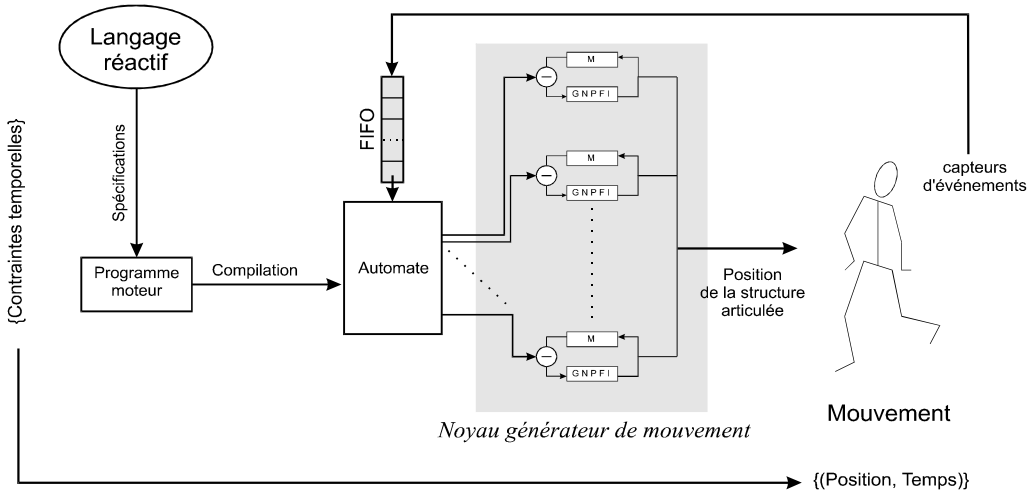

Figure 1 - Le système de contrôle de personnages articulés

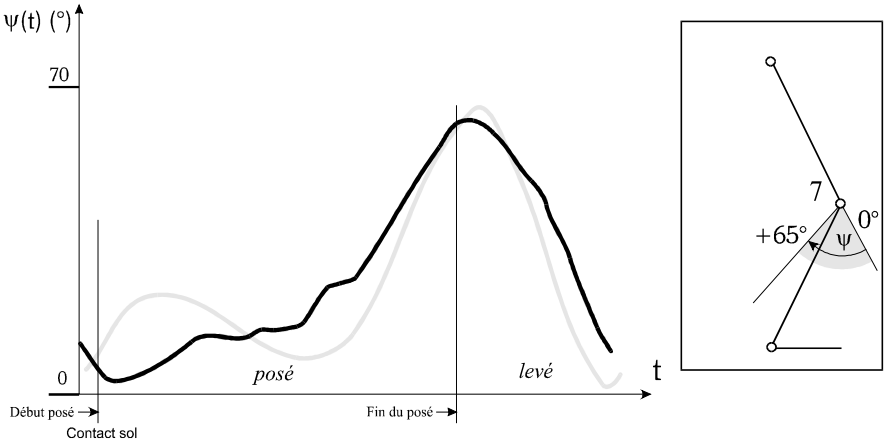

Figure 2 - Variations angulaires comparées au niveau du genou gauche

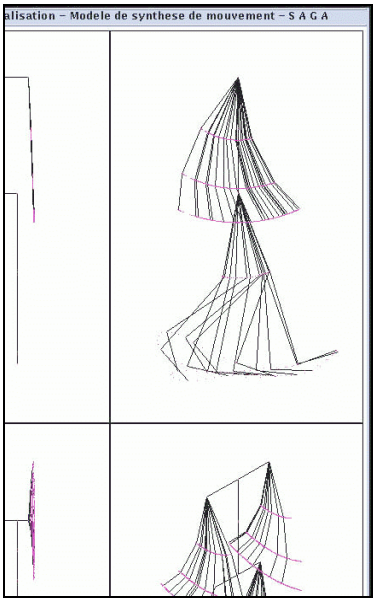

Figure 3 - Trajectoires et allure du mouvement