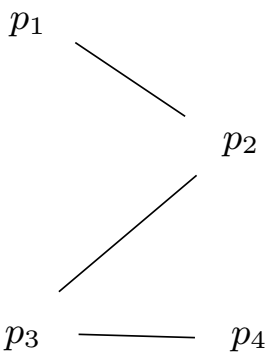
α

Suivez les points

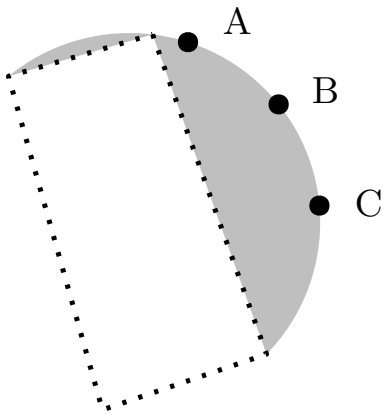


α

On a
$p_1 = 3 - i$
$p_2 = (3 + 5i) - 2i$
$p_3 = (1 - i)i$
$p_4 = 4(1 + i) - 3i$

Bien sûr
$i^2 = -1$

α



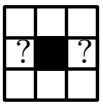
A = exponentiel $\rightarrow$?

B = sinus $\rightarrow$?

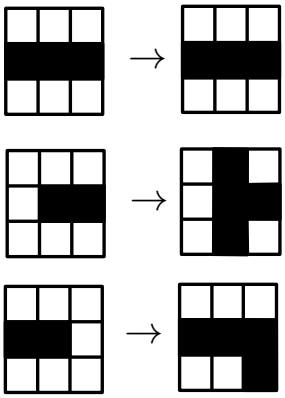
C = droite $\rightarrow$?

α

Pour chaque pixel,
regardez les pixels
à gauche et à droite

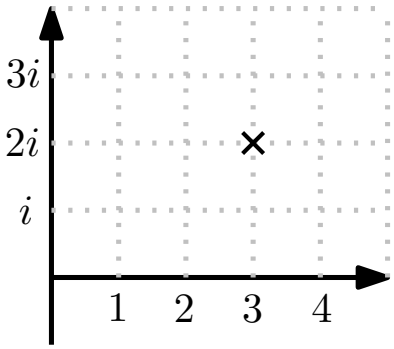


et choisissez une règle.

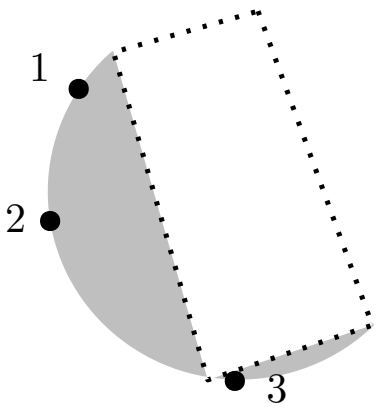


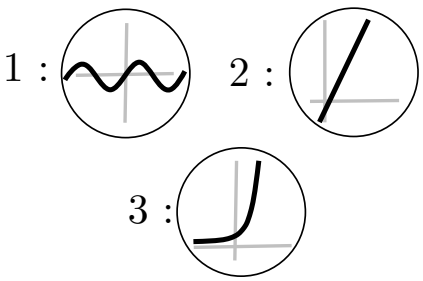
α Maths +

Le nombre complexe
$3 + 2i$
est associé
au point :



α





β

♦ Aux points $(1,1)$ et $(1,3)$ dessiner le vecteur $\overrightarrow{(1,0)}$.

♦ Au point $(2,3)$ dessiner le vecteur $\overrightarrow{(0,-1)}$.

♦ Au point $(1,1)$ dessiner le vecteur $\overrightarrow{(1,1)}$.

β

Pour chaque case

choisissez une règle.

$? = 0 \quad \rightarrow$ 

$? \neq 0 \quad \rightarrow$ 

β

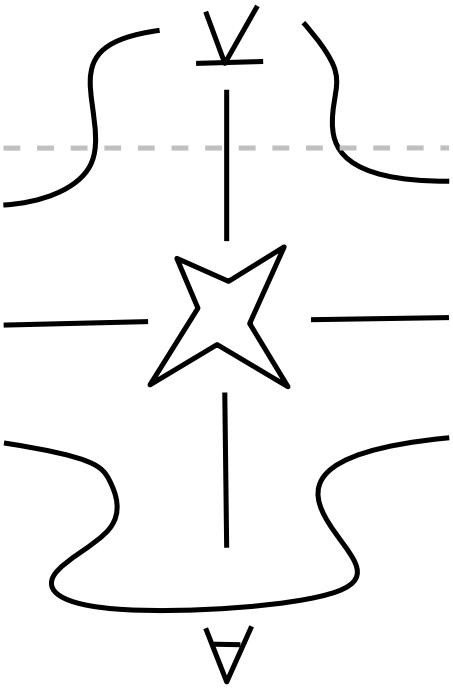
Ajoutez ou soustrayez cette colonne autant de fois que nécessaire pour faire apparaître le plus de zéros possibles.

1
1
1
1
1

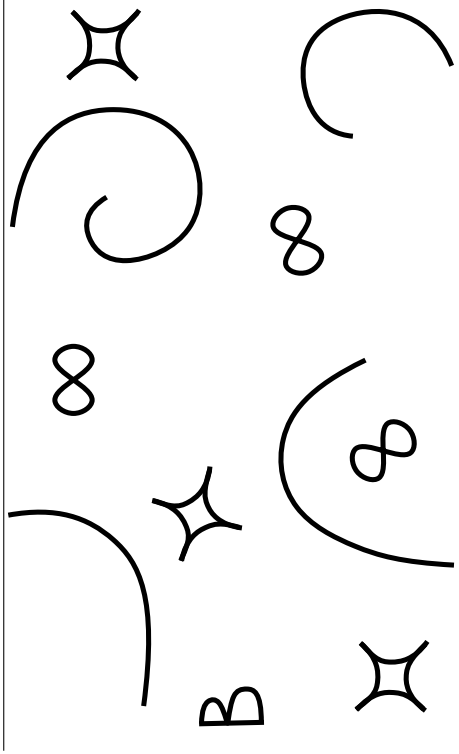
β

2	3	4	-1
2	5	0	-1
2	3	4	-1
2	7	0	-1
2	3	4	-1

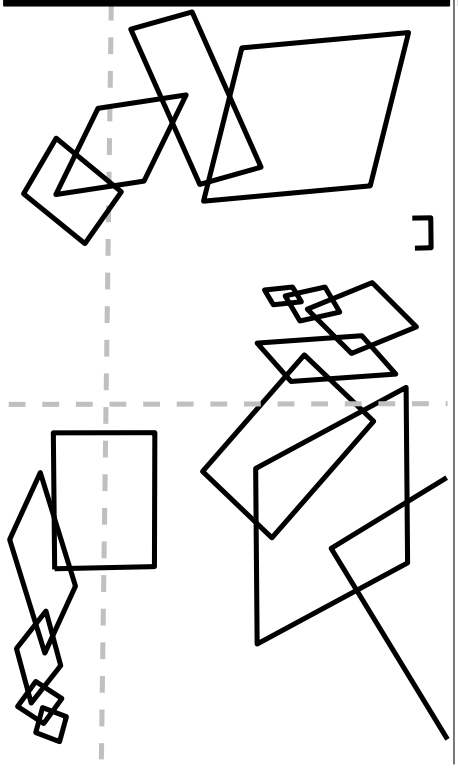
β



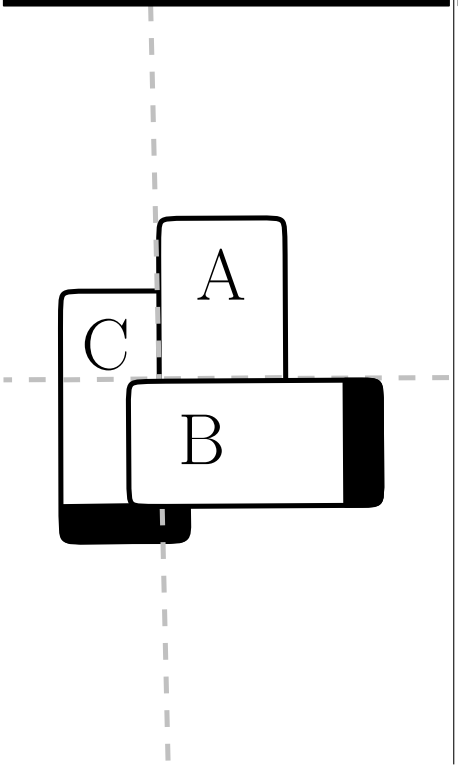
β



β



β

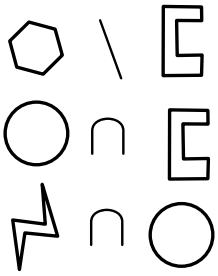


β Maths +

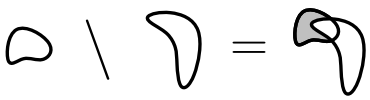
Une fois que vous avez choisi le point de départ, vous pouvez dessiner le vecteur $\overrightarrow{(2,1)}$

γ

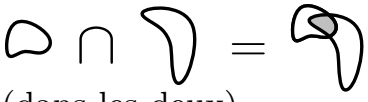
Coloriez



sachant

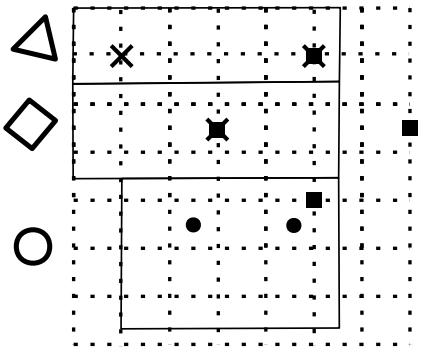


(que dans celui de gauche)



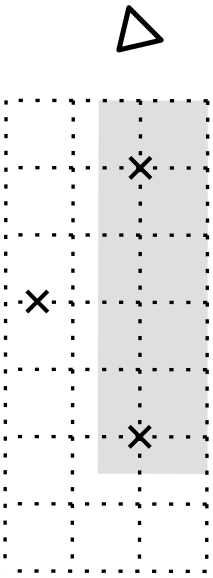
(dans les deux)

γ



γ

Ne gardez que la partie du triangle dans la zone grise.



γ

Si la case

b

$b = (x, y)$ vérifie une des conditions alors coloriez-la.

(1): $\left\{ \begin{array}{c} x = 4, \\ y \text{ n'importe quoi} \end{array} \right\}$

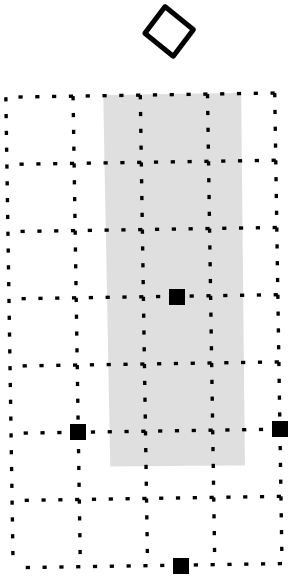
(2): $\{x = 5,\ y = 1\}$

(3): $\{x = 3,\ y = 1\}$

(4): $\{x = 3,\ y = 4\}$

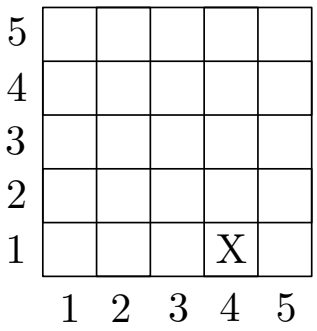
γ

Ne gardez que la partie du losange dans la zone grise.



γ Maths +

X = (4,1)



γ

Ne gardez que la partie du cercle dans la zone grise.