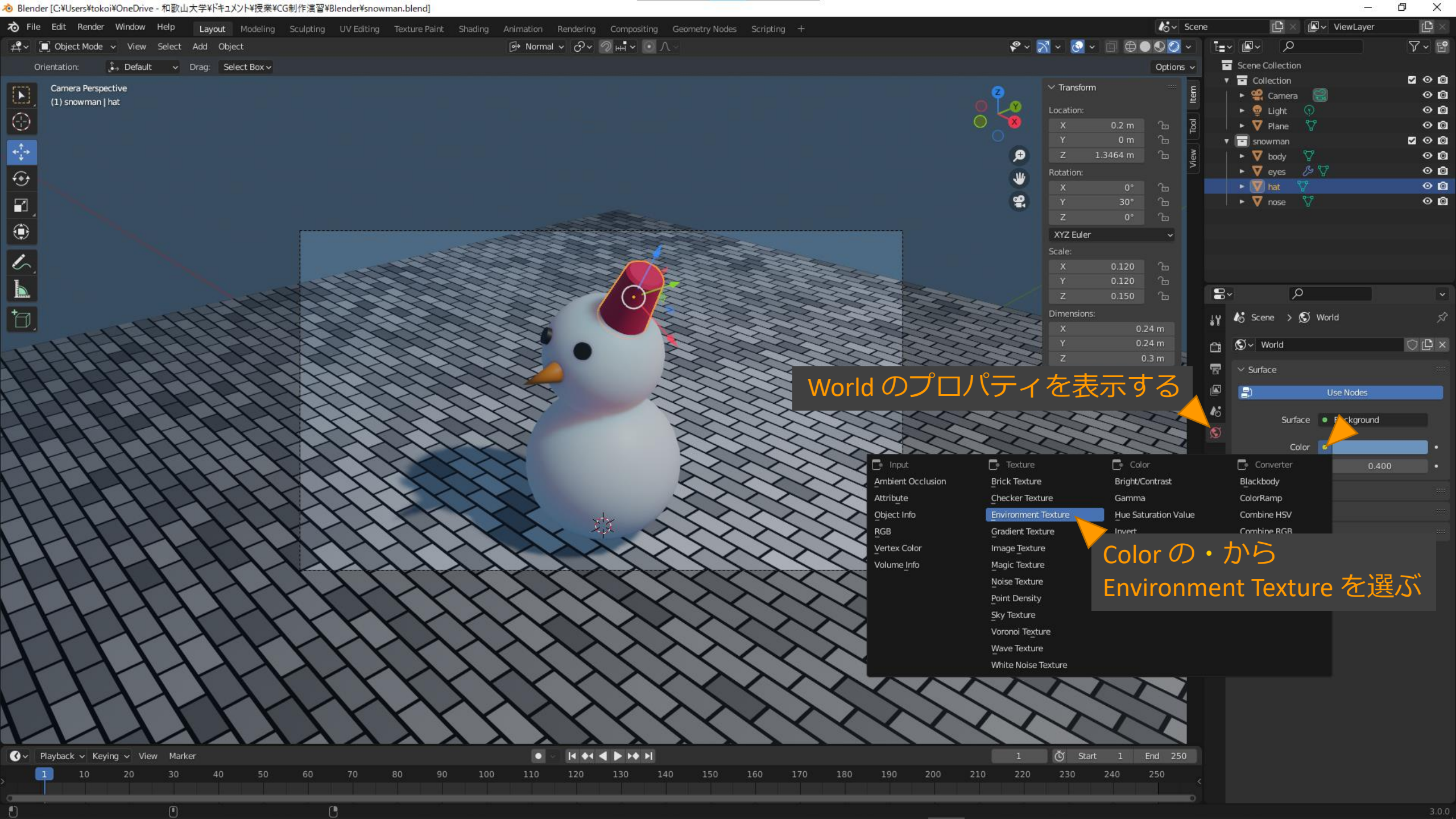
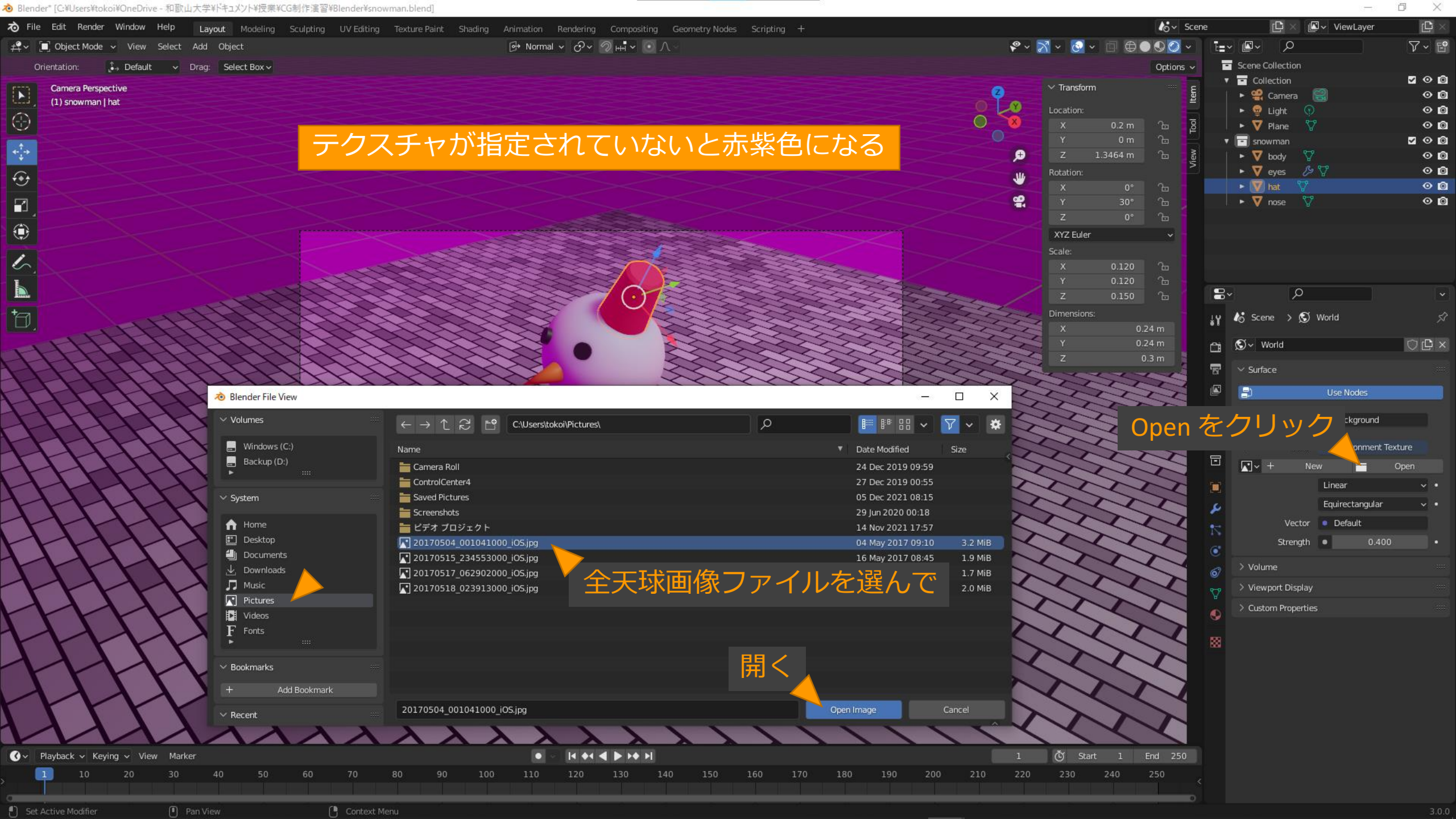
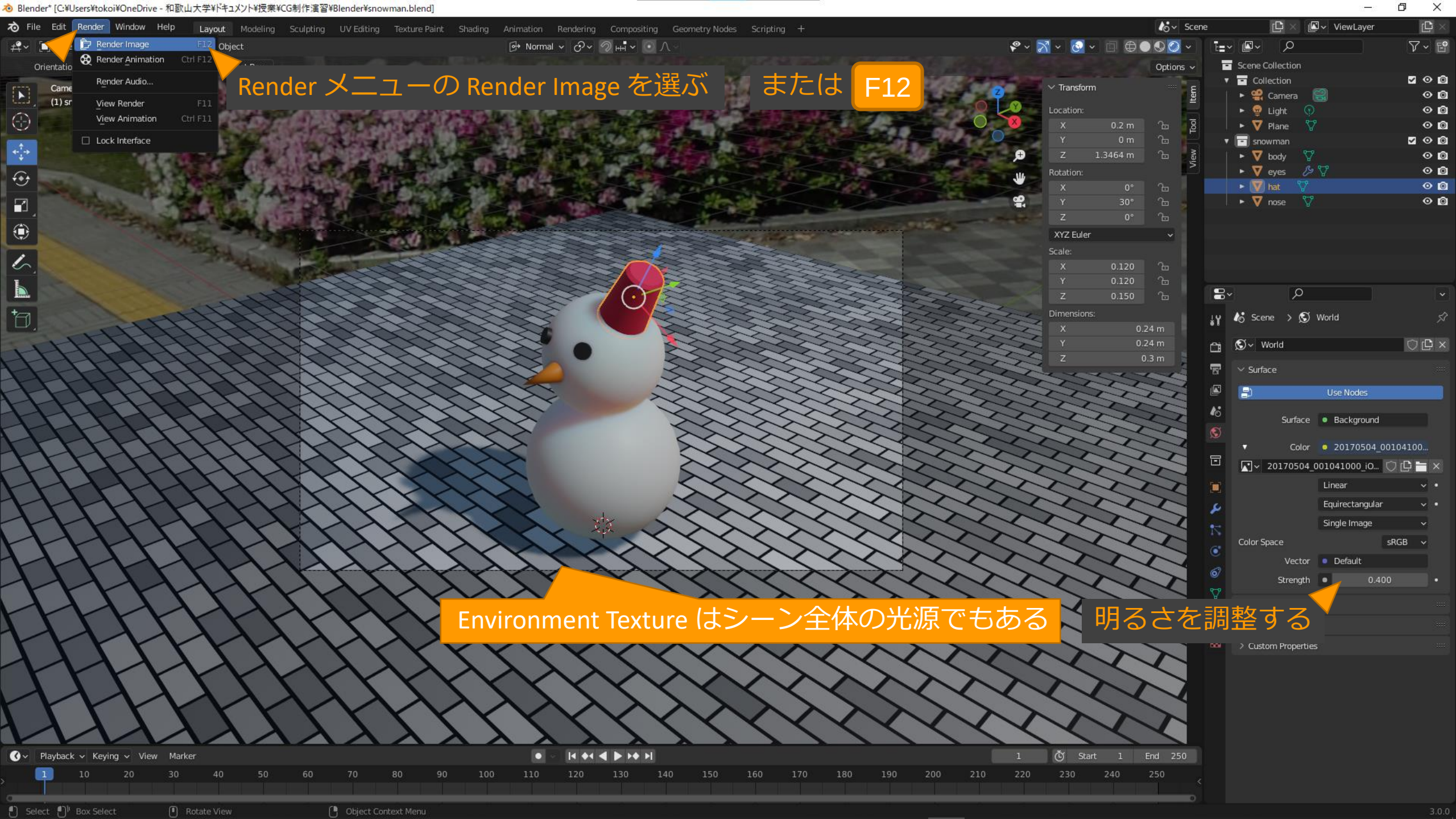
背景に全天球画像を使う


Blender [C:¥Users¥tokoi¥OneDrive - 和歌山大学¥ドキュメント¥授業¥CG制作演習¥Blender¥snowman.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Scene
ViewLayer
Object Mode View Select Add Object
Normal
Orientation: Default
Drag: Select Box
Options
Camera Perspective
(1) snowman | hat
Transform
Location:
X 0.2 m
Y 0 m
Z 1.3464 m
Rotation:
X 0°
Y 30°
Z 0°
XYZ Euler
Scale:
X 0.120
Y 0.120
Z 0.150
Dimensions:
X 0.24 m
Y 0.24 m
Z 0.3 m
Item
Tool
View
Scene Collection
Collection
Camera
Light
Plane
snowman
body
eyes
hat
nose
World のプロパティを表示する
Scene
World
World
Surface
Use Nodes
Surface
Background
Color
0.400
Input
Ambient Occlusion
Attribute
Object Info
RGB
Vertex Color
Volume Info
Texture
Brick Texture
Checker Texture
Environment Texture
Gradient Texture
Image Texture
Magic Texture
Noise Texture
Point Density
Sky Texture
Voronoi Texture
Wave Texture
White Noise Texture
Color
Bright/Contrast
Gamma
Hue Saturation Value
Invert
Converter
Blackbody
ColorRamp
Combine HSV
Combine RGB
Color の・から
Environment Texture を選ぶ
Playback Keying View Marker
Start 1
End 250
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250
3.0.0


テクスチャが指定されていないと赤紫色になる
Open をクリック
全天球画像ファイルを選んで
開く


Blender* [C:¥Users¥tokoi¥OneDrive - 和歌山大学¥ドキュメント¥授業¥CG制作演習¥Blender¥snowman.blend]
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Render Image F12
Render Animation Ctrl F12
Render Audio...
View Render F11
View Animation Ctrl F11
Lock Interface
Render メニューの Render Image を選ぶ
または
F12
Environment Texture はシーン全体の光源でもある
明るさを調整する
Transform
Location:
Rotation:
XYZ Euler
Scale:
Dimensions:
Scene Collection
Collection
Camera
Light
Plane
snowman
body
eyes
hat
nose
Scene
World
Surface
Use Nodes
Background
Color
Linear
Equirectangular
Single Image
Color Space
sRGB
Vector
Default
Strength
0.400
Custom Properties
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu