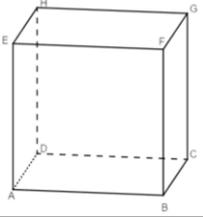
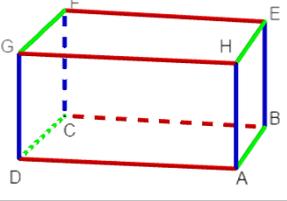
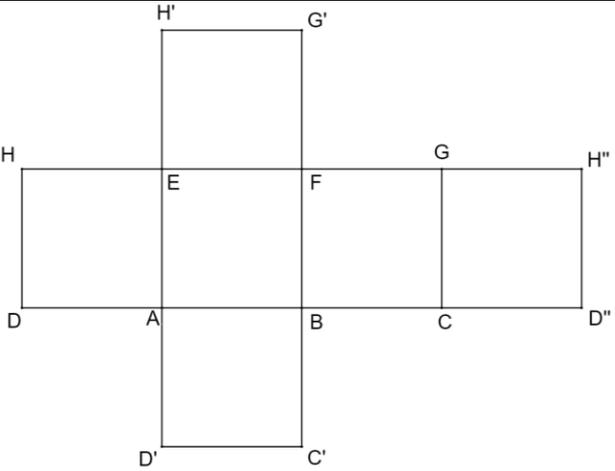
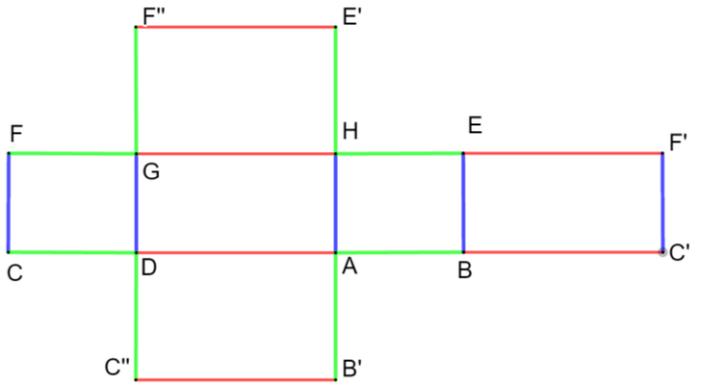
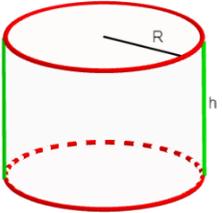
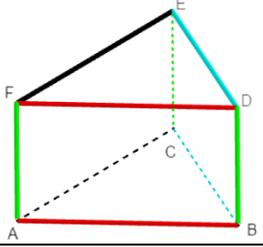
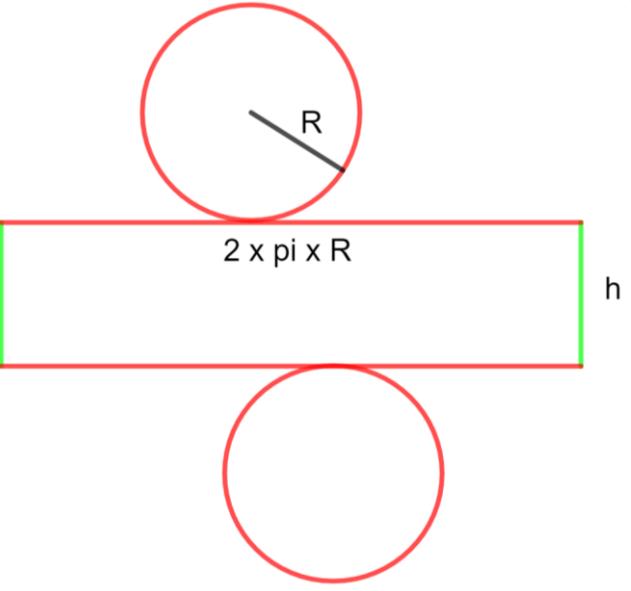
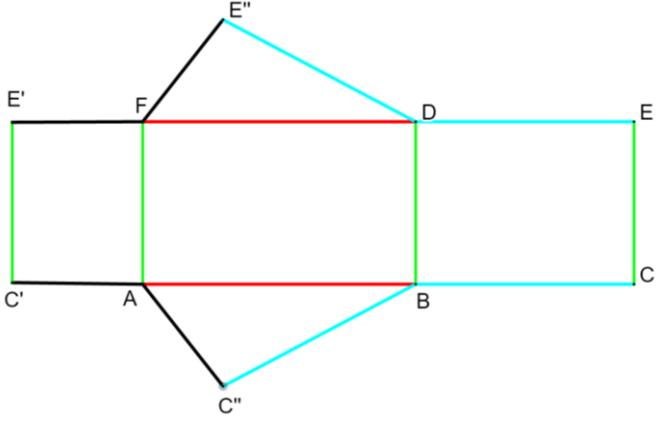
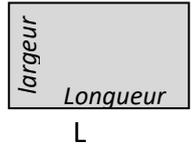
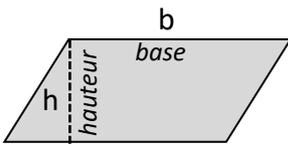
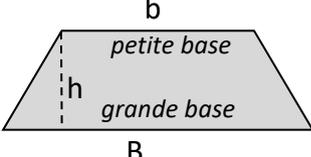
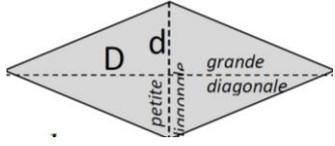
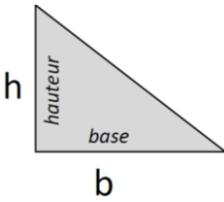
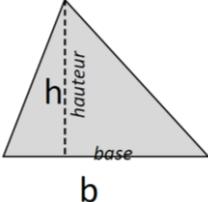
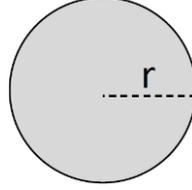


SOLIDES

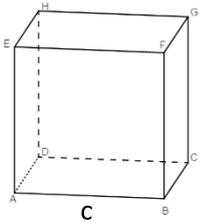
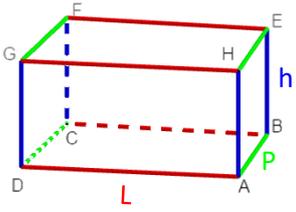
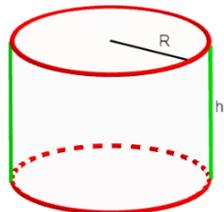
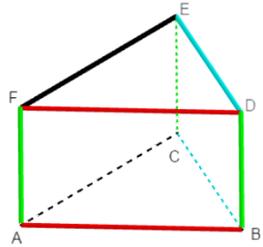
I – Perspectives cavalières et patrons

Cube	Pavé droit / parallélépipède rectangle
	
	
Cylindre	Prisme droit
	
	

III – Aires

<p>Carré</p>  <p>Aire = $c^2 = c \times c$</p>	<p>Rectangle</p>  <p>Aire = $L \times l$</p>	<p>Parallélogramme</p>  <p>Aire = $b \times h$</p>	<p>Trapèze</p>  <p>Aire = $\frac{(b + B) \times h}{2}$</p>
<p>Losange</p>  <p>Aire = $\frac{d \times D}{2}$</p>	<p>Triangle rectangle</p>  <p>Aire = $\frac{b \times h}{2}$</p>	<p>Triangle</p>  <p>Aire = $\frac{b \times h}{2}$</p>	<p>Cercle / disque</p>  <p>Aire = $\pi \times r^2$ Périmètre = $2 \times \pi \times r$</p>

IV – Volumes

Volume = Surface de la base \times hauteur			
 <p>$V = c^3 = c \times c \times c$</p>	 <p>$V = L \times P \times h$</p>	 <p>$V = \pi \times R^2 \times h$</p>	 <p>$V = \text{Surface du triangle} \times h$</p>