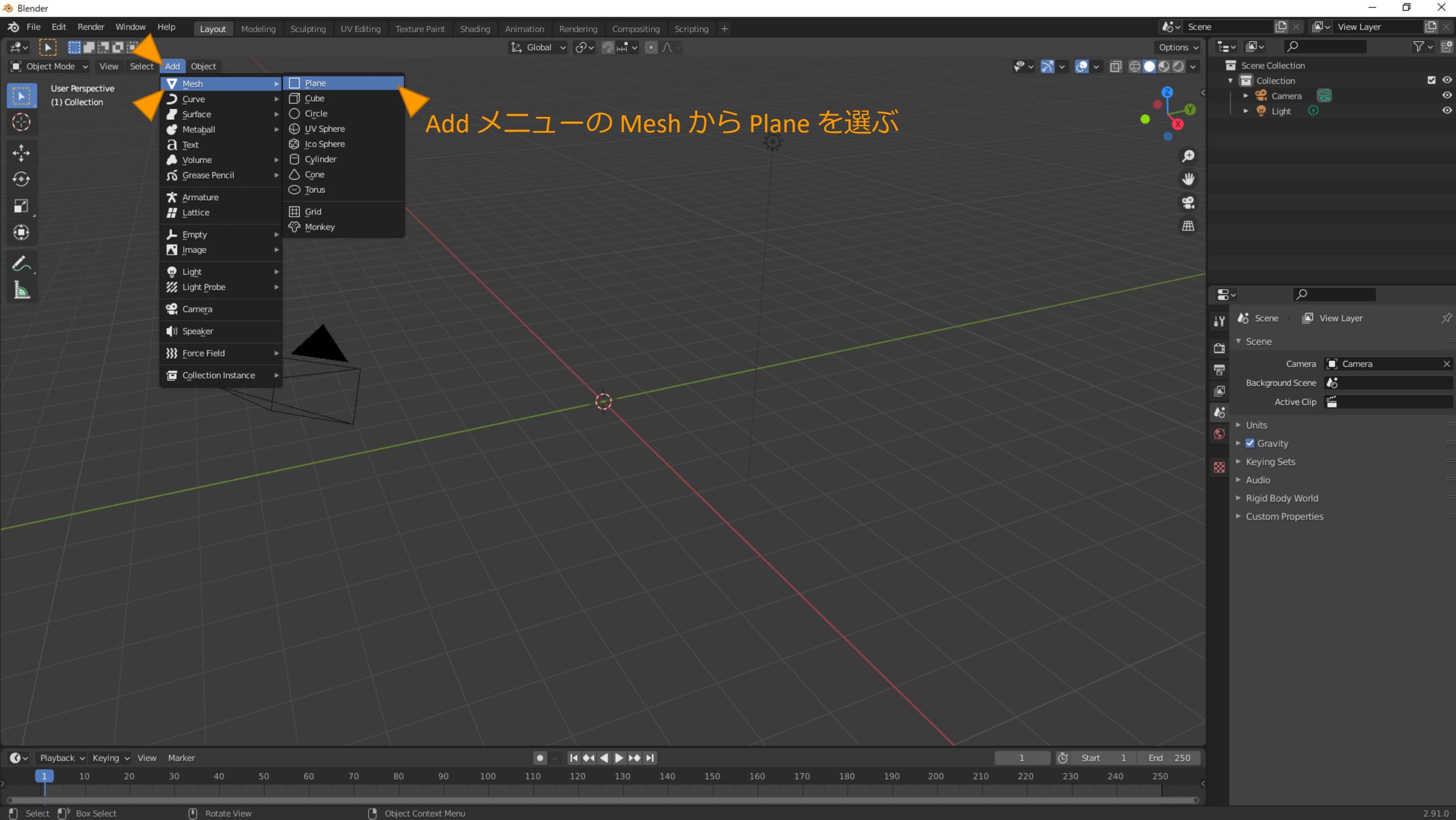
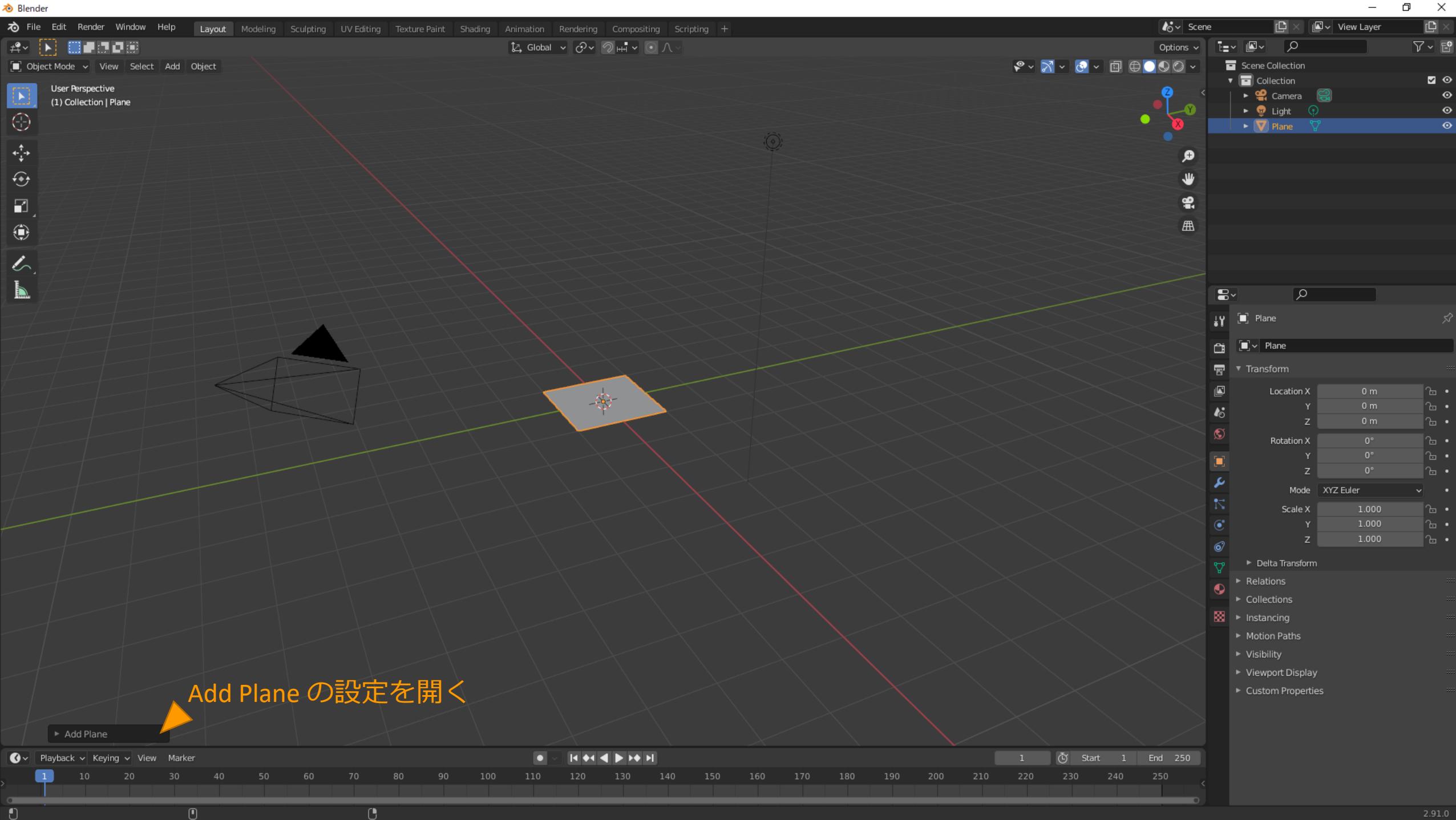
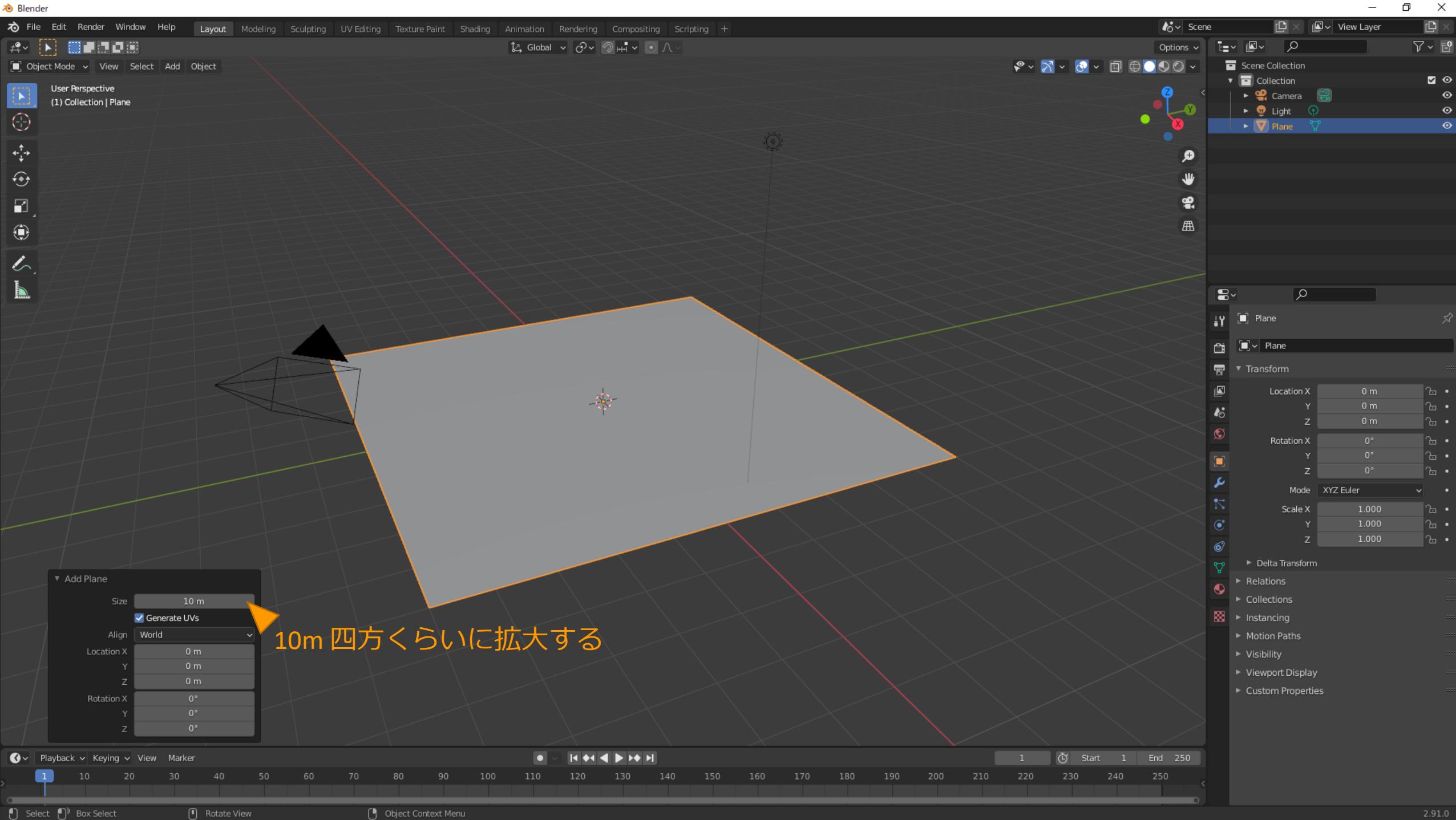


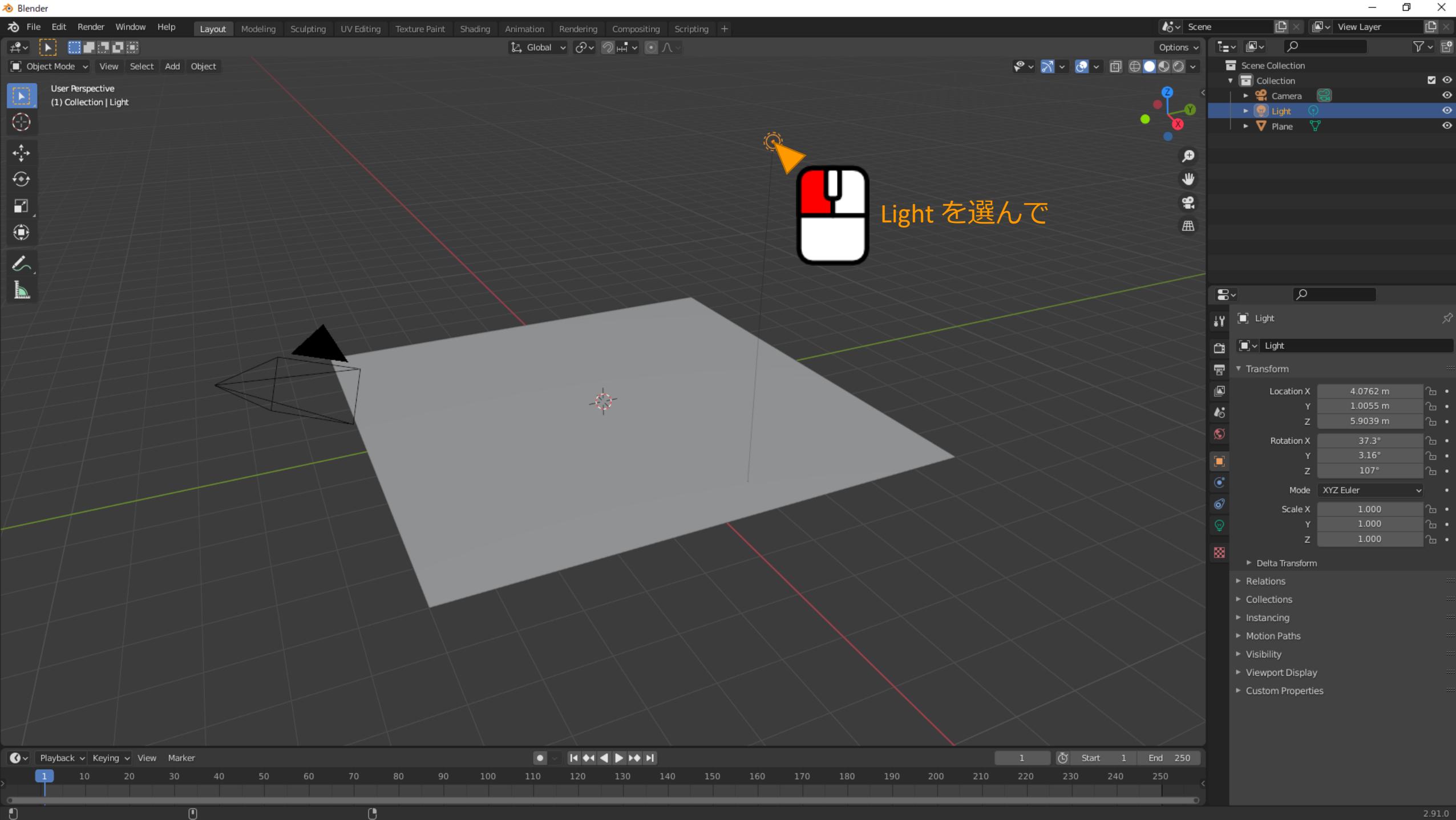
タイルでバンプマッピング

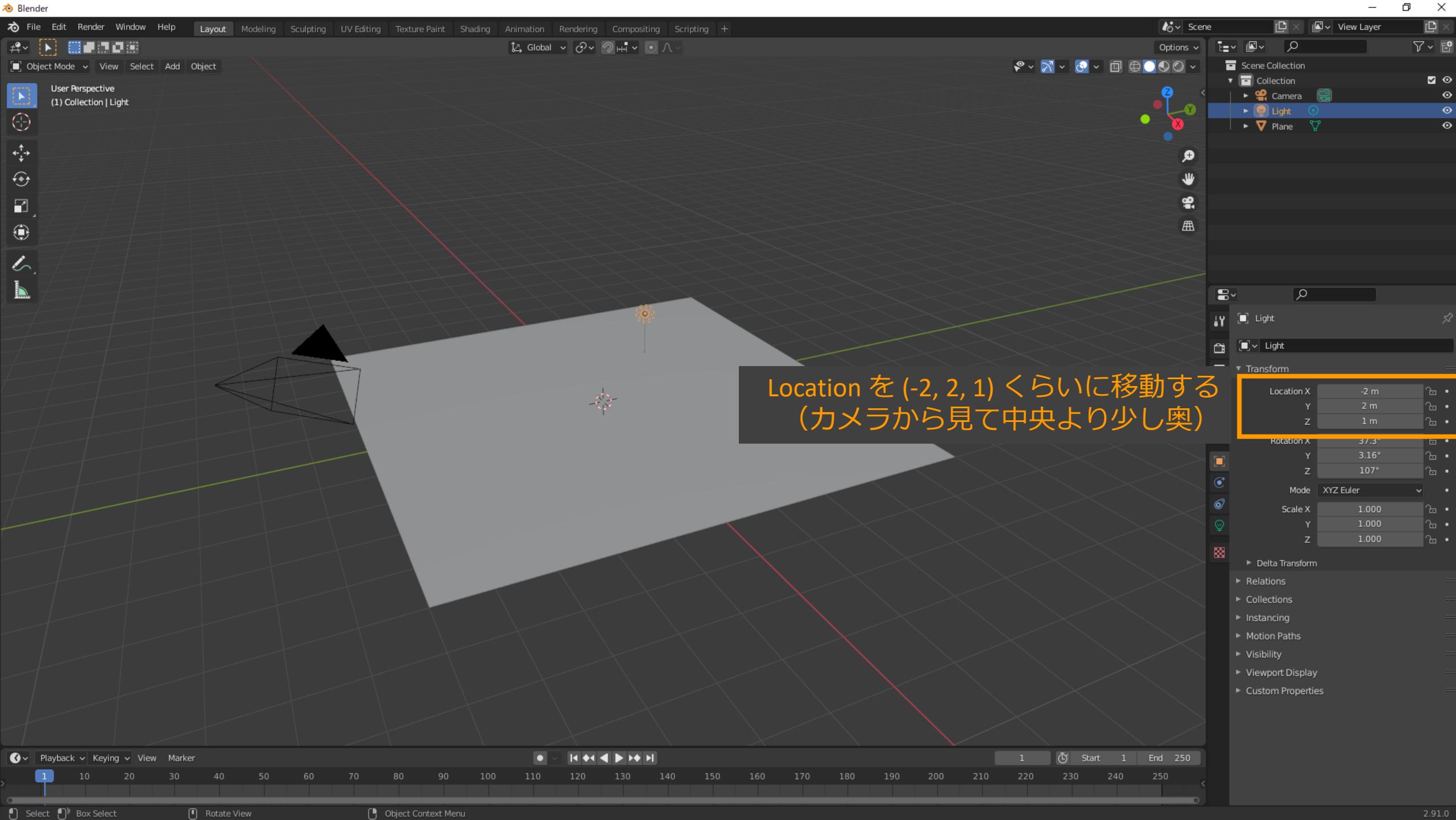


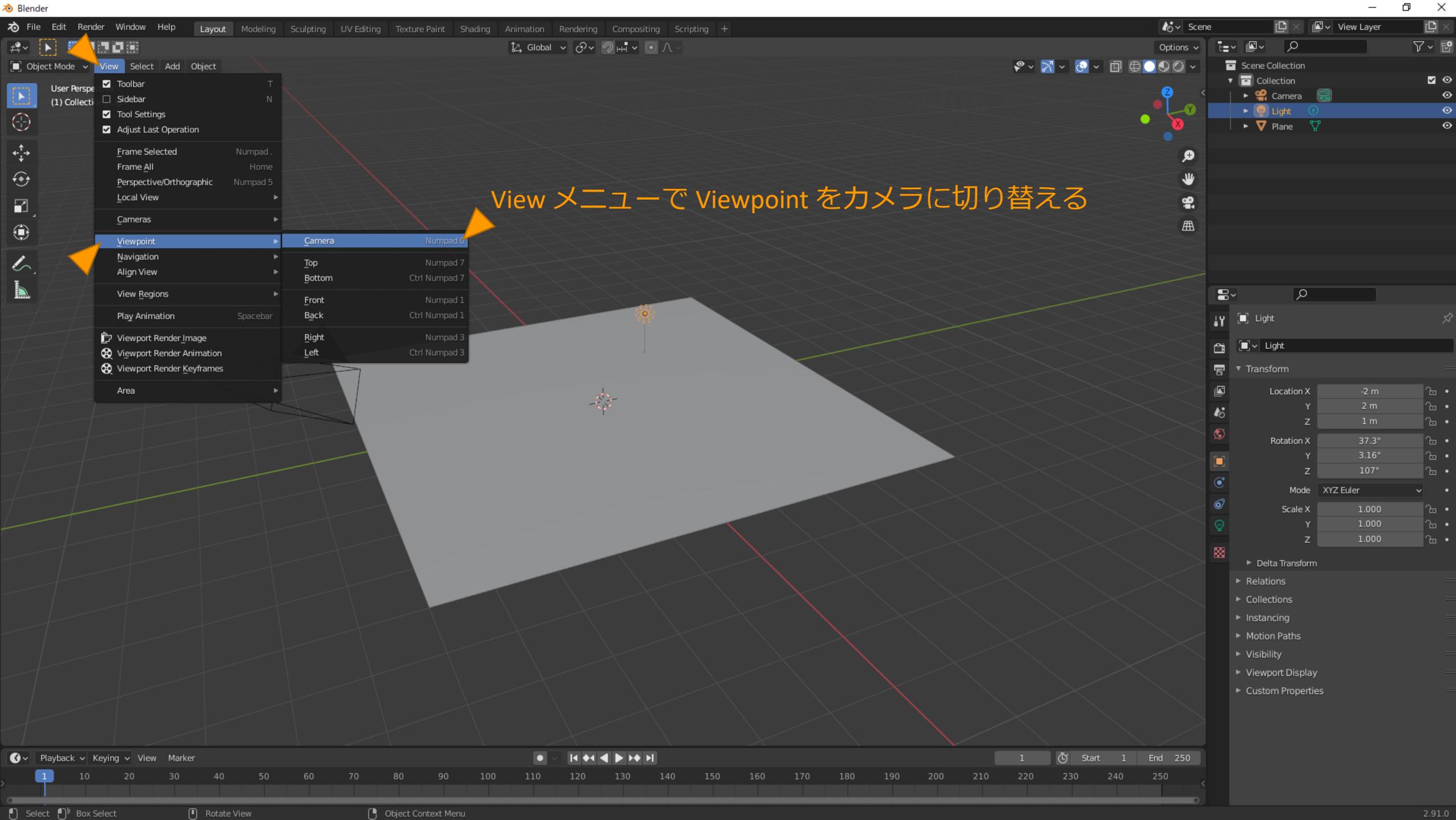
Add メニューの Mesh から Plane を選ぶ

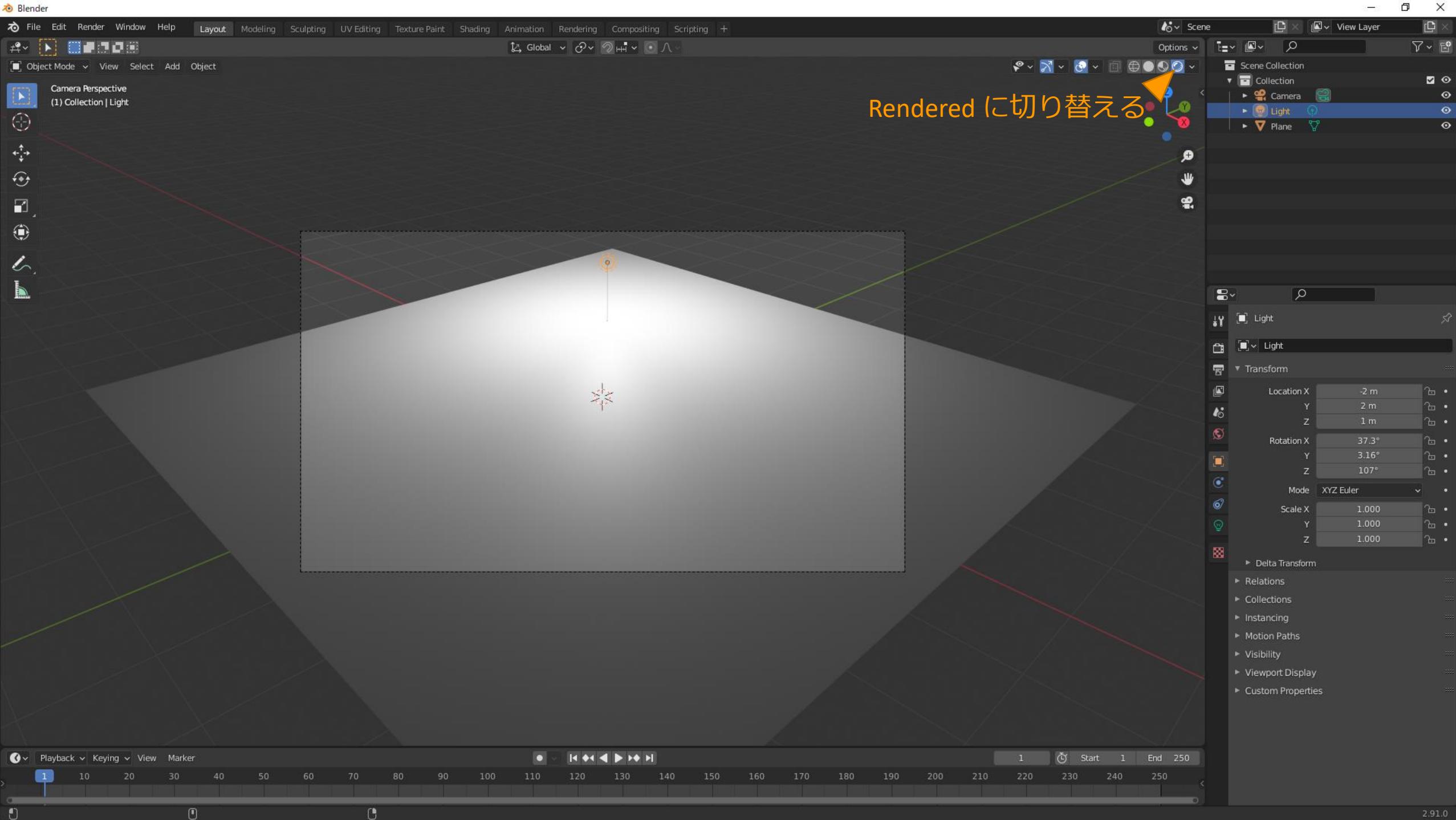


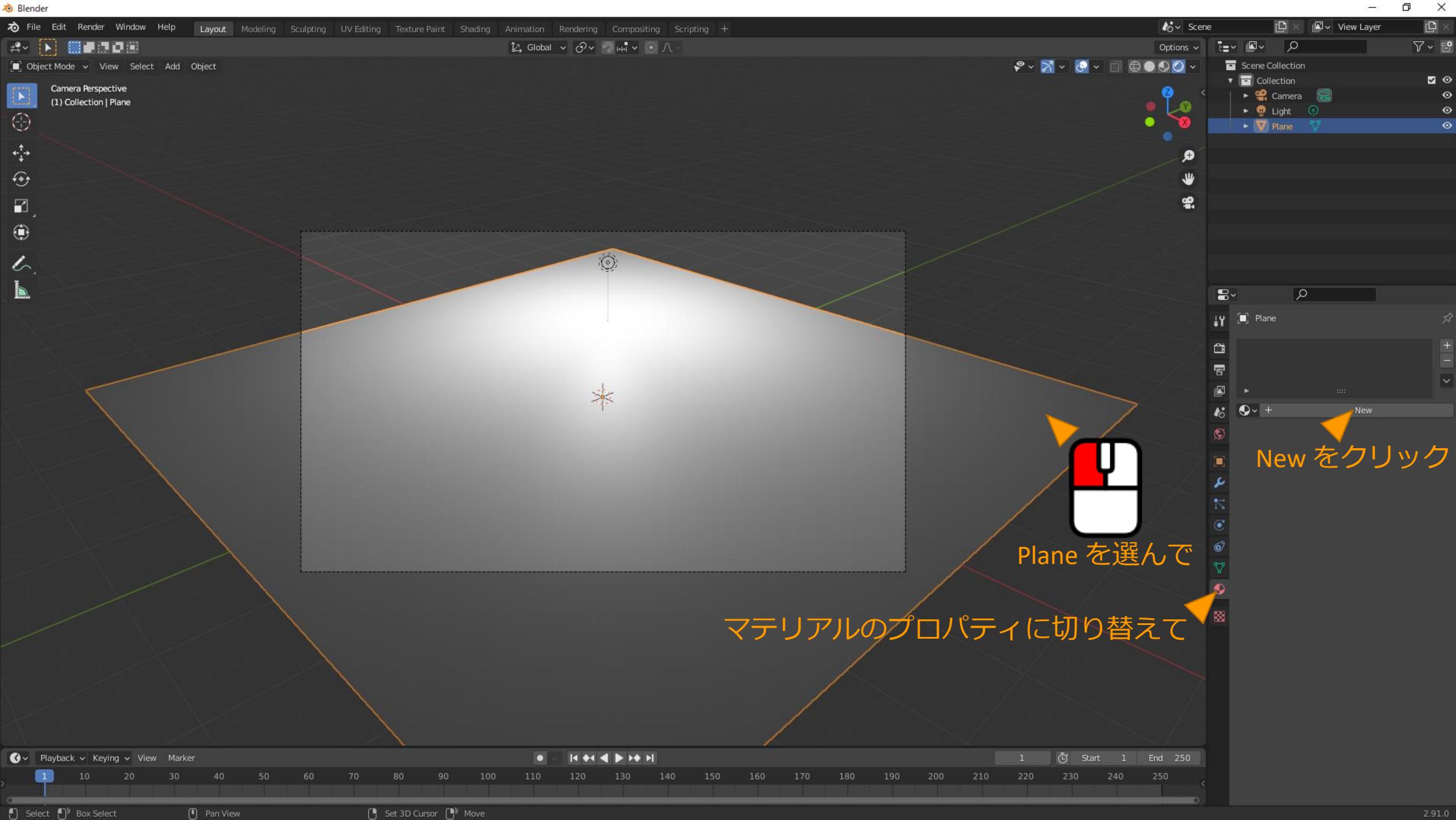


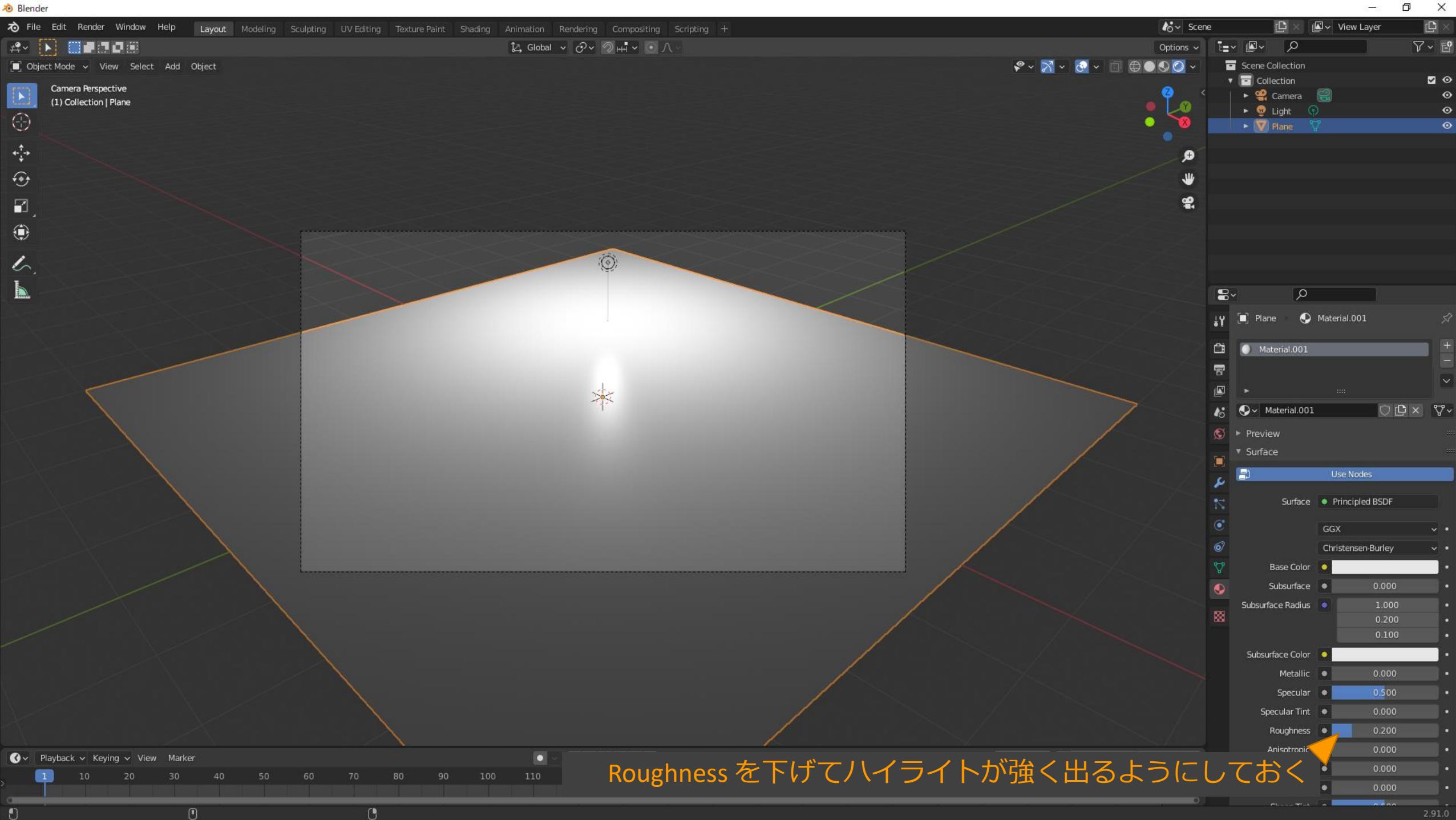


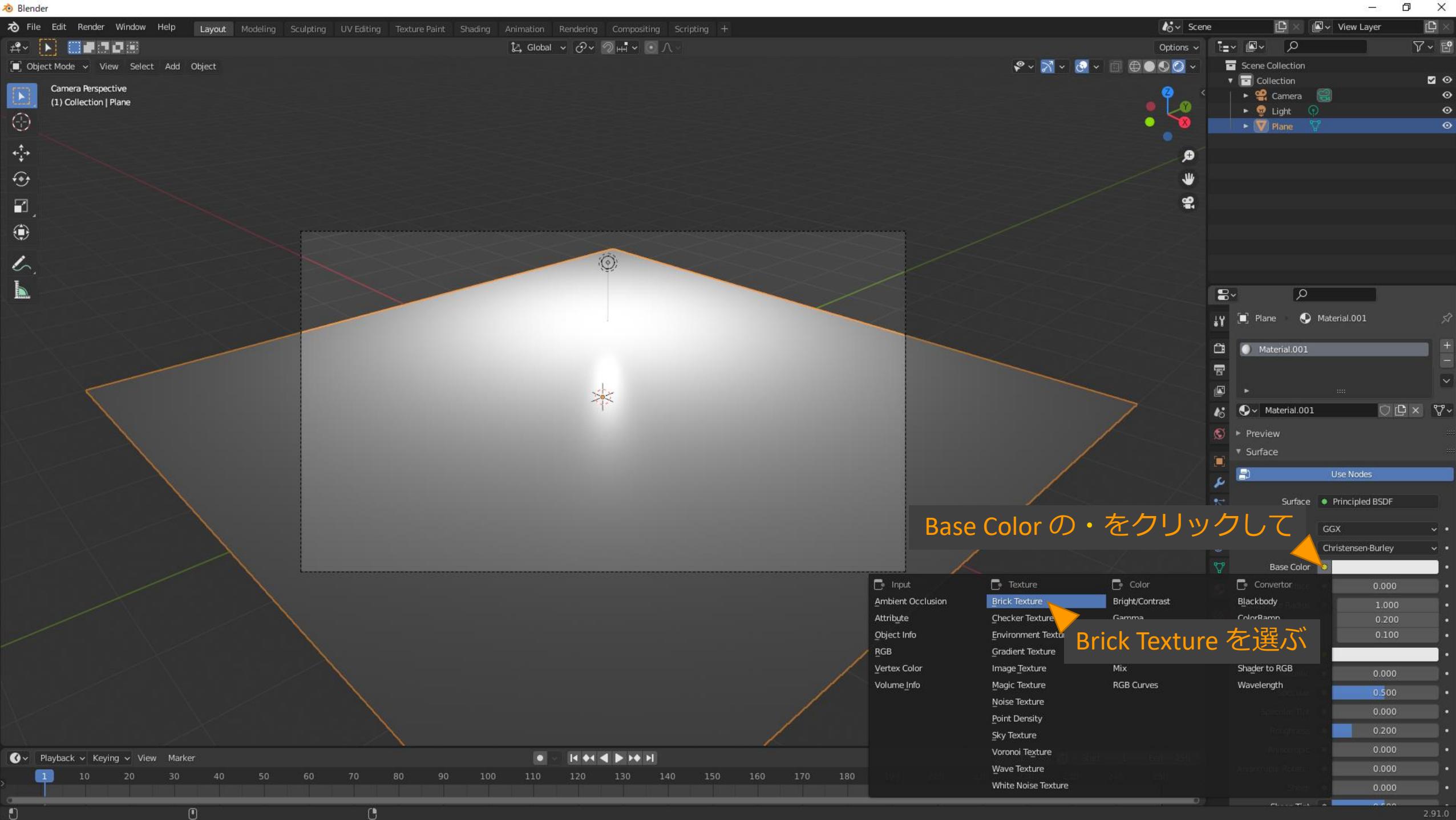


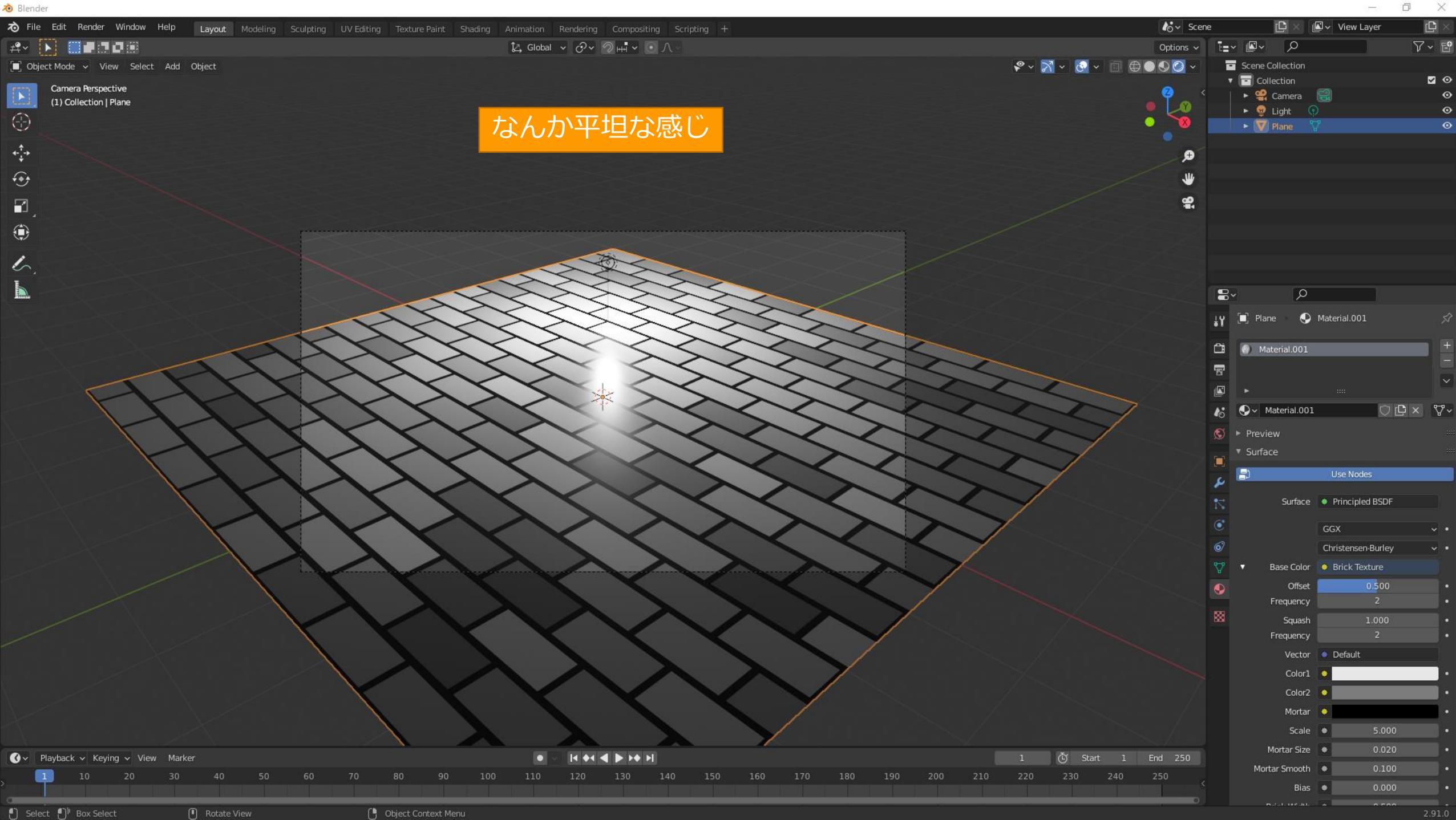


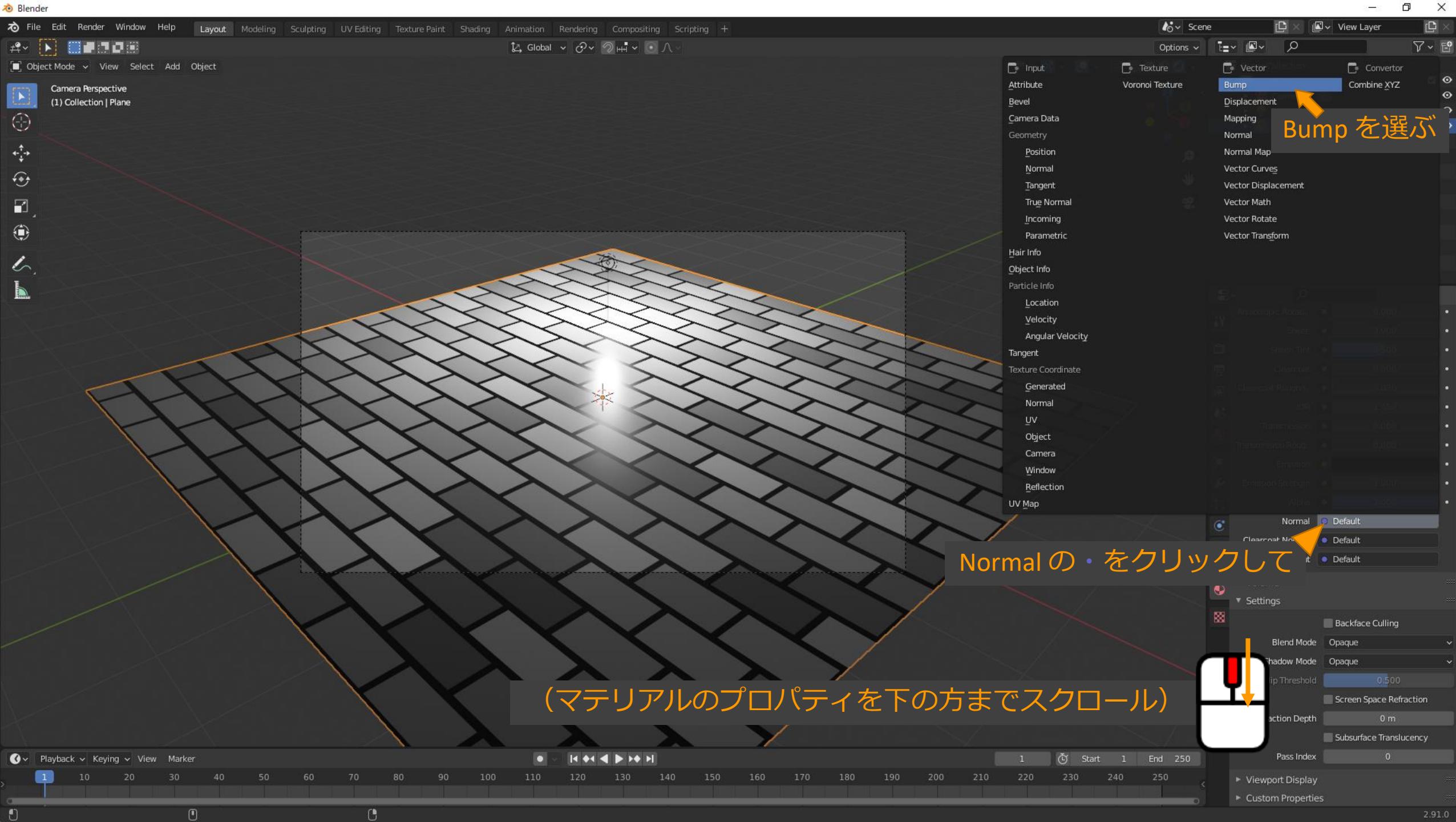


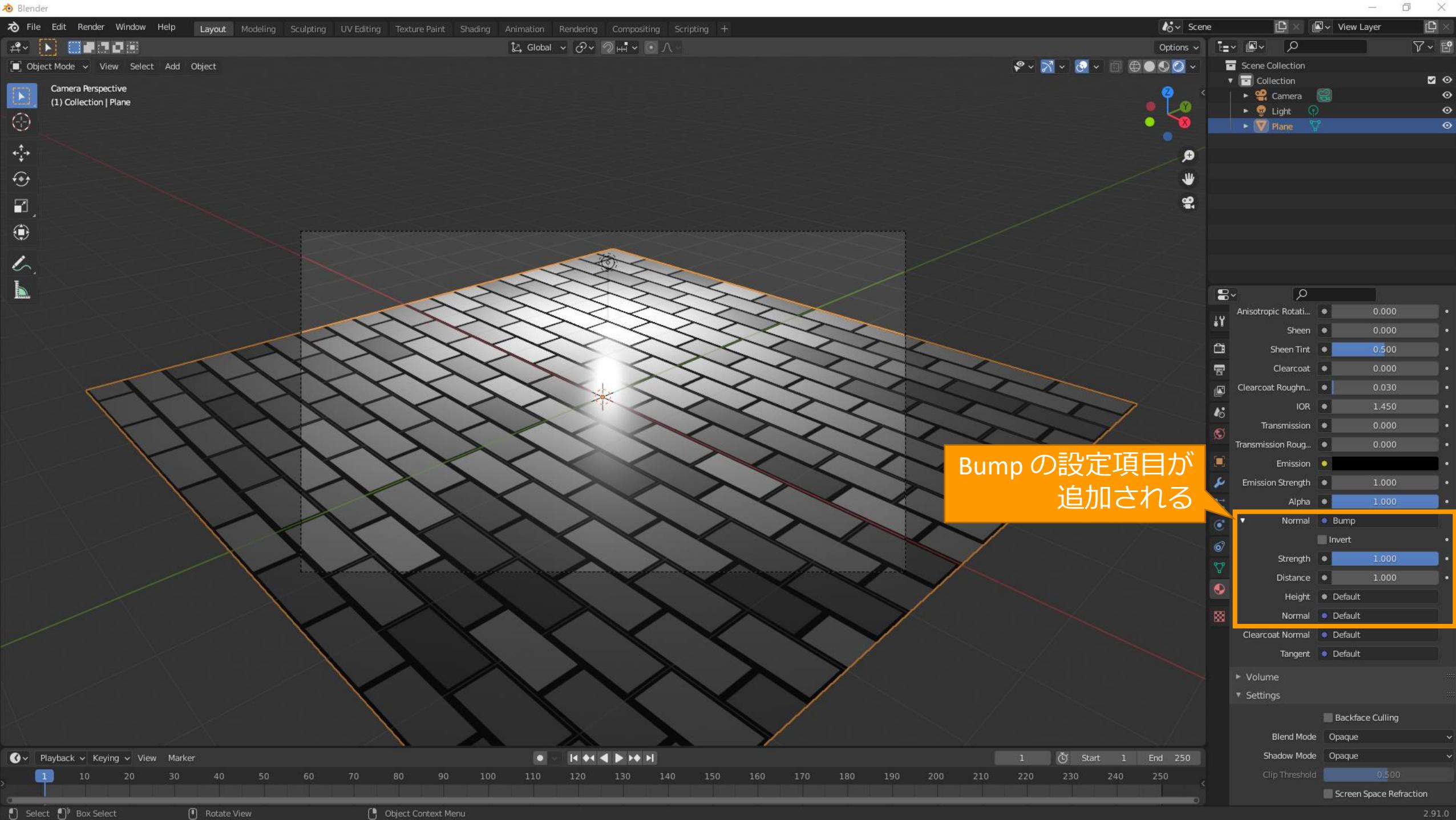


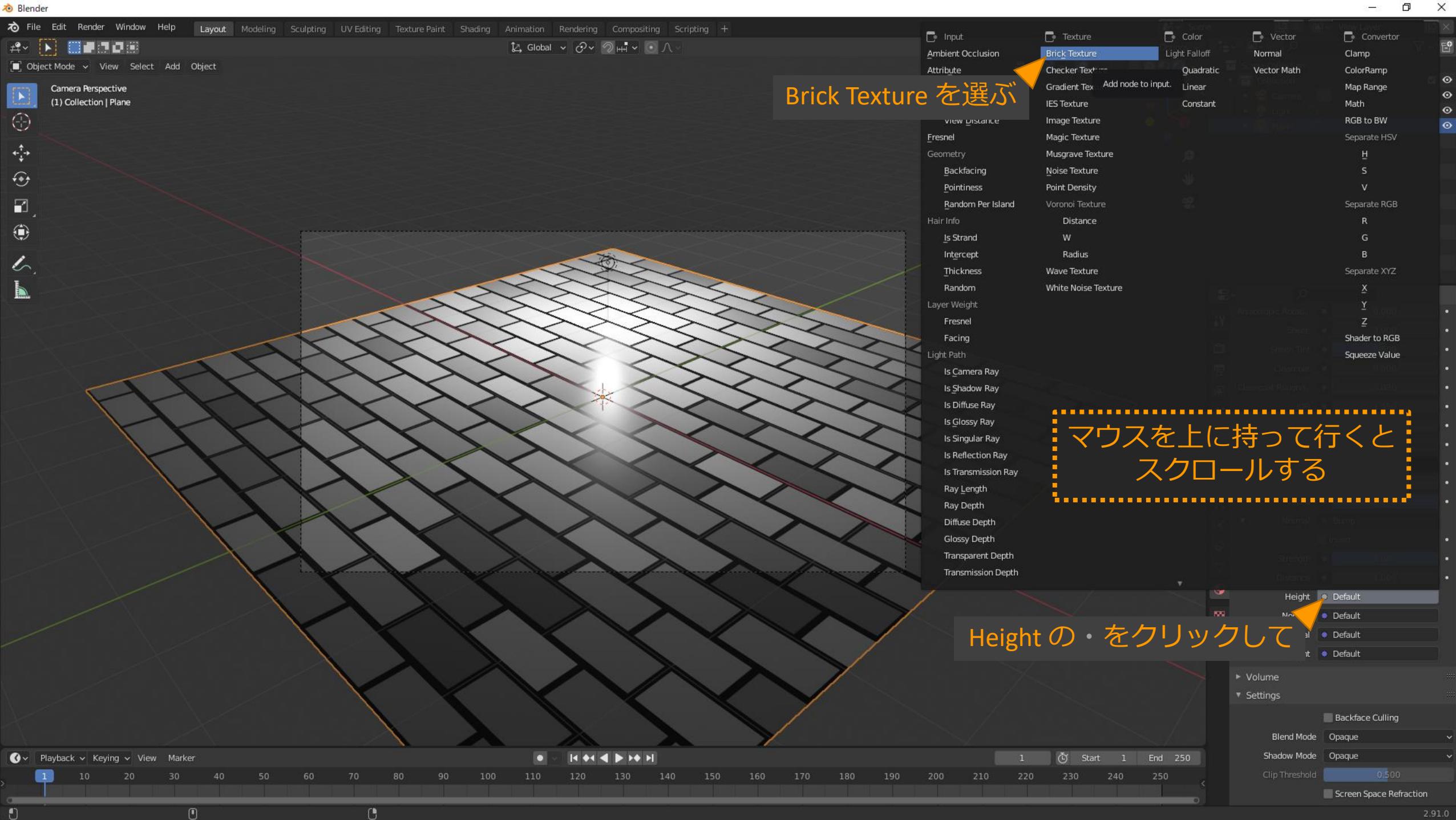


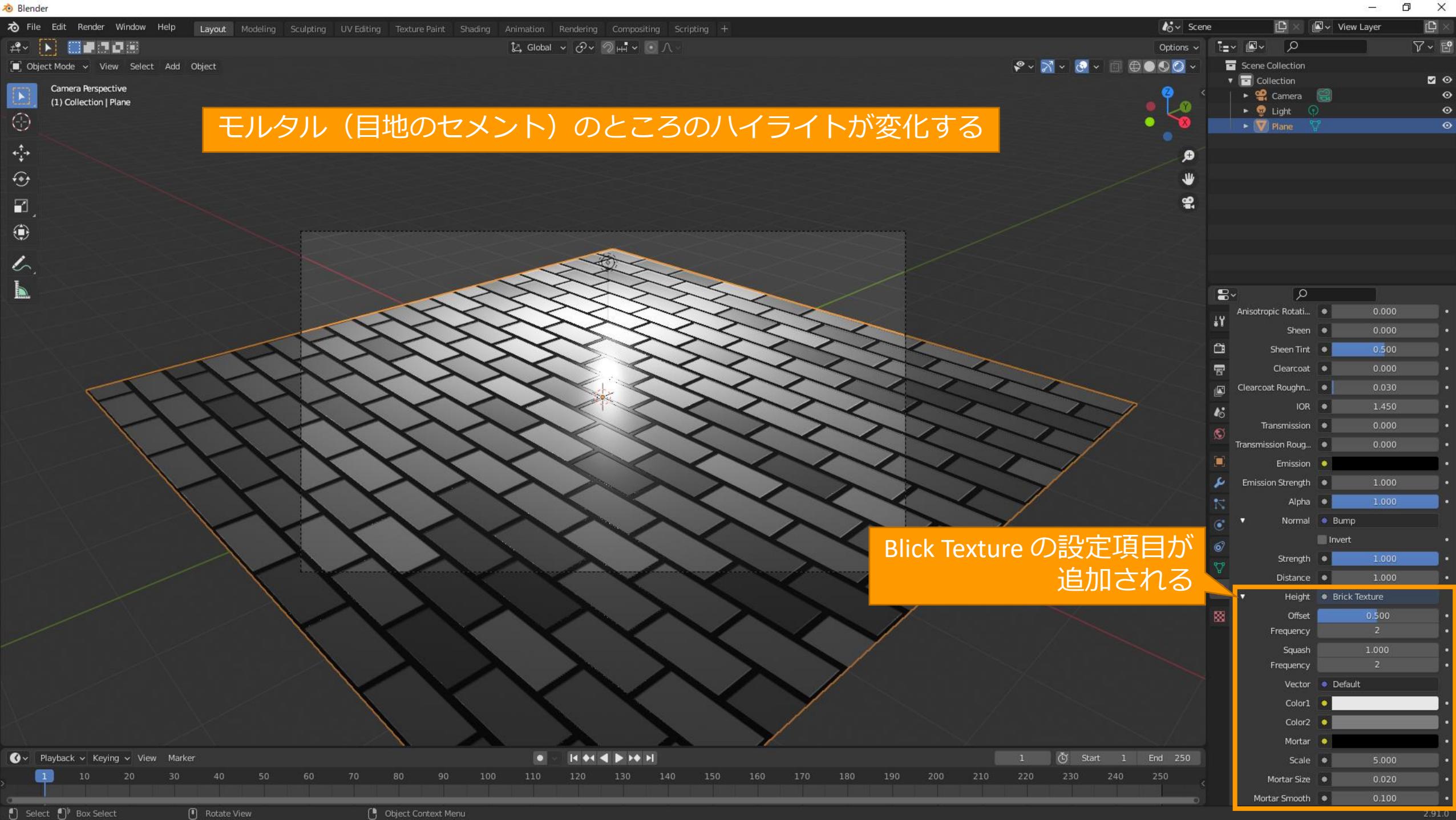


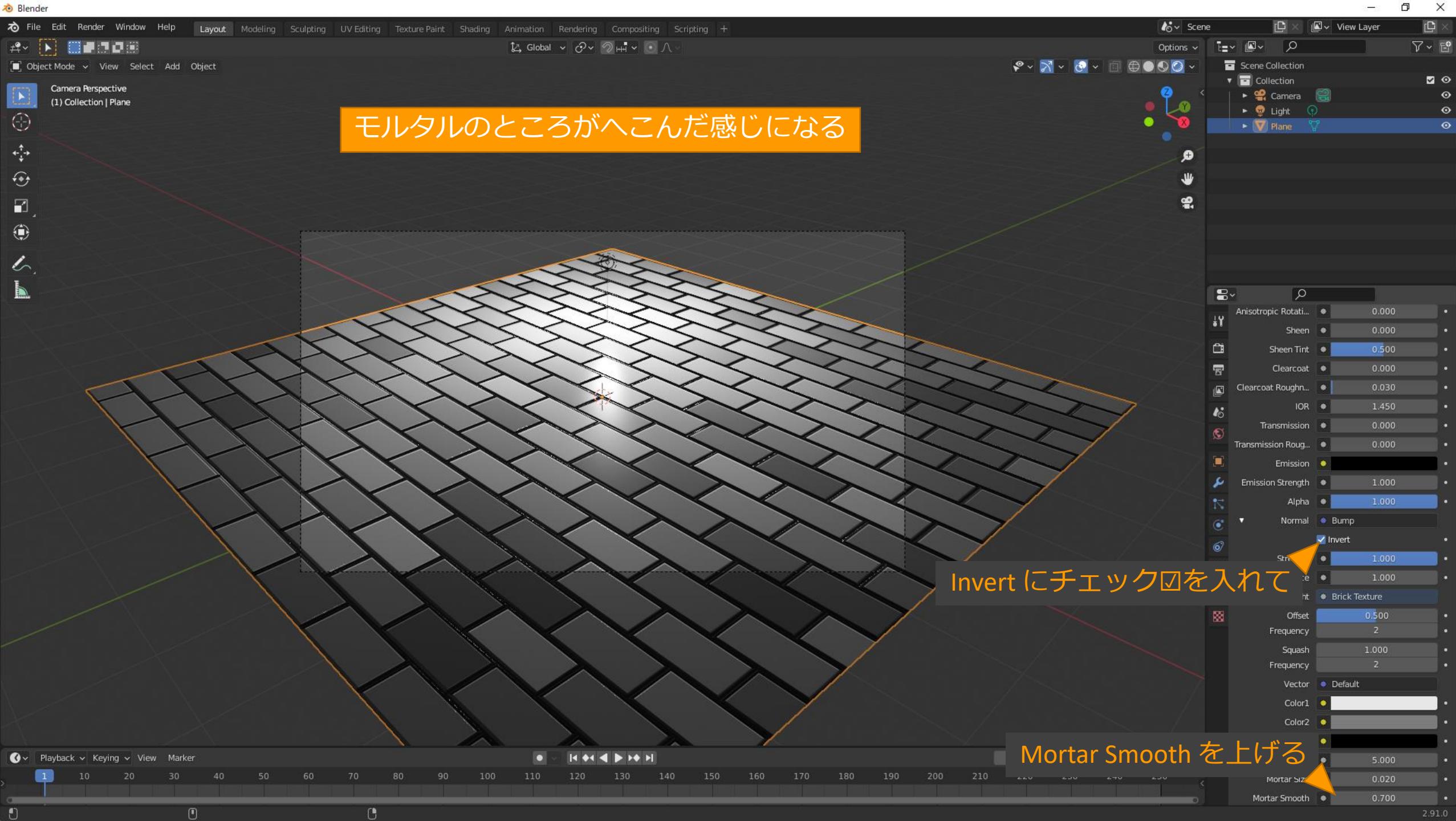




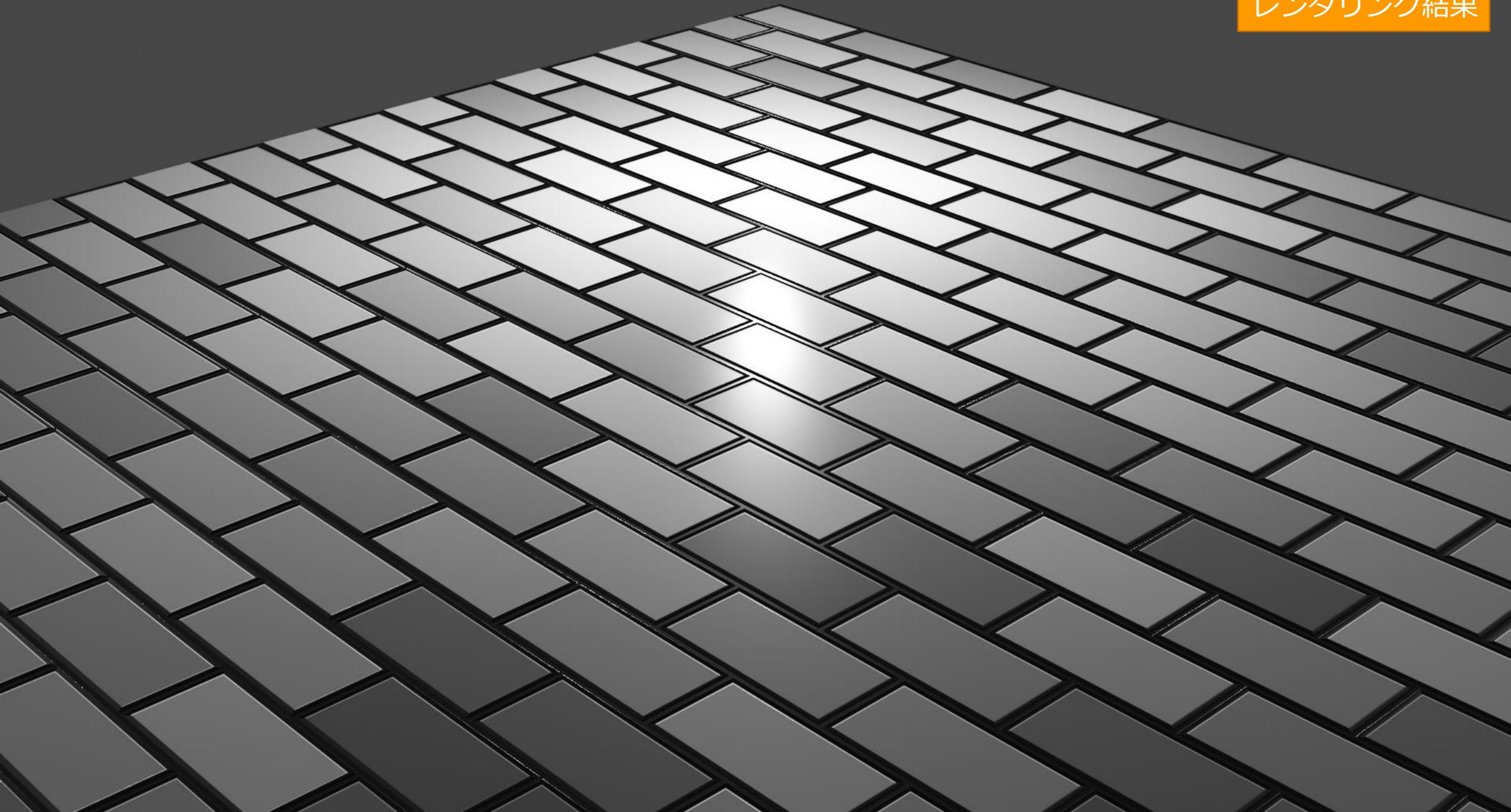




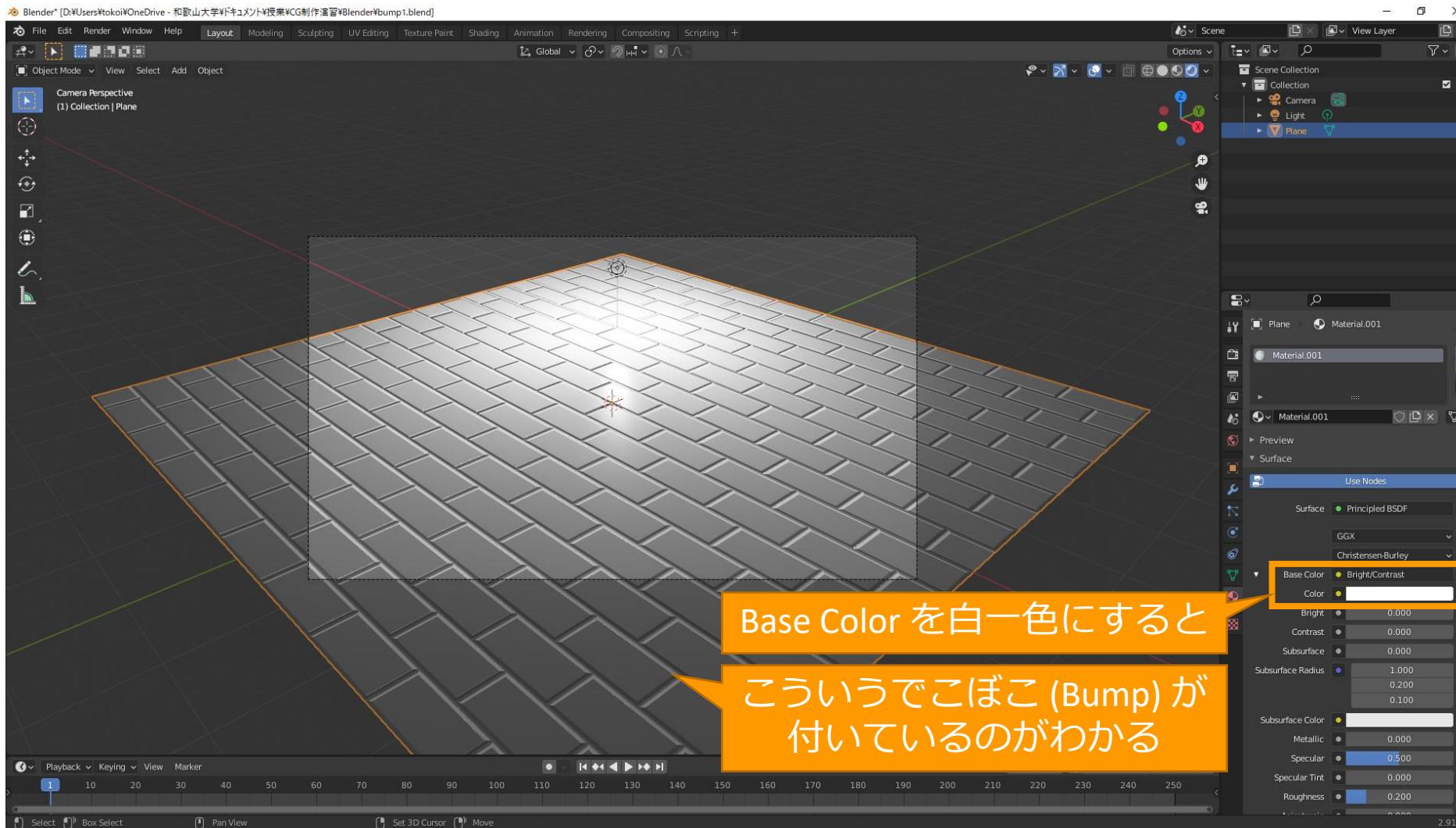


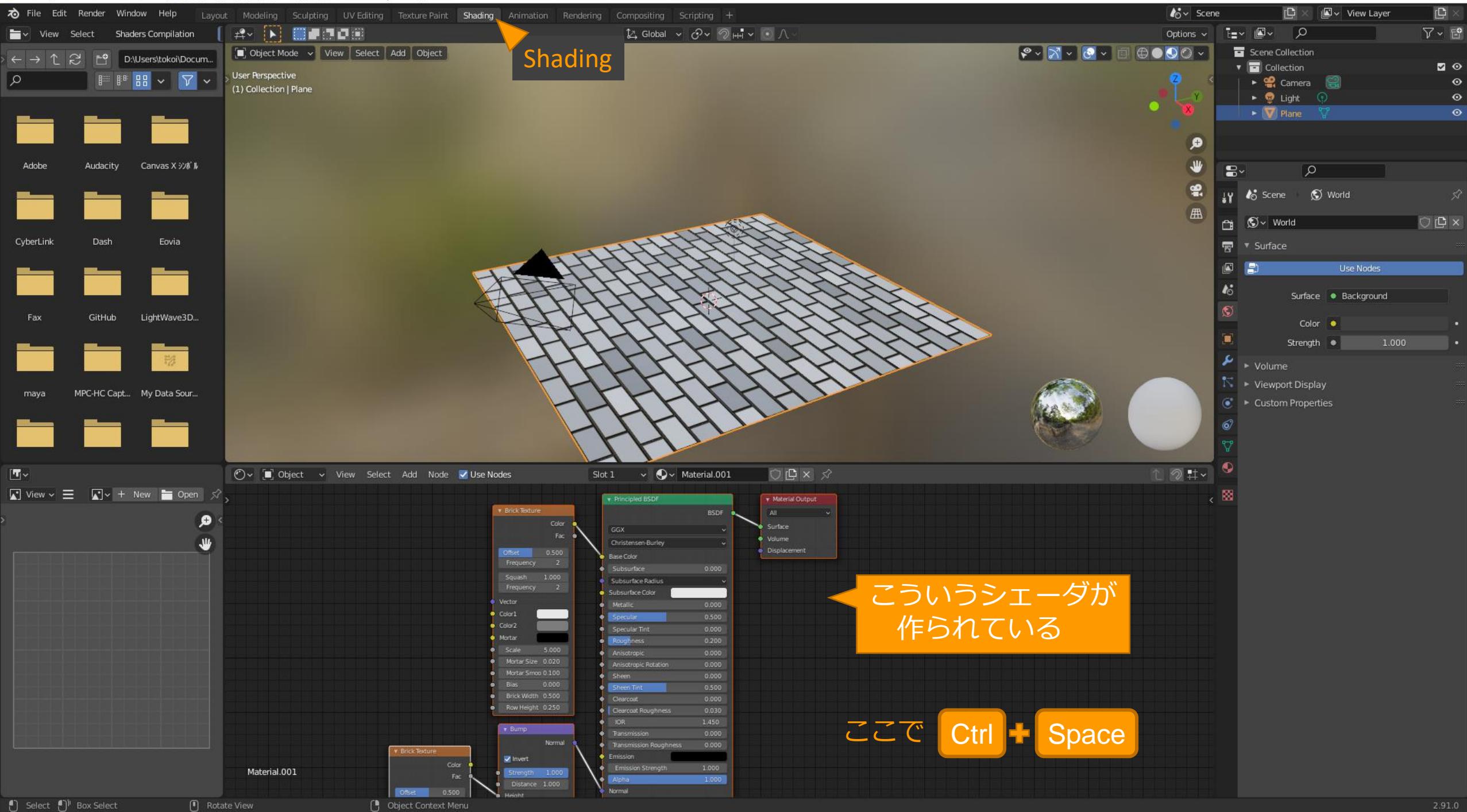


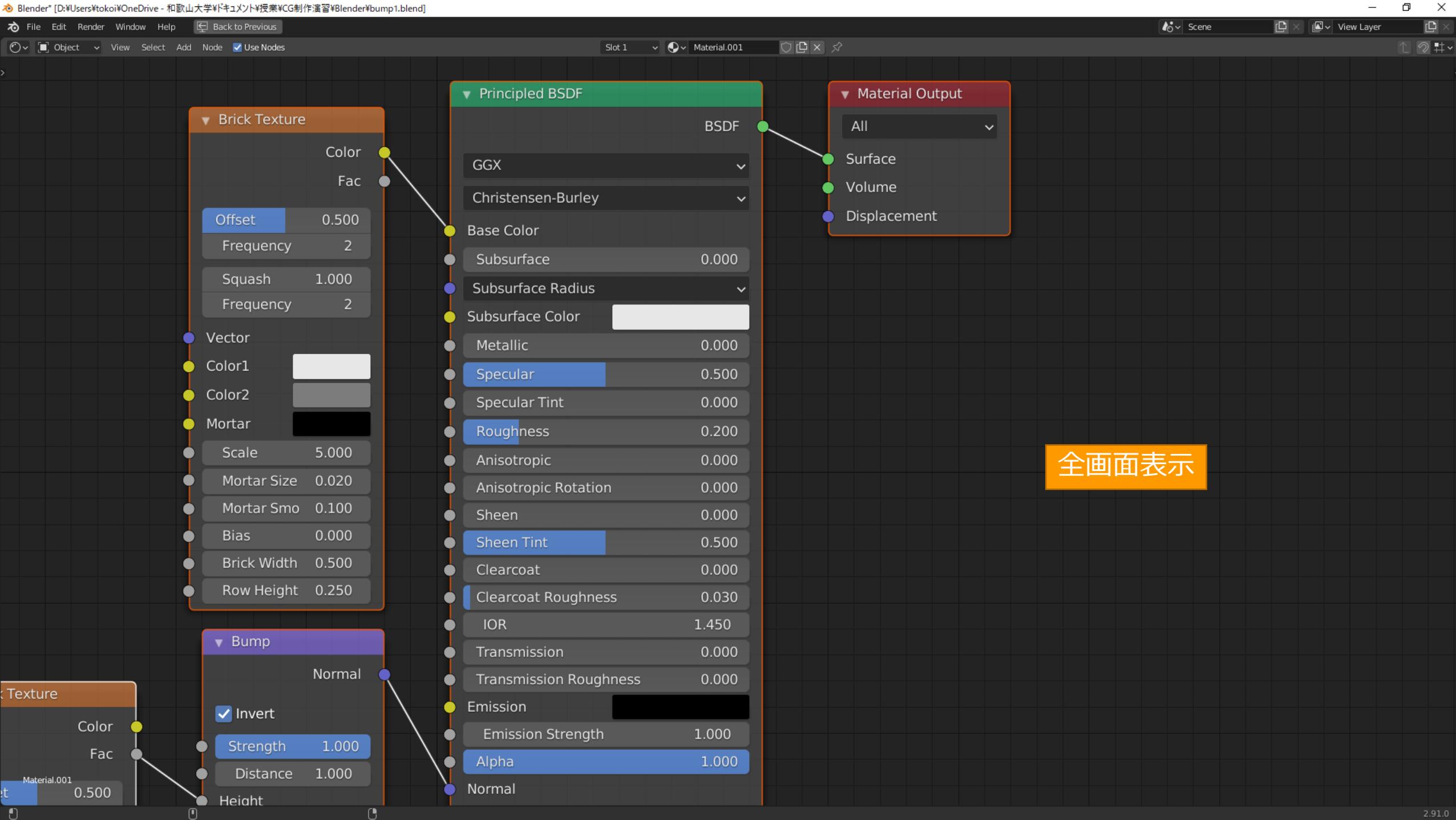
レンダリング結果

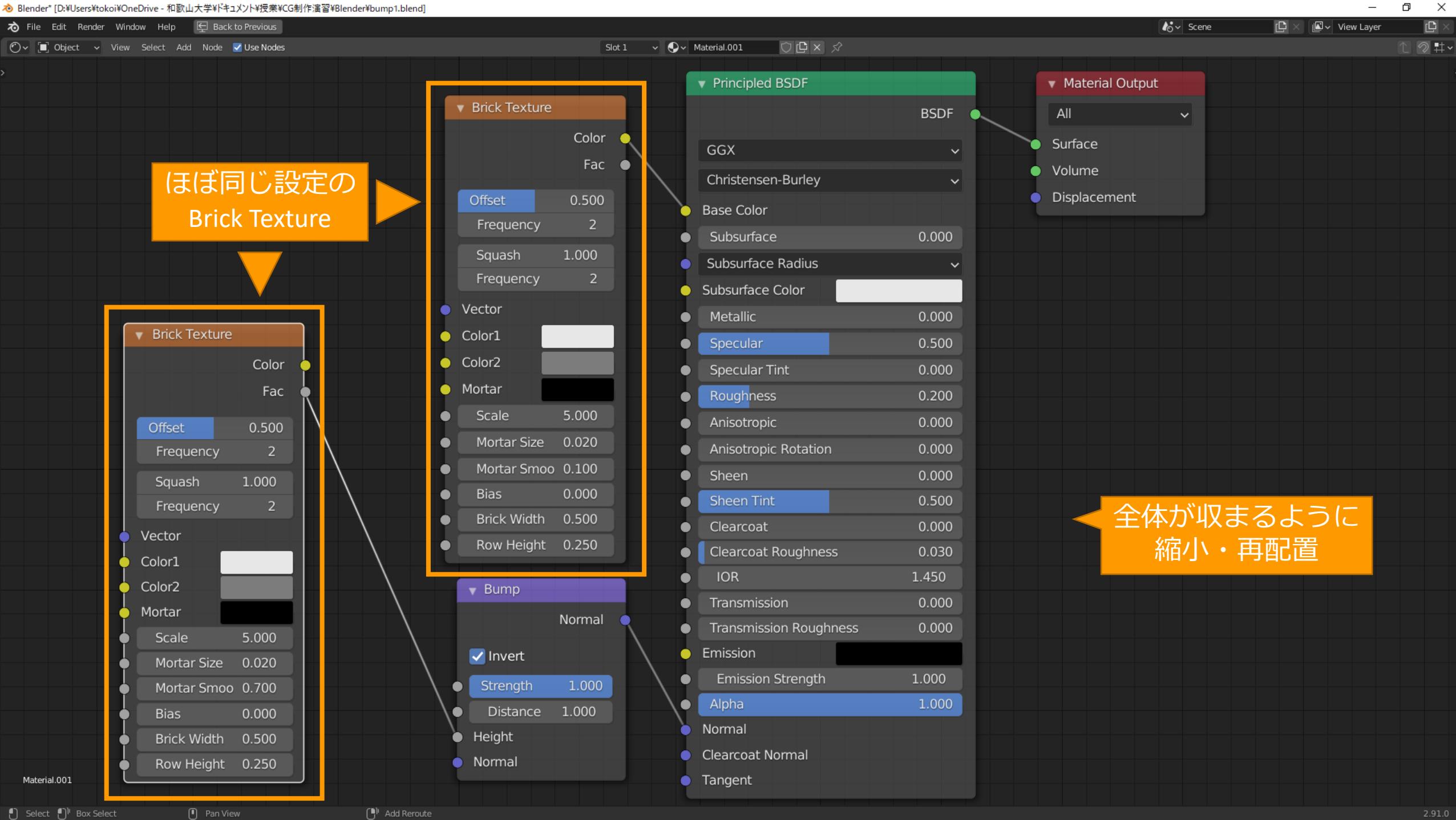


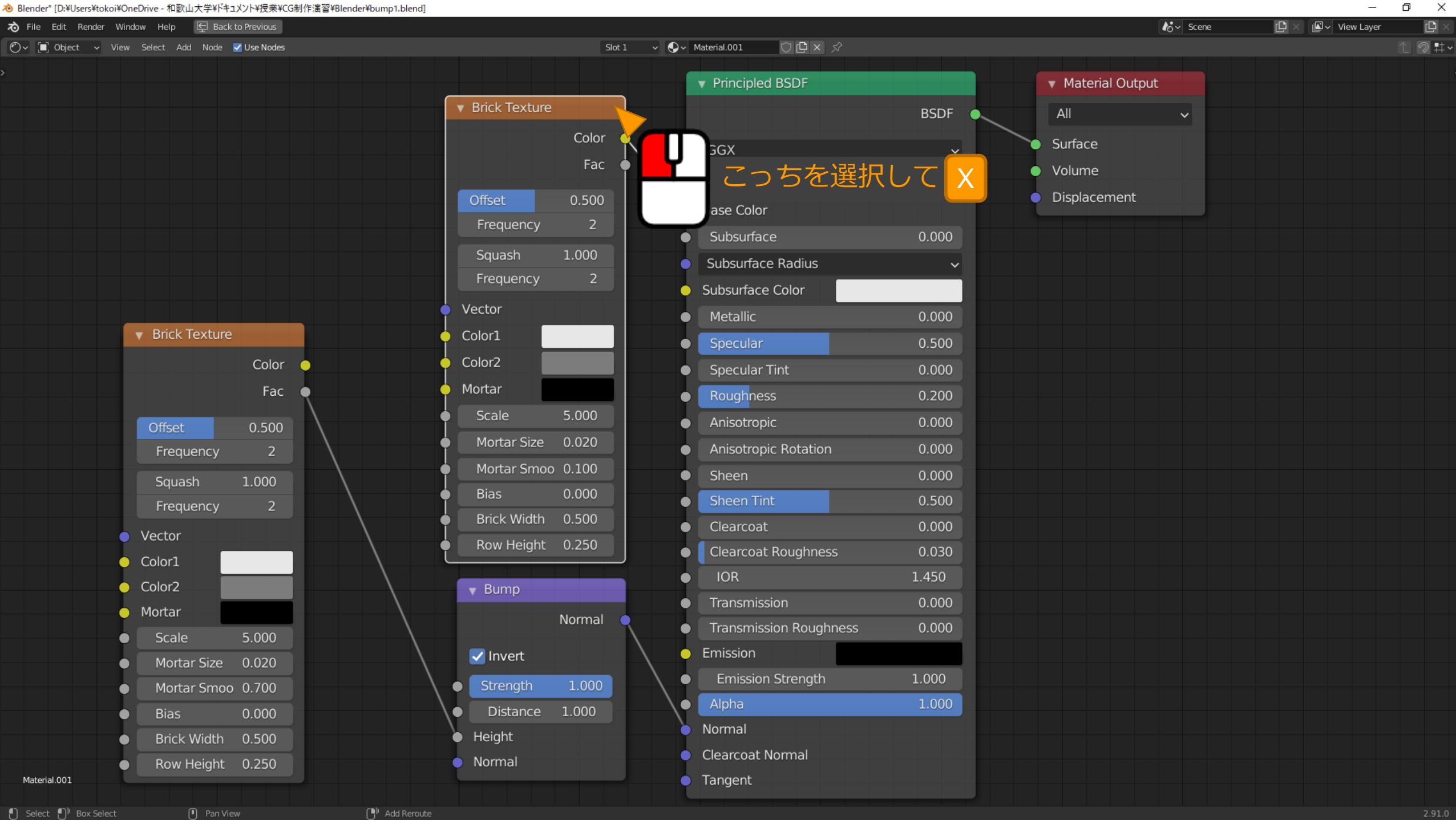
バンプマッピング

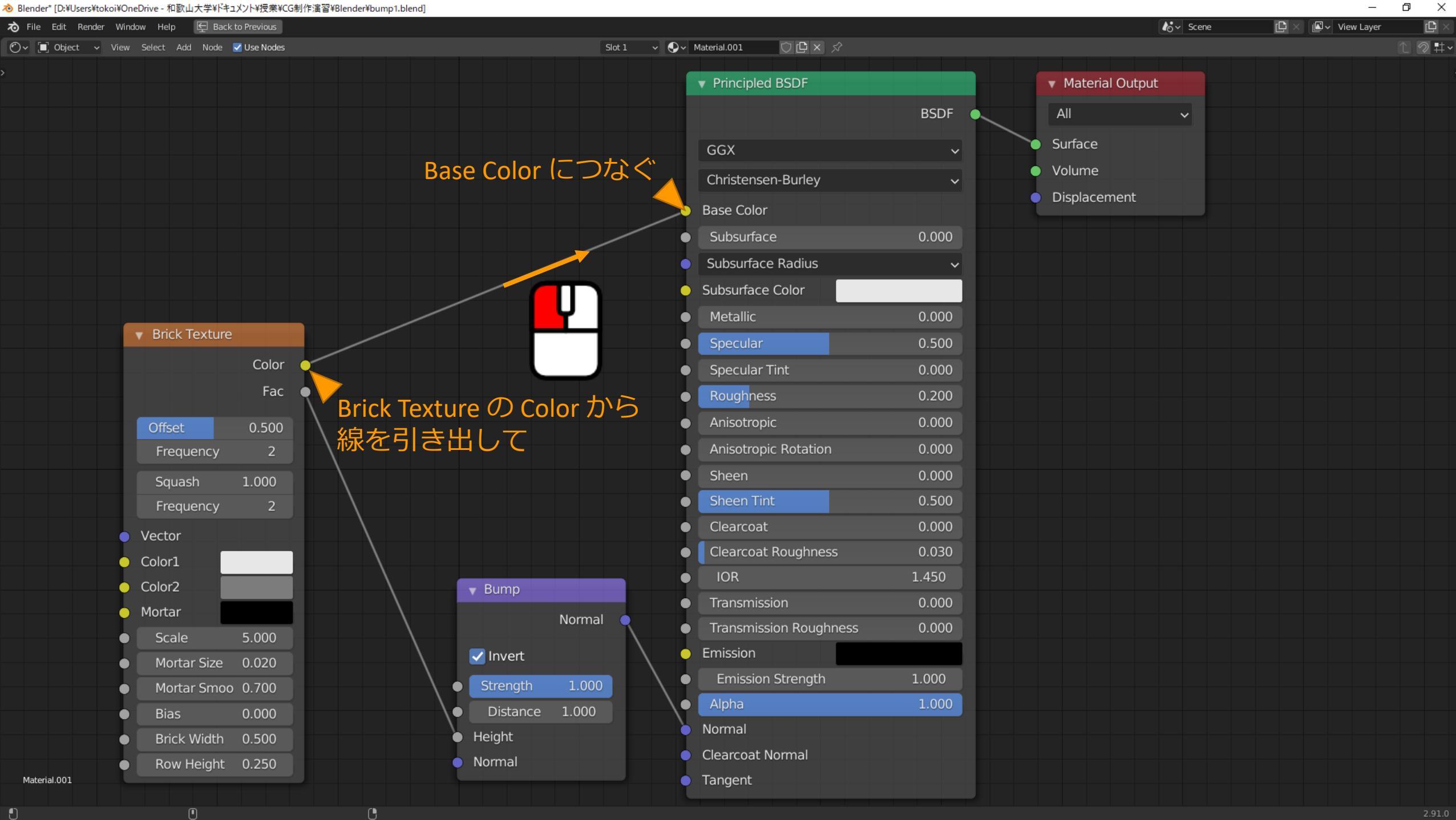


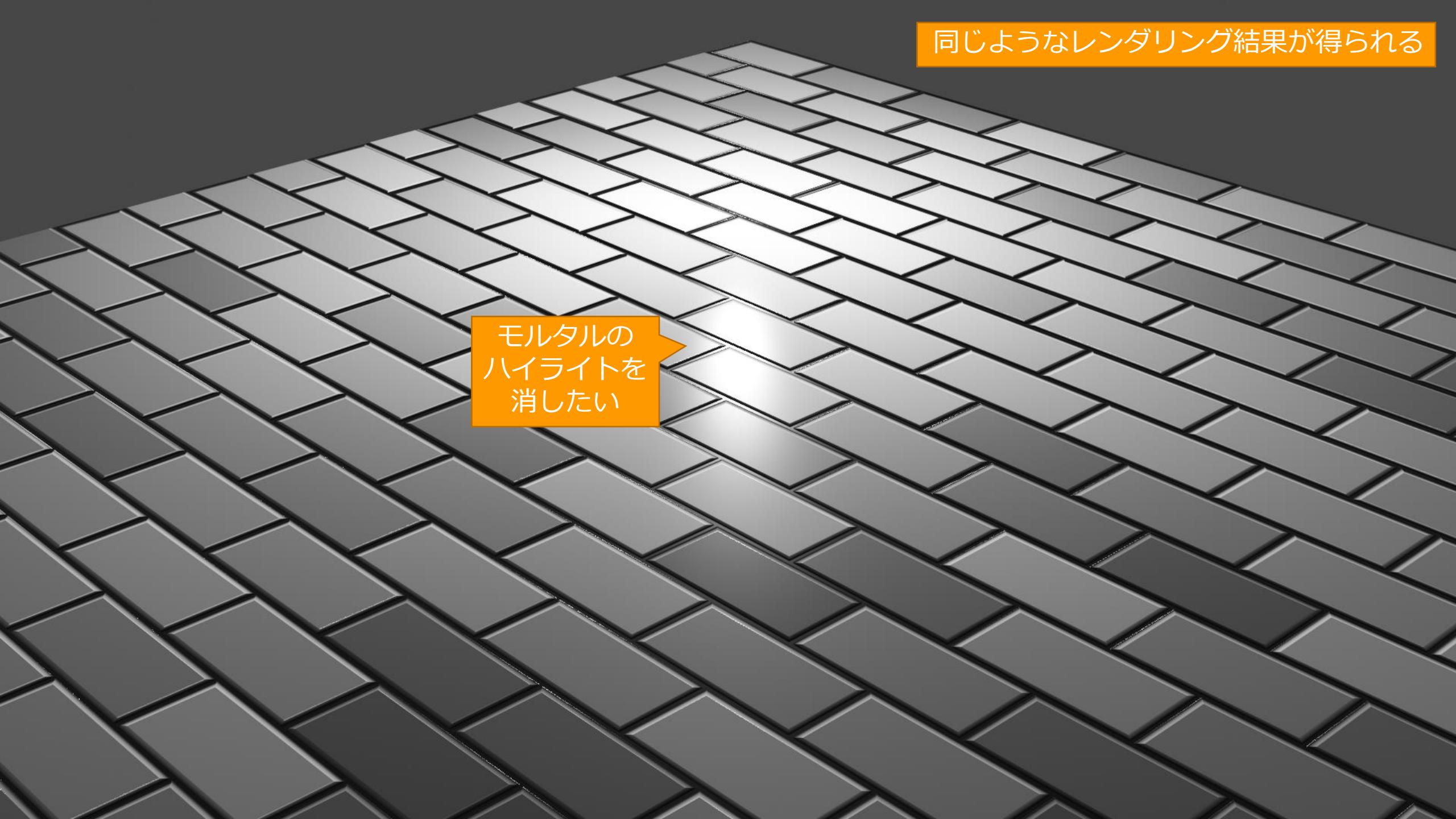












同じようなレンダリング結果が得られる

モルタルの
ハイライトを
消したい

Blender [D:\Users\ytokei\OneDrive - 和歌山大学\デキメント\授業\CG制作演習\Blender\bump2.blend]

File Edit Render Window Help Back to Previous

Object View Select Add Node Use Nodes Slot 1 Material.001 Scene View Layer

Brick Texture の Fac から
もう一本線を引き出して
Roughness につなぐ

Brick Texture

- Color
- Fac
 - Offset 0.500
 - Frequency 2
 - Squash 1.000
 - Frequency 2
- Vector
- Color1
- Color2
- Mortar
 - Scale 5.000
 - Mortar Size 0.020
 - Mortar Smoo 0.700
 - Bias 0.000
 - Brick Width 0.500
 - Row Height 0.250

Principled BSDF

- BSDF GGX
- Christensen-Burley
- Base Color
- Subsurface 0.000
- Subsurface Radius
- Subsurface Color
- Metallic 0.000
- Specular 0.500
- Specular Tint 0.000
- Roughness
- Anisotropic 0.000
- Anisotropic Rotation 0.000
- Sheen 0.000
- Sheen Tint 0.500
- Clearcoat 0.000
- Clearcoat Roughness 0.030
- IOR 1.450
- Transmission 0.000
- Transmission Roughness 0.000
- Emission
- Emission Strength 1.000
- Alpha 1.000
- Normal
- Clearcoat Normal
- Tangent

Material Output

- All
- Surface
- Volume
- Displacement

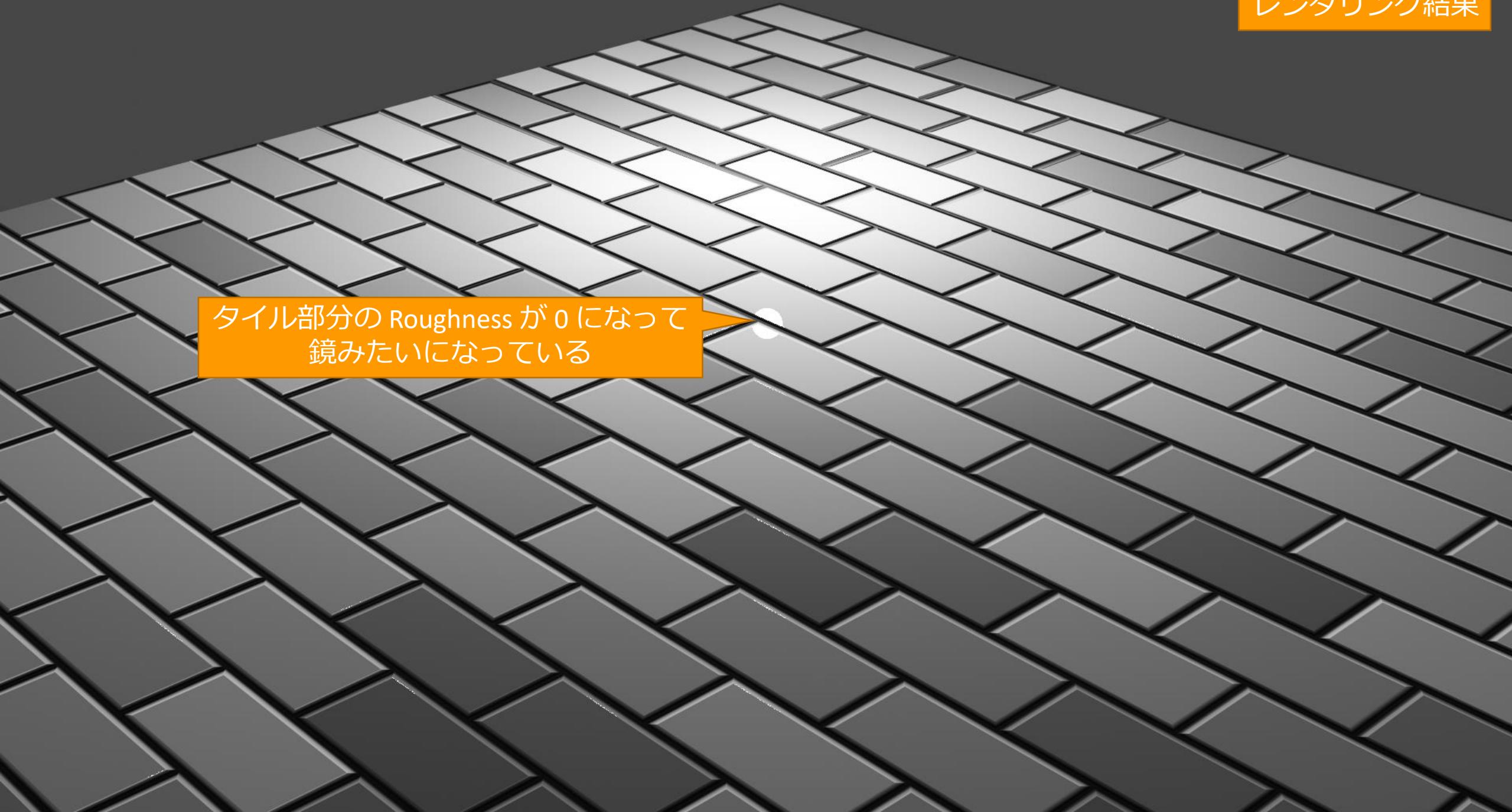
Brick Texture の Fac 出力は

- タイル部分 0
- モルタル部分 1

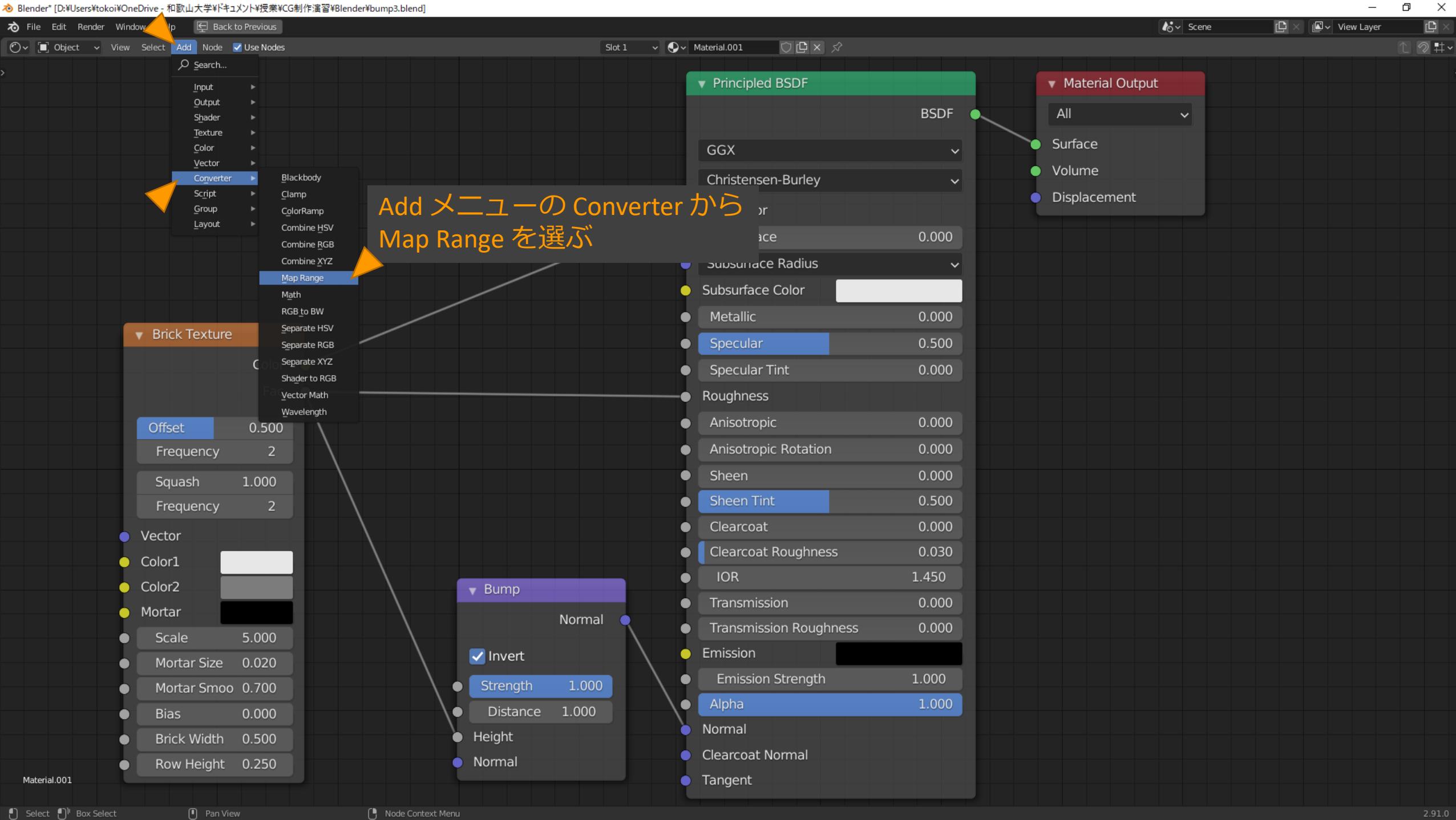
Material.001

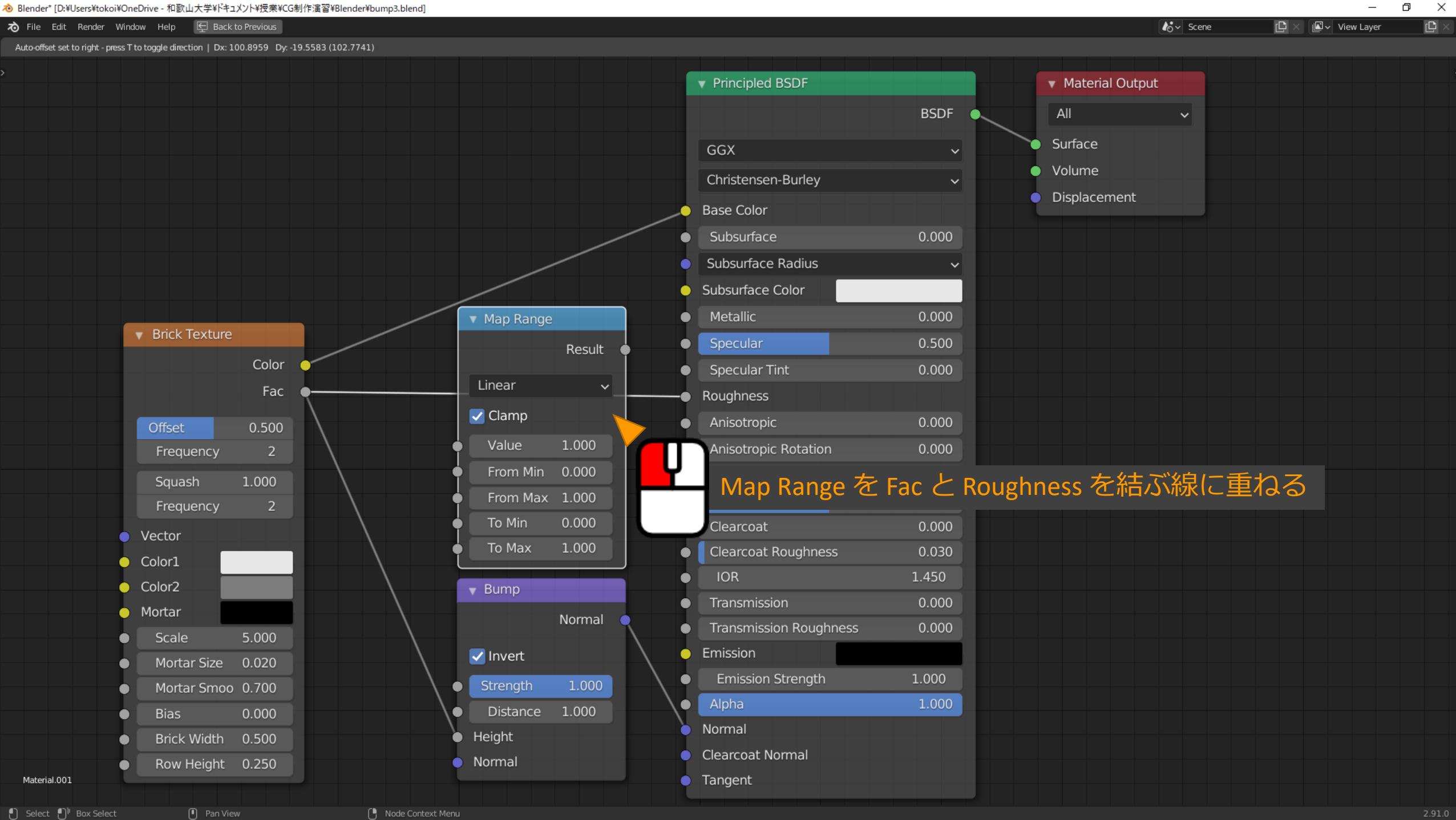
Select Box Select Pan View Node Context Menu

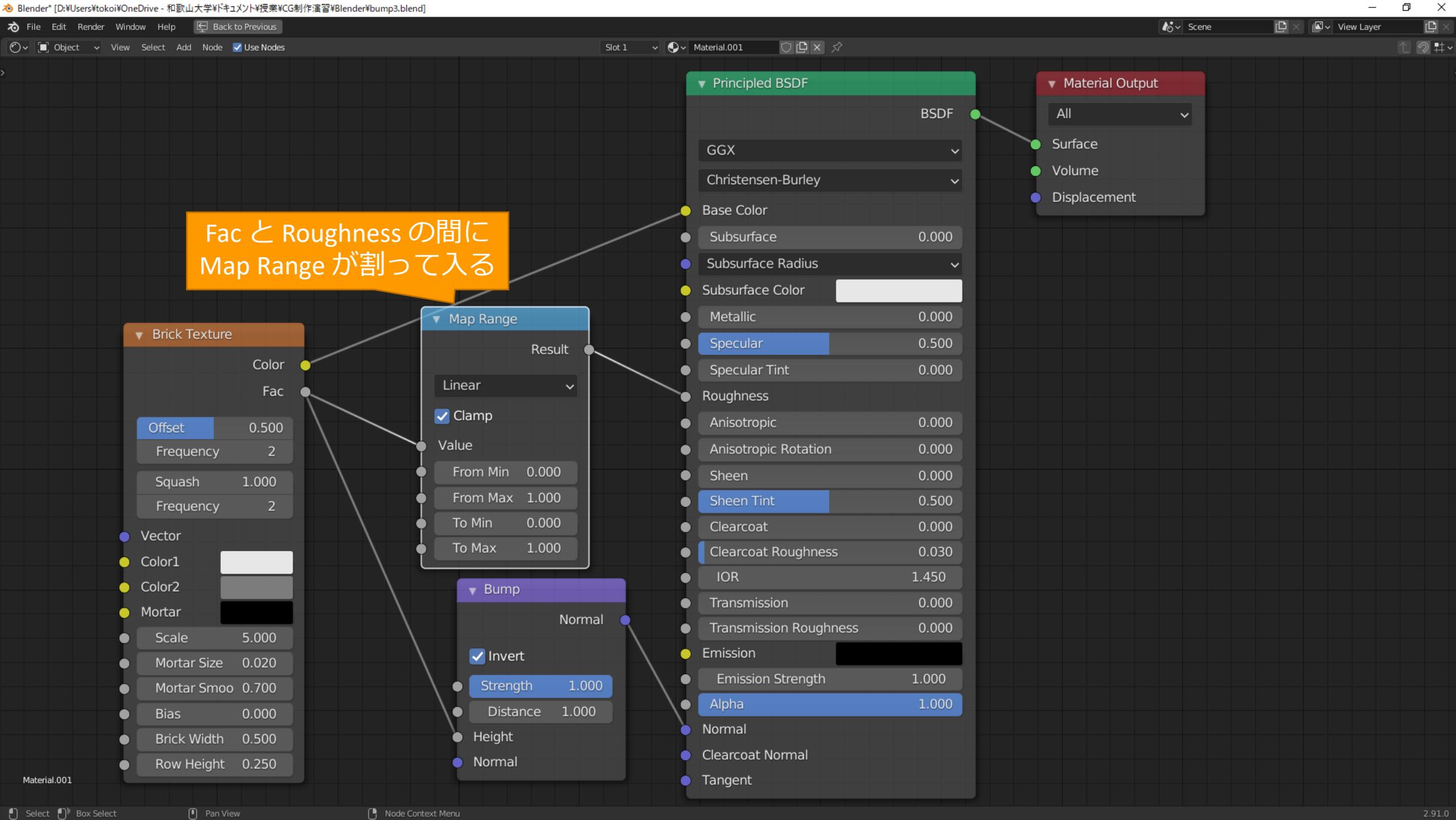
2.91.0



タイル部分の Roughness が 0 になって
鏡みたいになっている







Blender [D:\Users\yotoki\OneDrive - 和歌山大学\ドキュメント\授業\CG制作演習\Blender\bump3.blend]

File Edit Render Window Help Back to Previous

Object View Select Add Node Use Nodes Slot 1 Material.001 Scene Pan View Node Context Menu View Layer

Brick Texture

- Color Fac
- Offset 0.500
- Frequency 2
- Squash 1.000
- Frequency 2
- Vector
- Color1
- Color2
- Mortar
- Scale 5.000
- Mortar Size 0.020
- Mortar Smoo 0.700
- Bias 0.000
- Brick Width 0.500
- Row Height 0.250

Map Range

- Result
- Linear
- Clamp
- Value
- From Min 0.000
- From Max 1.000
- To Min 0.200
- To Max 0.700

Principled BSDF

- GGX
- Christensen-Burley
- Base Color
- Subsurface 0.000
- Subsurface Radius
- Subsurface Color
- Metallic 0.000
- Specular 0.500
- Specular Tint 0.000
- Roughness
- Anisotropic 0.000
- Anisotropic Rotation 0.000
- Sheen 0.000

Material Output

- All
- Surface
- Volume
- Displacement

Bump

- Normal
- Invert
- Strength 1.000
- Distance 1.000
- Height
- Normal

MapRange による変換

The graph illustrates the mapping process. A solid line represents the input range from 0.000 to 1.000. A dashed line represents the output range from 0.200 to 0.700. The curve is a straight line segment connecting (0.000, 0.200) and (1.000, 0.700). A vertical dashed line at 0.500 indicates the midpoint of the input range, which maps to 0.450 in the output range. The 'Clamp' checkbox is checked, ensuring the output remains within the specified bounds.

出力する値を Min (最小値) 0.2 Max (最大値) 0.7 に変換する

31 2.91.0

