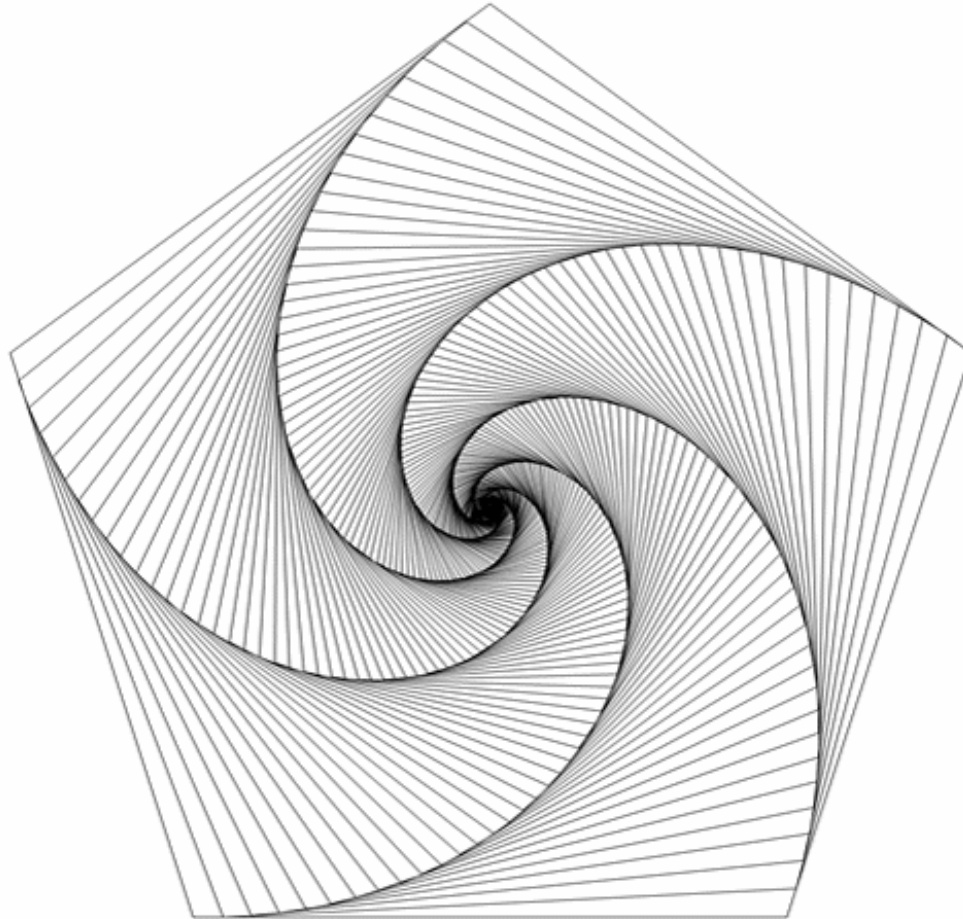
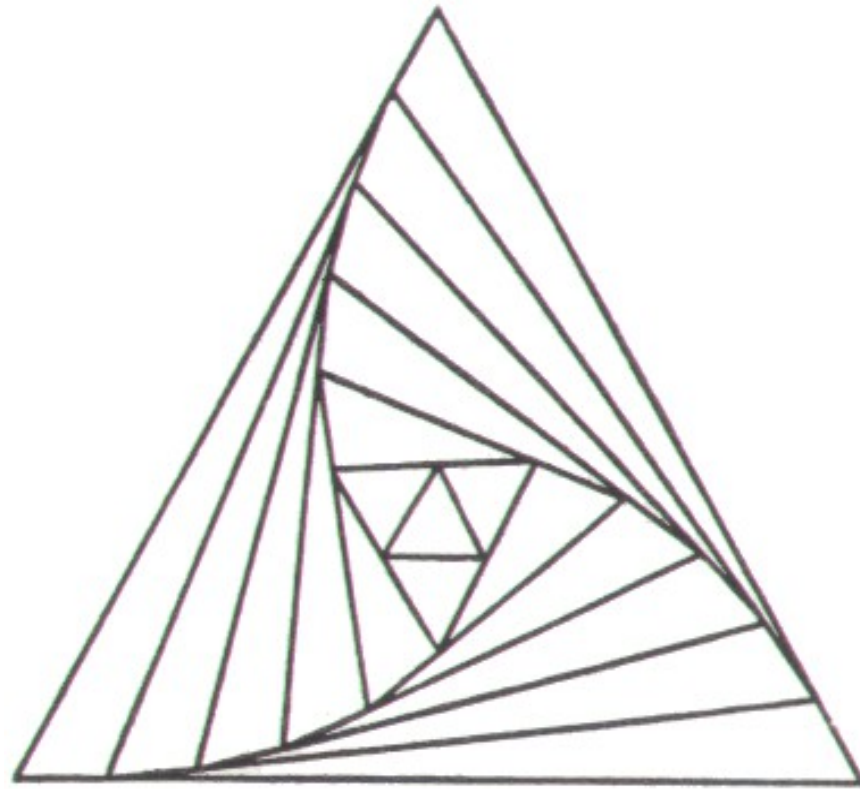
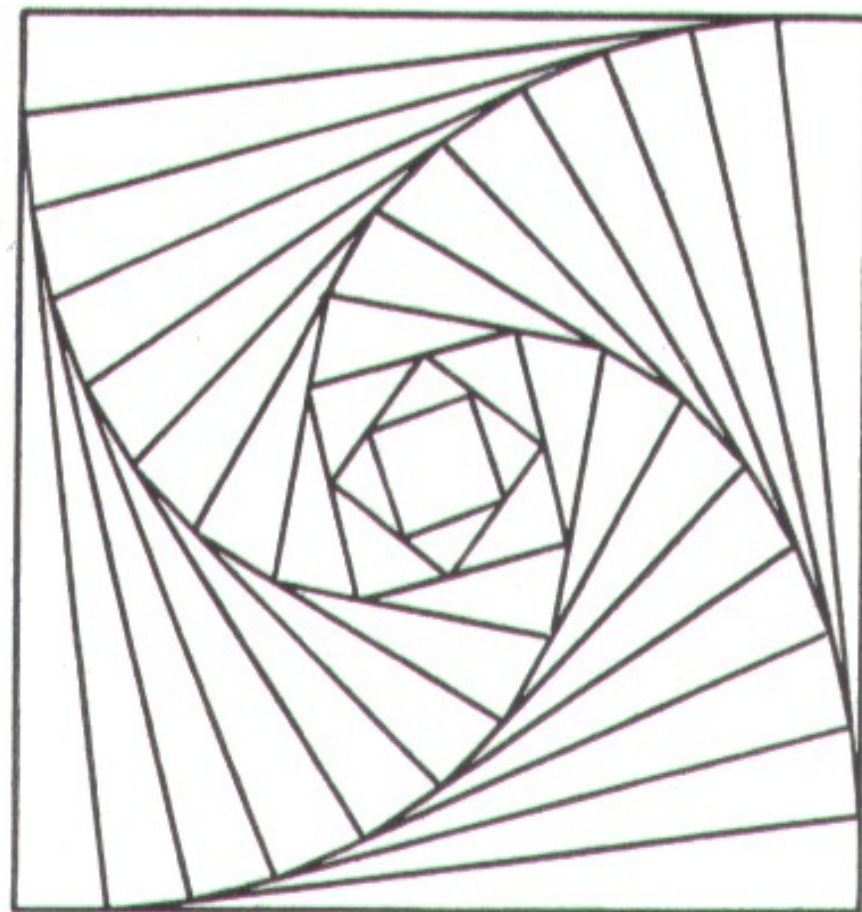
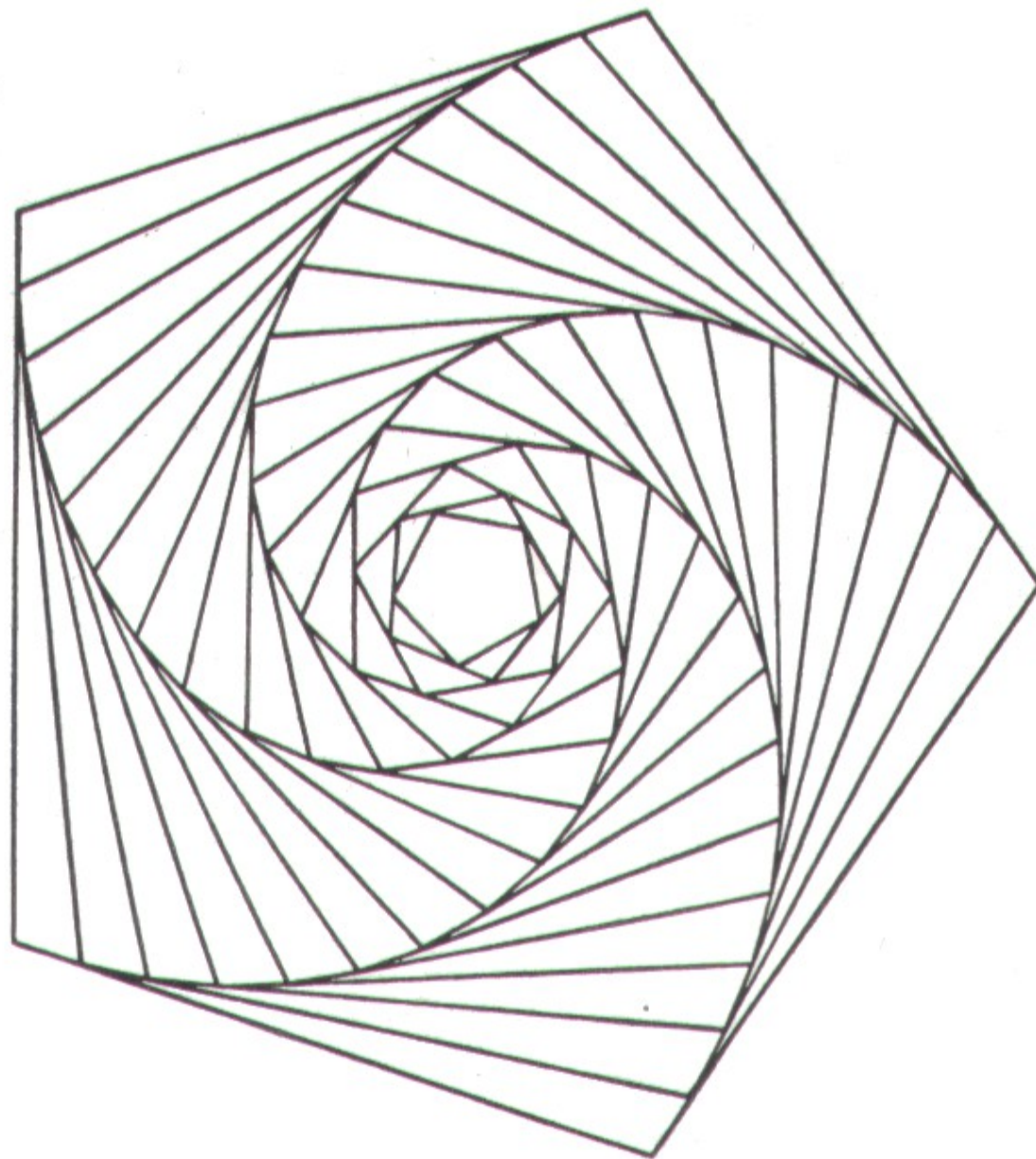


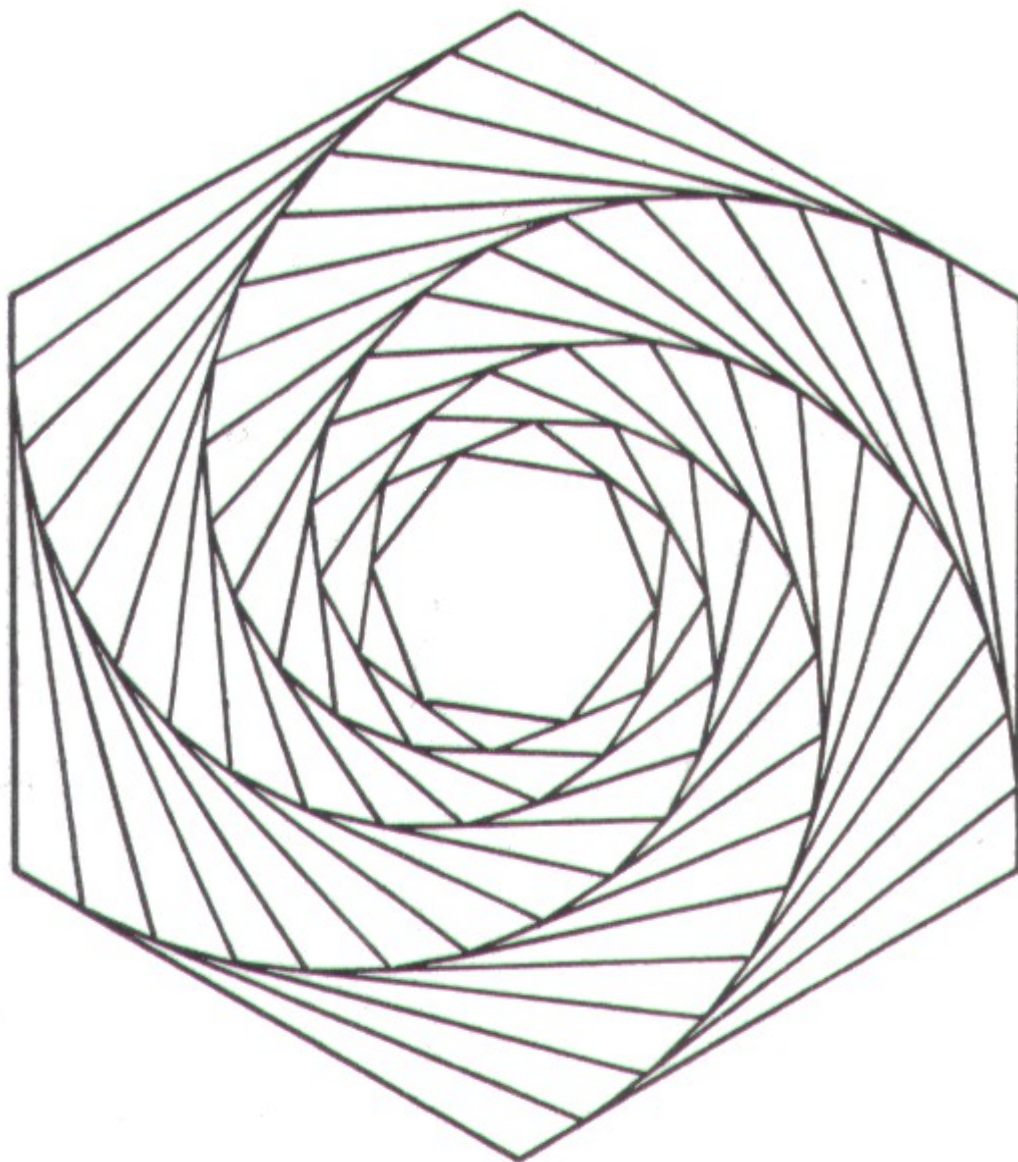
Courbes de Poursuite

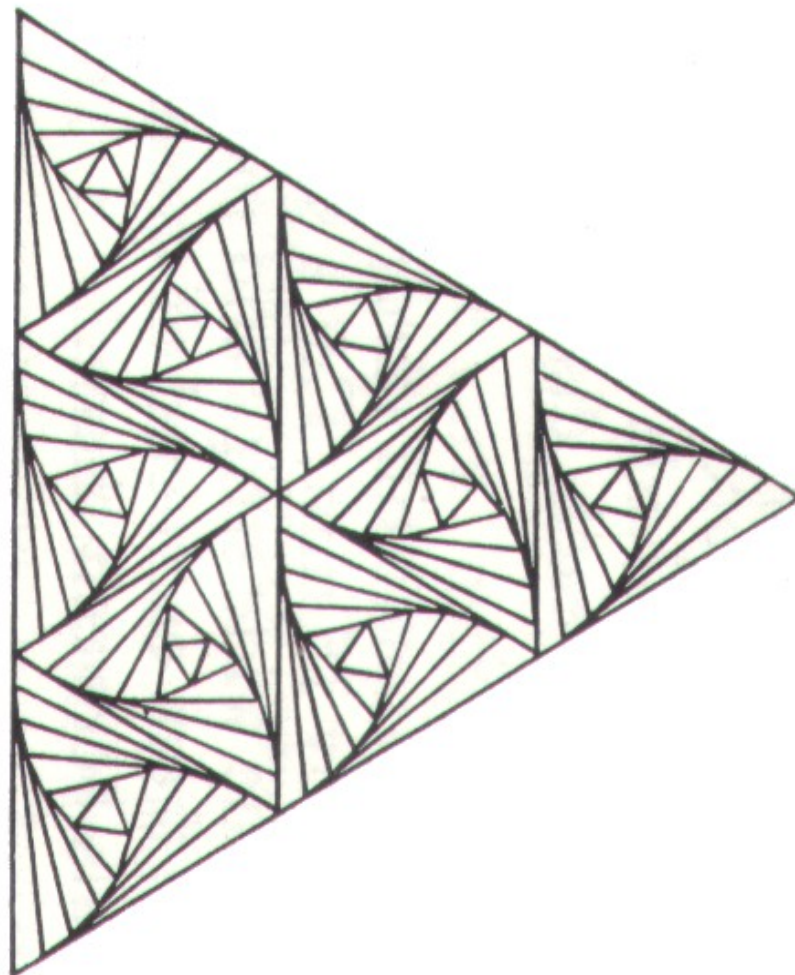
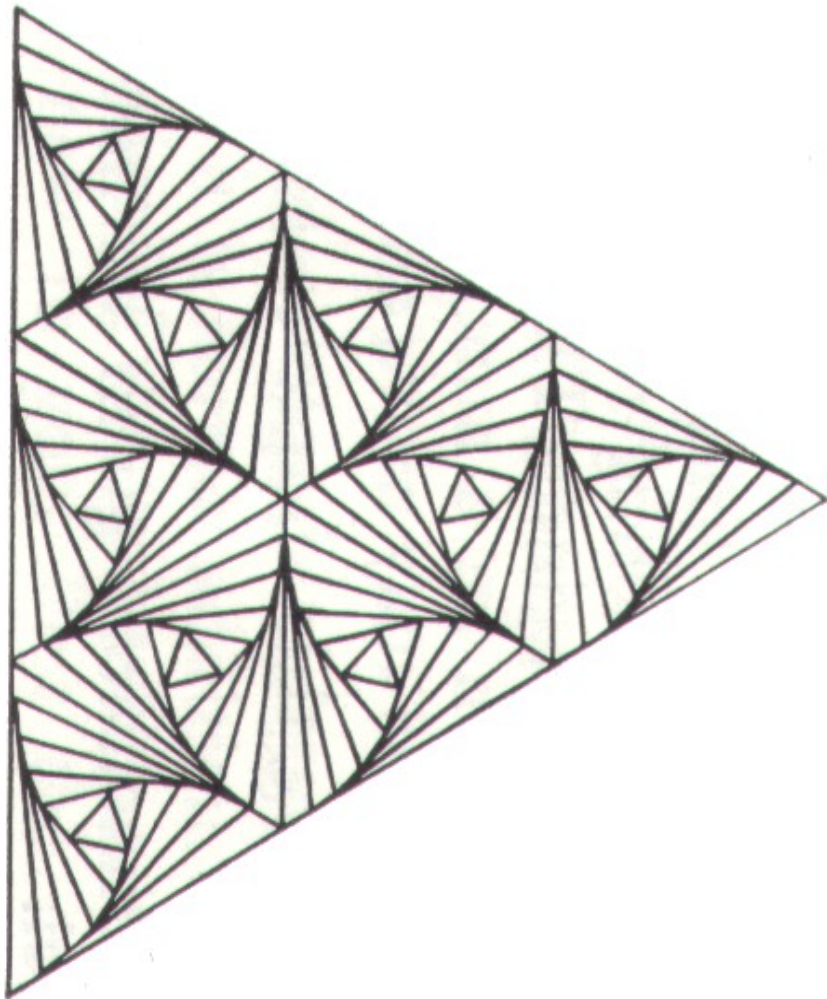


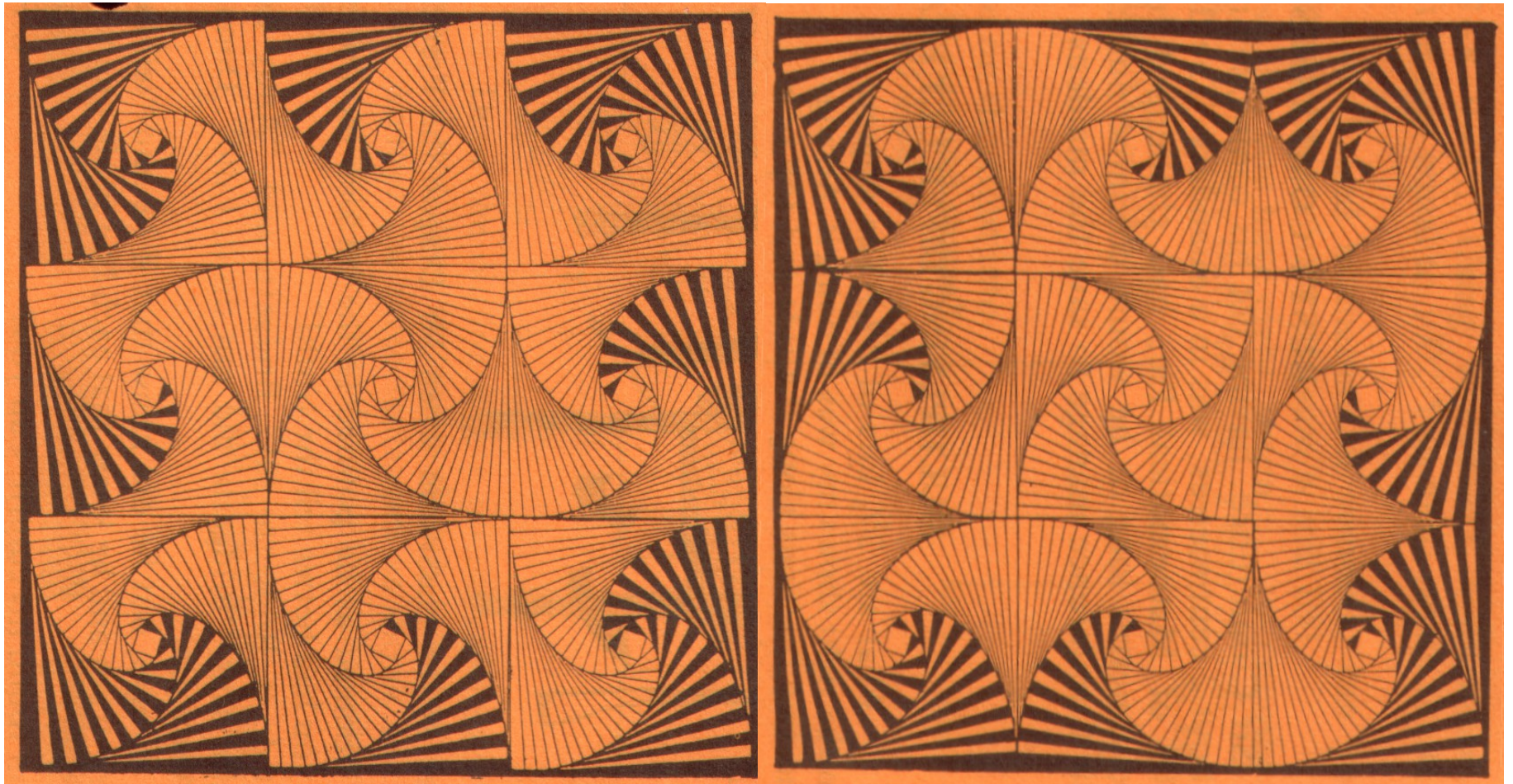




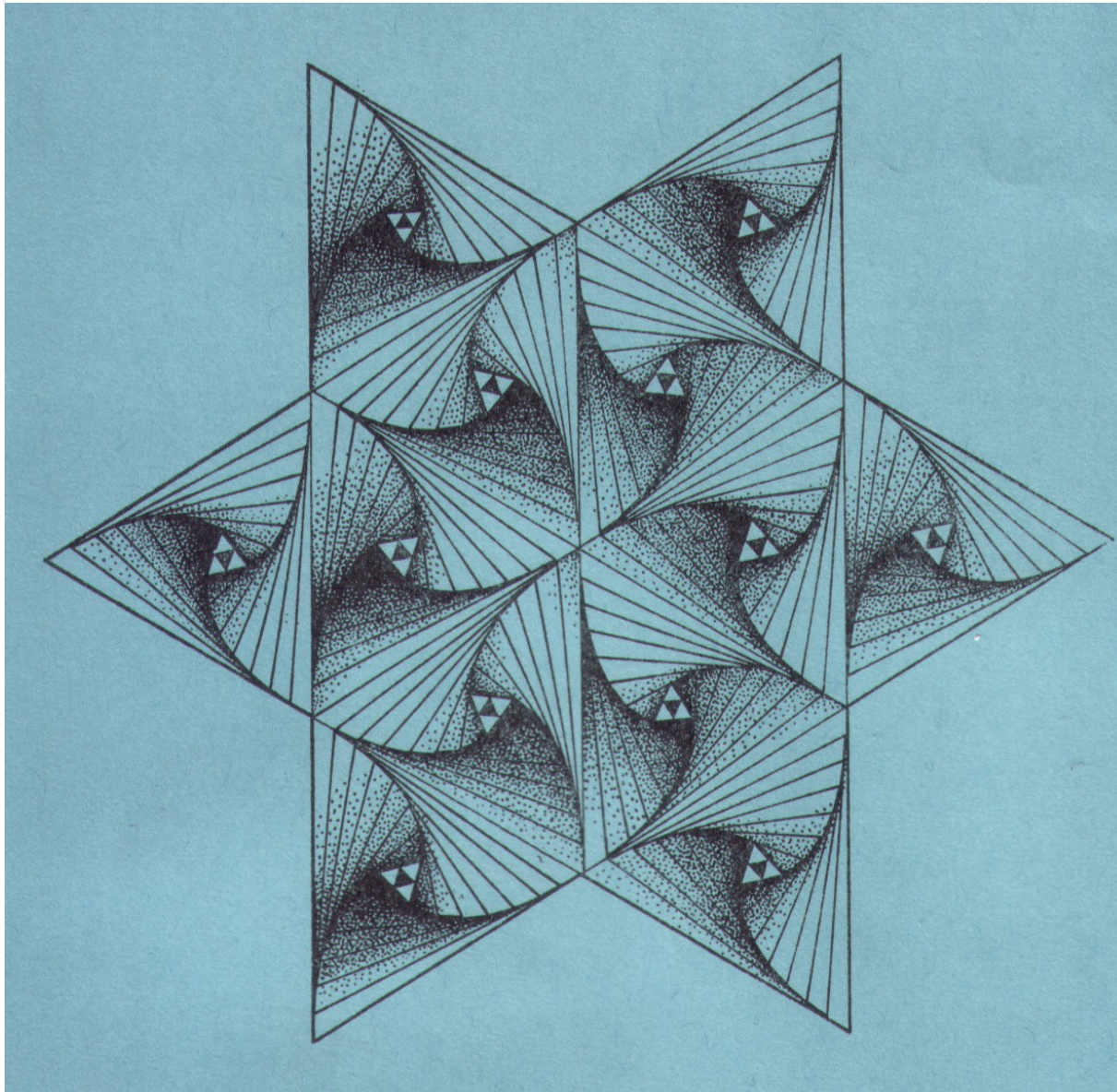




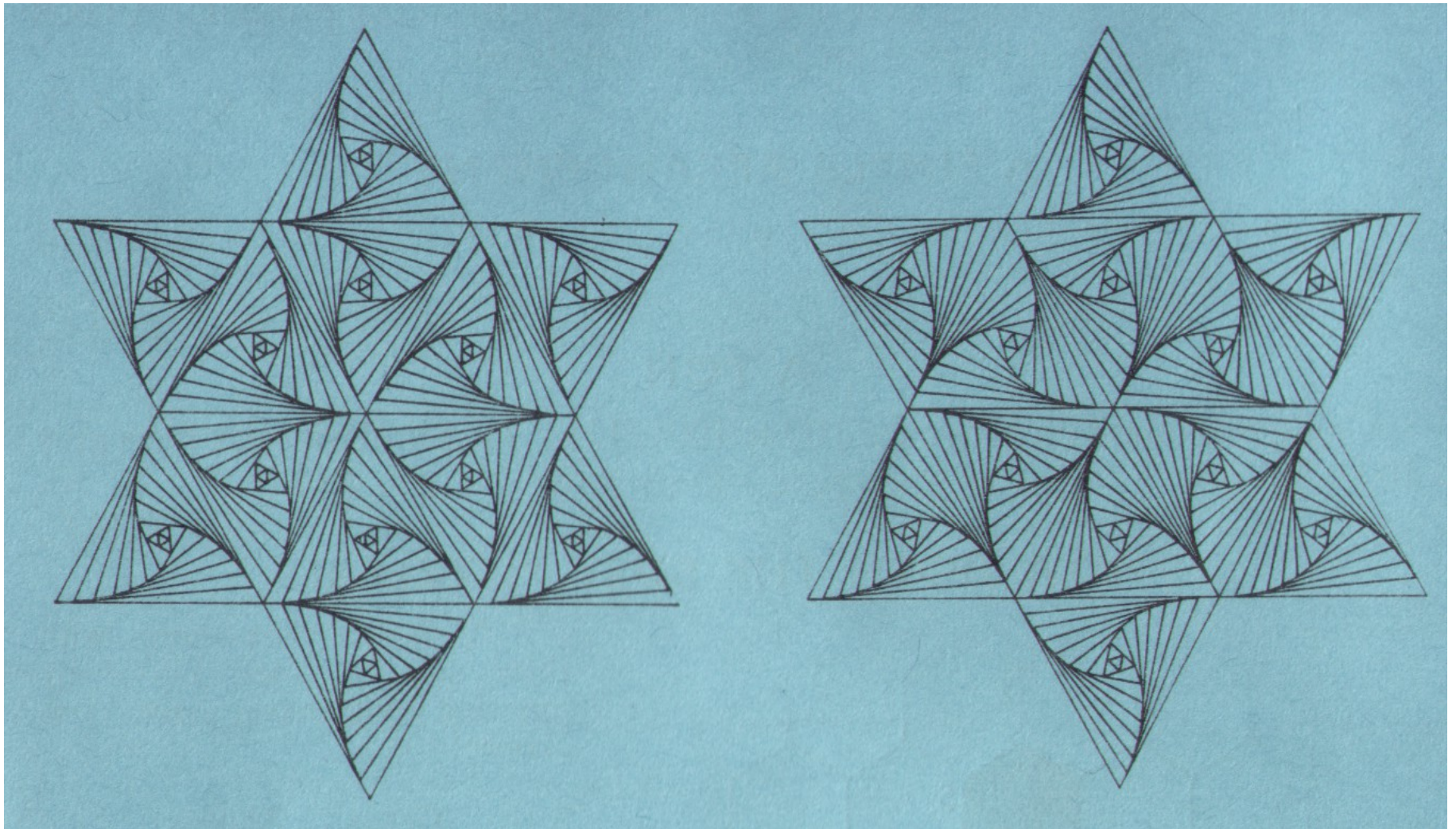




Source unknown



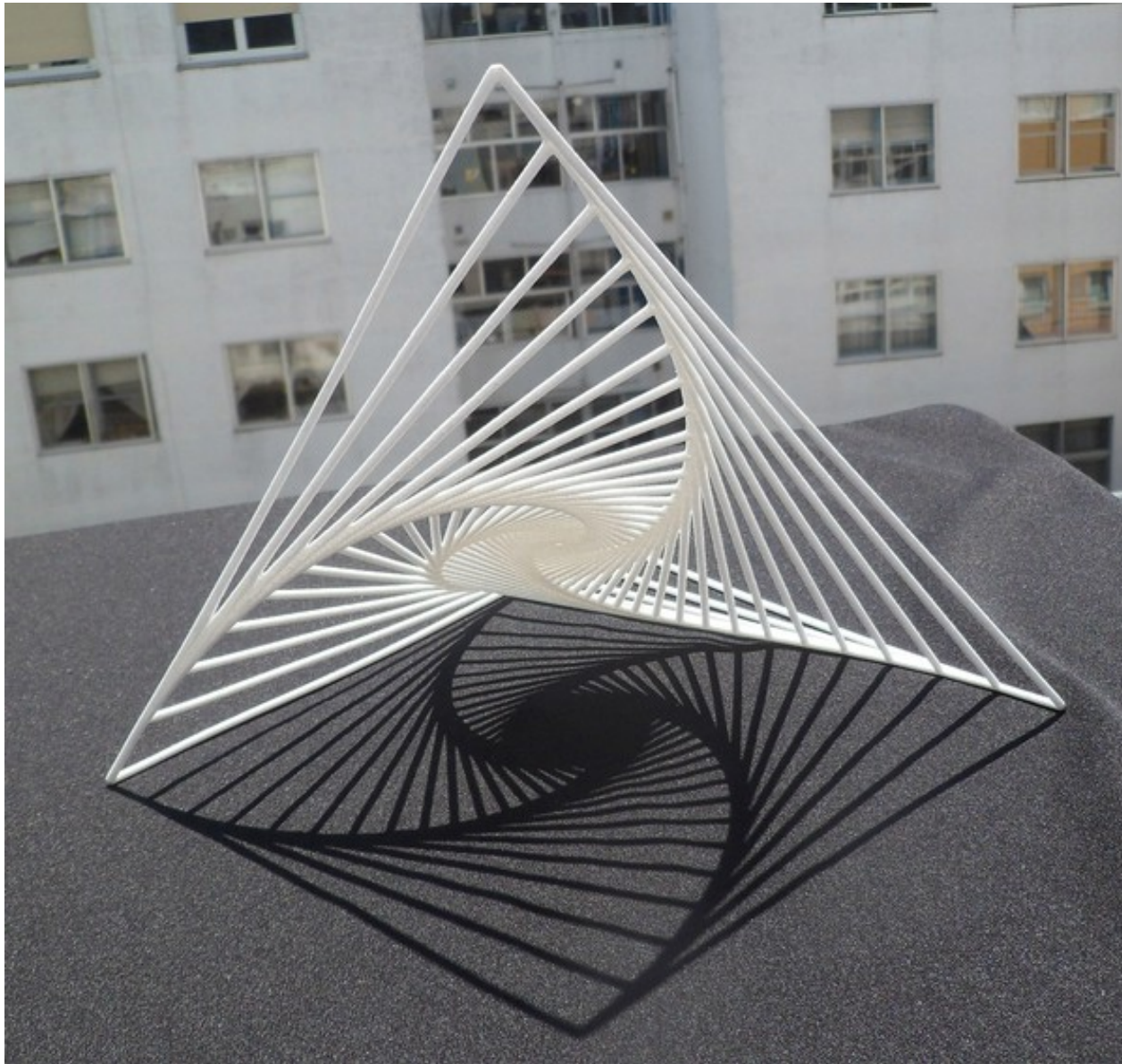
Source unknown



Source unknown



High Trestle Trail Bridge, Iowa. [Photo](#) by Tony Webster



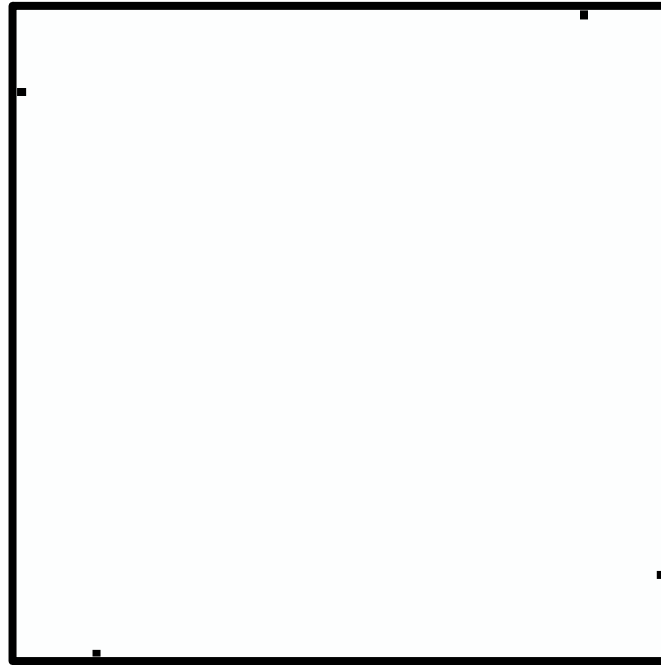
"Logo", [3D printed artwork](#) by Manuel Diaz Regueiro



Icosaspirale, by Charles Perry. [Photo](#) by John King

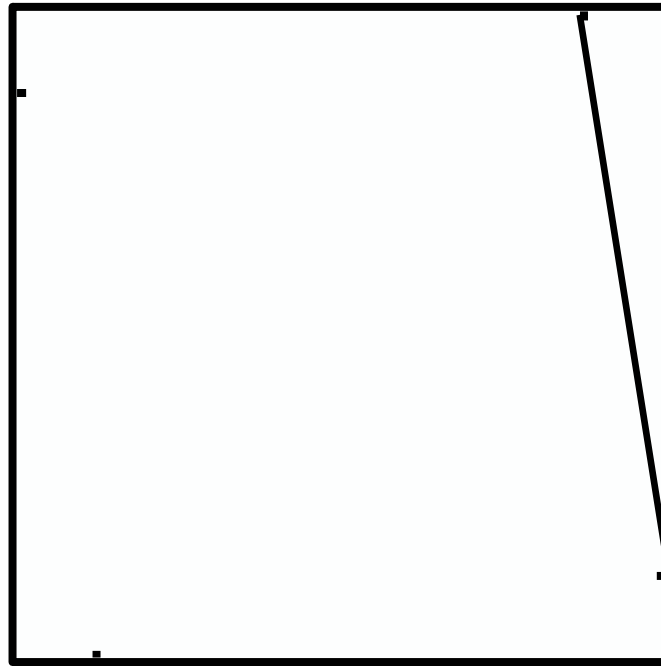


Curve of pursuit crop circle. Desenberg, Germany August 2001

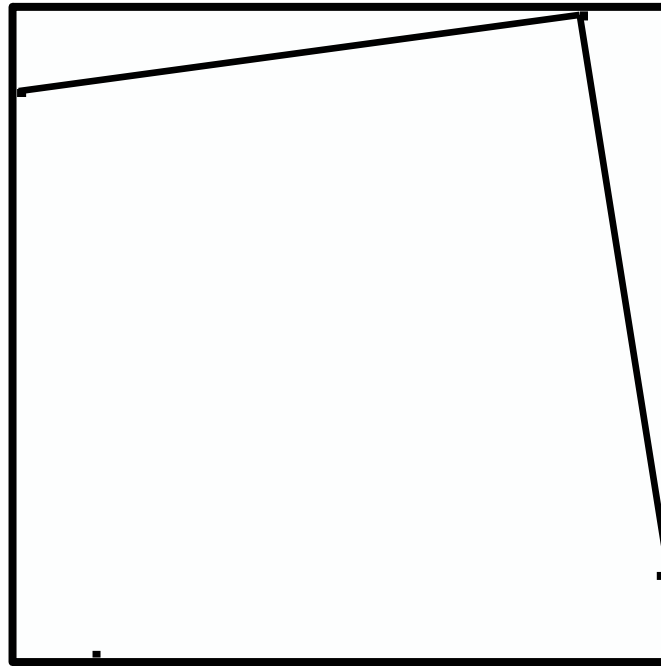


Commençons par dessiner un polygone régulier.

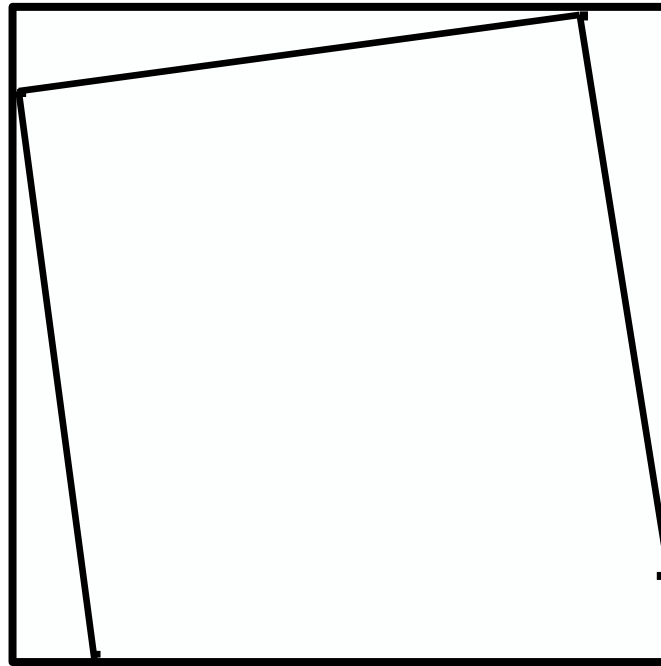
Plaçons 4 points à la même distance de chacun des sommets...



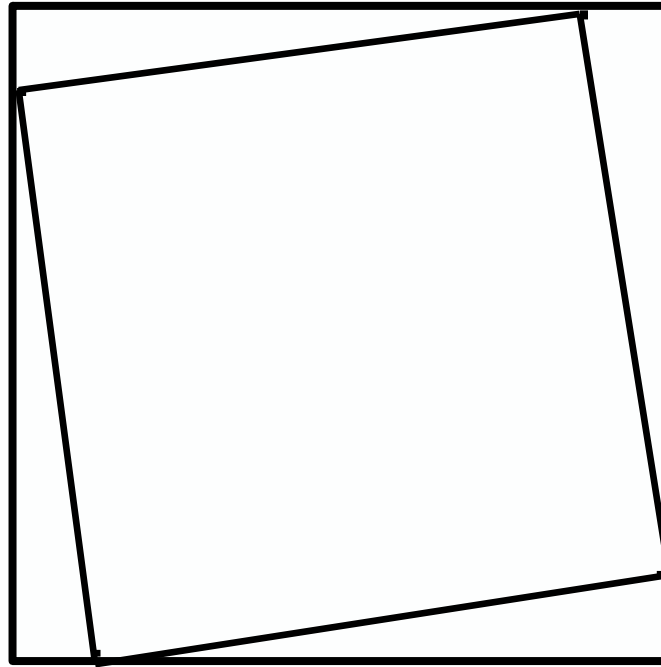
Rejoignons ces points...



On continue...

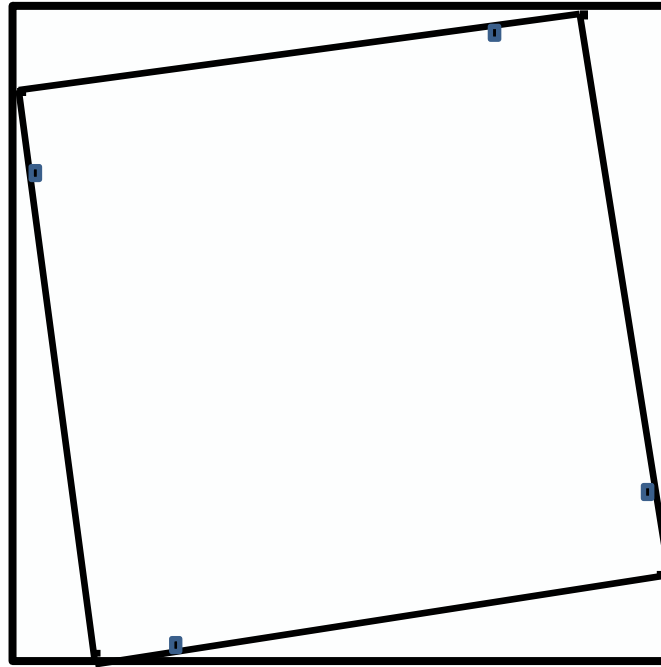


encore...

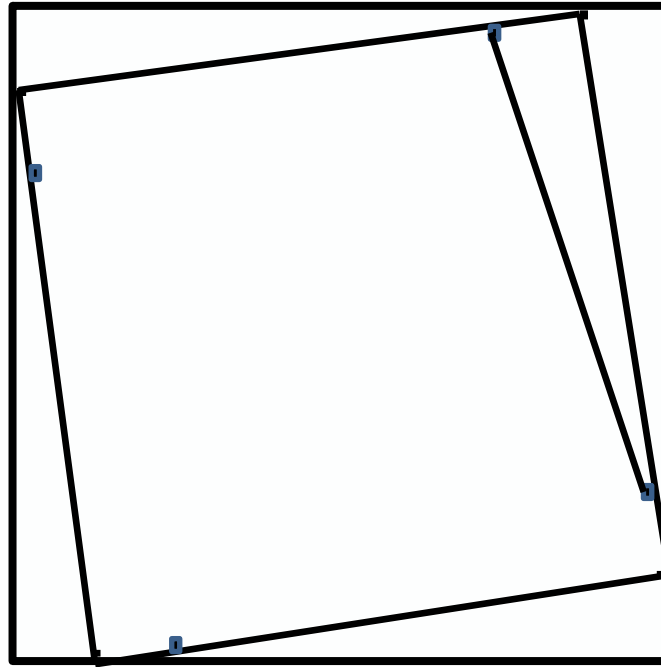


Et encore...

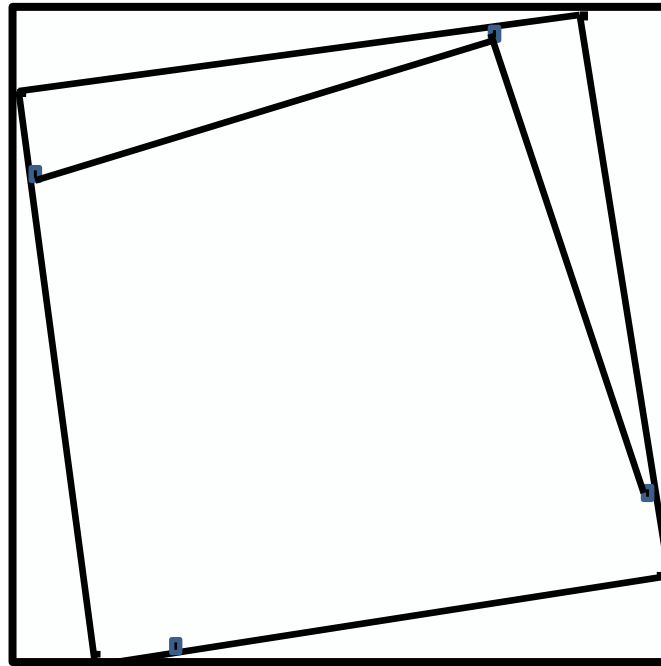
Pour réaliser un polygone plus petit à l'intérieur.



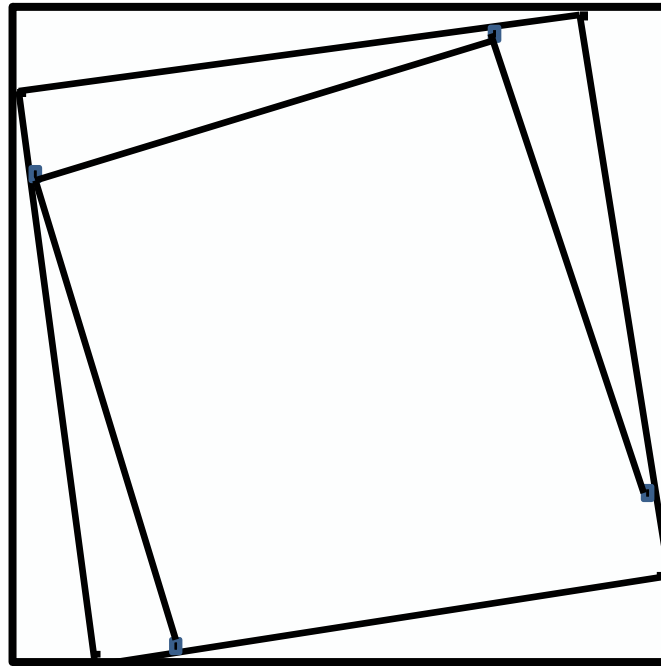
Et on recommence, 4 points à la même distance de chaque sommet du nouveau polygone...



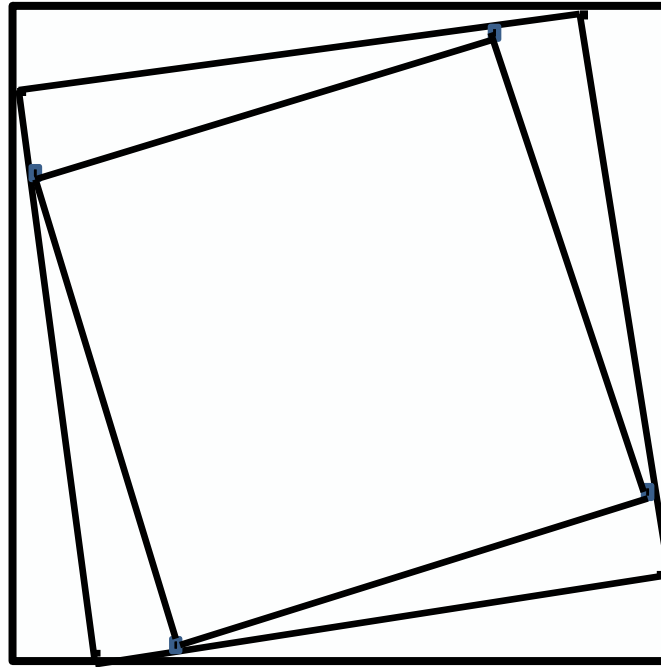
Et on relie les points...



encore...

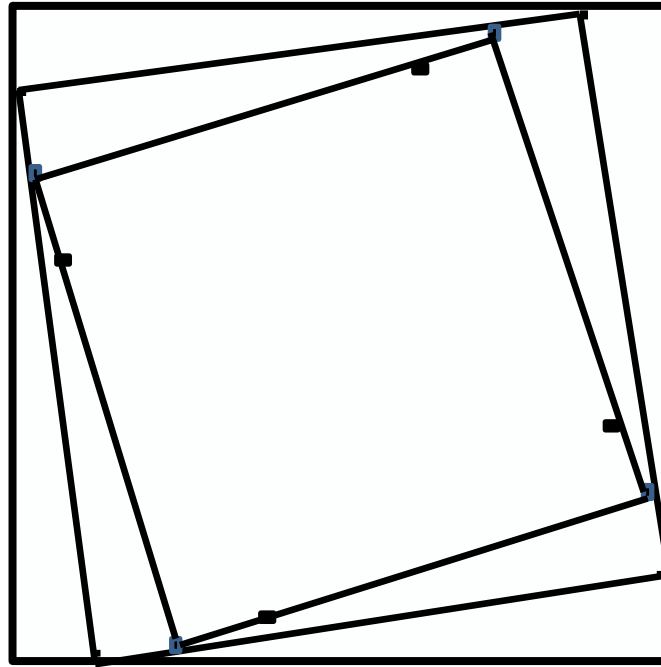


Et encore...

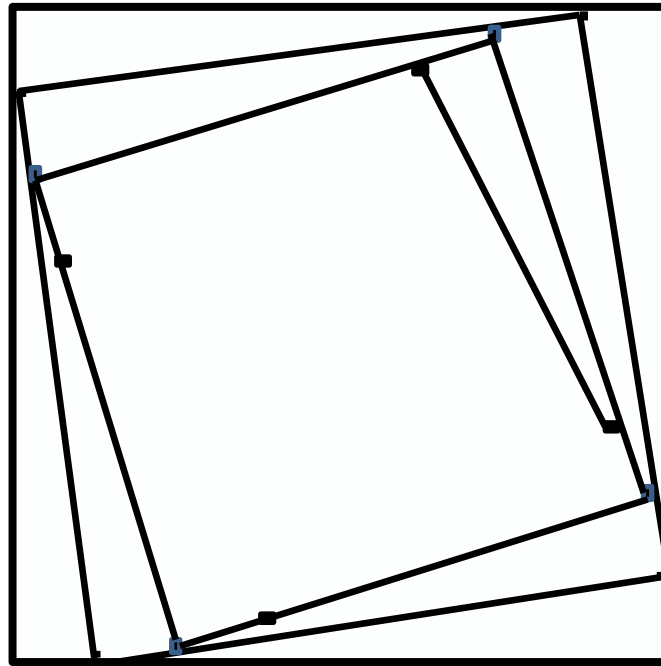


Et encore...

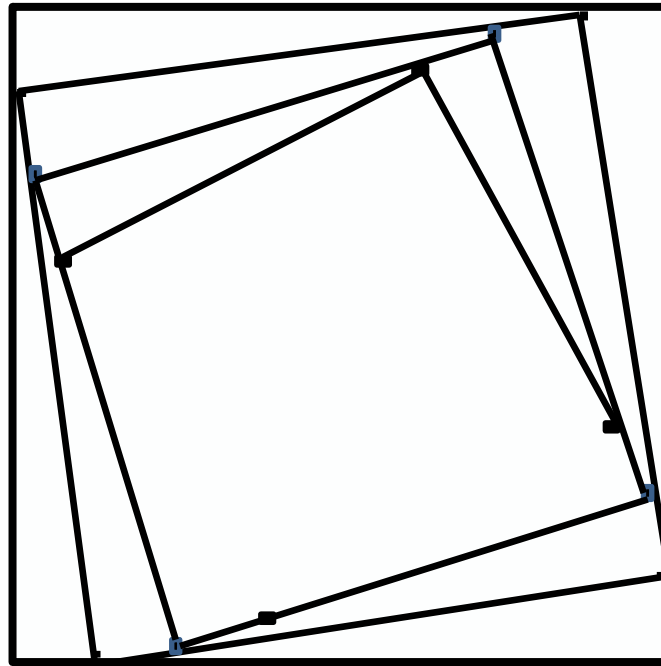
pour réaliser un nouveau polygone plus petit.



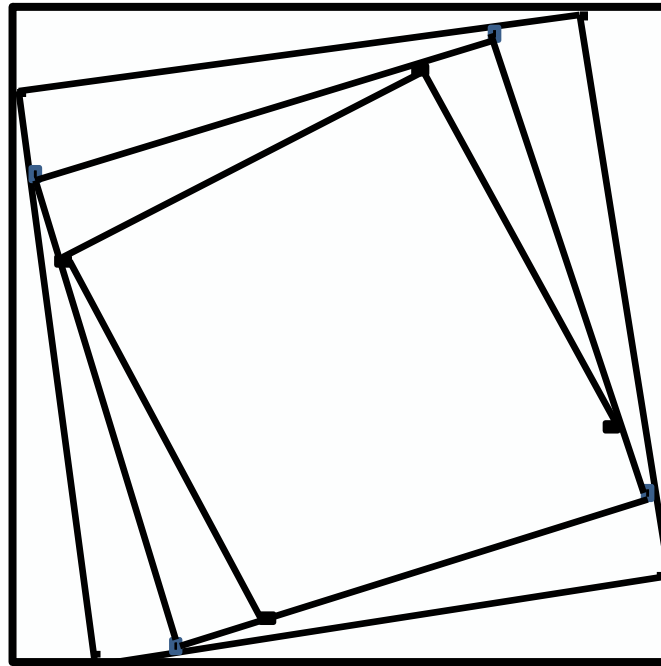
Et on continue, 4 nouveaux points...



On les relie...



encore...



encore....



