

# STAMP

# IT!

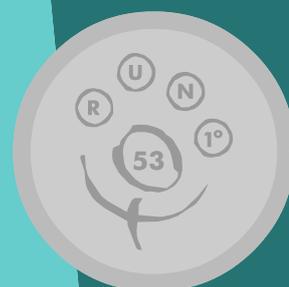
# Idées de DESSINS à programmer



académie  
Nantes



direction des services  
départementaux  
de l'éducation nationale  
Mayenne

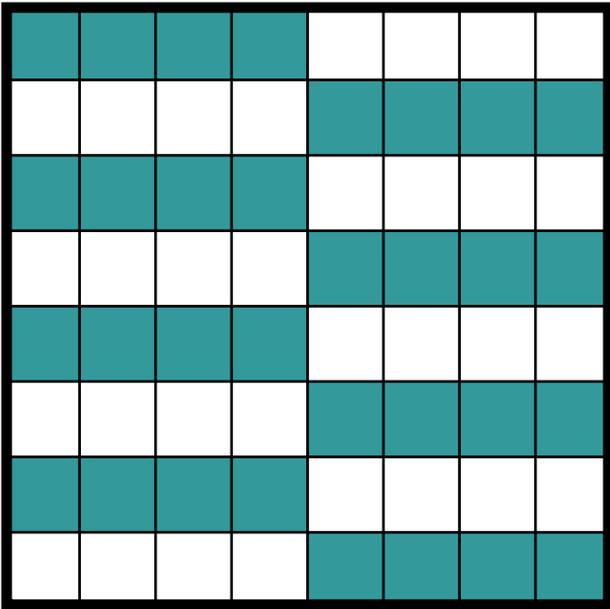


version 1.1

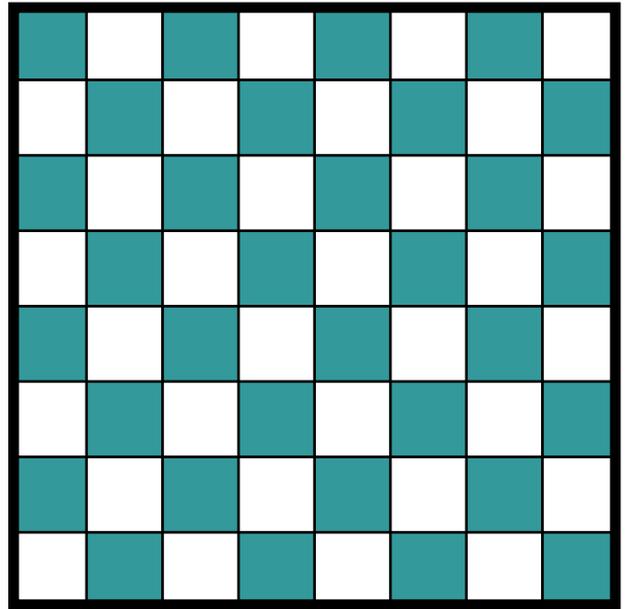


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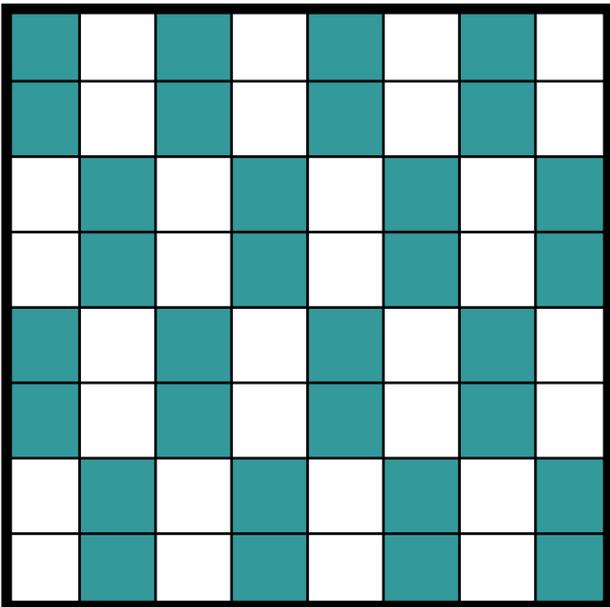
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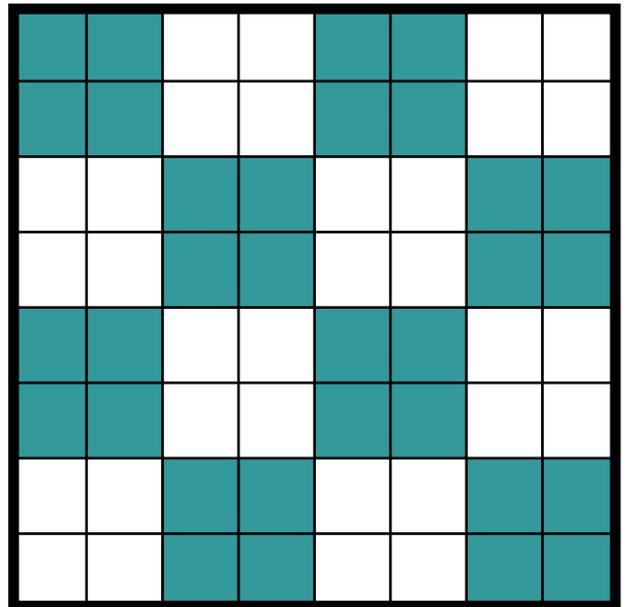
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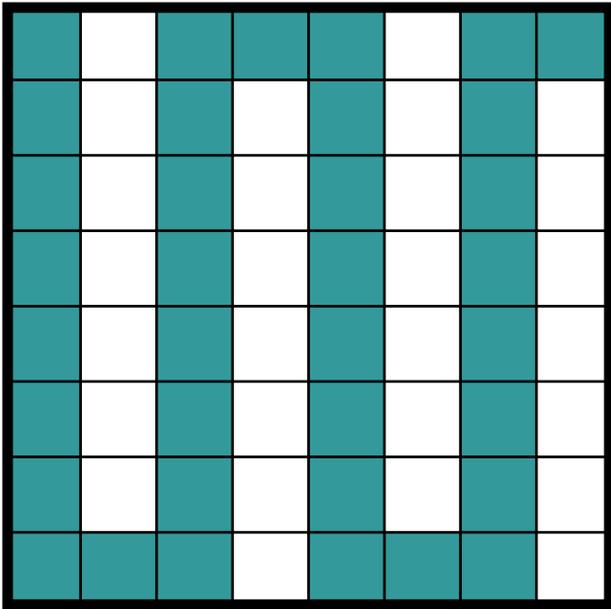


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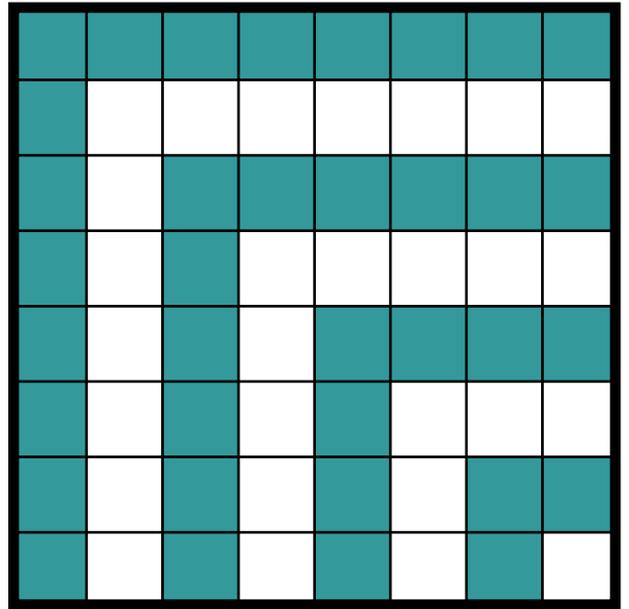


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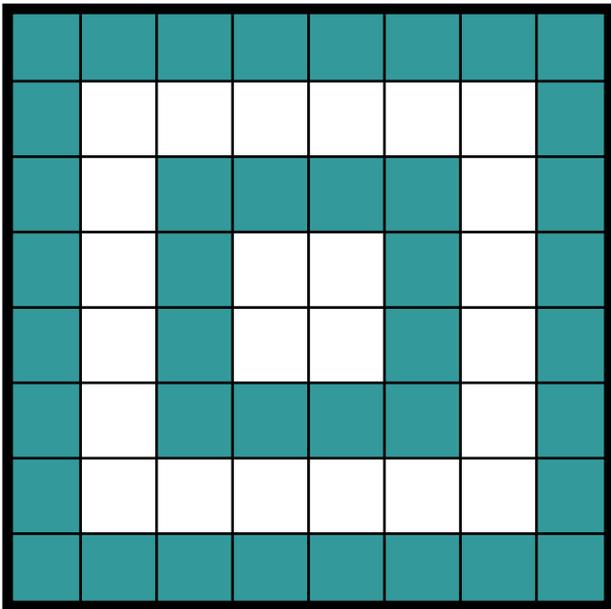
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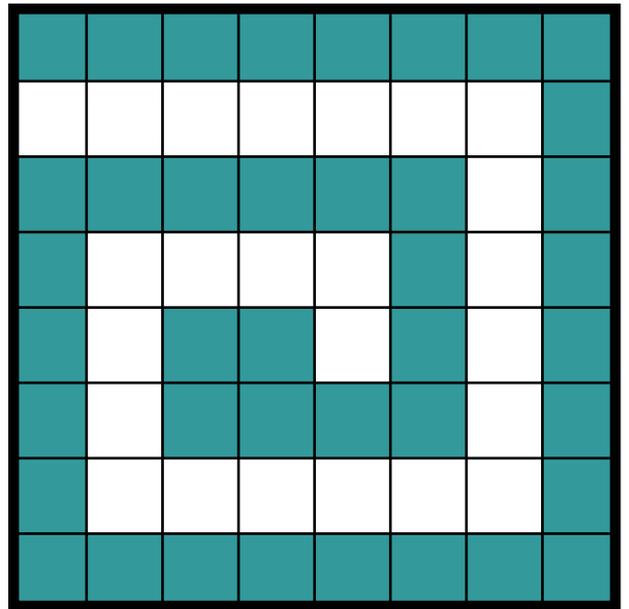
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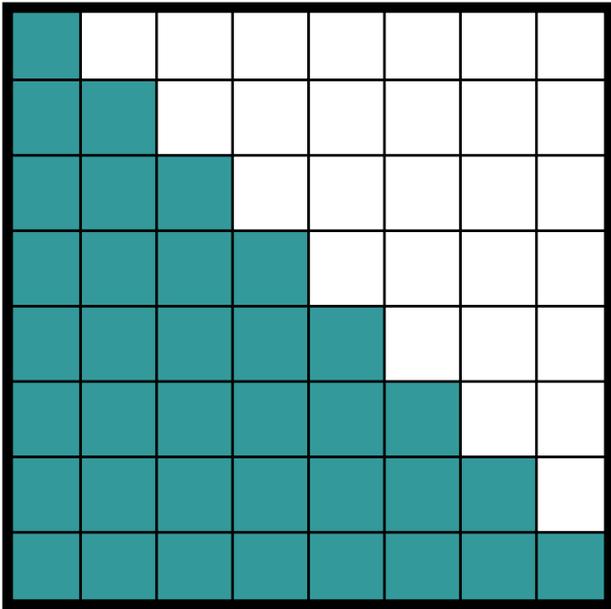


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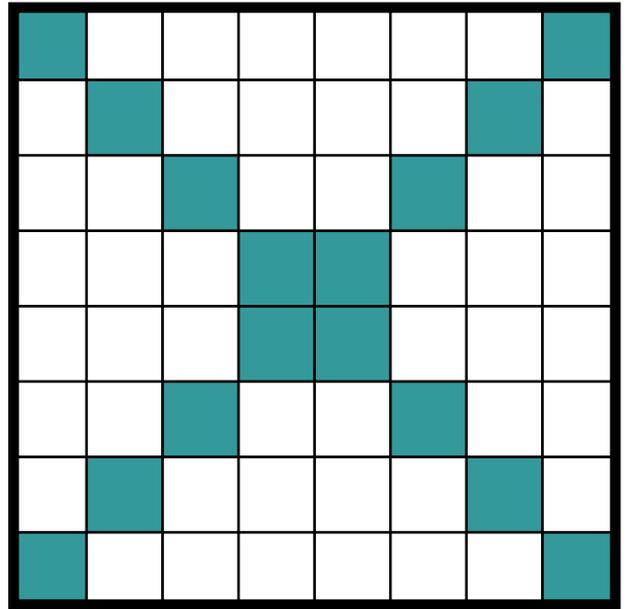


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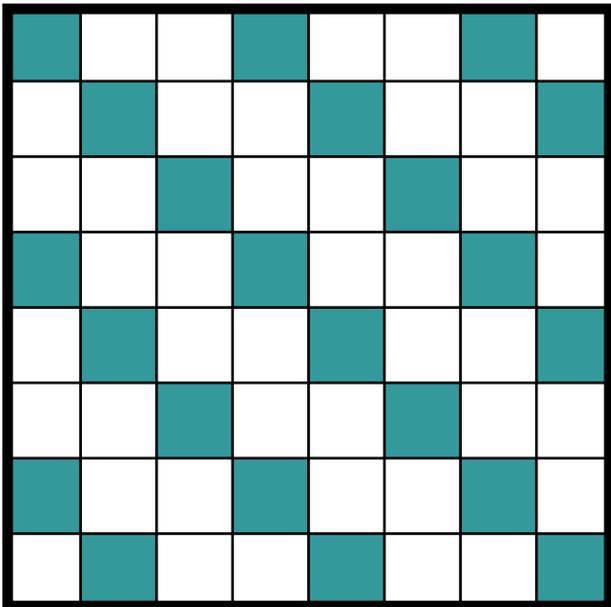
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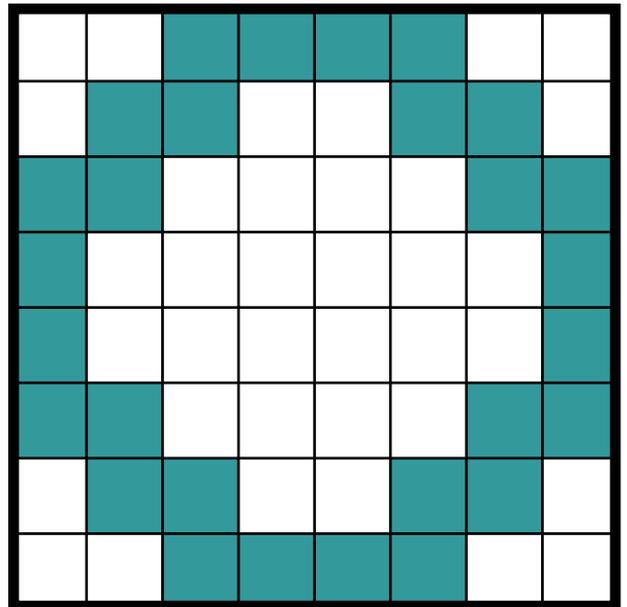
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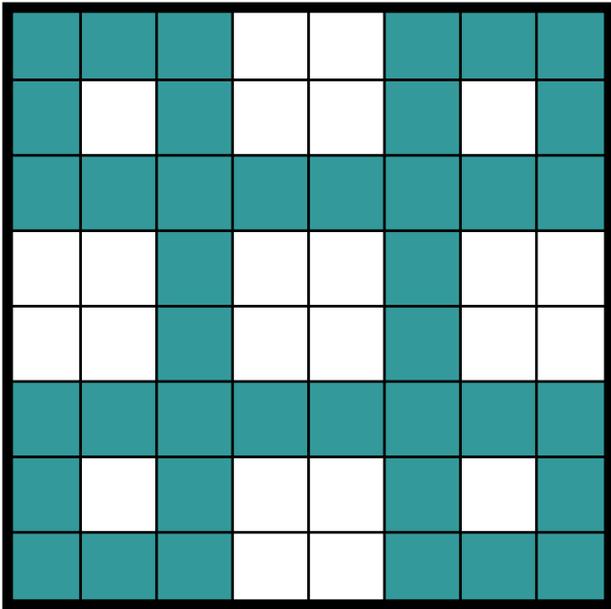


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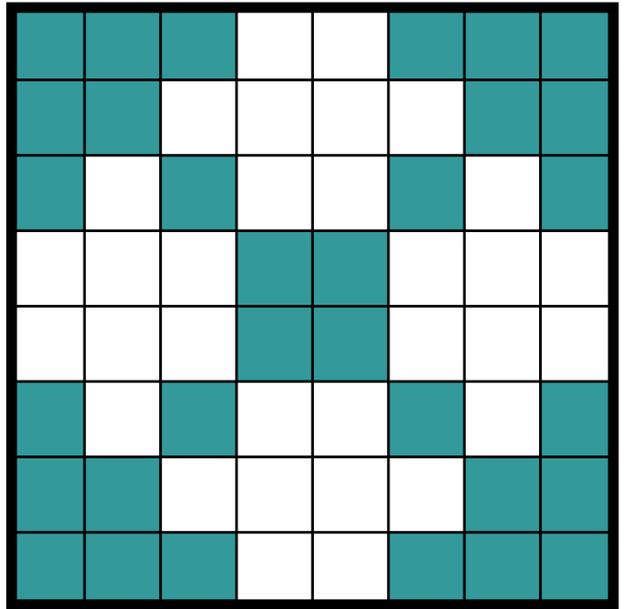


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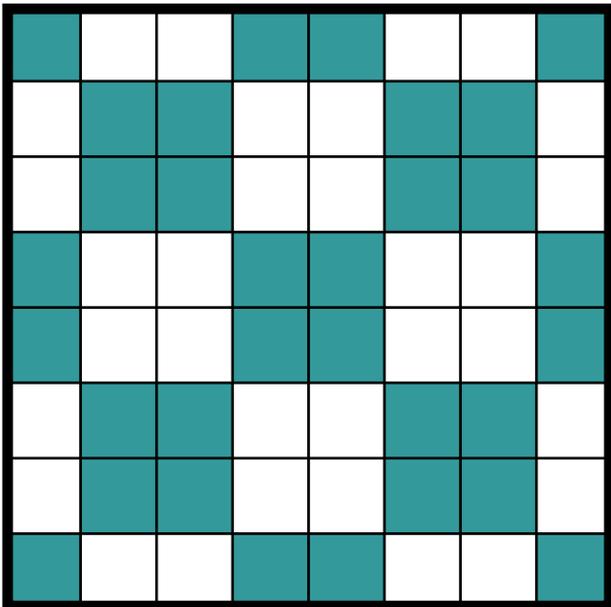
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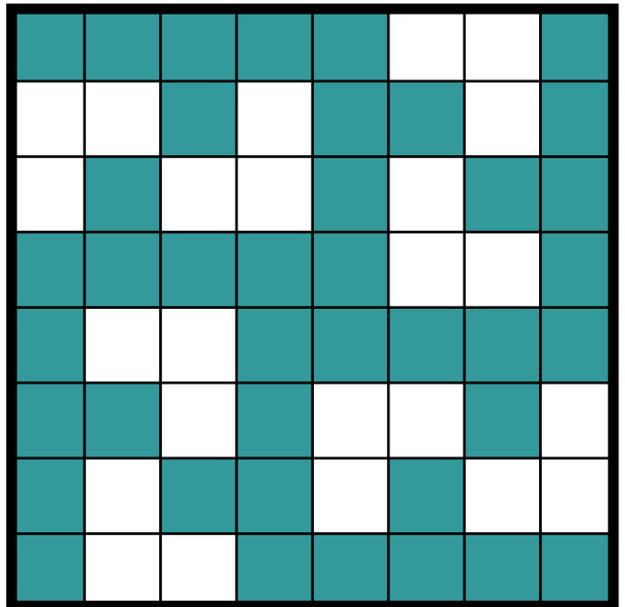
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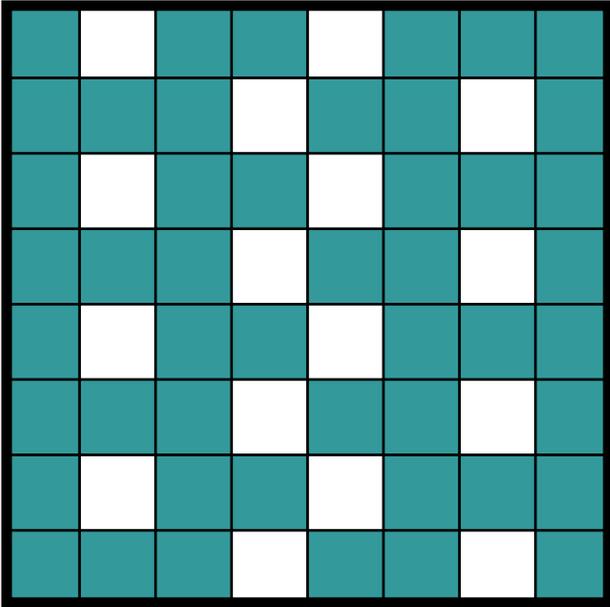


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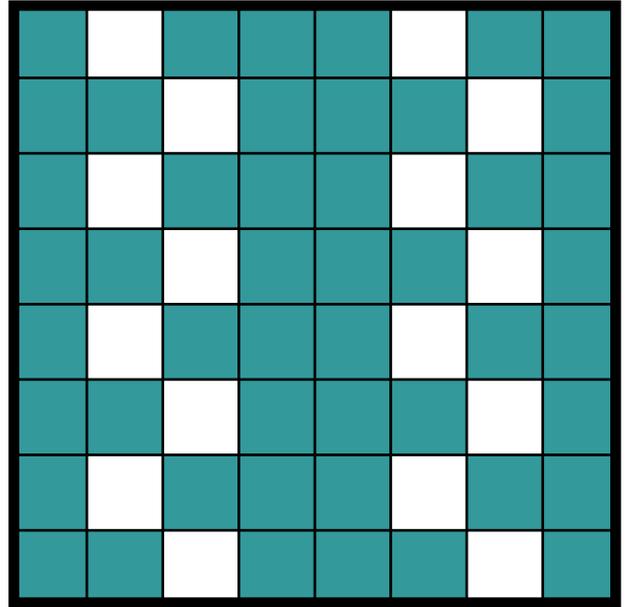


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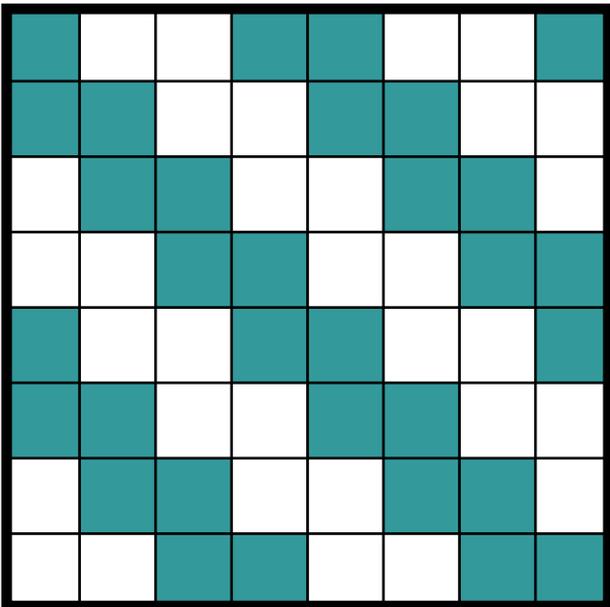
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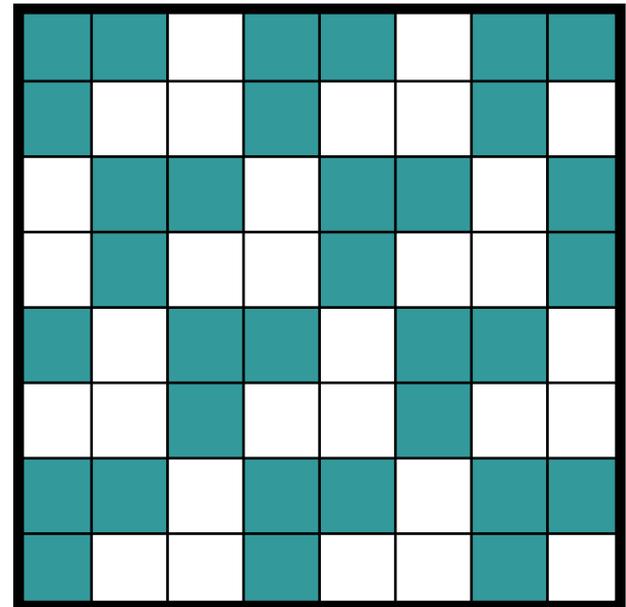
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**W**



**X**



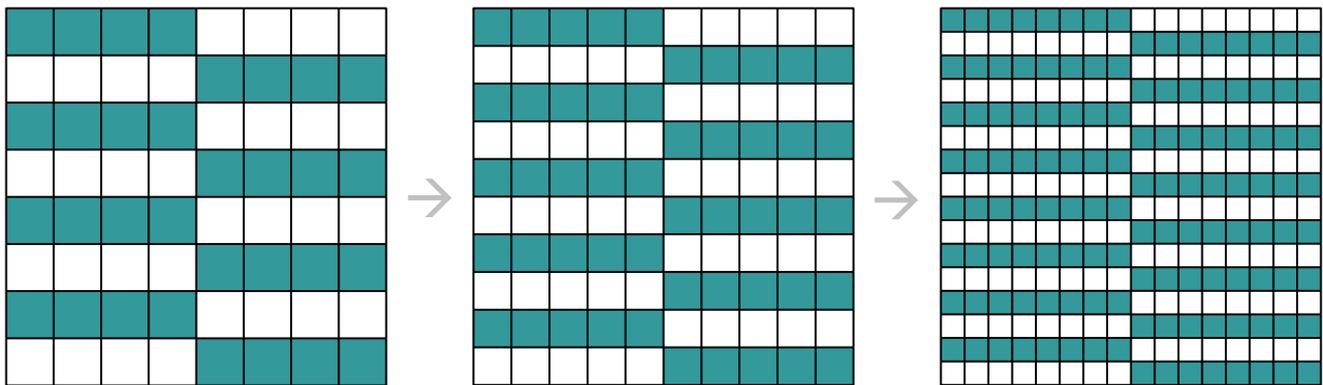
# STAMP IT!

## POUR ALLER PLUS LOIN

L'ensemble des motifs proposés dans ce carnet sont au format **8x8**.

Tu l'as sans doute déjà remarqué, l'application STAMP IT! permet également de concevoir des motifs aux formats **10x10** et **16x16**.

Les motifs du carnet ont été conçus en suivant une logique propre qui peut facilement être étendue aux deux autres formats de grille :



*format 8x8*

*format 10x10*

*format 16x16*

En lui apportant seulement **quelques ajustements**, un programme conçu spécifiquement pour le format 8x8 peut produire le motif étendu 10x10 ou 16x16.

Dans les pages suivantes, tu trouveras les 15 premiers motifs adaptés pour les grilles 10x10 et 16x16. Sauras-tu les reproduire ?

## OPTION : programmes génériques

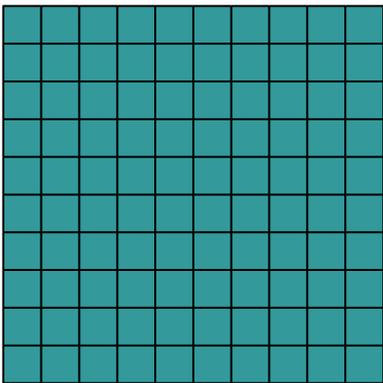
Si tu souhaites relever un défi plus grand encore, il est possible de concevoir un programme qui fonctionnera quel que soit le format de grille retenu !

→ tu devras pour cela utiliser les blocs de la catégorie « **capteurs** »

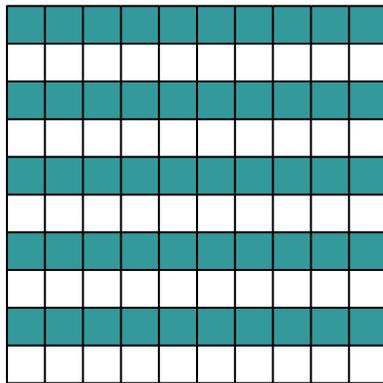
# STAMP IT!

10 x 10

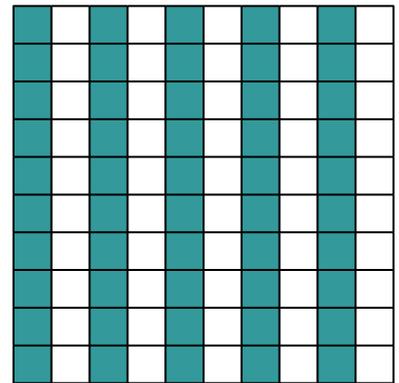
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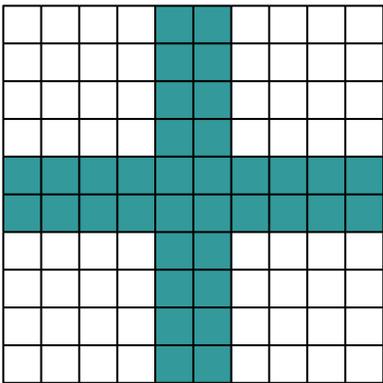
**B**



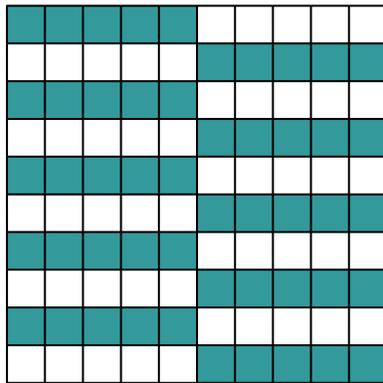
**C**



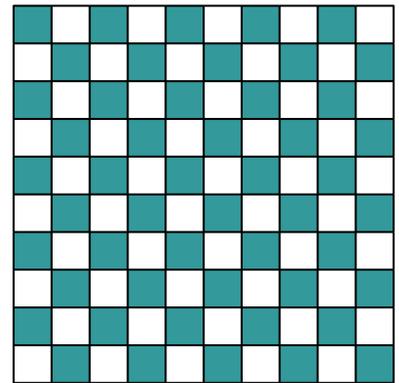
**D**



**E**

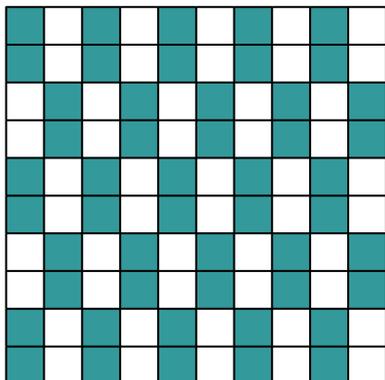


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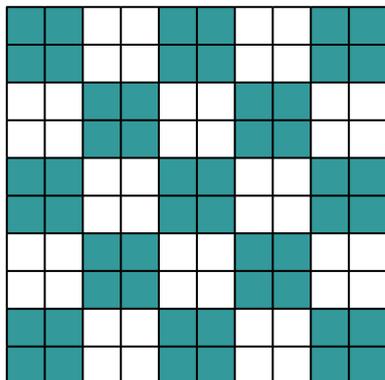


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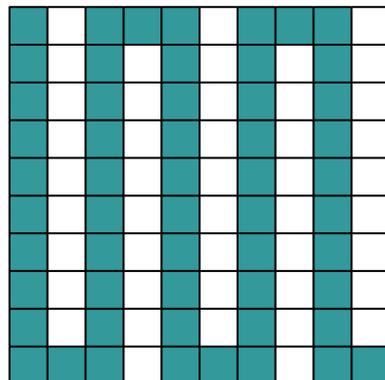
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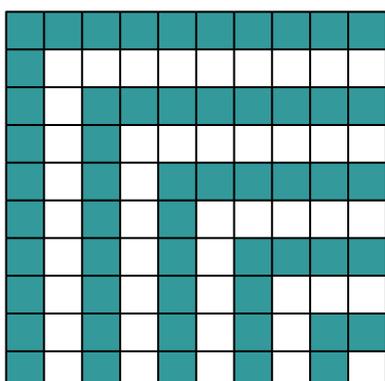
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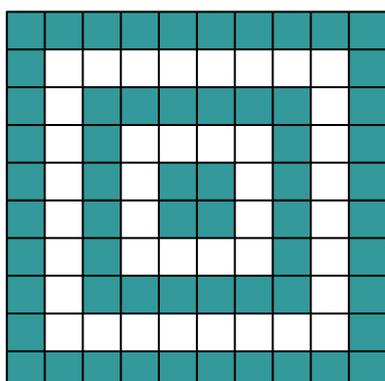
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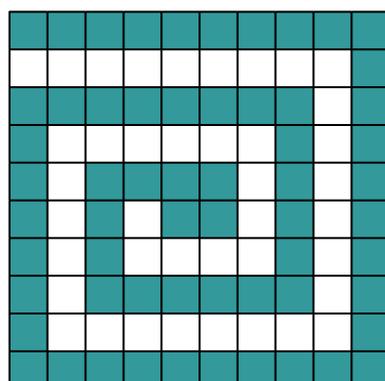
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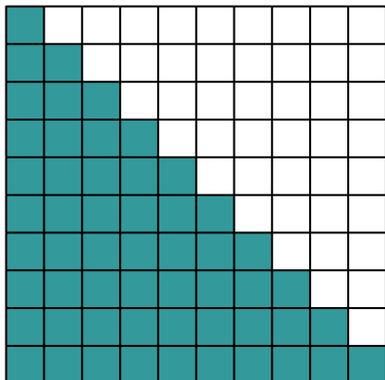
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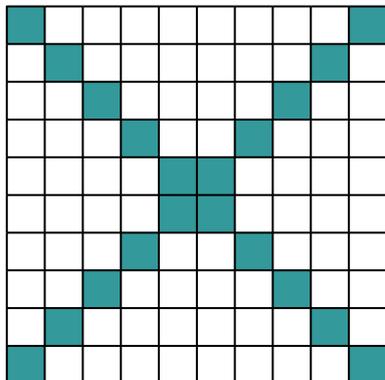
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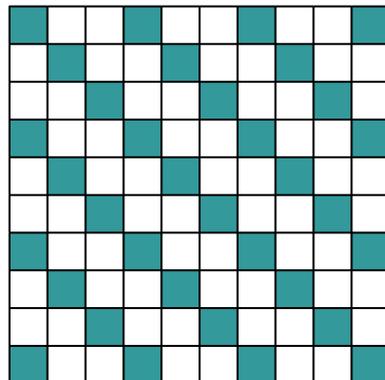
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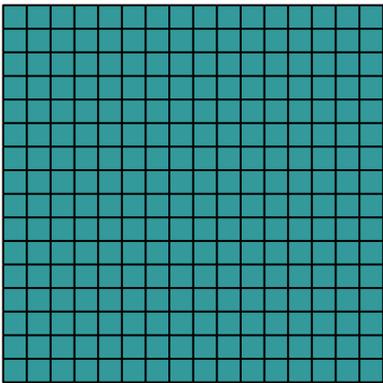
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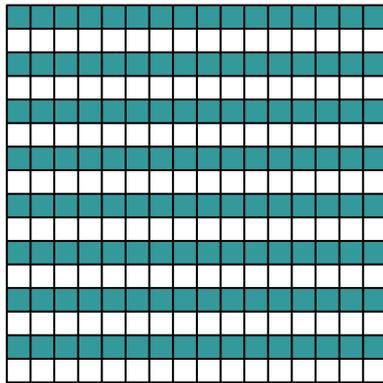
# STAMP IT!

16 x 16

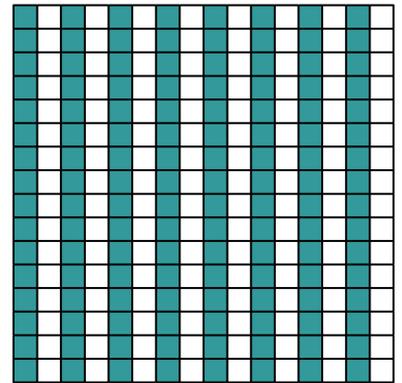
**A**



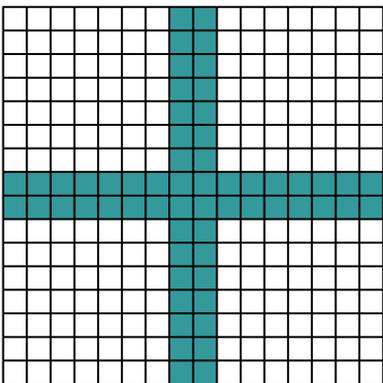
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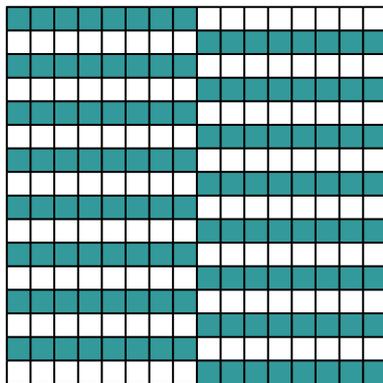
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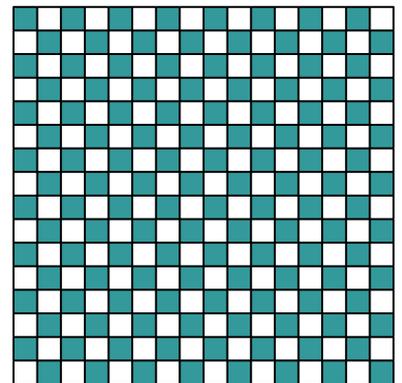
**D**



**E**

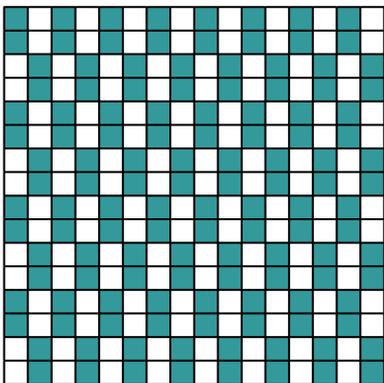


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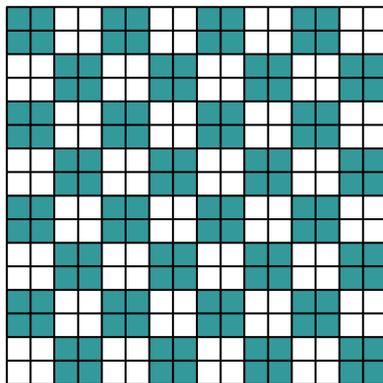


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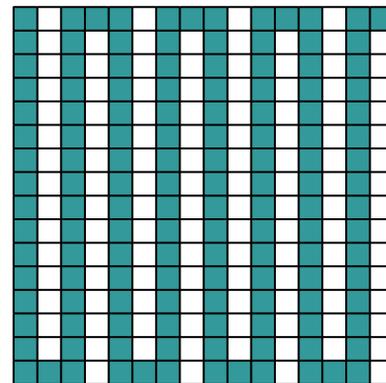
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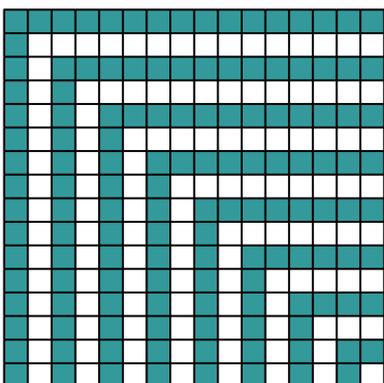
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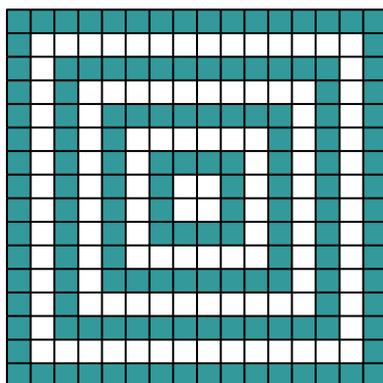
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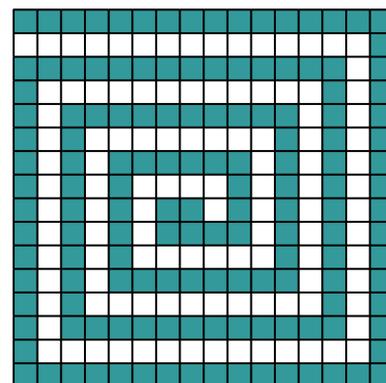
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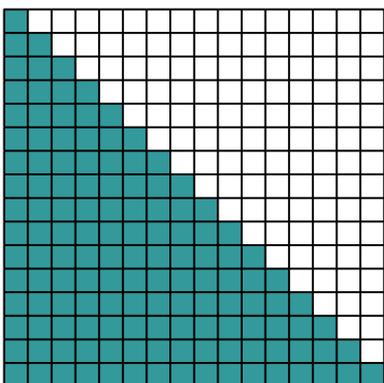
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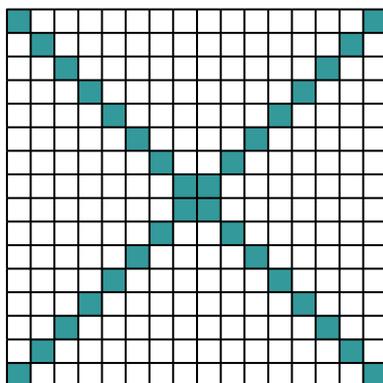
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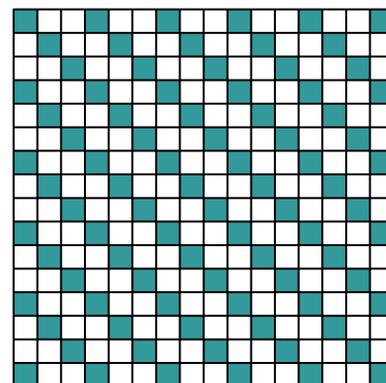
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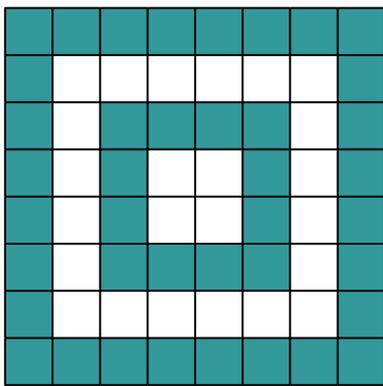
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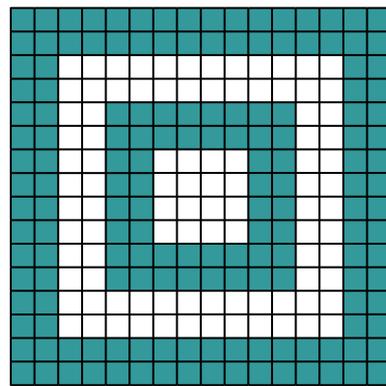
# STAMP IT!

## OPTION : une histoire d'agrandissement ...

Une autre manière d'envisager le passage du format 8x8 au format 16x16 consiste à effectuer un **agrandissement** par deux :



*format 8x8*

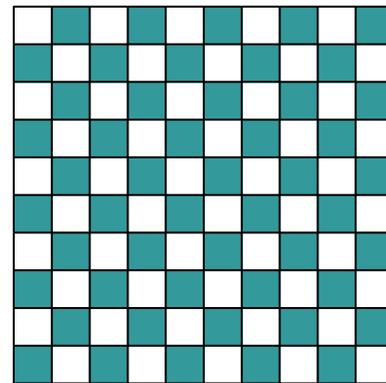
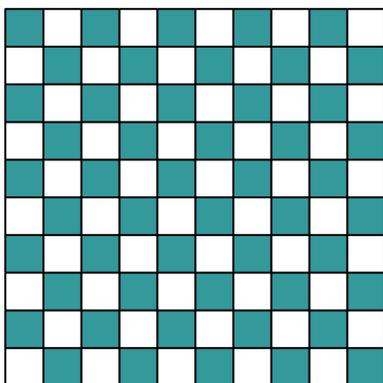


*format 16x16*

Dans le cas d'un agrandissement, les adaptations d'un programme conçu pour le format 8x8 seront plus nombreuses que celles requises pour produire un motif étendu 16x16.

## OPTION : effet visuel « en négatif »

Une fois que tu as réussi à reproduire un motif du carnet, essaye de modifier ton programme pour obtenir le même motif mais avec les couleurs inversées :



*même motif en négatif*



