

```

1
2
3 /* ===== */
4
5 #declare Sol = object
6 {
7 plane { y, 0
8 texture {
9 pigment { checker
10 color Gray50
11 color Gray60 }
12 finish { reflection 0.09 }
13 }
14 }
15 }
16
17 /* ===== */
18
19 #declare Colonne_coin_bas = object
20 {
21 cylinder { <0, 0, 0>, <0, 0.50, 0>, 0.6 }
22 texture {
23 pigment { Gray60 }
24 finish { ambient 0.2 }
25 }
26 }
27
28 #declare Colonne_coin_fut = object
29 {
30 cylinder { <0, 0, 0>, <0, 4.0, 0>, 0.3 }
31 texture {
32 pigment { Gray80 }
33 finish { ambient 0.2 }
34 }
35 }
36
37 #declare Colonne_coin = object
38 {
39 union {
40 object { Colonne_coin_fut }
41 object { Colonne_coin_bas }
42 }
43 }
44
45 #declare Les_coins = object
46 {
47 union {
48 object { Colonne_coin translate <-DIM, 0, -DIM> }
49 object { Colonne_coin translate < DIM, 0, -DIM> }
50 object { Colonne_coin translate <-DIM, 0, DIM> }
51 object { Colonne_coin translate < DIM, 0, DIM> }
52 }
53 }
54
55 /* ===== */
56
57 #declare Colonne_2 = object
58 {
59 union {
60 cylinder { <0, 2.9, 0>, <0, 3.0, 0>, 0.14 }
61 cylinder { <0, 0, 0>, <0, 3.0, 0>, 0.12 }
62 cylinder { <0, 0, 0>, <0, 0.4, 0>, 0.20 }
63 }
64 texture {
65 pigment { Gray60 }
66 finish { ambient 0.05 }
67 }
68 }
69
70 #local D2 = DIM-(WGAL-0.25);
71
72 #local les_colonnes = object
73 {
74 union {
75 #for (foo, 1.8, D2, 1.5)

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76     object { Colonne_2 translate < foo, 0, 0> }
77     object { Colonne_2 translate <-foo, 0, 0> }
78 #end
79     }
80 }
81 #declare Les_colonnes_Nord = object
82 {
83 object { les_colonnes translate z*D2 }
84 }
85 #declare Les_colonnes_Est = object
86 {
87 object { les_colonnes rotate 90*y translate x*D2 }
88 }
89 #declare Les_colonnes_Ouest = object
90 {
91 object { les_colonnes rotate 90*y translate -x*D2 }
92 }
93
94 #declare Toutes_les_colonnes = object
95 {
96 union {
97     object { Les_colonnes_Nord }
98     object { Les_colonnes_Est }
99     object { Les_colonnes_Ouest }
100 }
101 }
102 /* ===== */
103
104 #declare Balustrade = object
105 {
106 union {
107 #for (foo, 3.1, DIM*0.97, 0.45)
108     box { <-0.05, 0, -0.09>, <0.05, 1.2, 0.09>
109         translate <-foo, 0, -DIM> }
110     box { <-0.05, 0, -0.09>, <0.05, 1.2, 0.09>
111         translate < foo, 0, -DIM> }
112 #end
113 }
114 texture { pigment { Gray80 } finish { ambient 0.2 } }
115 }
116 /* ===== */
117
118 #declare Un_mur = object
119 {
120 difference {
121     box { <-DIM, 0, -0.10>, <DIM, 3.8, 0.10> }
122 #for (foo, -DIM*0.9, DIM*0.9, 1.85)
123     cylinder { <0, 0, -0.2>, <0, 0, 0.2>, 0.48
124         scale <1, 0.717, 1> translate <foo, 2.7, 0> }
125 #end
126 }
127 texture { pigment { Gray80 } finish { ambient 0.2 } }
128 }
129
130 #declare Les_trois_murs = object
131 {
132 union {
133     object { Un_mur translate z*DIM }
134     object { Un_mur rotate 90*y translate x*DIM }
135     object { Un_mur rotate 90*y translate -x*DIM }
136 }
137 }
138 /* ===== */
139
140 #local portique_haut = object
141 {
142 intersection {
143     difference {
144         cylinder { <0, 0, -0.9>, <0, 0, 0.9>, 3.40 }
145         cylinder { <0, 0, -1.8>, <0, 0, 1.8>, 3.00 }
146     }
147     box { <-5, 0, -2>, <5, 3.7, 2> }
148 }
149 translate y*3
150 }

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```
151 #declare Portique = object
152 {
153   union {
154     box { <-3, 0, -0.90>, <-3.4, 3, 0.90> }
155     box { < 3, 0, -0.90>, < 3.4, 3, 0.90> }
156     object { portique_haut }
157   }
158   texture {
159     pigment { Gray60 }
160     finish { ambient 0.2 }
161   }
162 }
163
164 /* ===== */
165
166 #declare Trottoir = object
167 {
168   difference {
169     #local D2 = DIM-WGAL;
170     box { <-DIM, 0, -DIM>, <DIM, 0.20, DIM> }
171     box { <-D2, -1, -D2>, <D2, 0.25, D2> }
172   }
173   texture {
174     pigment { Gray50 }
175     normal { bumps 0.3 scale 0.6 }
176     finish { ambient 0.1 }
177   }
178 }
179
180 /* ===== */
181
182
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190
191
```