



# MA LEÇON DE DESSIN



# SYMÉTRIES

activités  
PÈRE CASTOR





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SYMÉTRIES



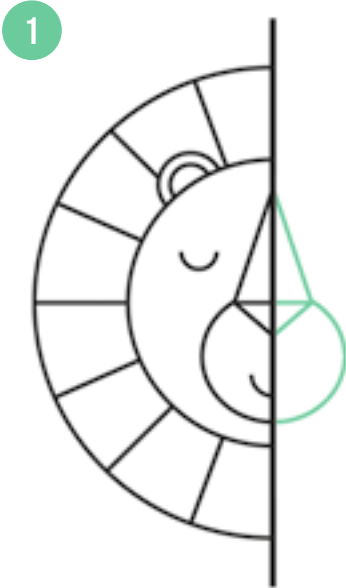
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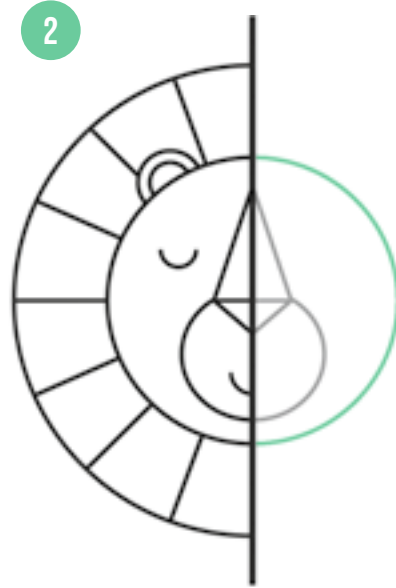


# ASTUCES POUR DESSINER EN SYMÉTRIE

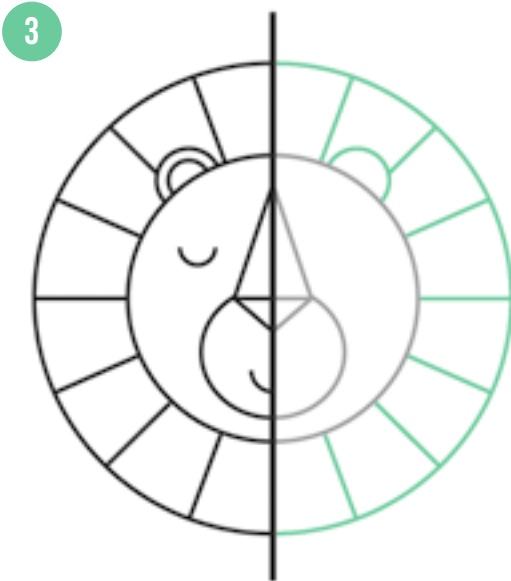
La symétrie, c'est quand le dessin est le même de chaque côté d'un trait central. Si tu plies ton dessin sur ce trait central, les deux côtés vont parfaitement l'un sur l'autre.



En suivant le modèle, commence par dessiner les parties les plus proches du trait (ici : le nez du lion).



Trace ensuite les éléments qui s'écartent du trait, mais qui le touchent quand même (ici : le visage).

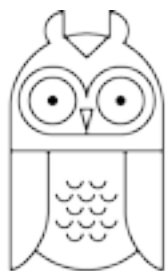


Utilise la grille pour compter les carreaux et dessiner les formes les plus difficiles (ici : la crinière et l'oreille).



Ajoute les détails pour finir le dessin (ici : l'œil, la bouche et l'intérieur de l'oreille).

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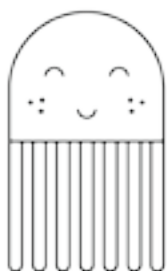
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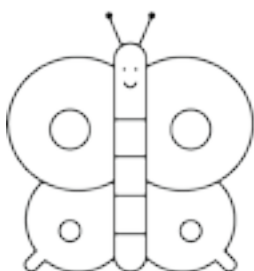
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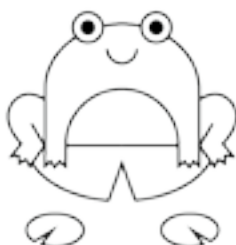
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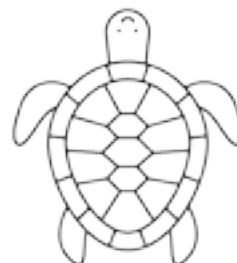
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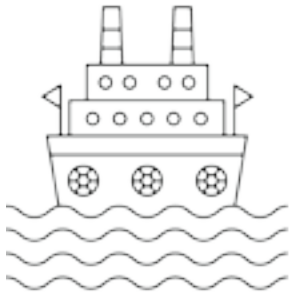
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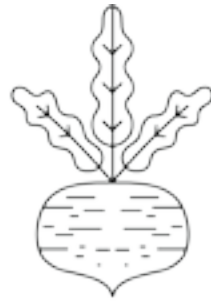
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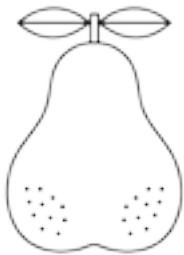
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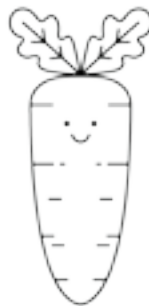
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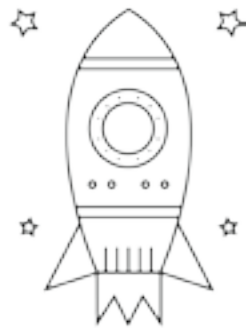
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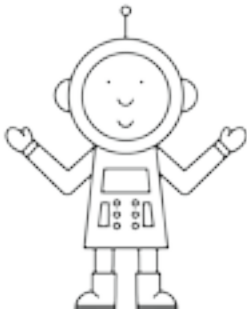
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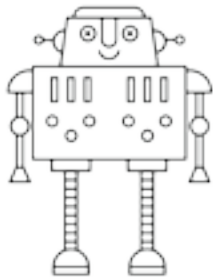
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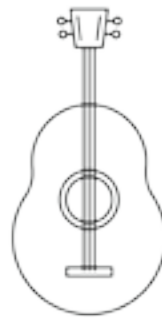
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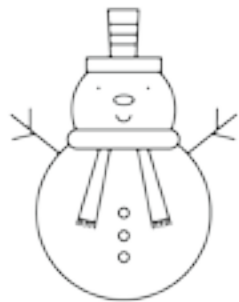
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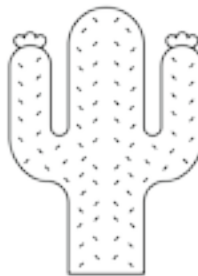
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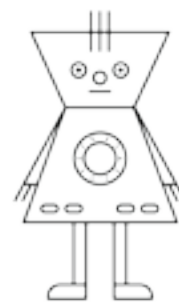
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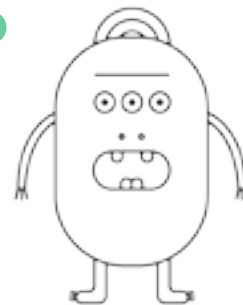
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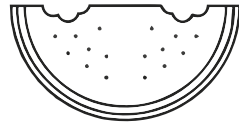
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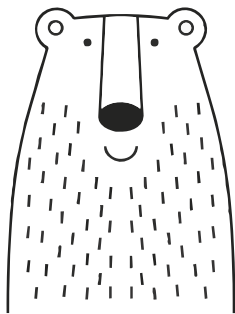
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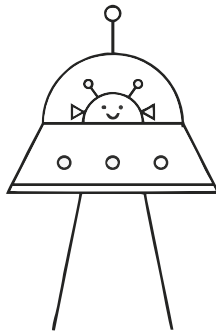
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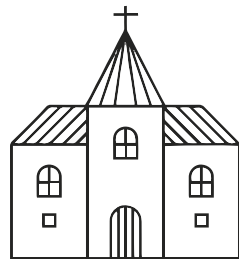
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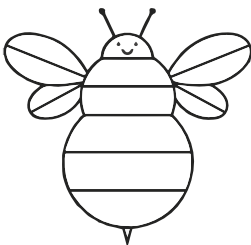
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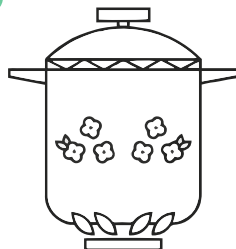
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