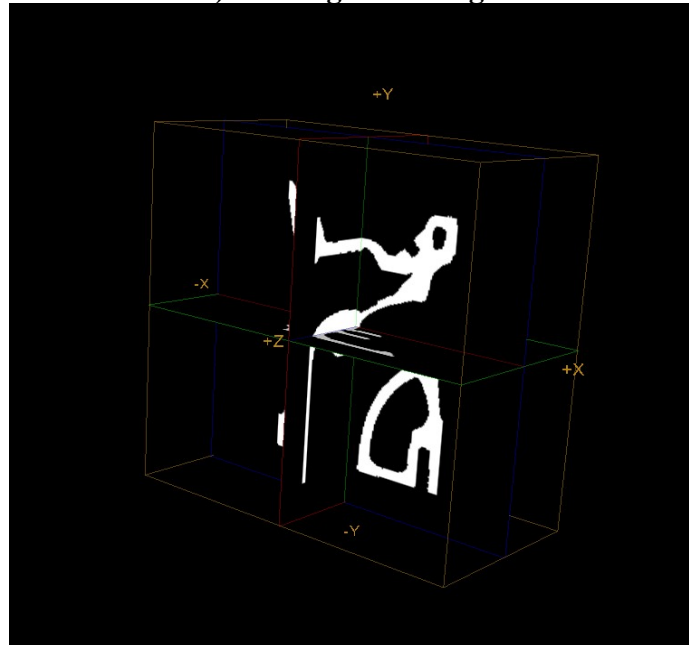
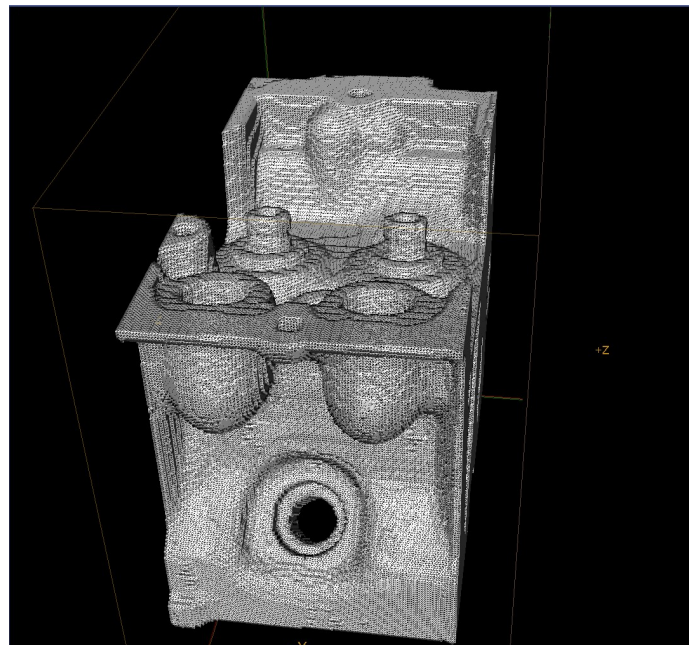


1) Seuillage des images



engine.img seuillée à 100

2) Mise en volume



engine.img seuillée à 100 mise en 3D