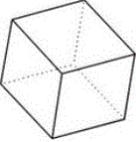
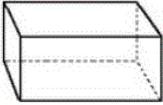
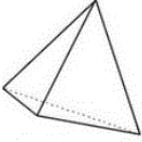
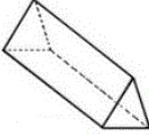
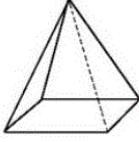
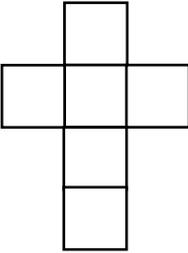
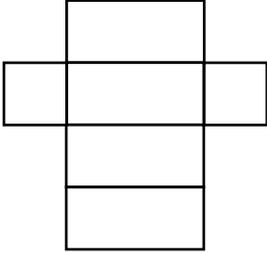
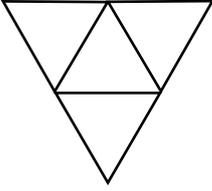
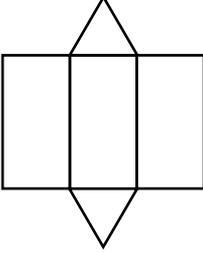
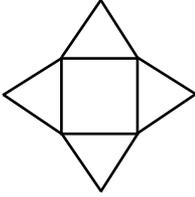




Pour construire un solide, on utilise **un patron**. C'est une représentation à plat (en 2 dimensions) que l'on peut plier pour reconstituer le solide.

### Quelques exemples de patrons

Le cube	Le pavé droit	Le tétraèdre	Le prisme	La pyramide
				
				

Certains solides peuvent posséder **plusieurs patrons**.

*Exemple* : les 11 patrons du cube

