Figures à « main levée », avec METAPOST ou TikZ

1 Choses utiles

Code LaTeX

```
\usepackage{ProfCollege}
\usepackage{tikz}
\usepackage{tkz-euclide}
\usetikzlibrary{calc,decorations}
\tikzset{%
  mainlevee/.style args={#1and#2}{decorate,decoration={random steps, segment length=#1,amplitude=#2}},
  mainlevee/.default={5mm and 0.6pt}
}
```

2 Un carré à main levée

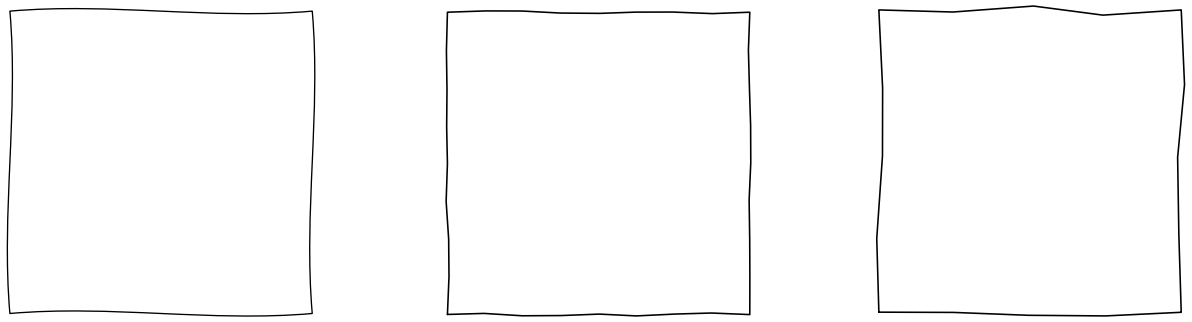
Code LaTeX

```
\begin{Geometrie}[TypeTrace="MainLevee"]
  pair A,B,C,D;
  A=u*(1,1);
  B-A=u*(4,0);
  C=rotation(A,B,-90);
  D-C=A-B;
  trace polygone(A,B,C,D);
\end{Geometrie}

\begin{tikzpicture}
  \tkzDefPoints{0/0/A,4/0/B,4/4/C,0/4/D}
  \tkzDrawPolygon[mainlevee](A,B,C,D)
\end{tikzpicture}

\begin{tikzpicture}
  \tkzDefPoints{0/0/A,4/0/B,4/4/C,0/4/D}
  \tkzDrawPolygon[mainlevee=10mm and 2pt](A,B,C,D)
\end{tikzpicture}
```

Sortie LaTeX



3 Un triangle équilatéral à main levée, avec codage

Code LaTeX

```
\begin{Geometrie}[TypeTrace="MainLevee"]
  pair A,B,C;
  A=u*(1,1);
  B-A=u*(5,1);
  C=rotation(B,A,60);
  marque_s:=marque_s/3;
  trace Codelongueur(A,B,B,C,C,A,2);
  trace Codeangle(C,B,A,0,btex \ang{60} etex);
  trace polygone(A,B,C);
  label.llft(btex A etex,A);
  label.rt(btex B etex,B);
  label.top(btex C etex,C);
\end{Geometrie}

\begin{tikzpicture}
  \tkzDefPoints{0/0/A,5/1/B}
  \tkzDefPointBy[rotation=center A angle 60](B)\tkzGetPoint{C}
  \tkzDrawPolygon[mainlevee](A,B,C)
  \tkzLabelPoints[below left](A)\tkzLabelPoints[right](B)\tkzLabelPoints[above](C)
  \tkzMarkSegments[mark=s||](A,B A,C B,C)
  \tkzLabelAngle(C,B,A){60$^\circ$}
  \tkzMarkAngle[size=0.5](C,B,A)
\end{tikzpicture}

\begin{tikzpicture}
  \tkzDefPoints{0/0/A,5/1/B}
  \tkzDefPointBy[rotation=center A angle 60](B)\tkzGetPoint{C}
  \tkzDrawPolygon[mainlevee=10mm and 1mm](A,B,C)
  \tkzLabelPoints[below left](A)\tkzLabelPoints[right](B)\tkzLabelPoints[above](C)
  \tkzMarkSegments[mark=s||](A,B A,C B,C)
  \tkzLabelAngle(C,B,A){60$^\circ$}
  \tkzMarkAngle[size=0.5](C,B,A)
\end{tikzpicture}
```

Sortie LaTeX