

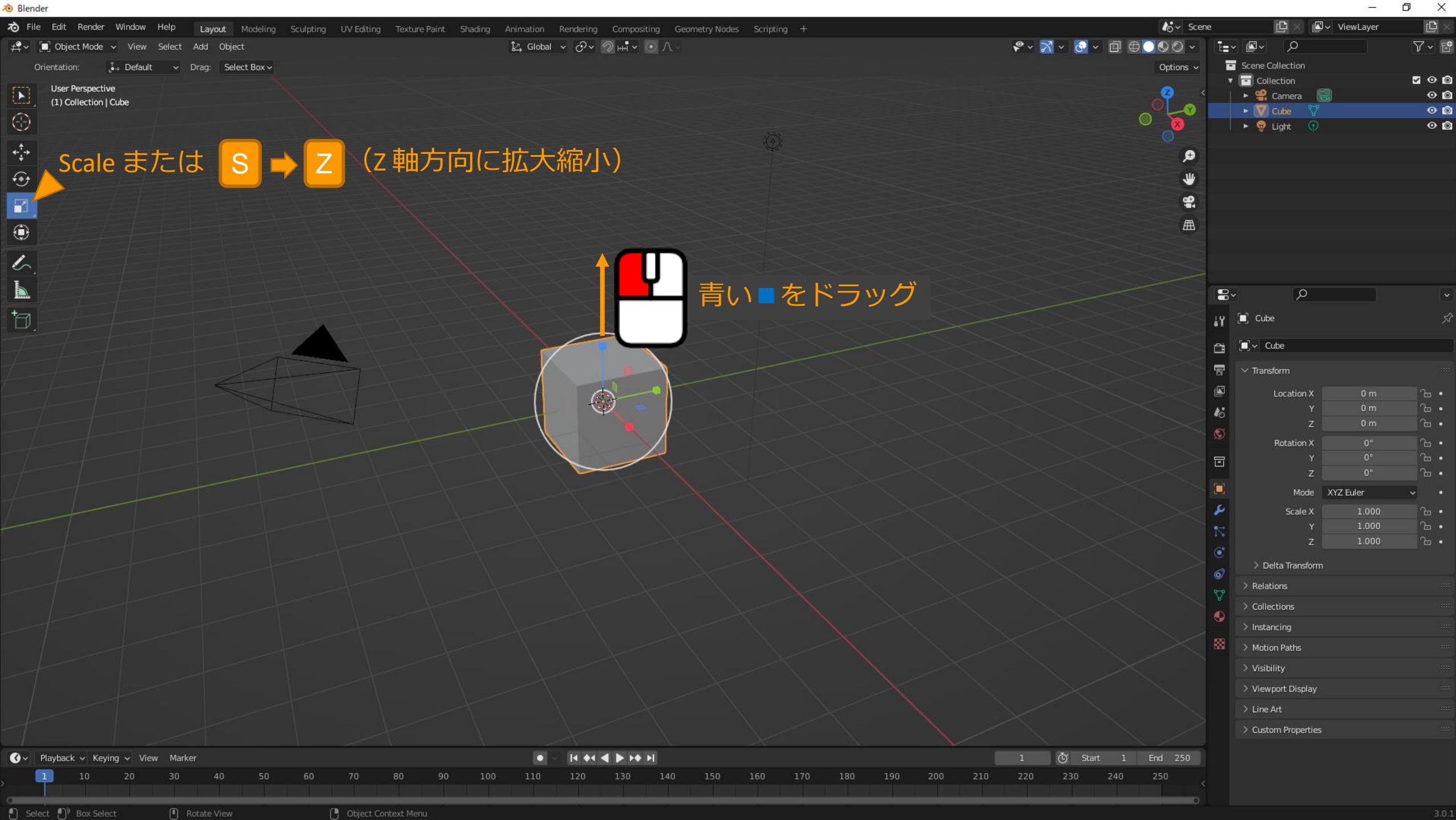
曲げる

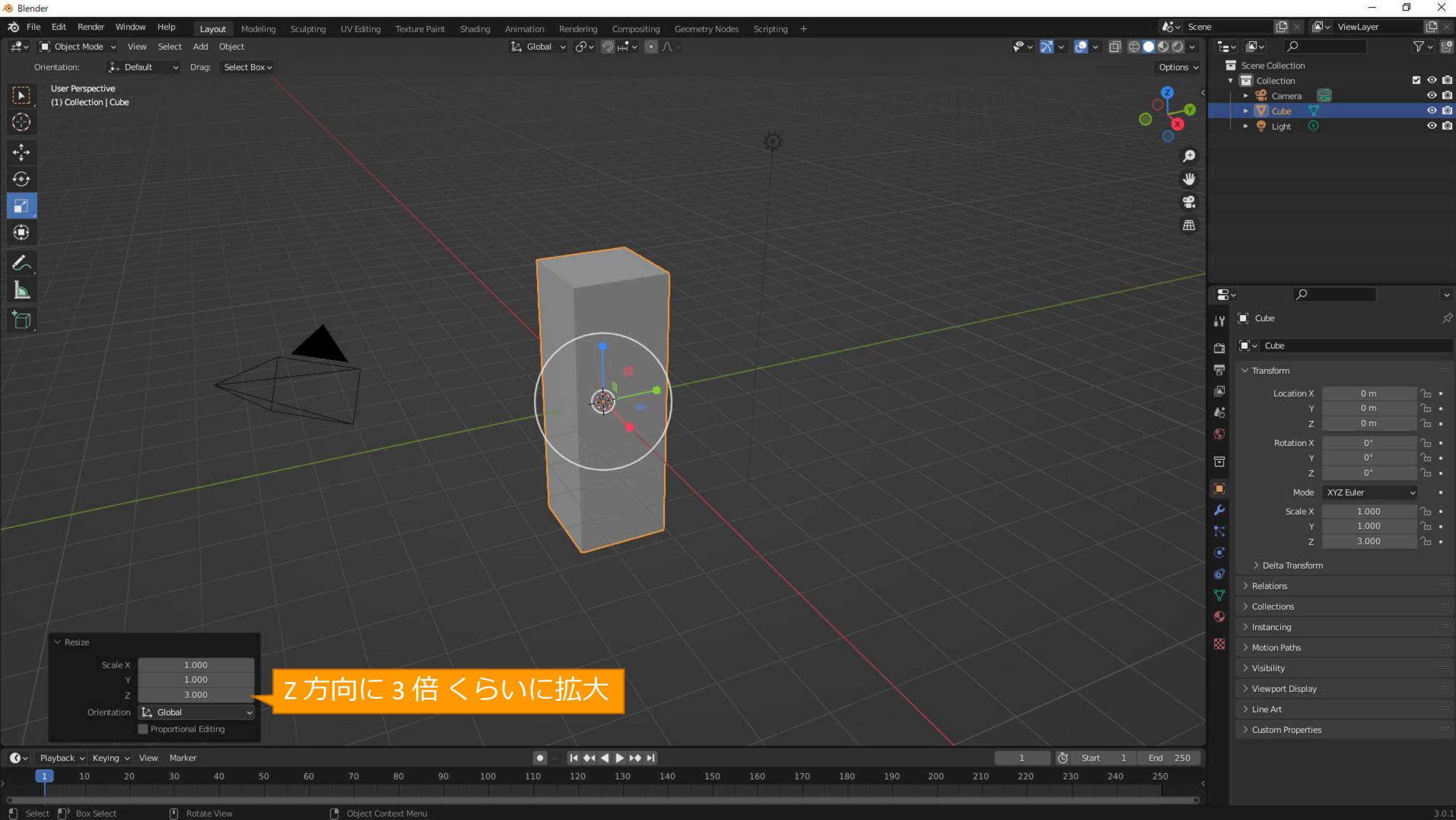
親子関係とスキニング

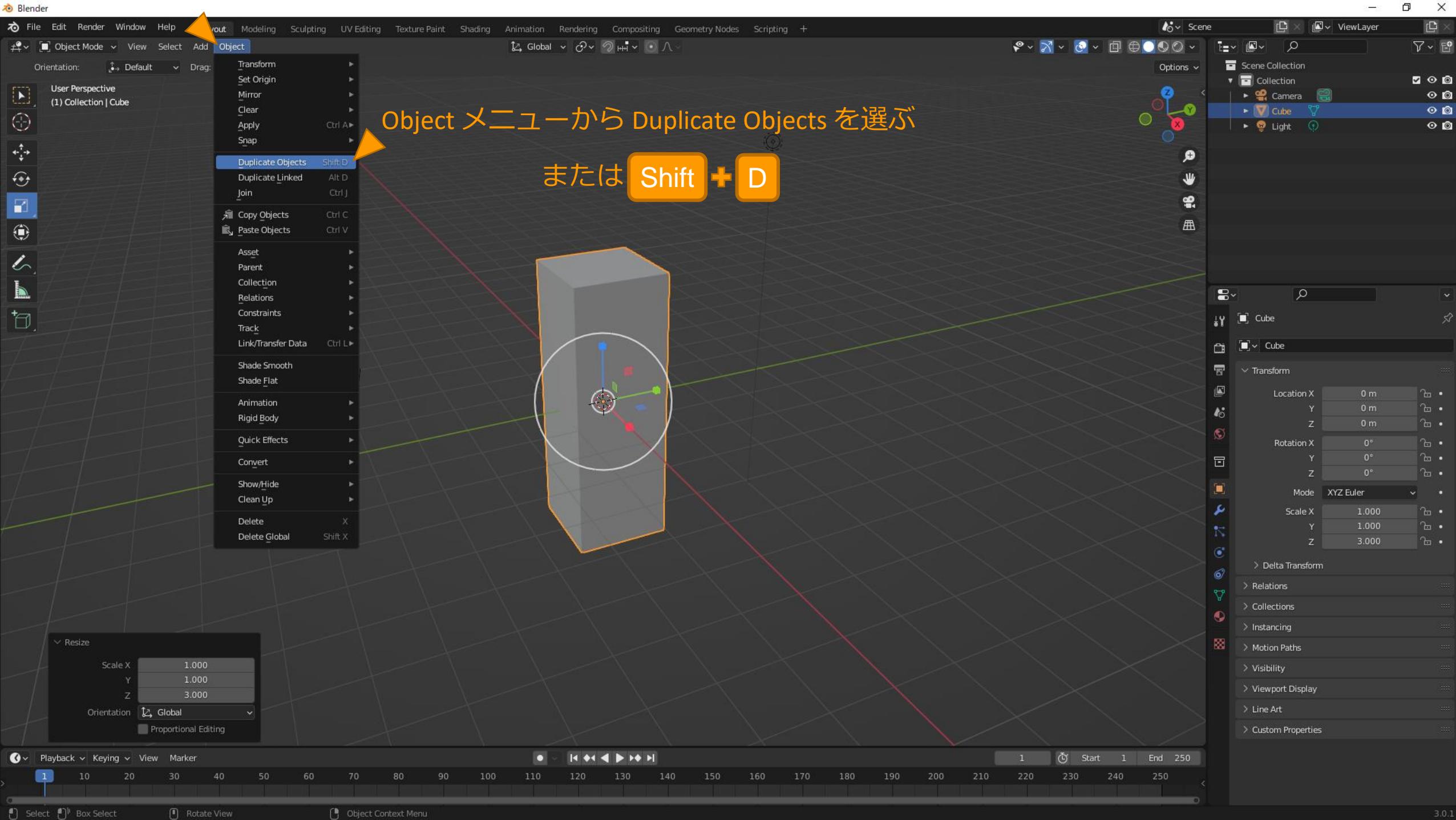


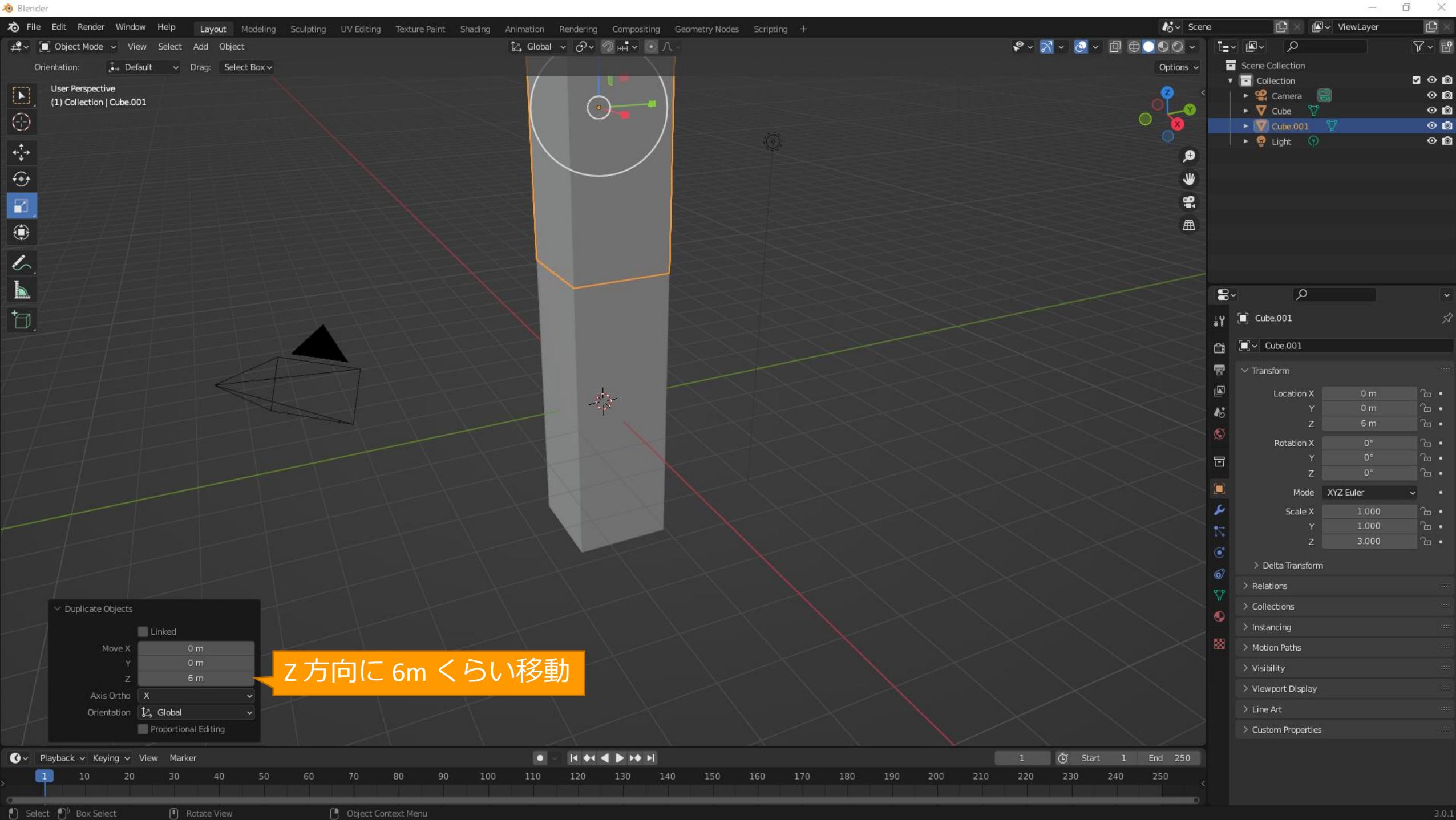
親子関係

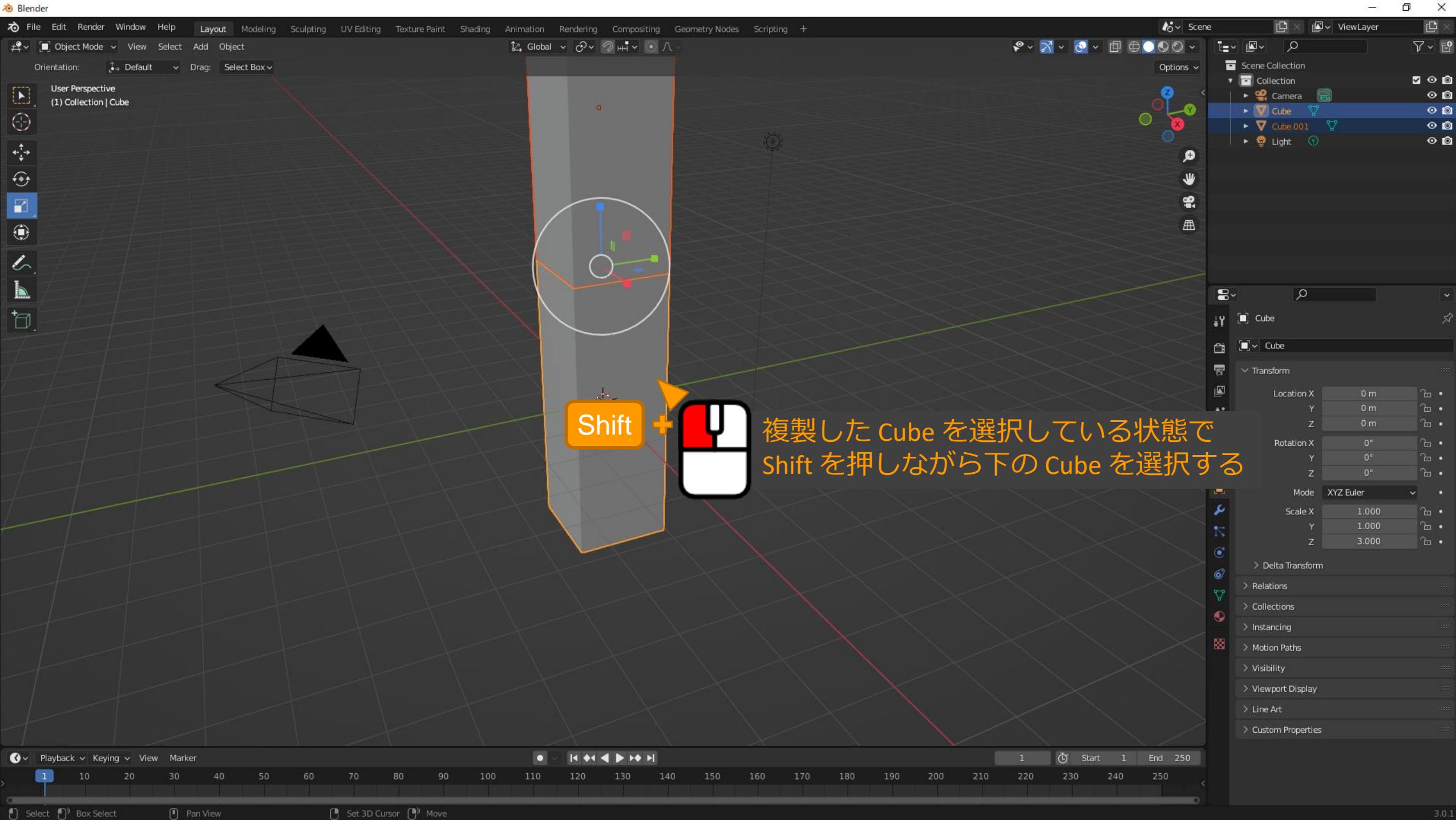
オブジェクトの動きを他のオブジェクトに追従させる

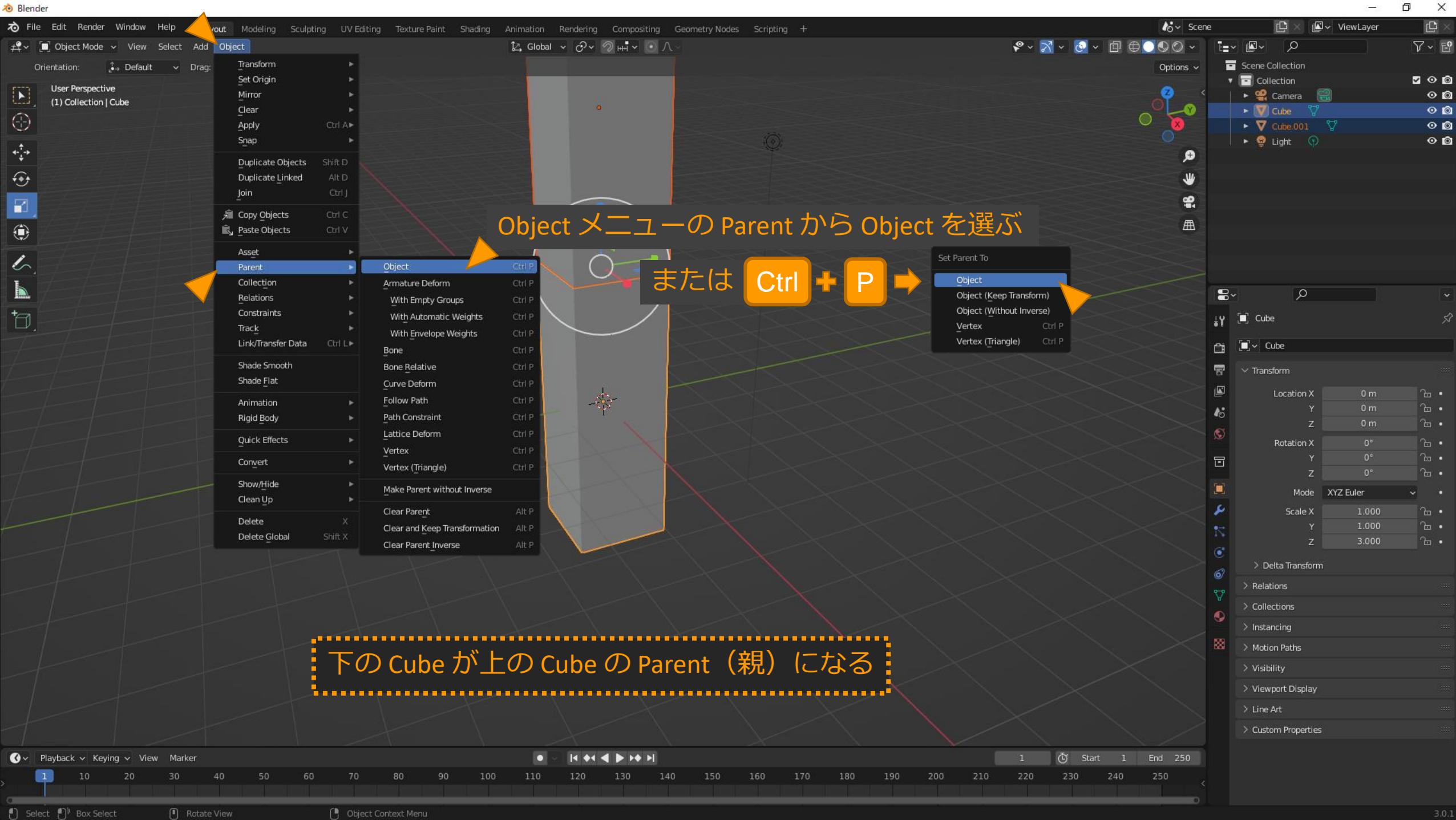


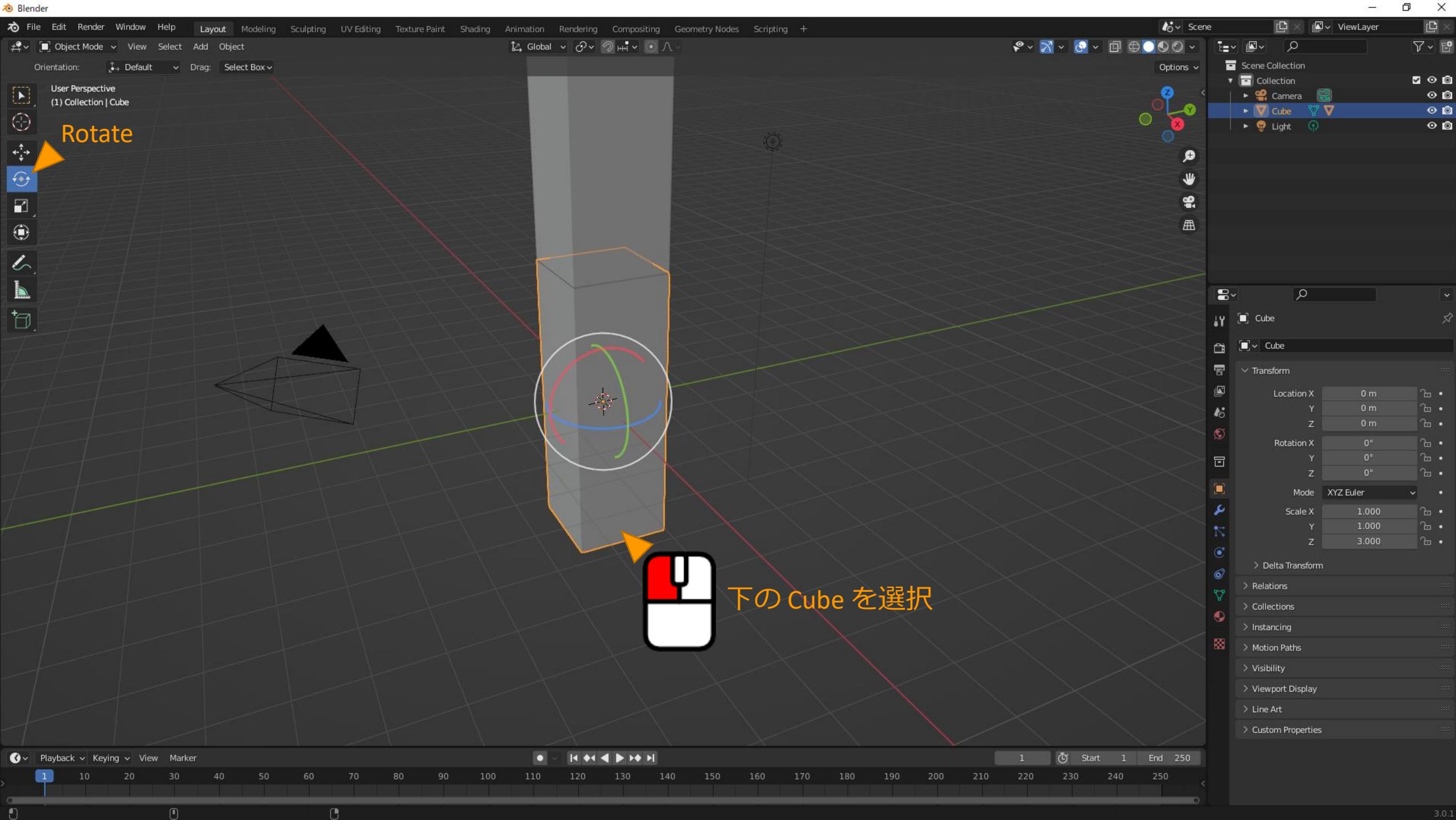


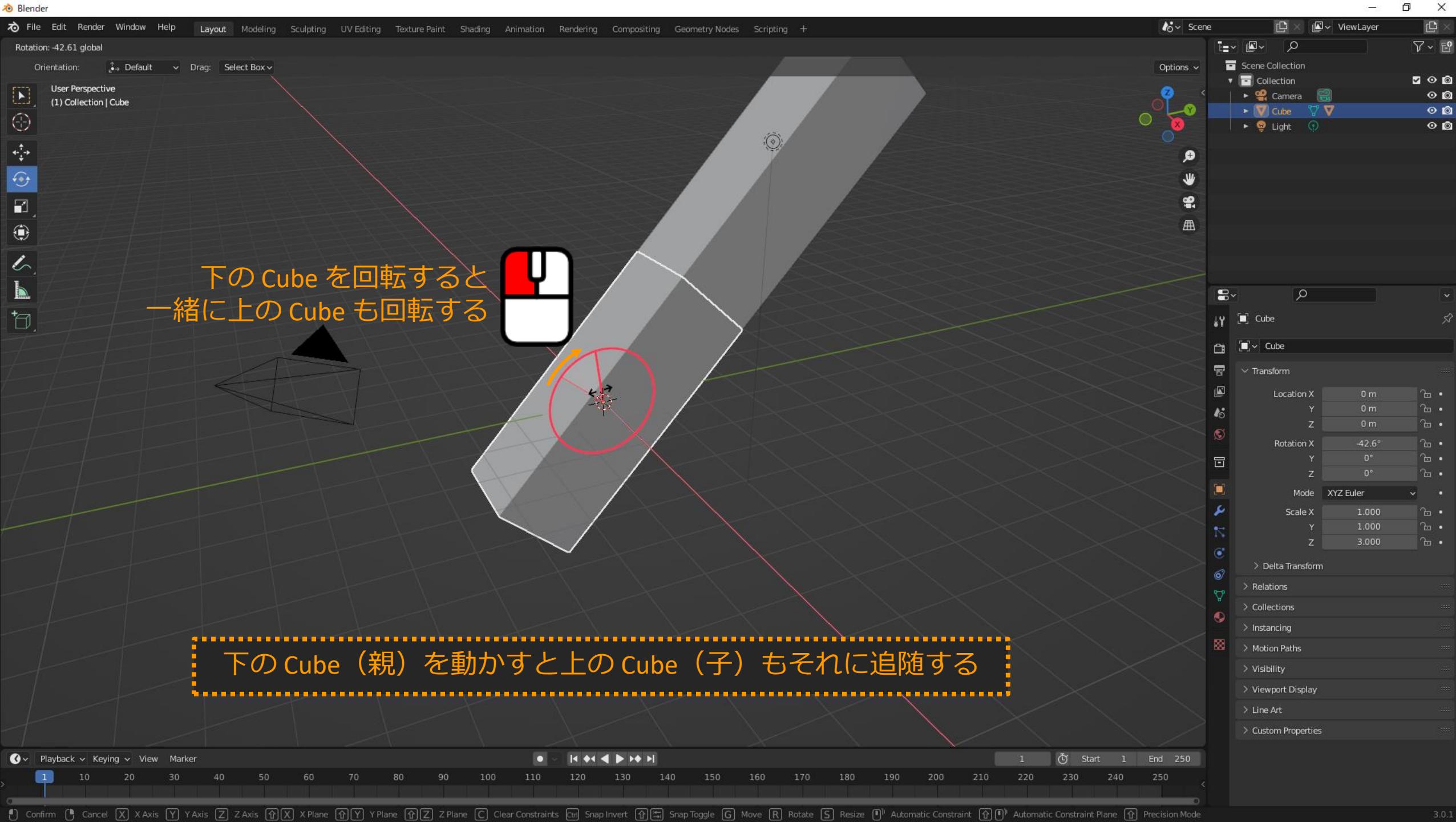


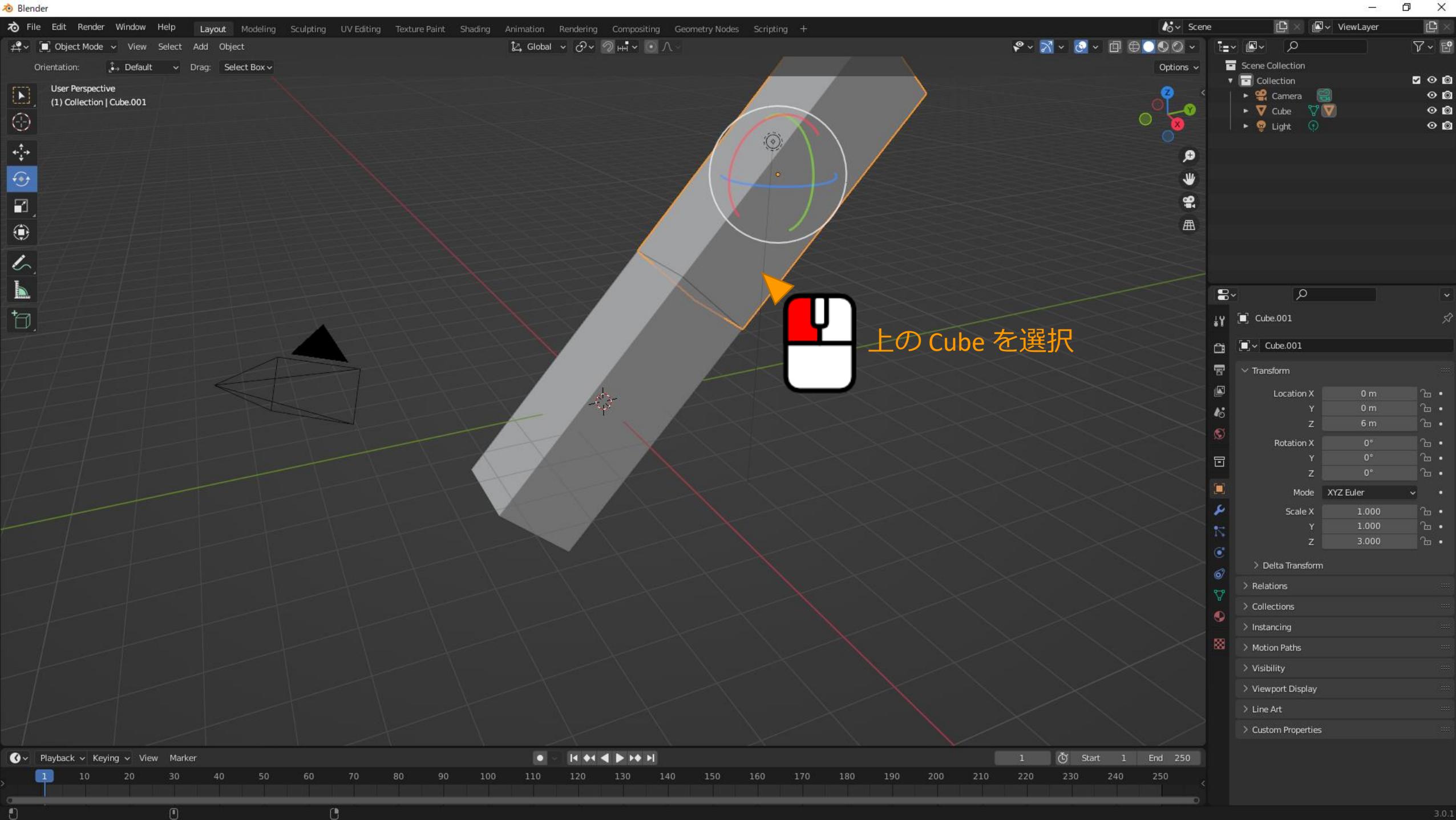


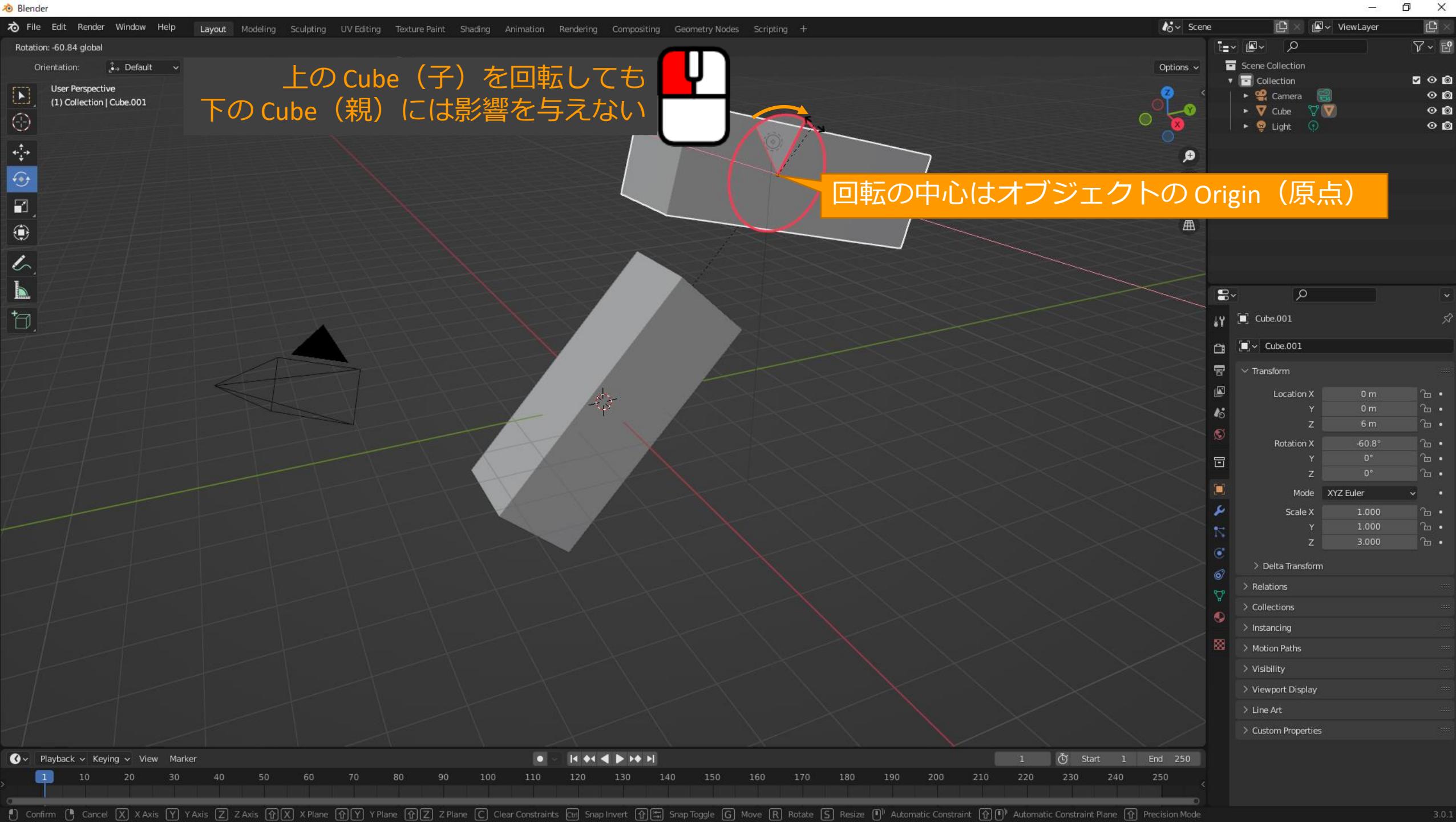


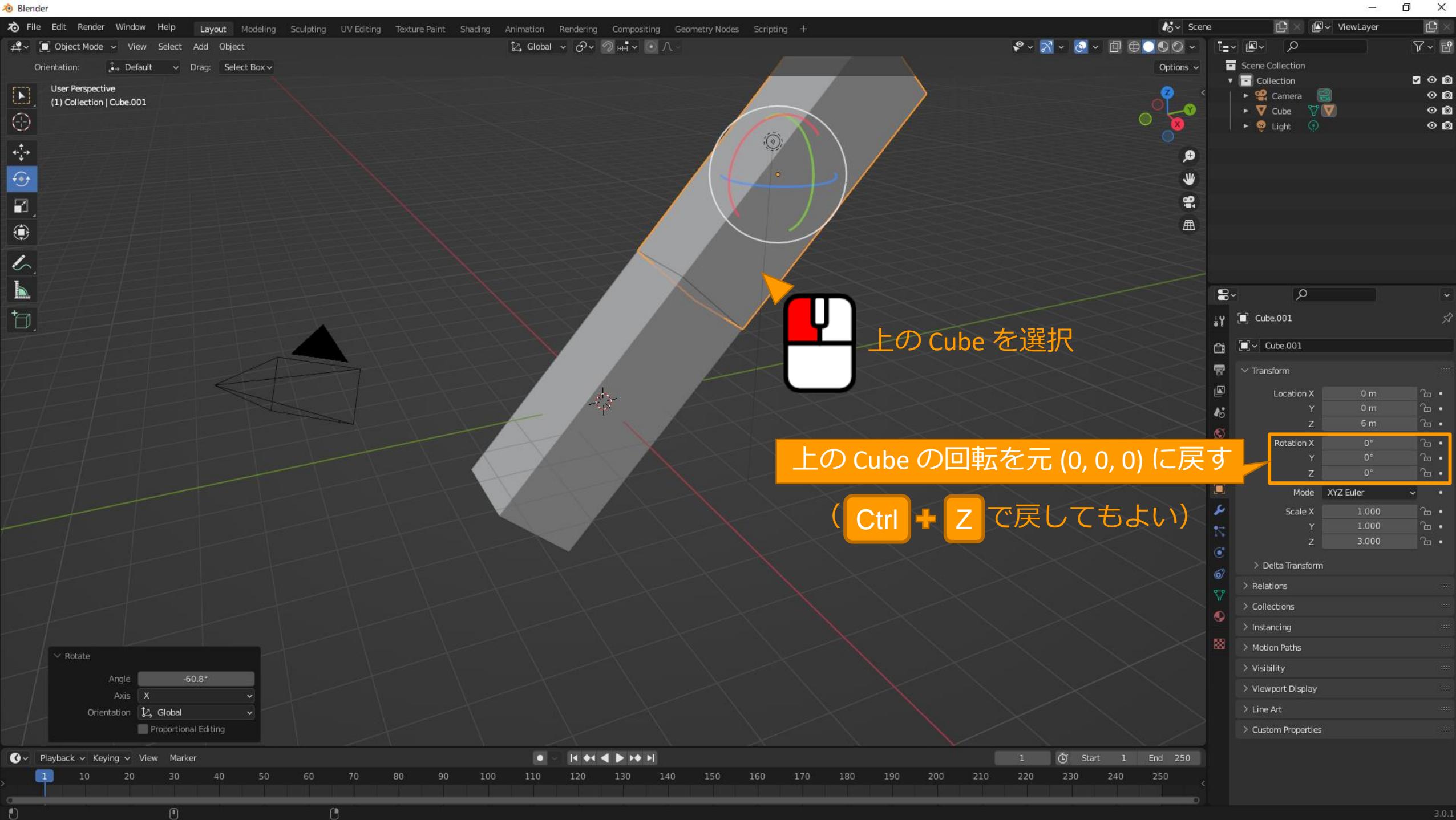


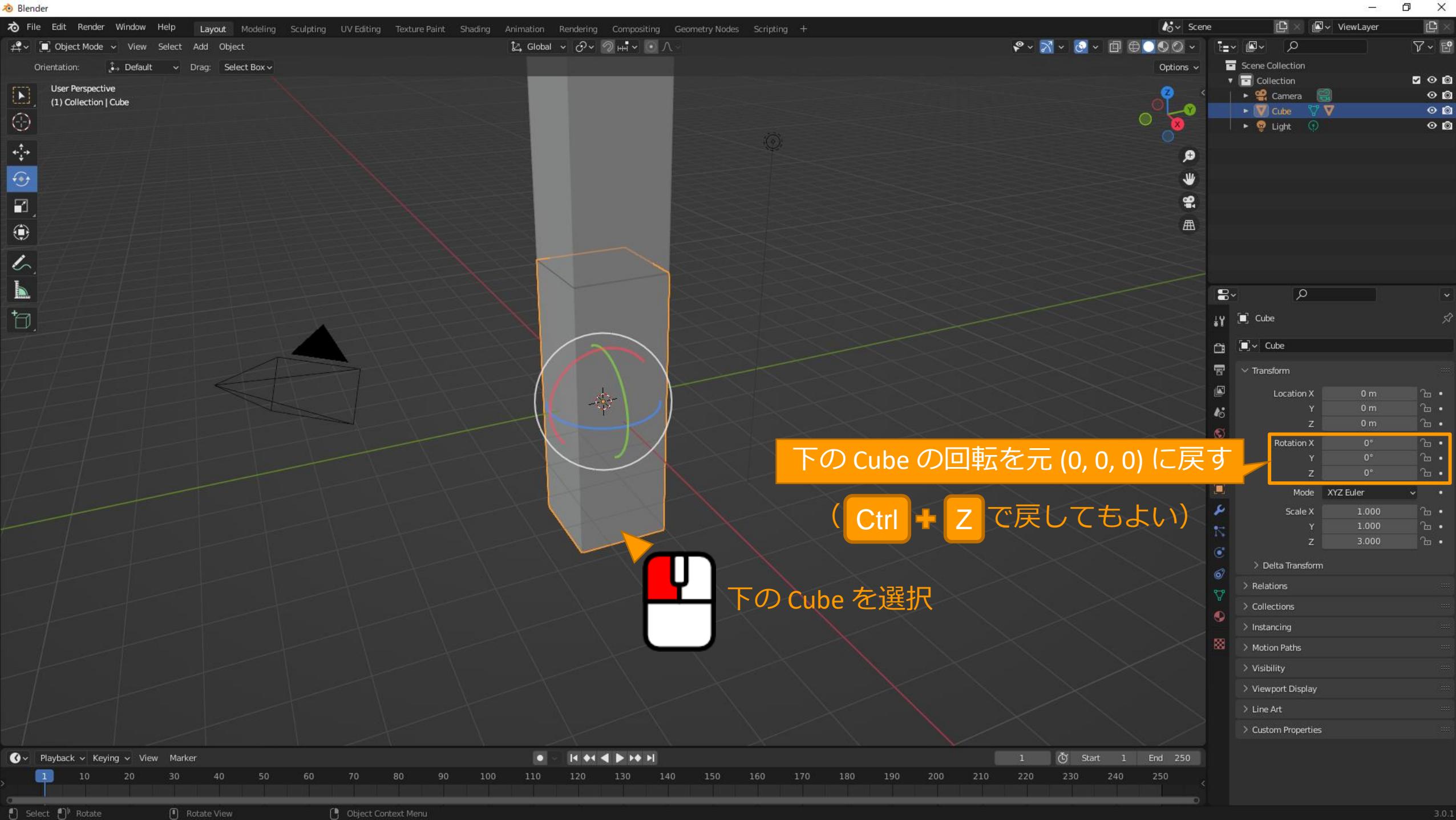






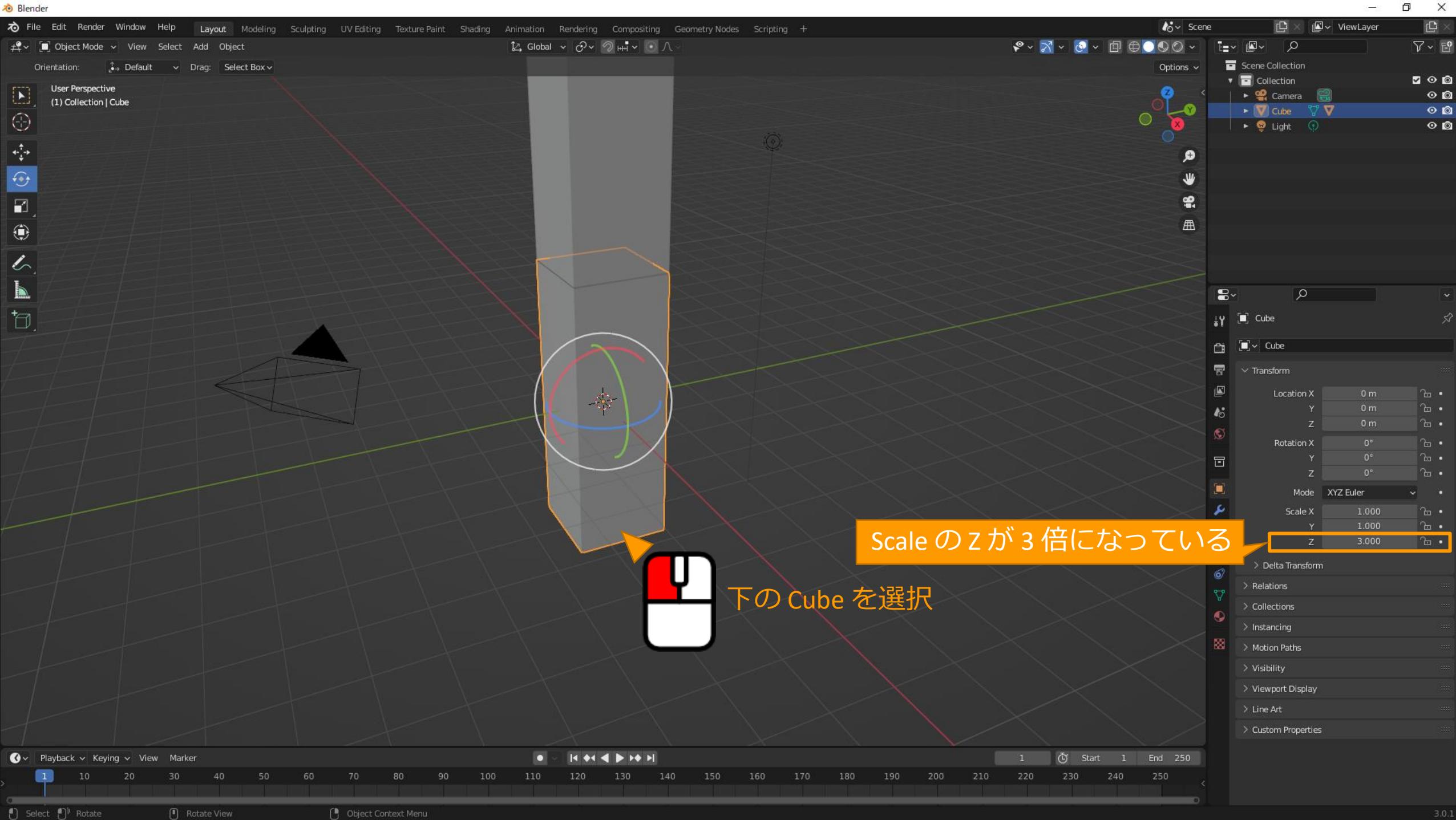


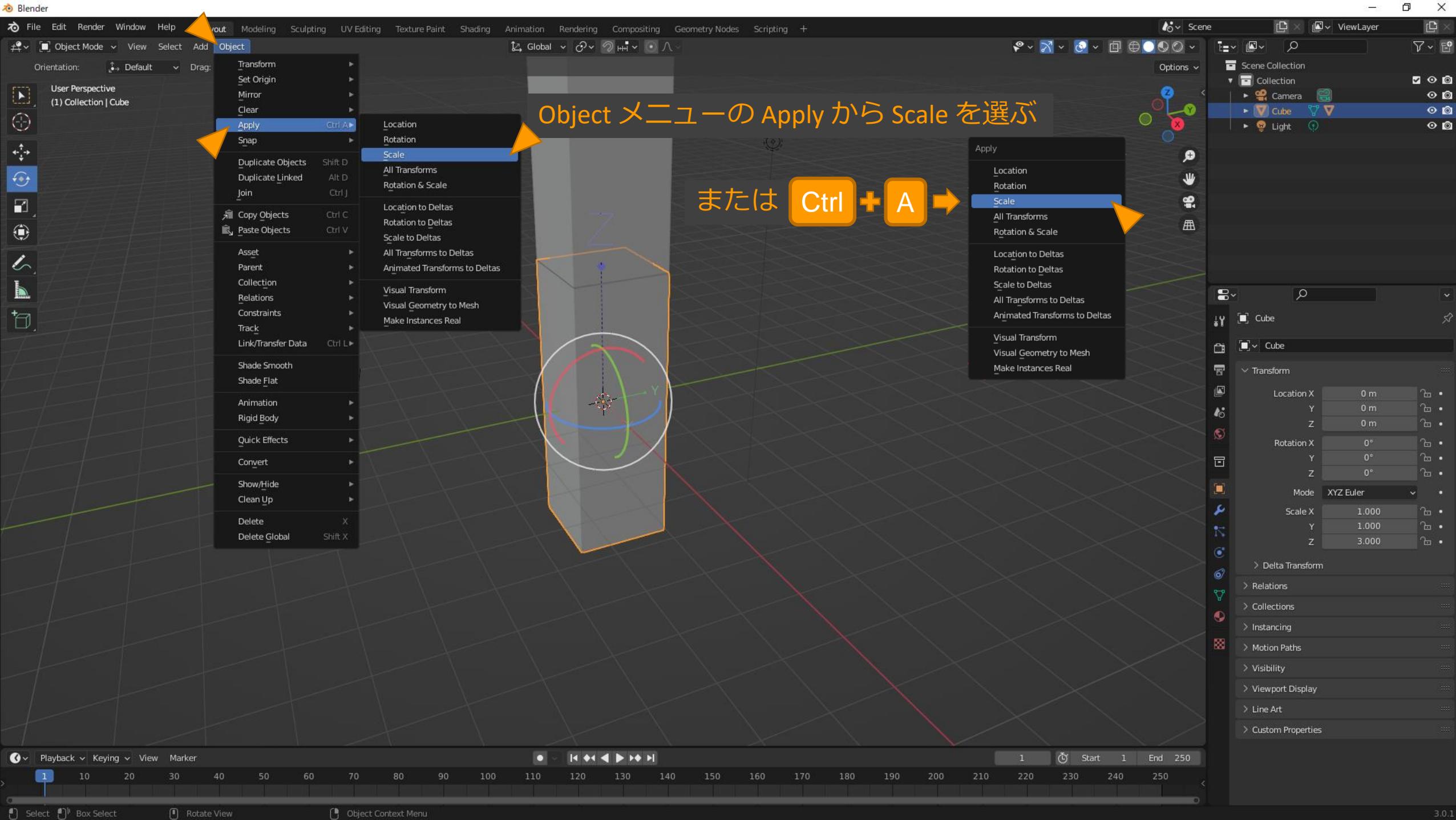


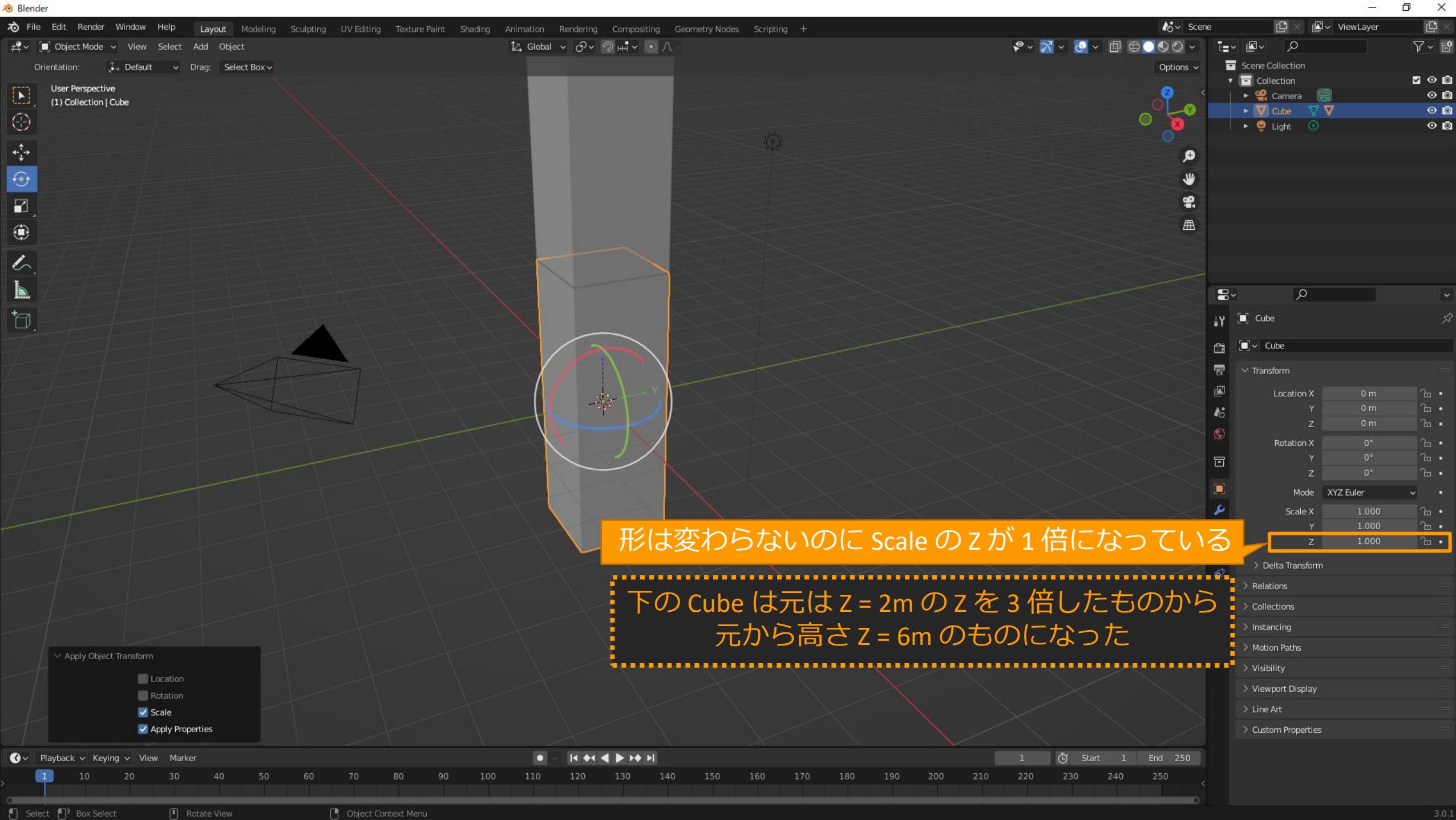


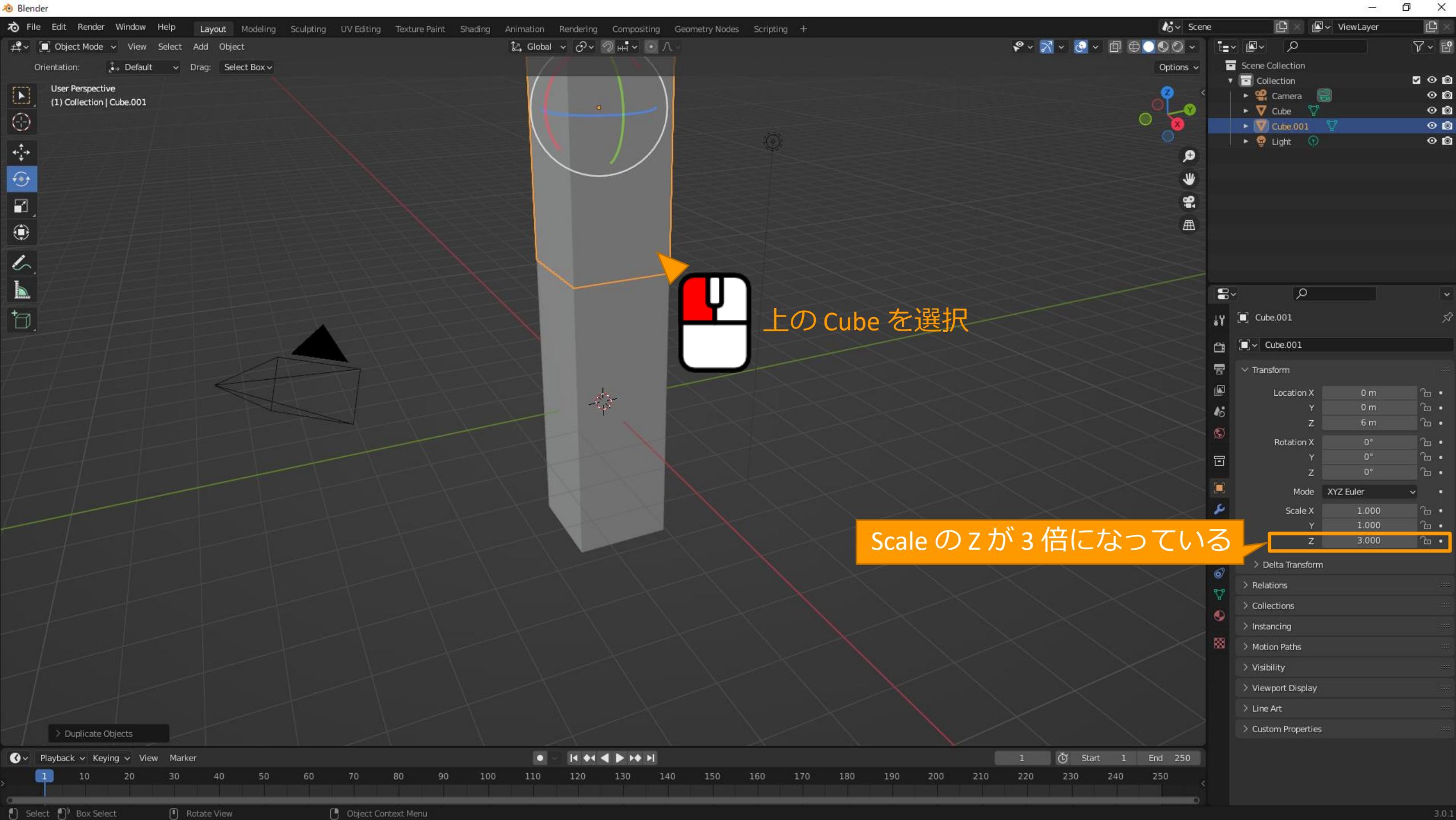
原点の移動

回転の中心位置（ピボット）を指定する



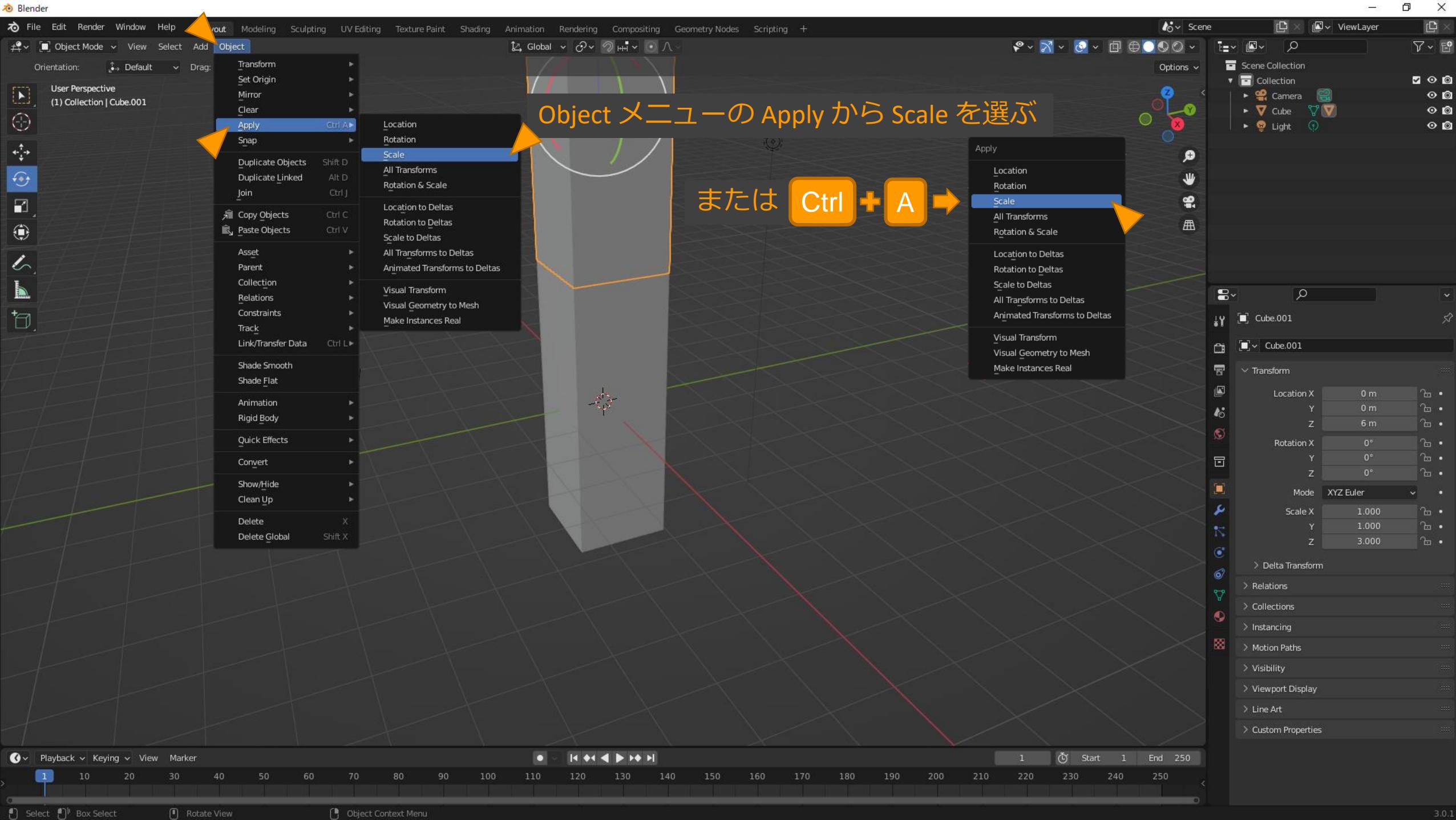


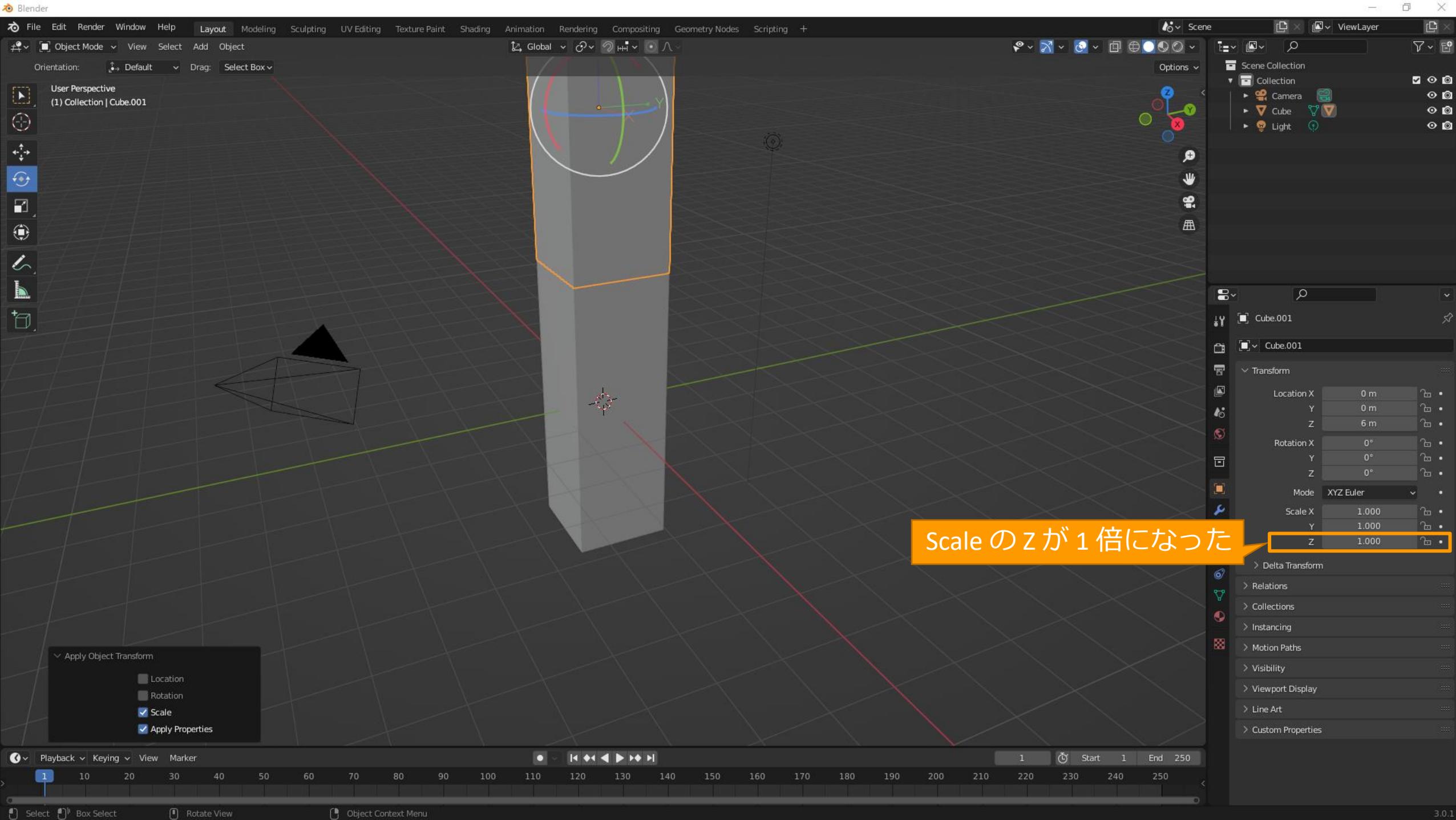


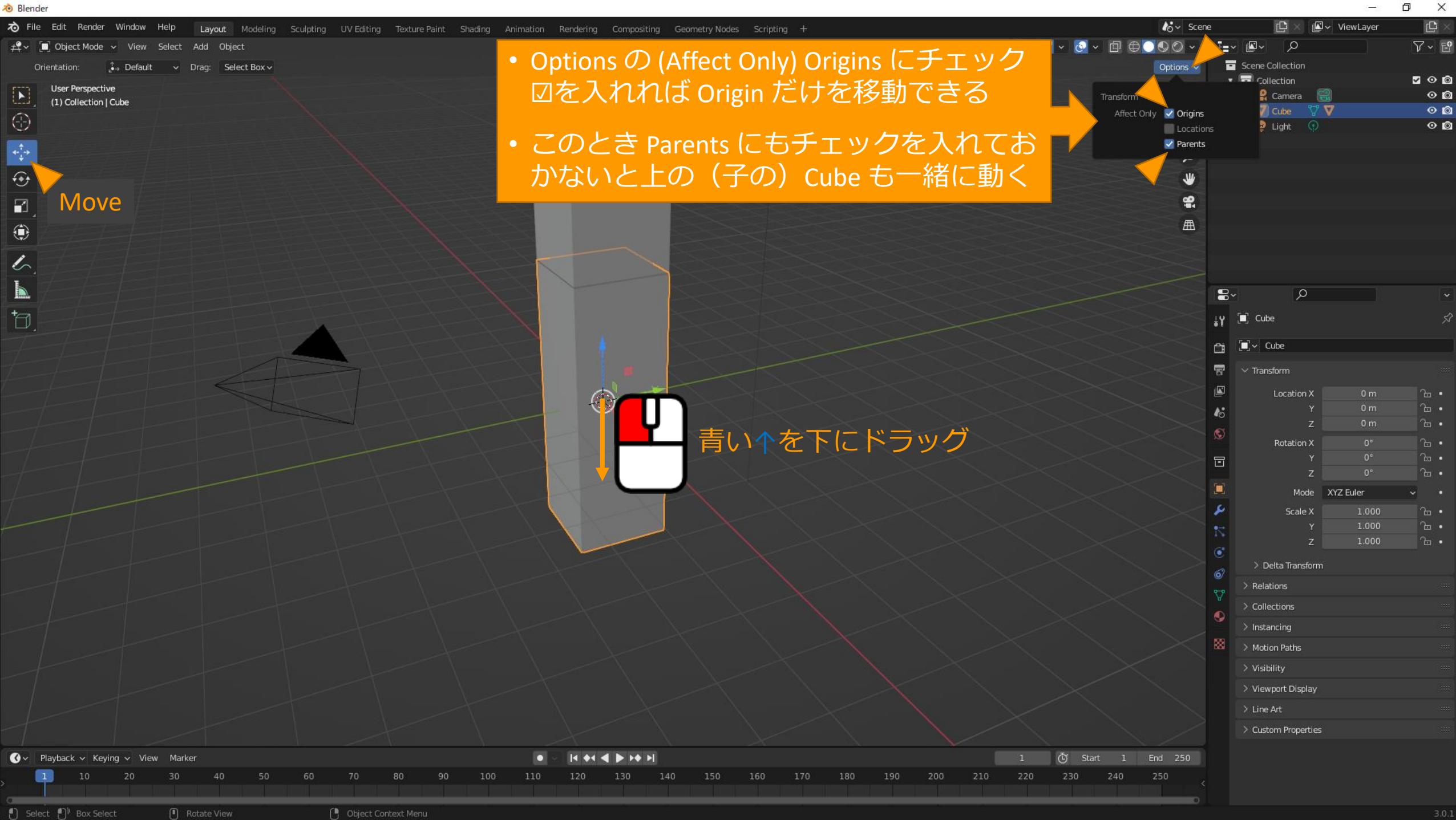


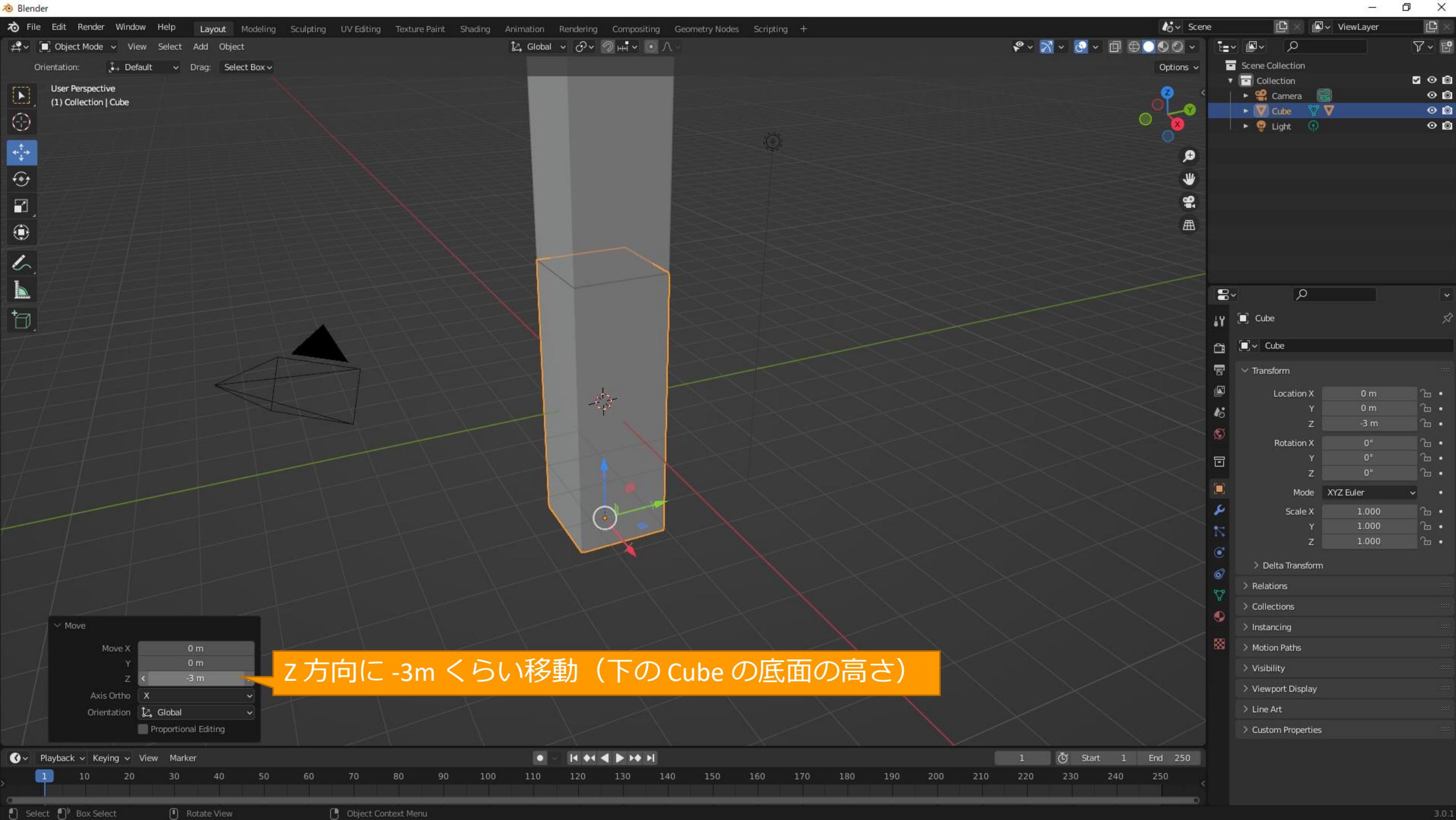
上の Cube を選択

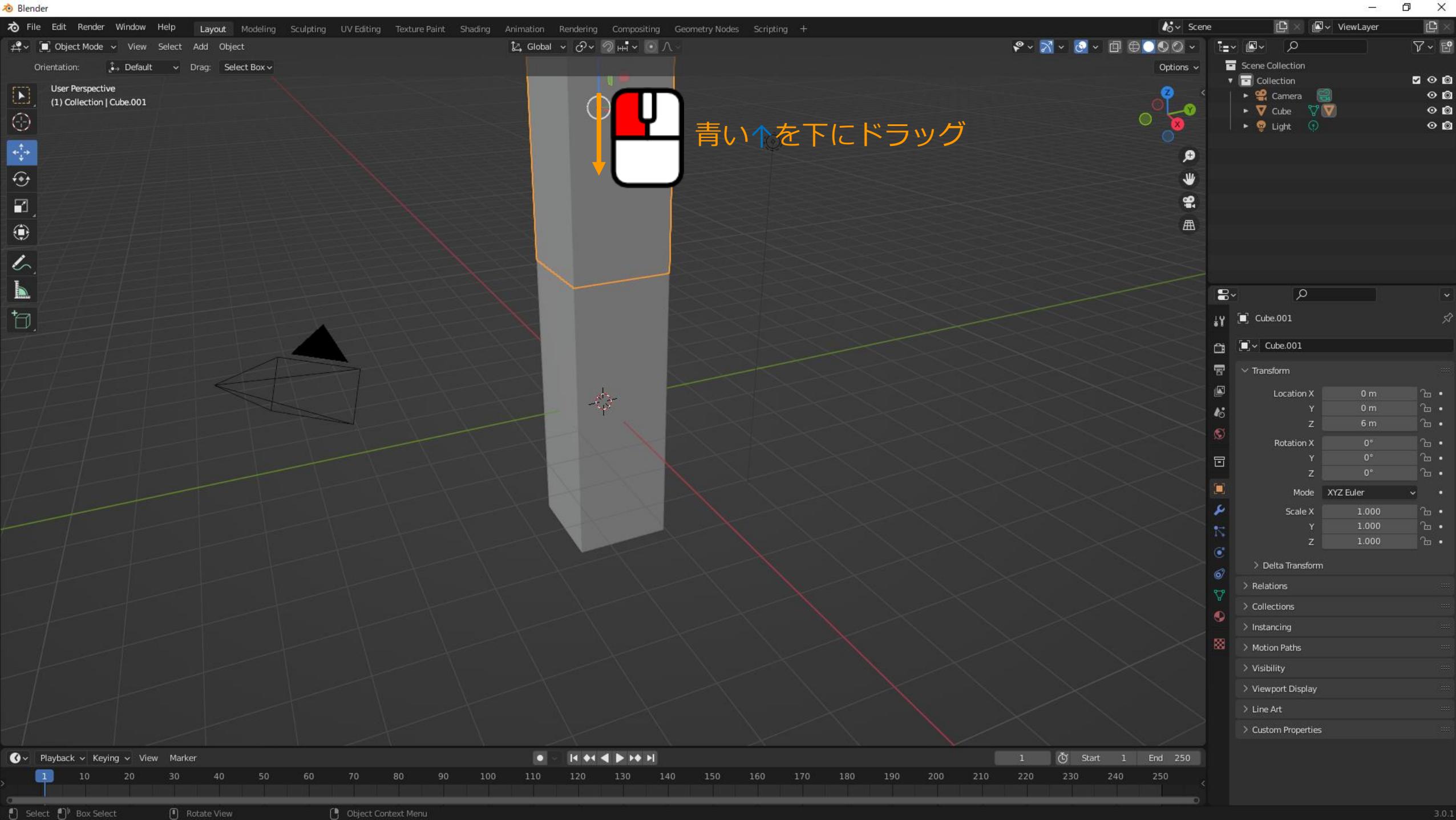
Scale の Z が 3 倍になっている

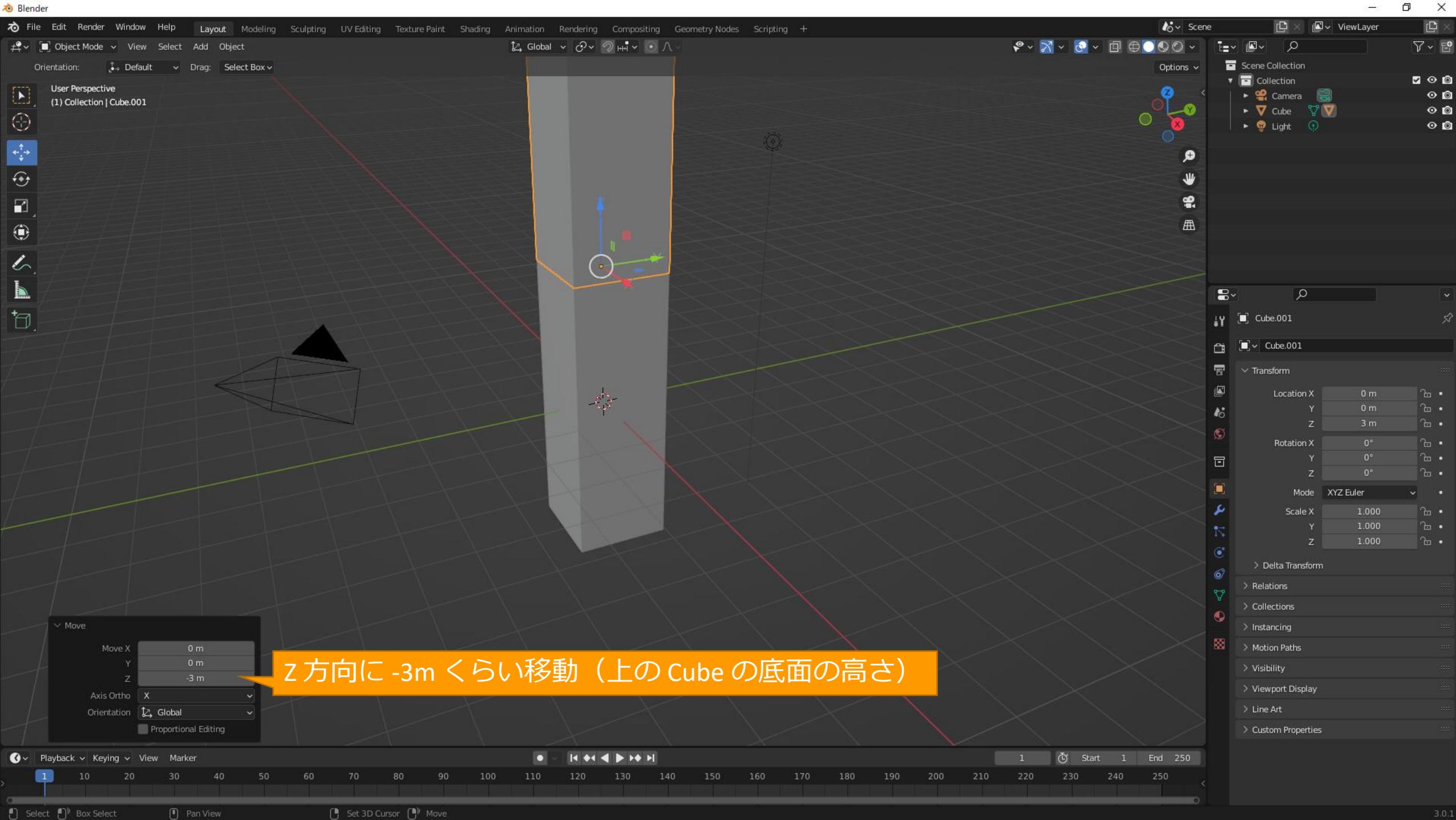


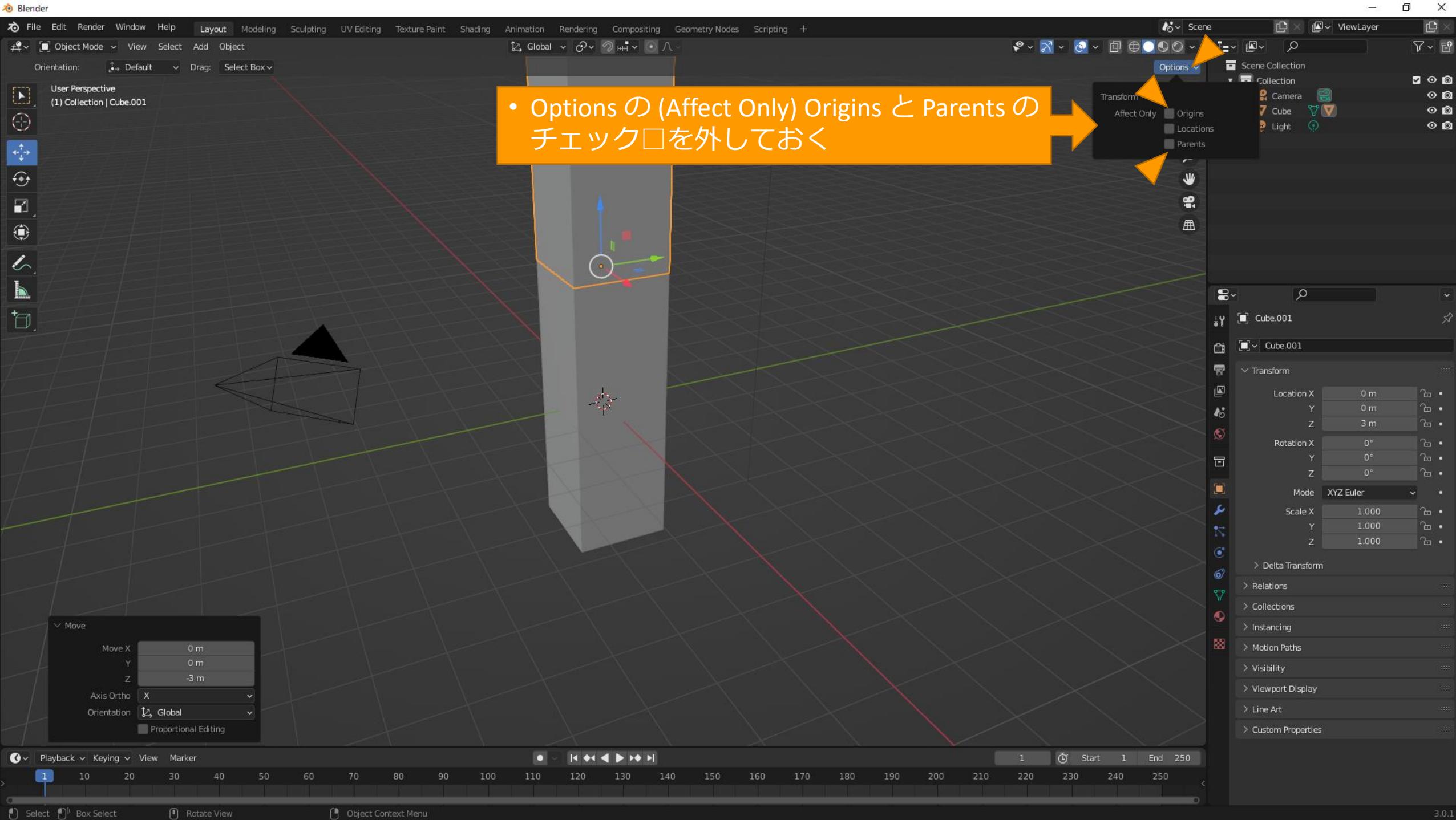


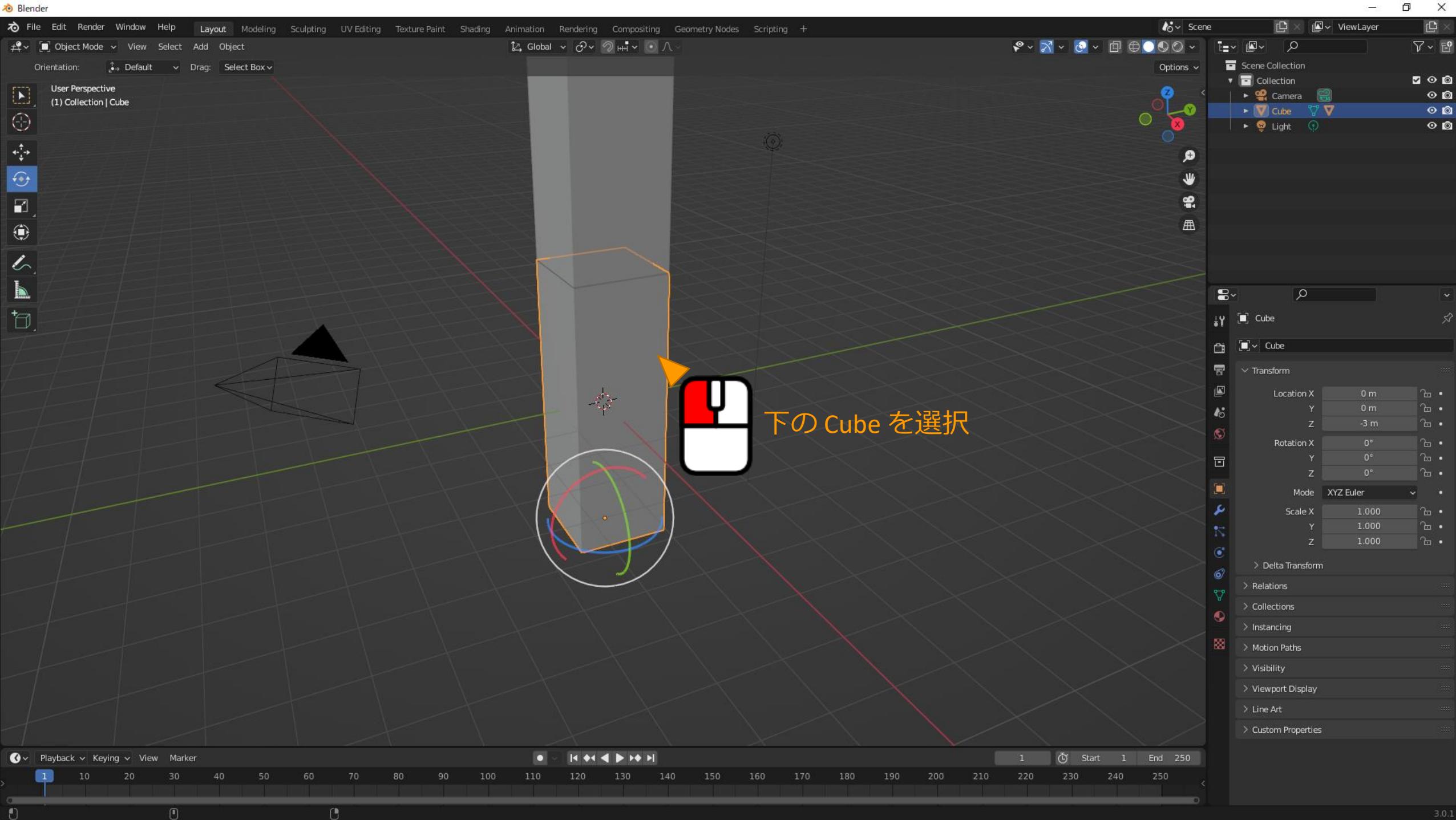


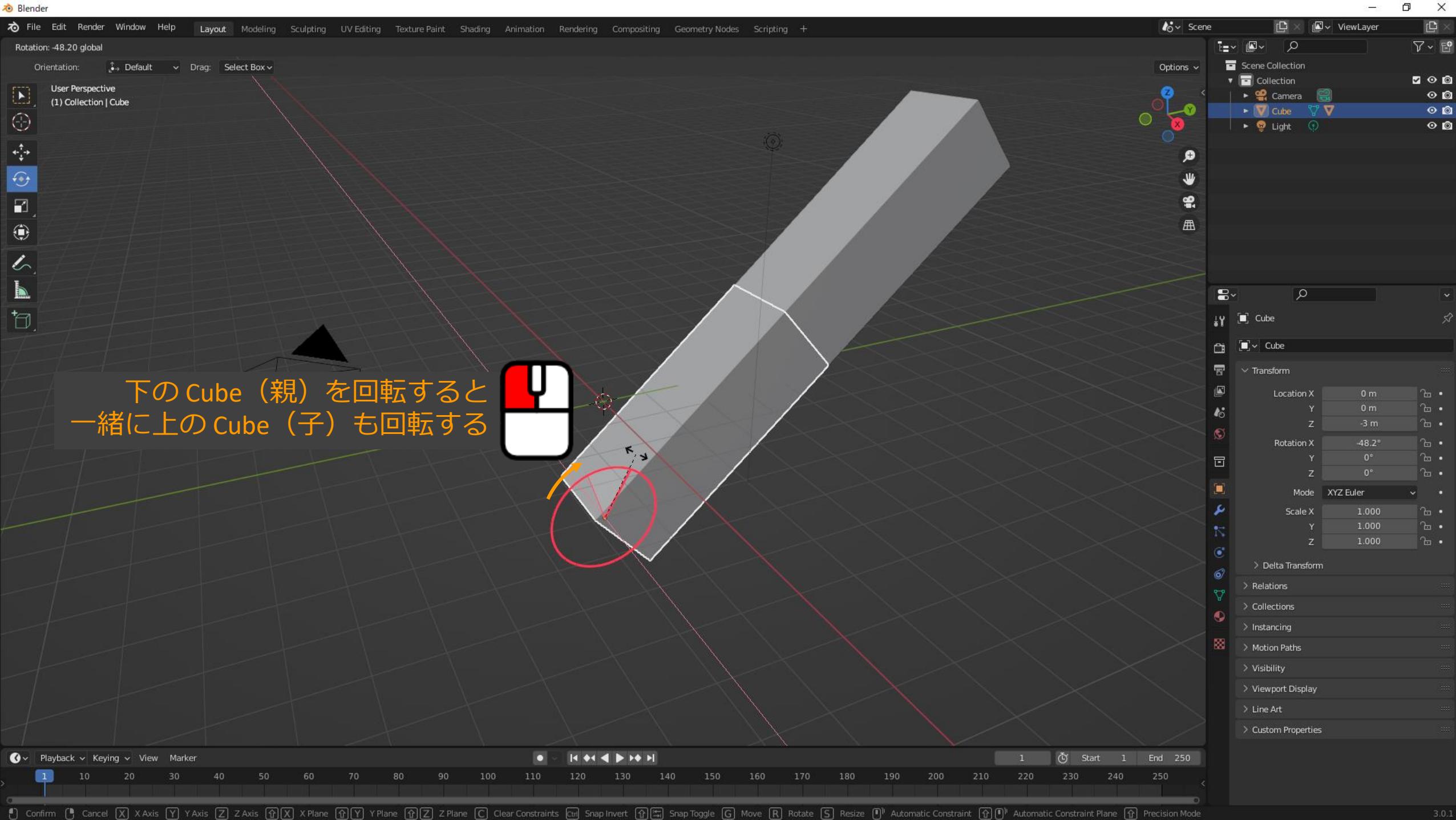


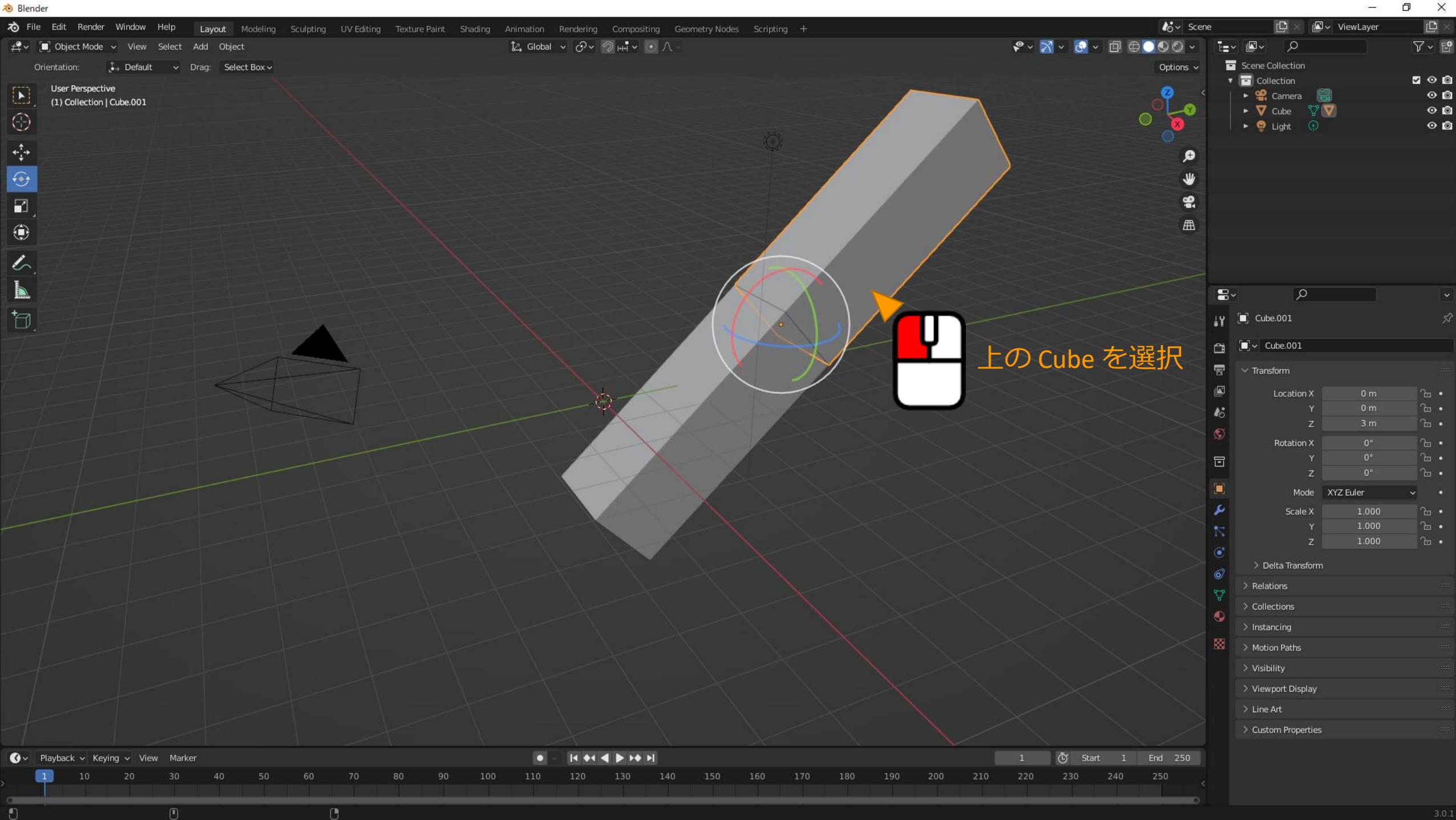


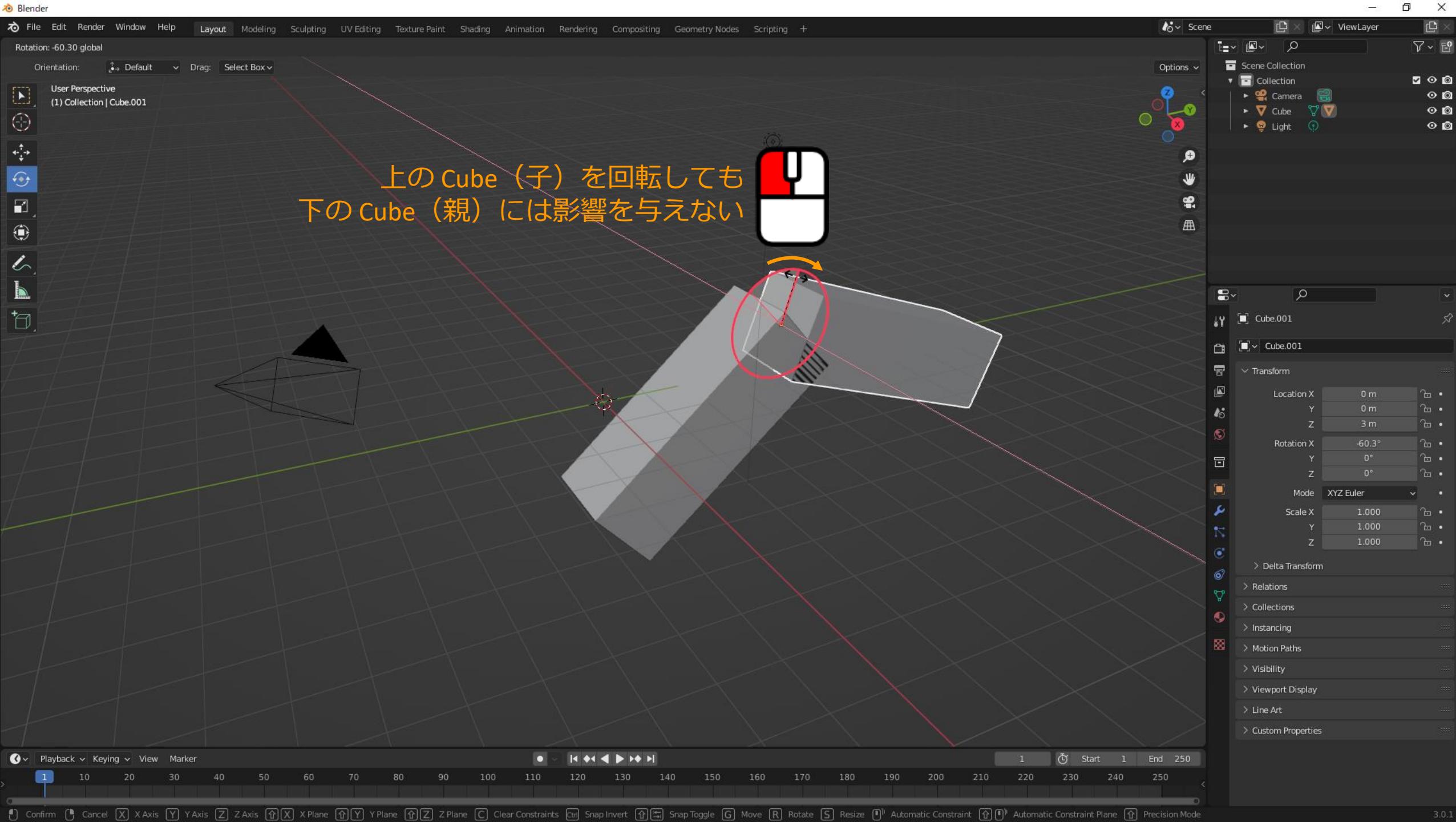


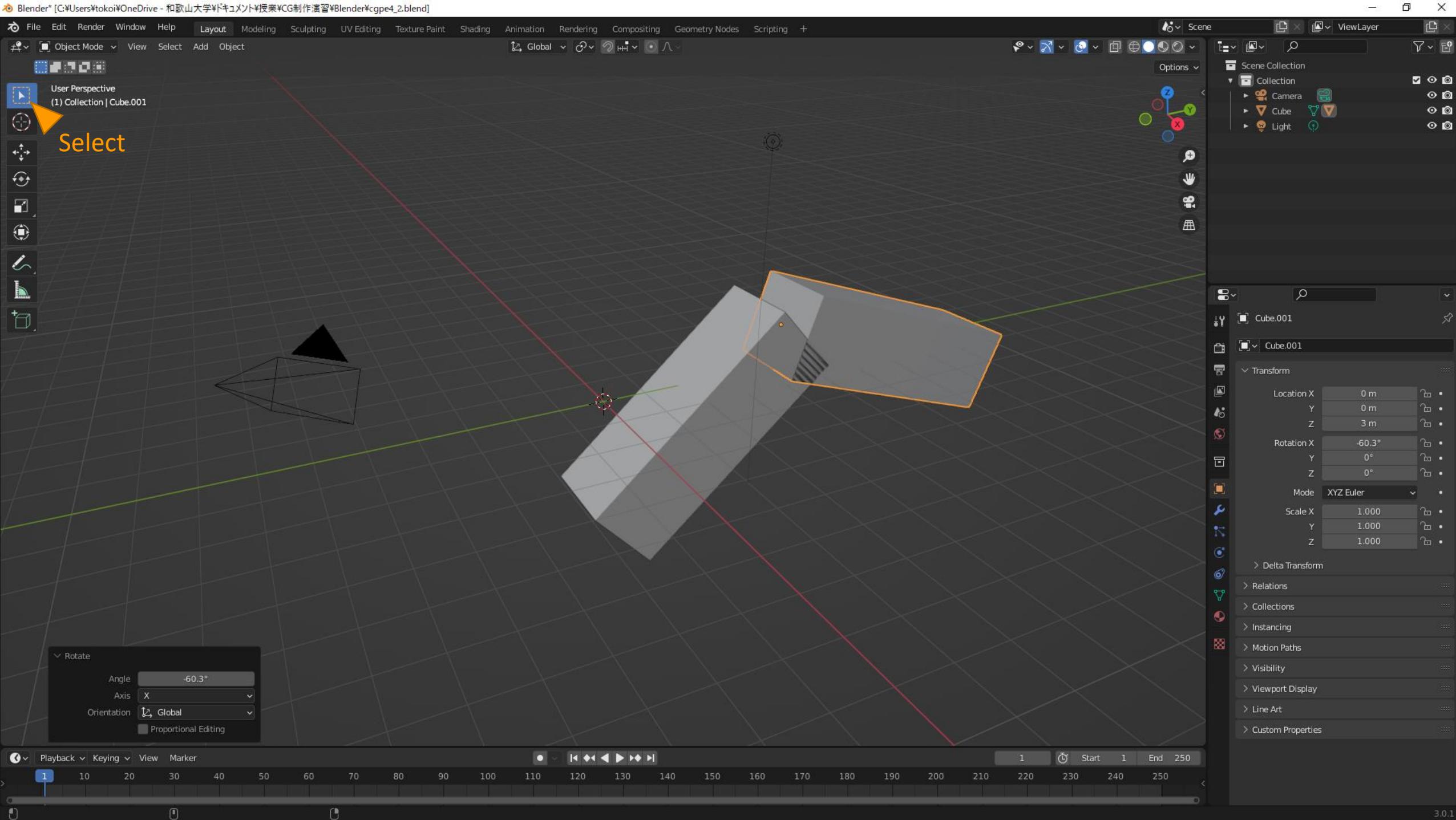


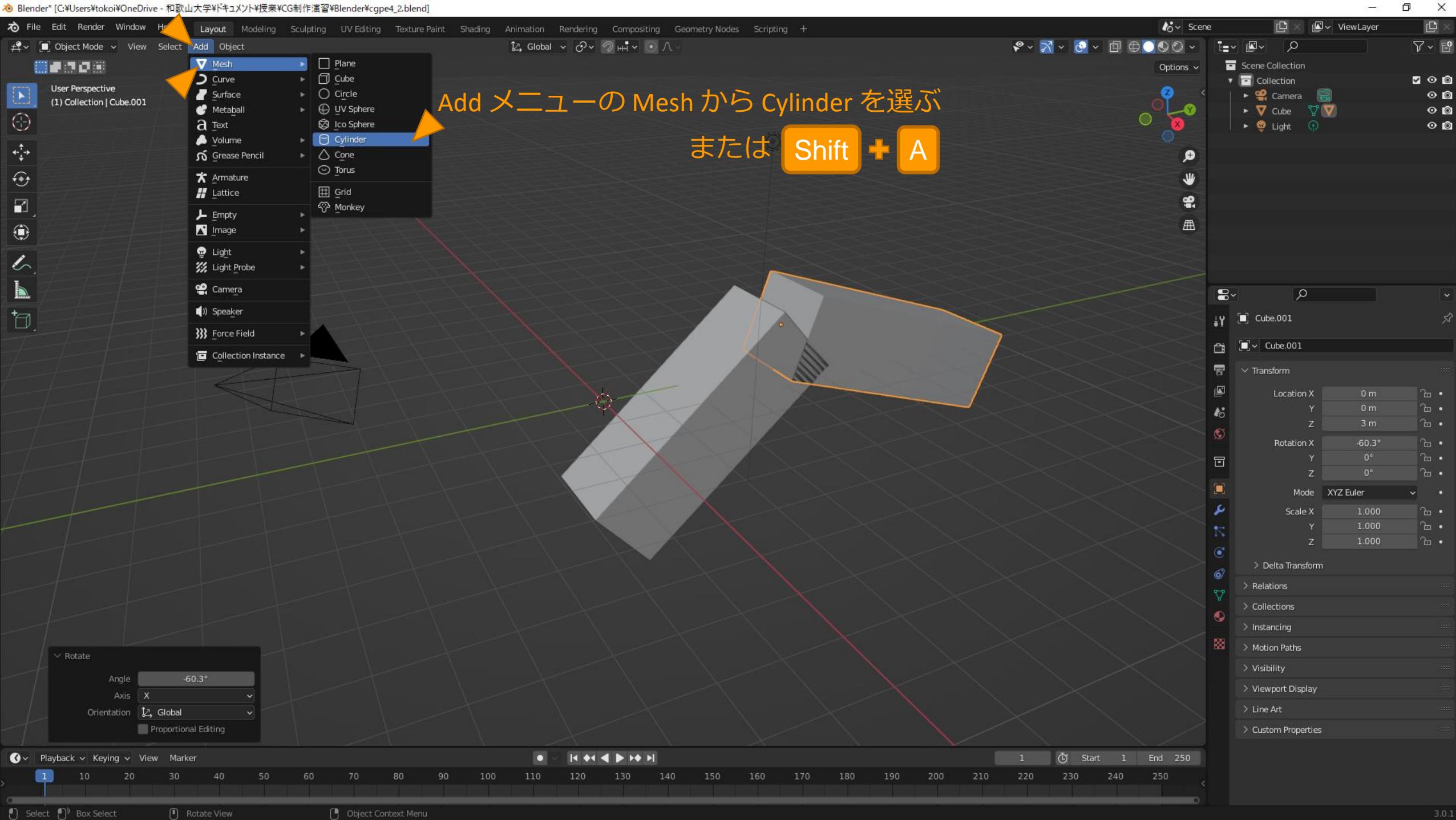


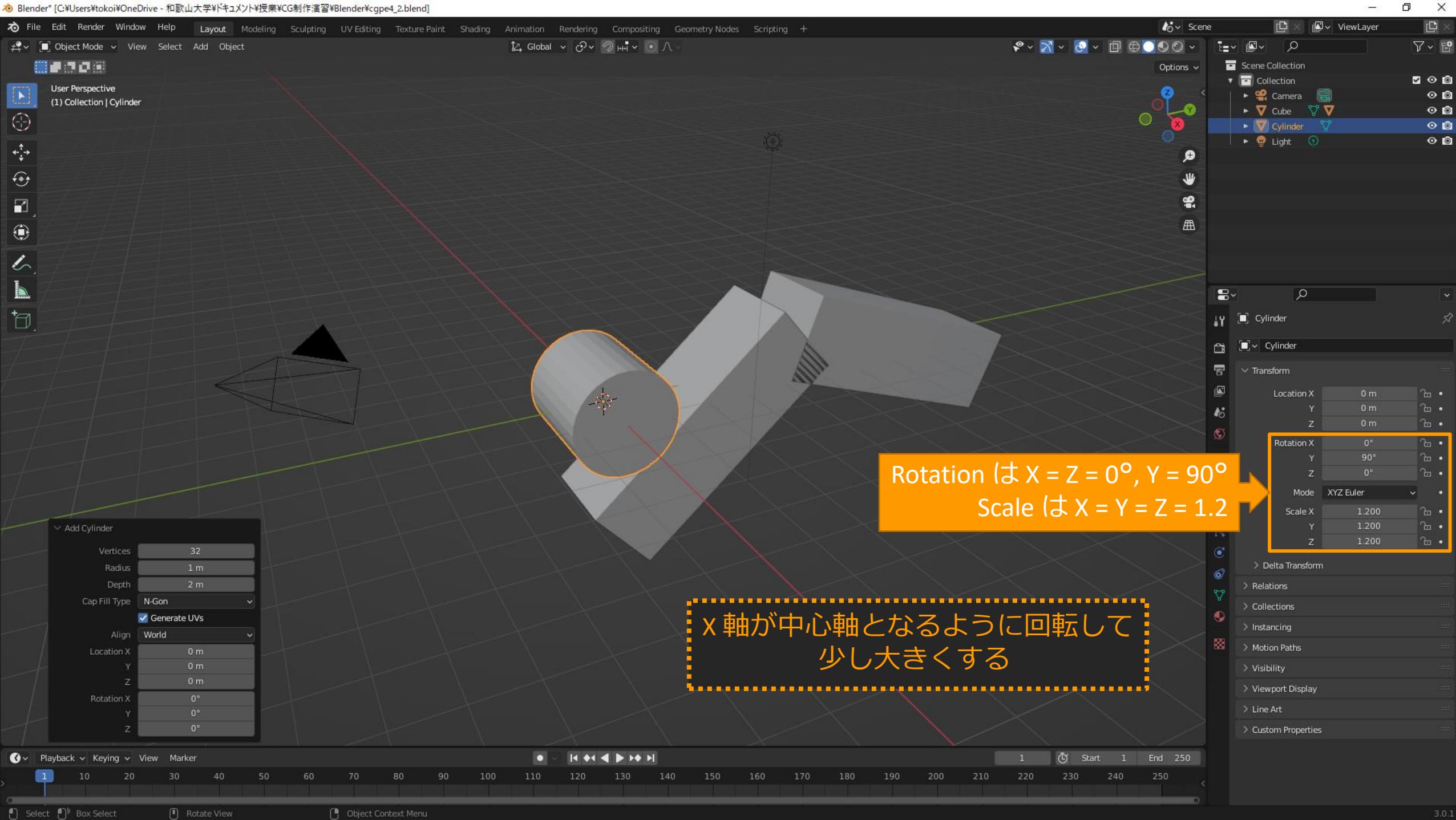


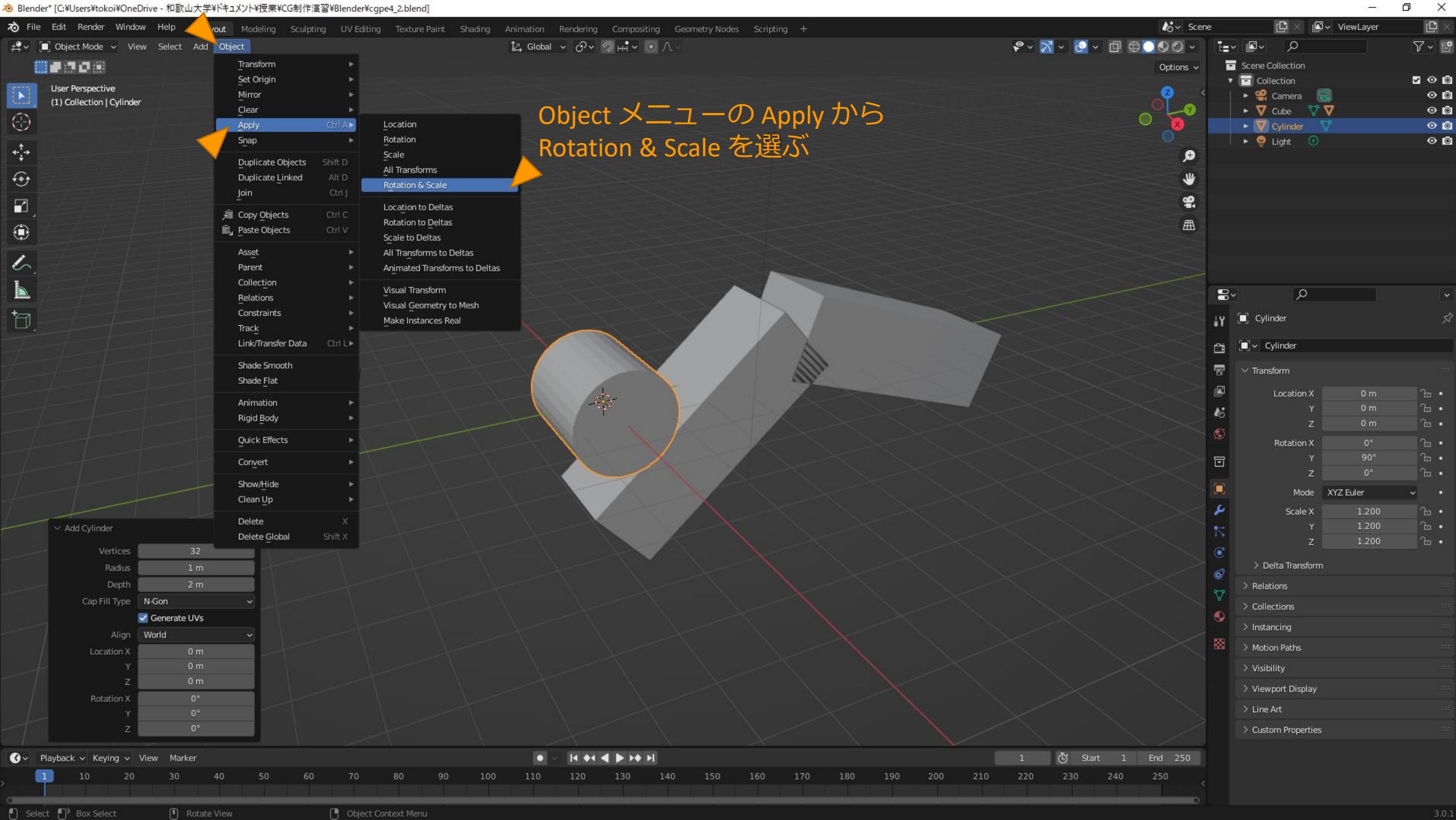


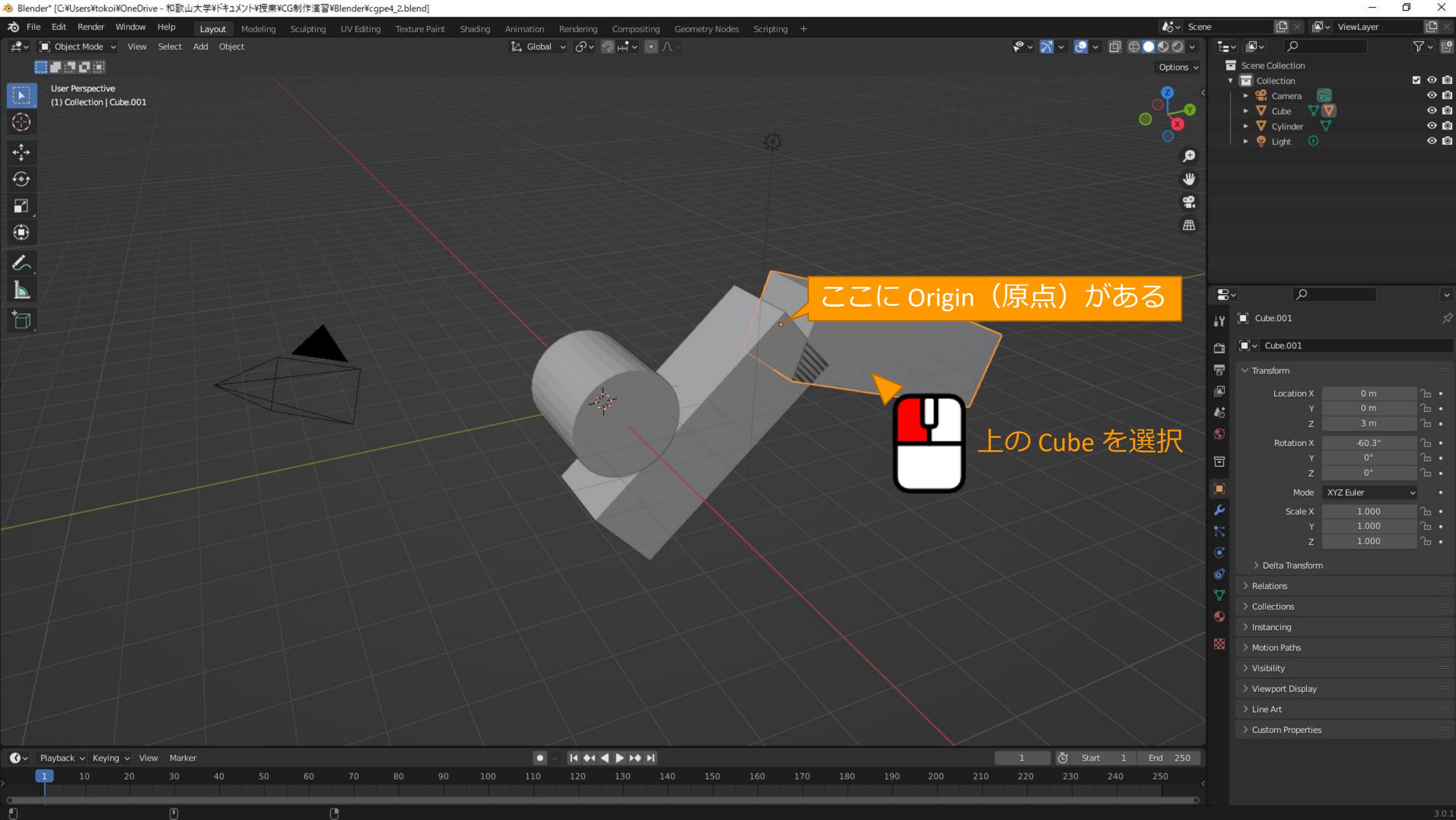


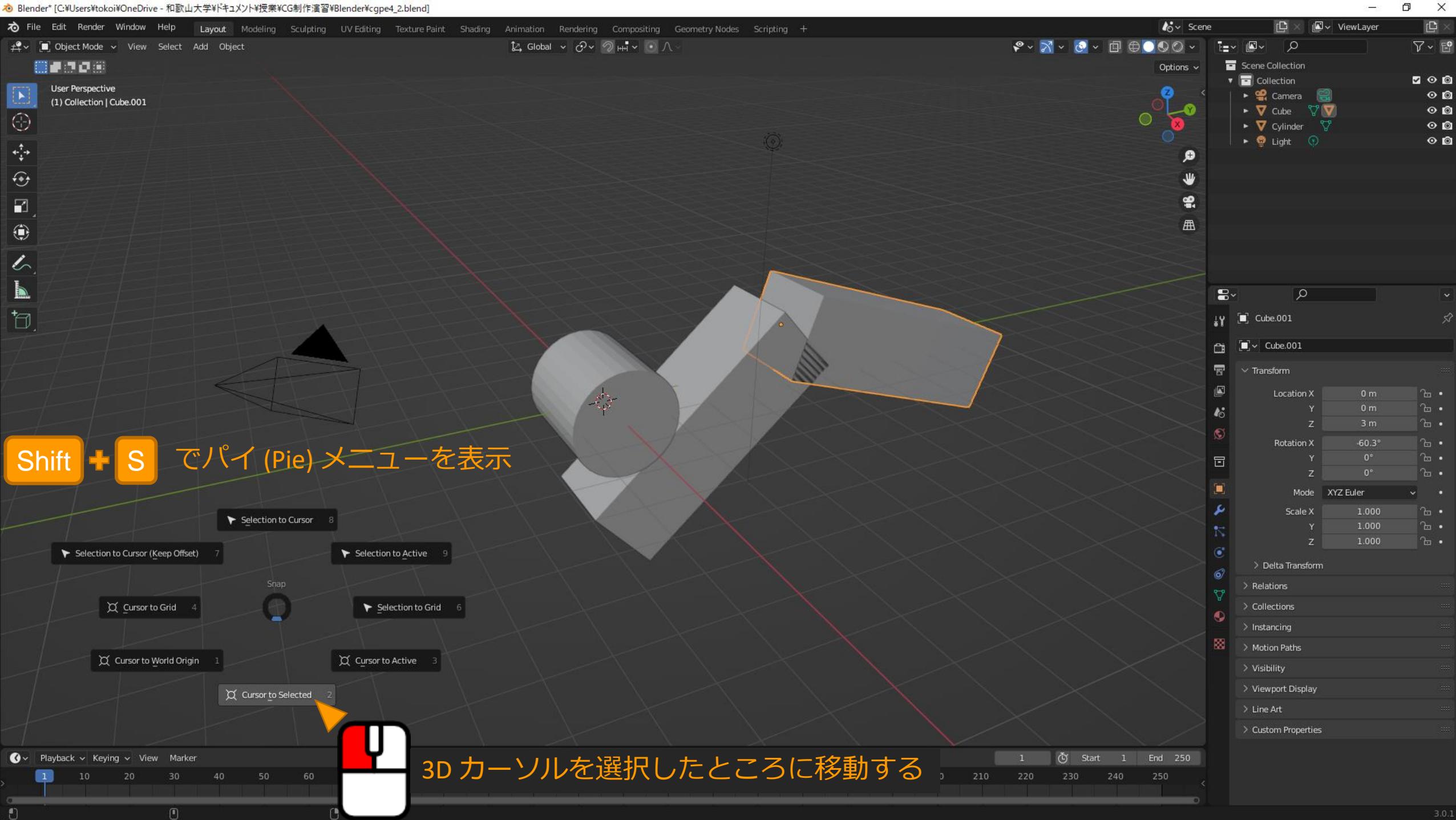


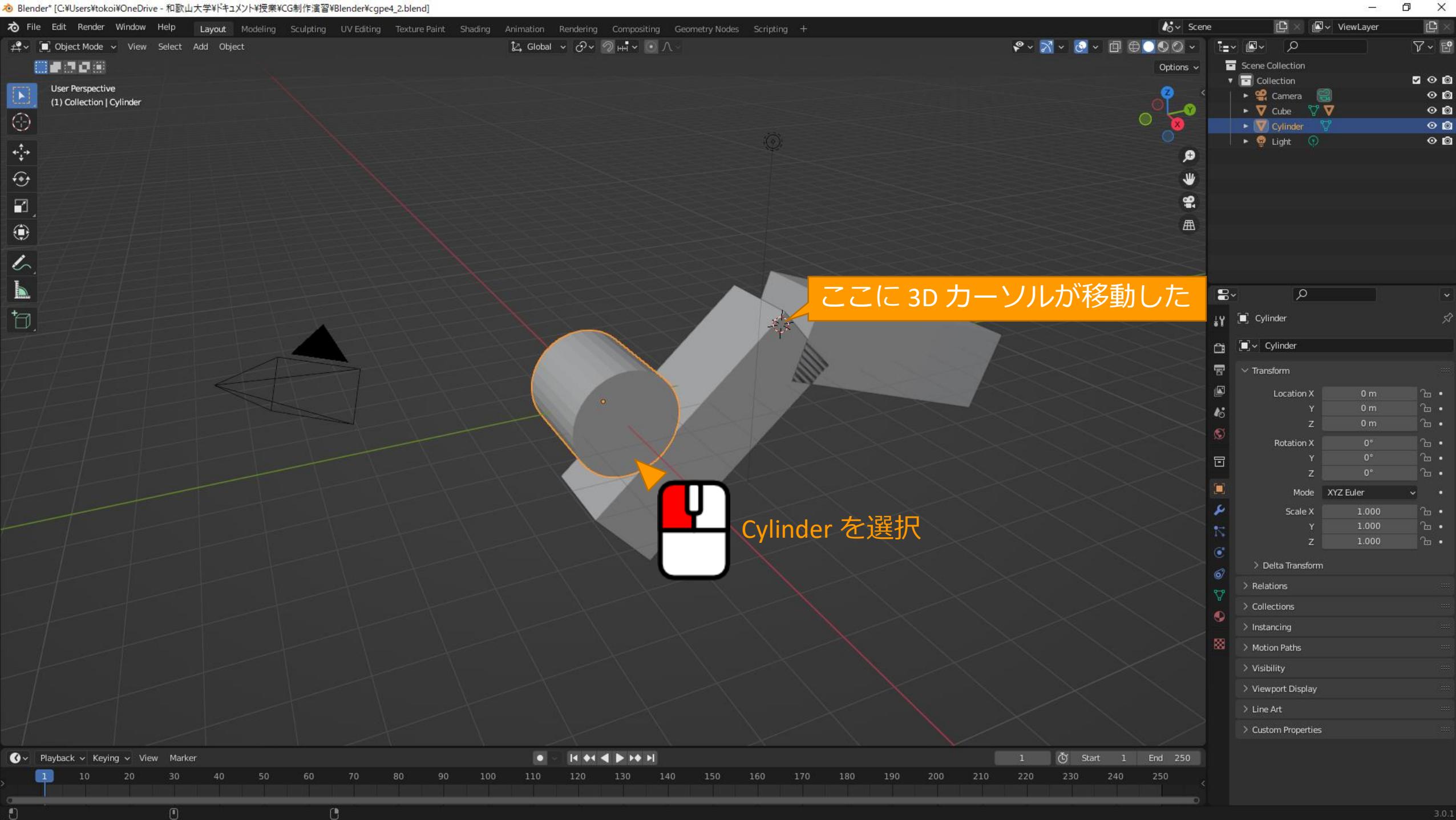


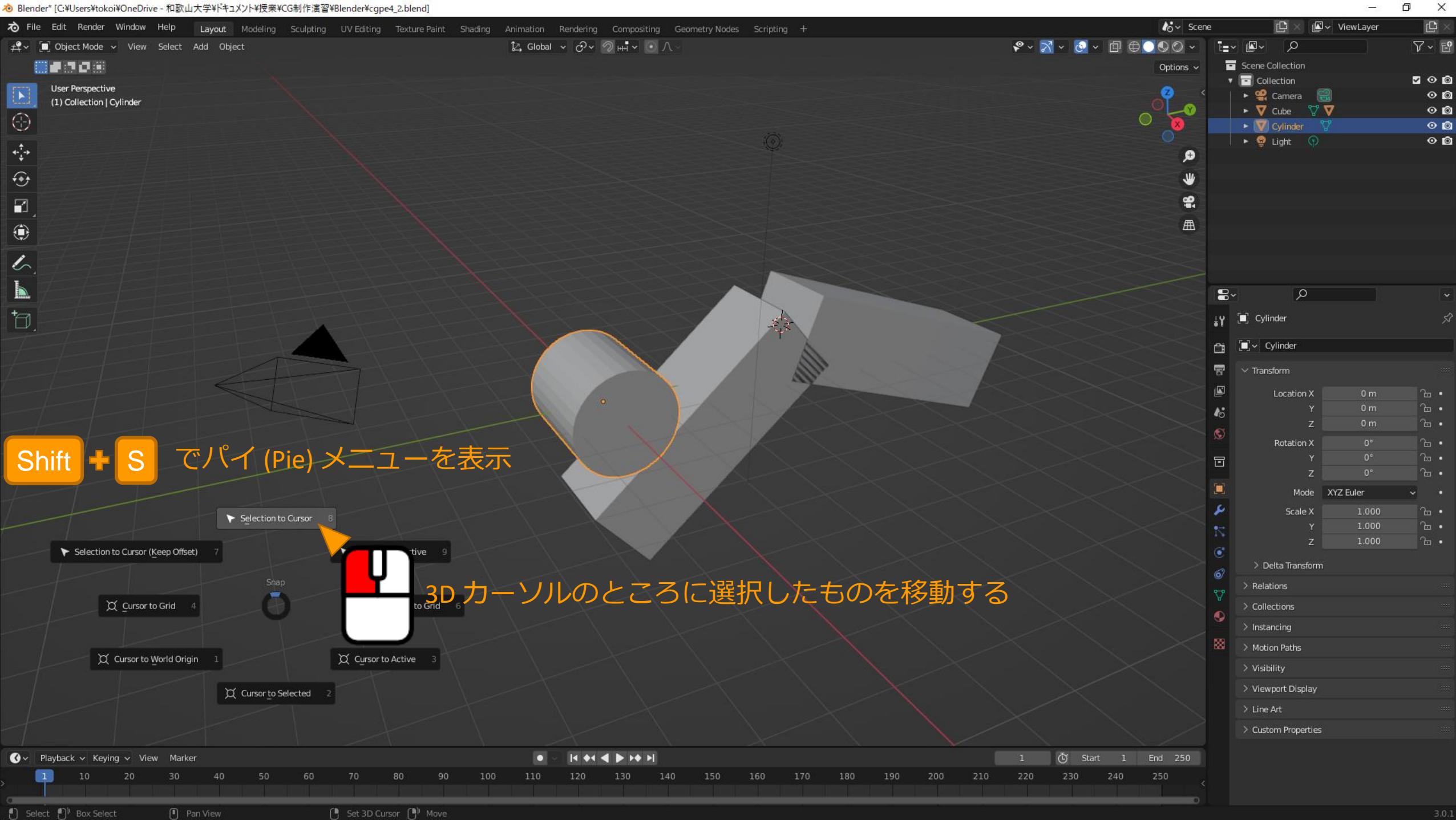


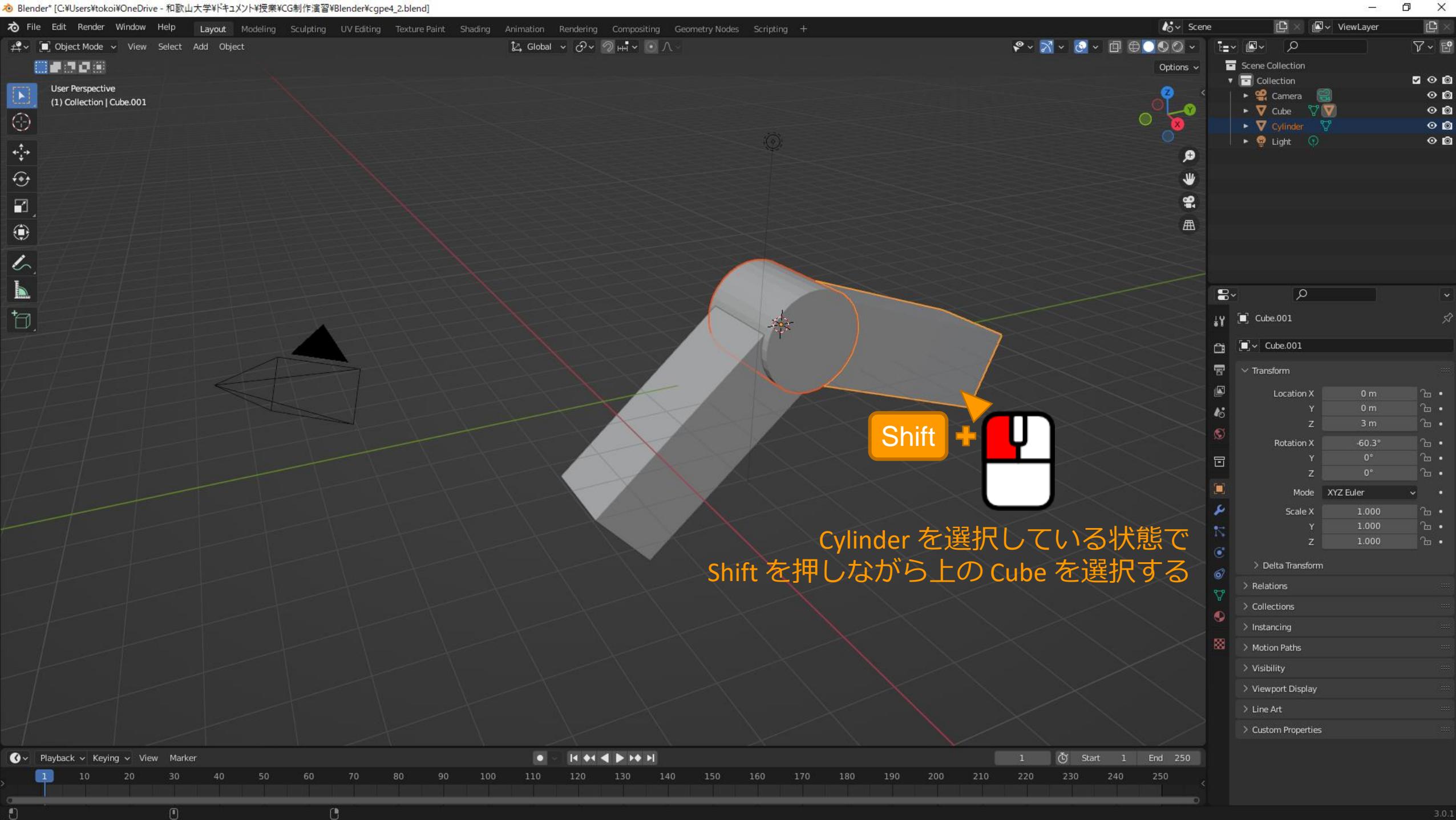


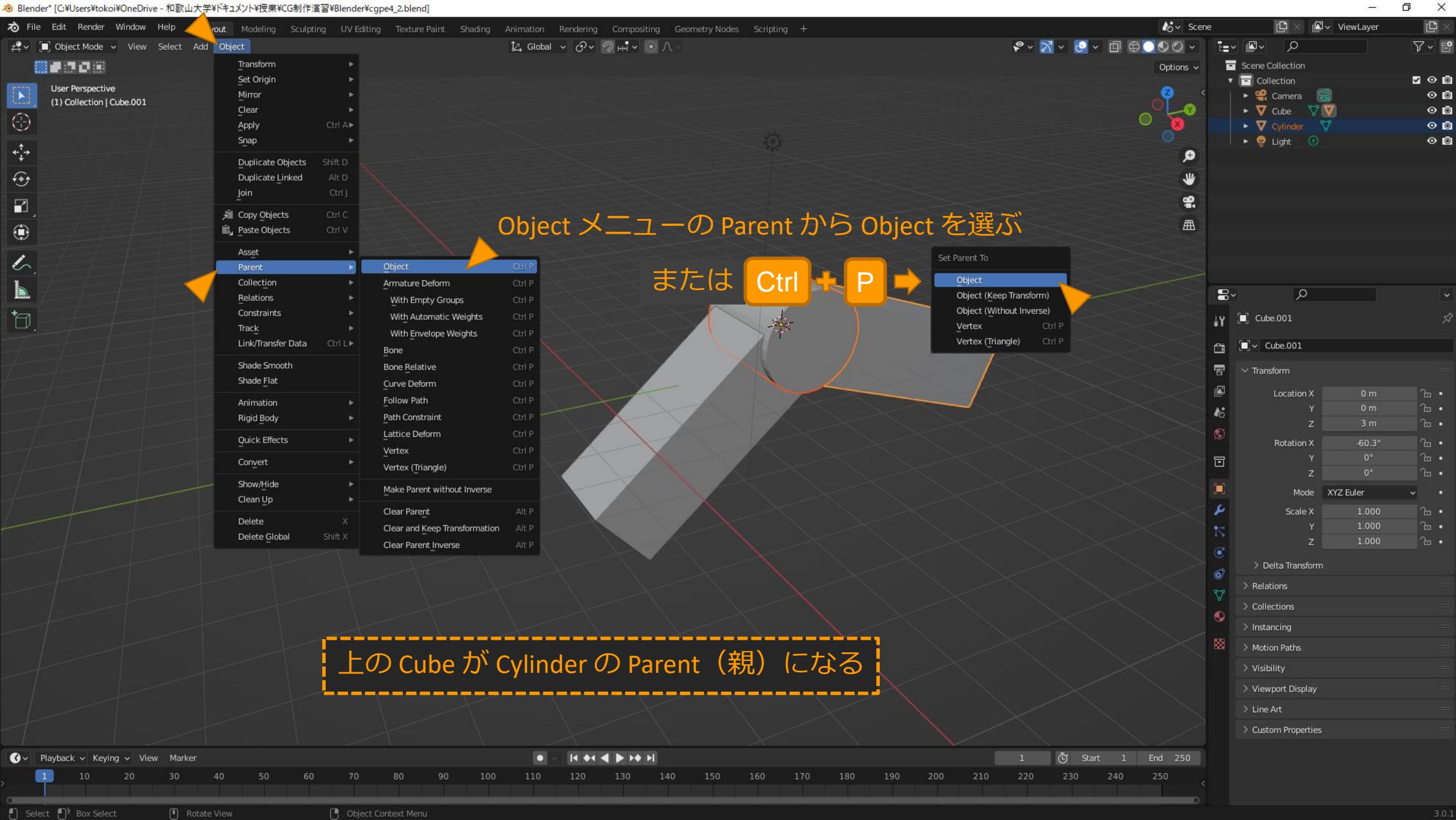


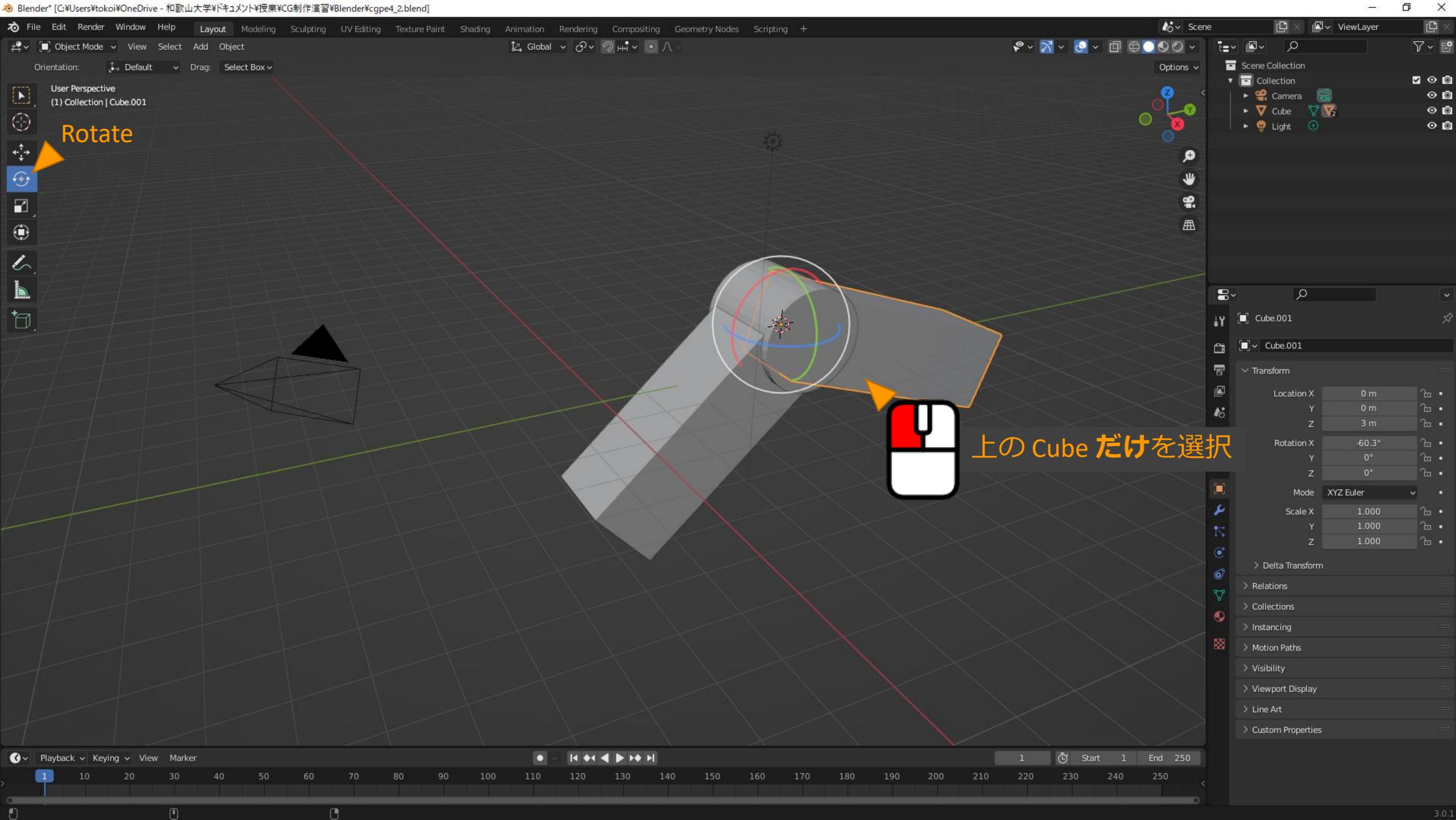


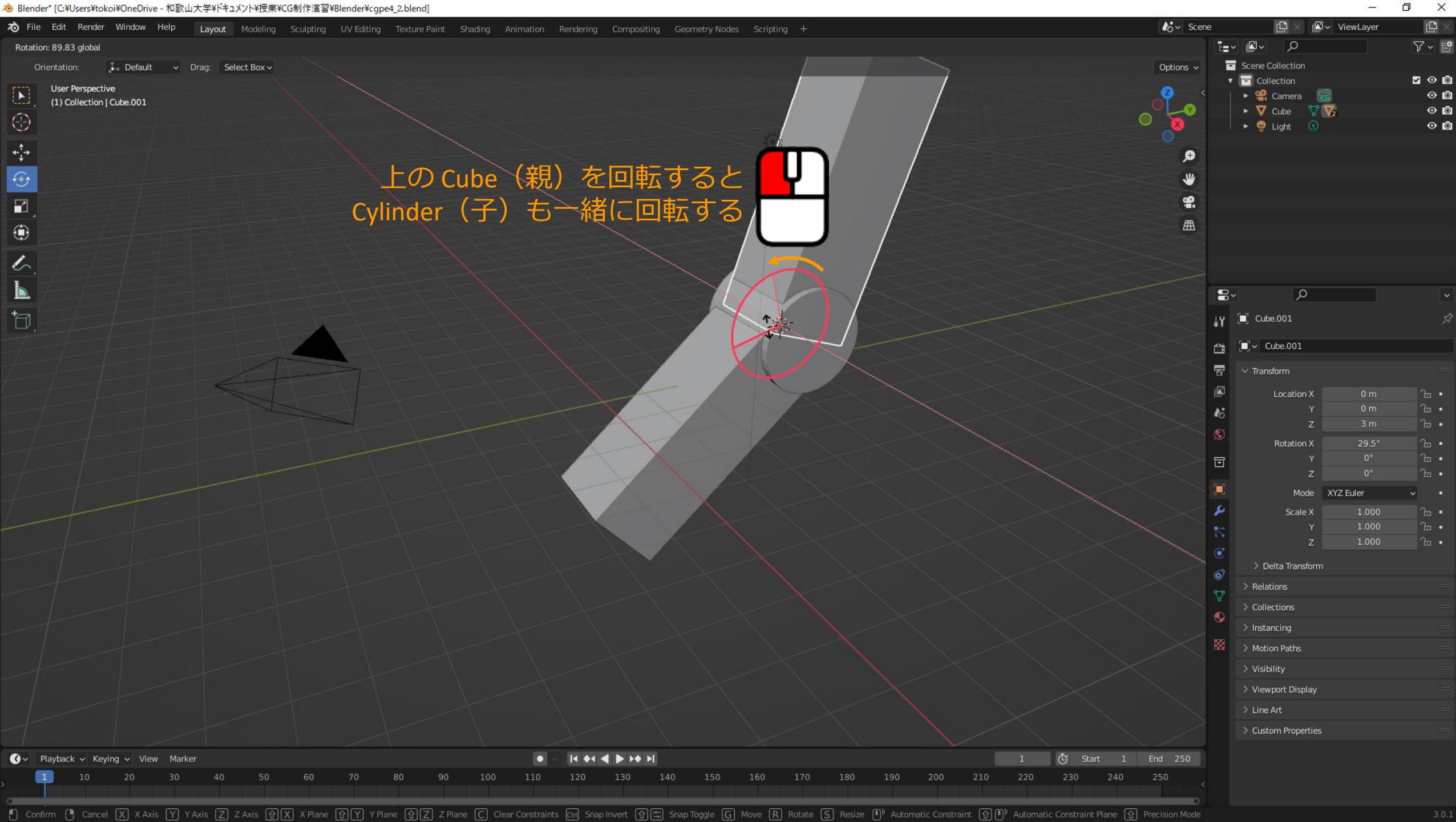


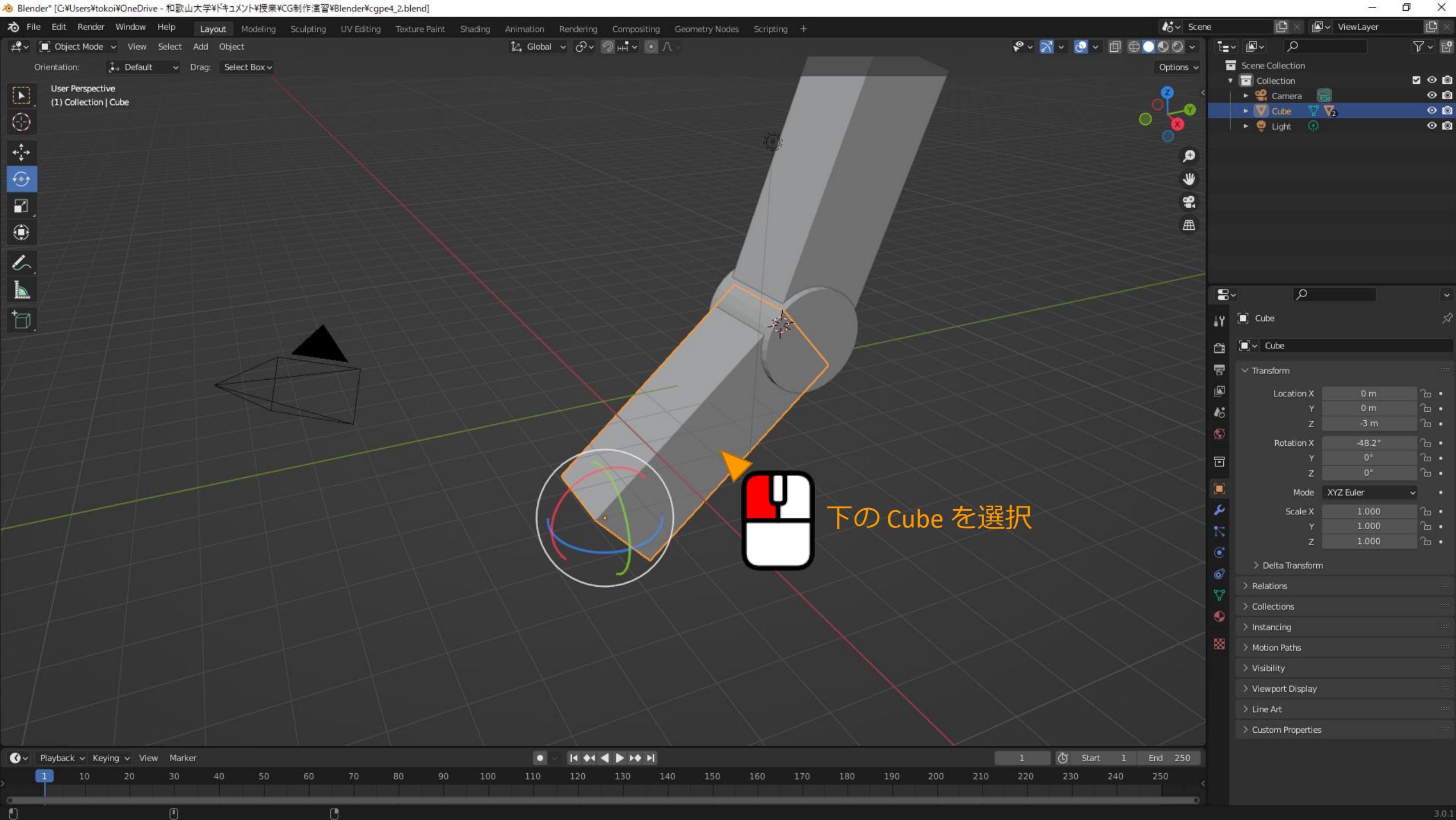


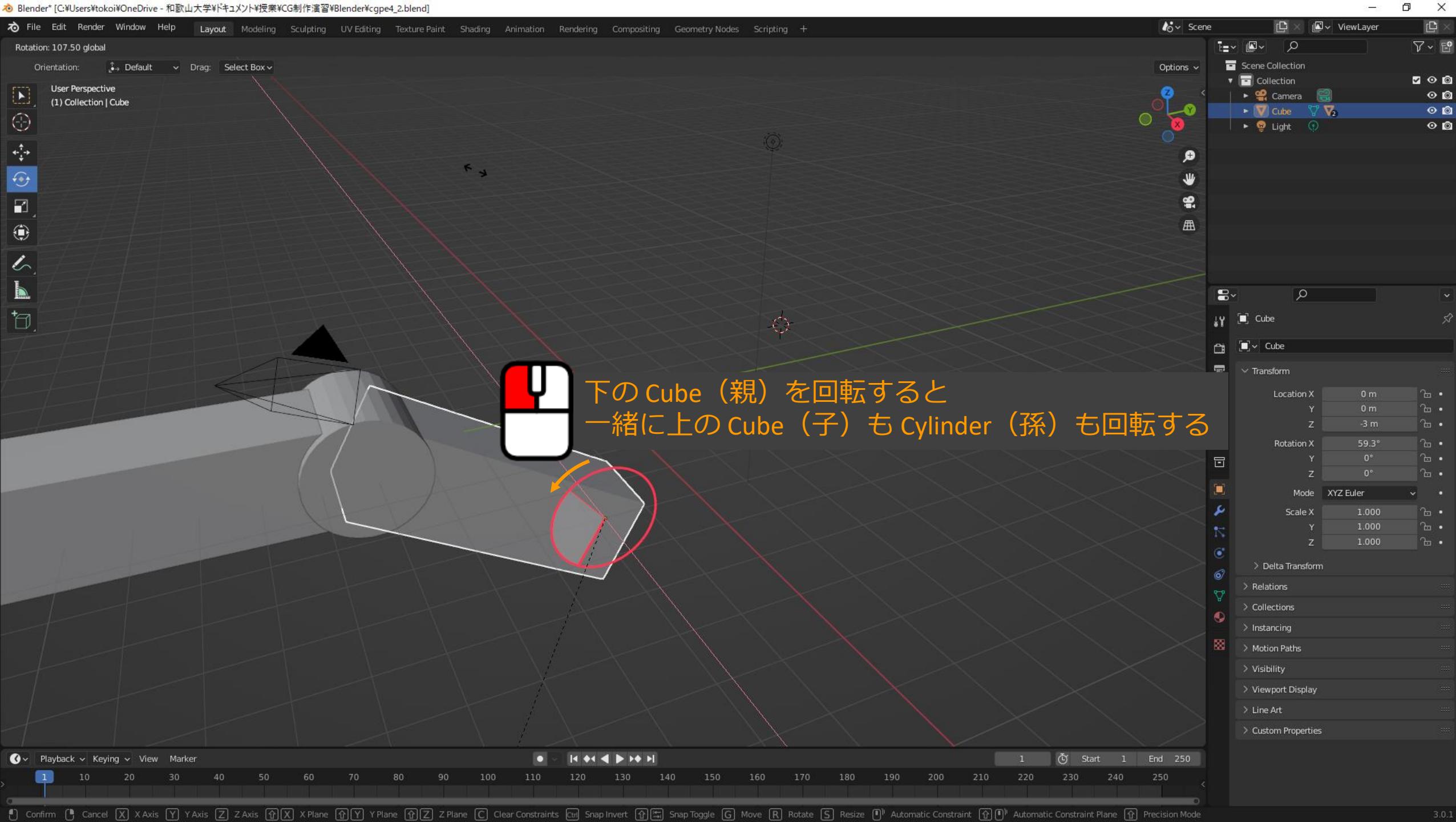












ボーン

ひとつづきのものを曲げる

https://twitter.com/mask_3dcg/status/1486855305527177217

