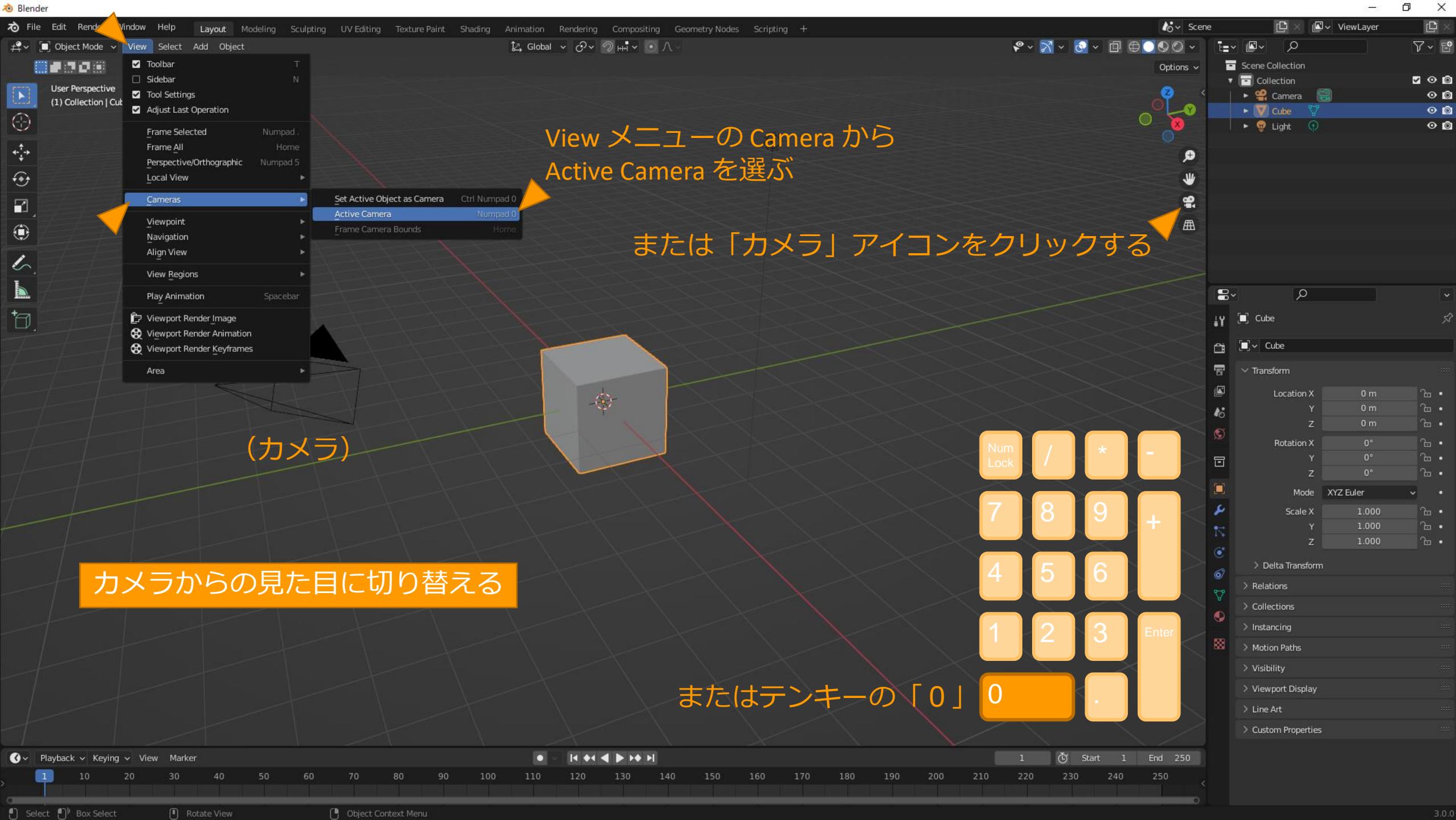
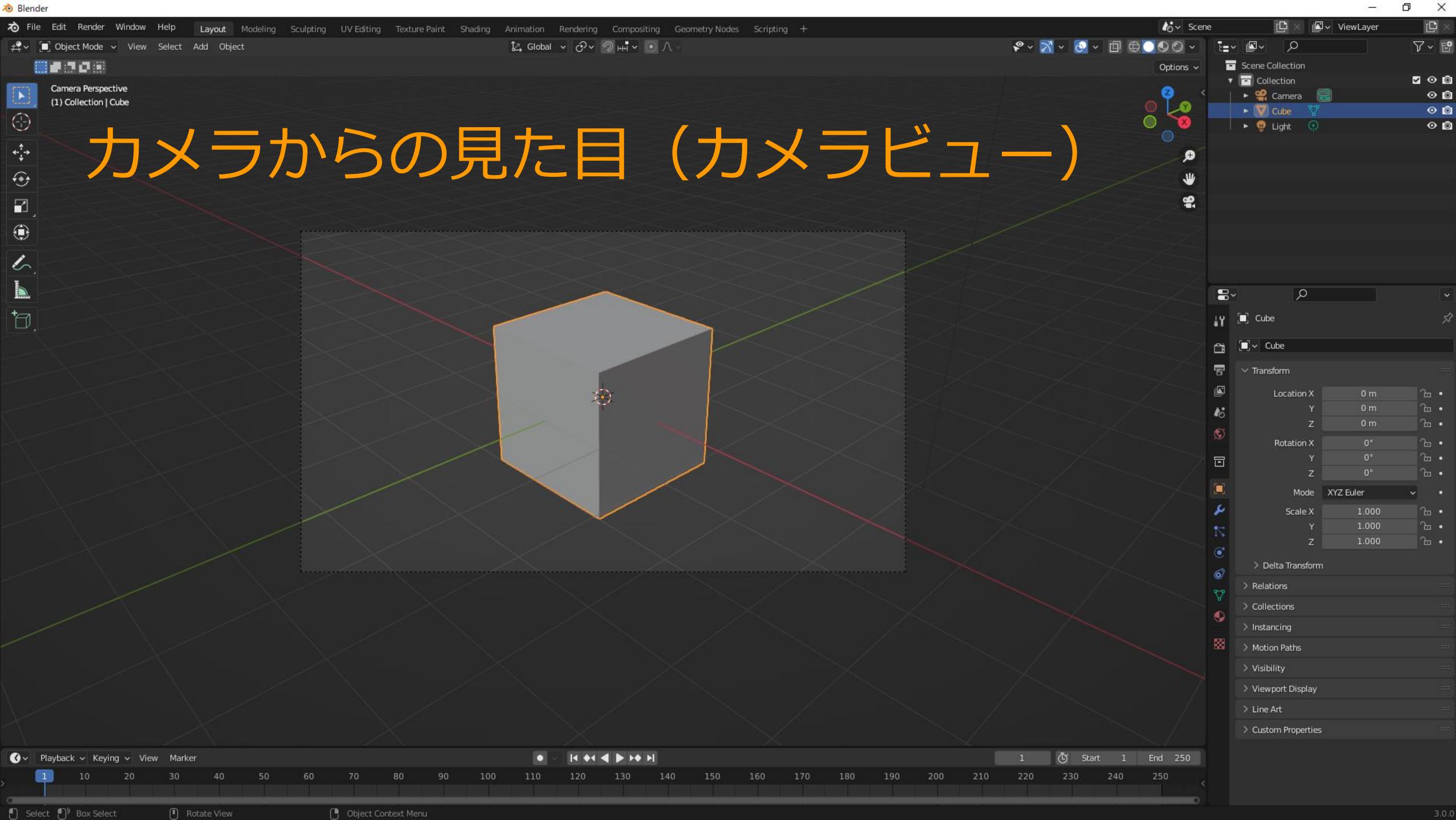
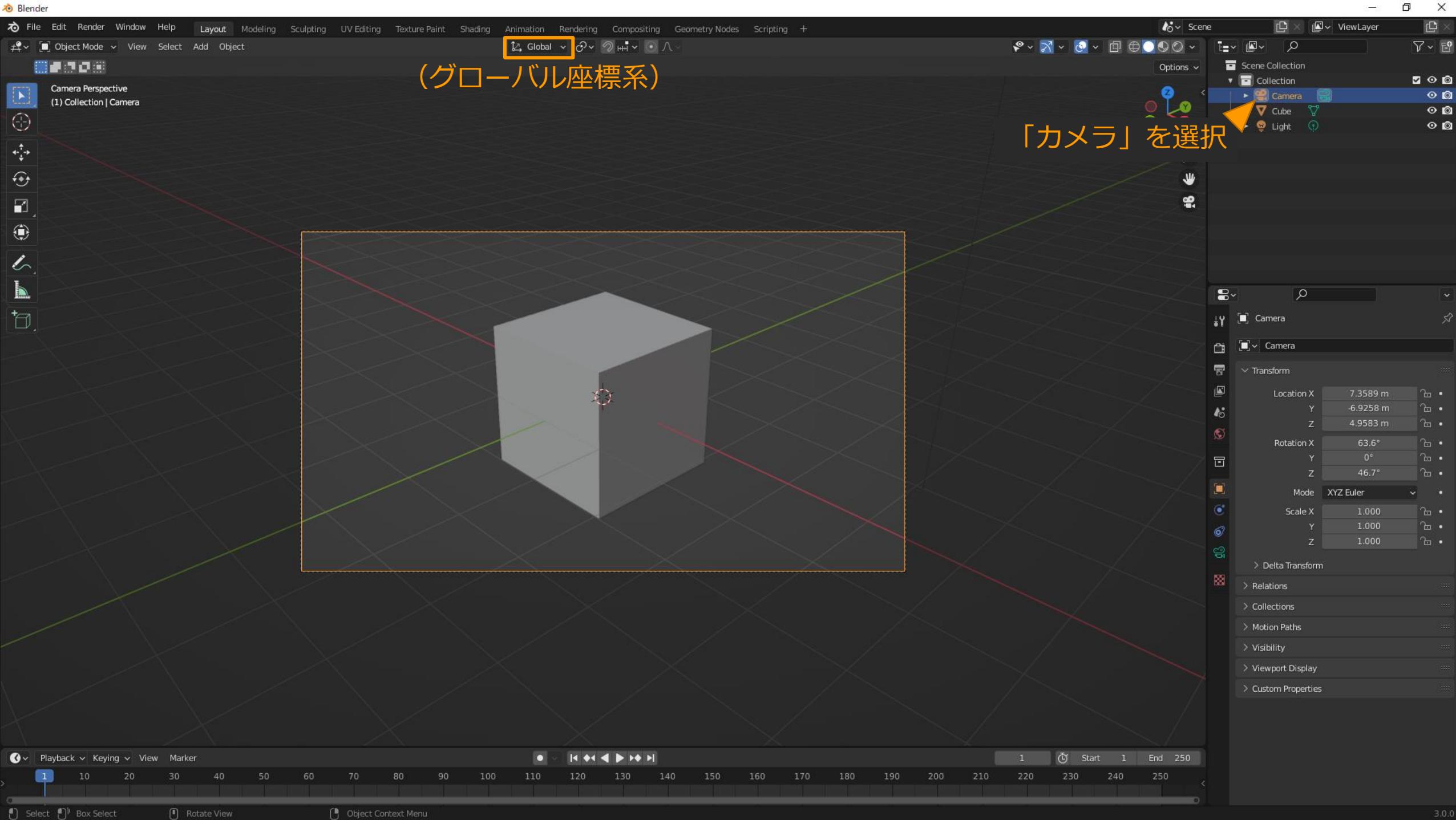


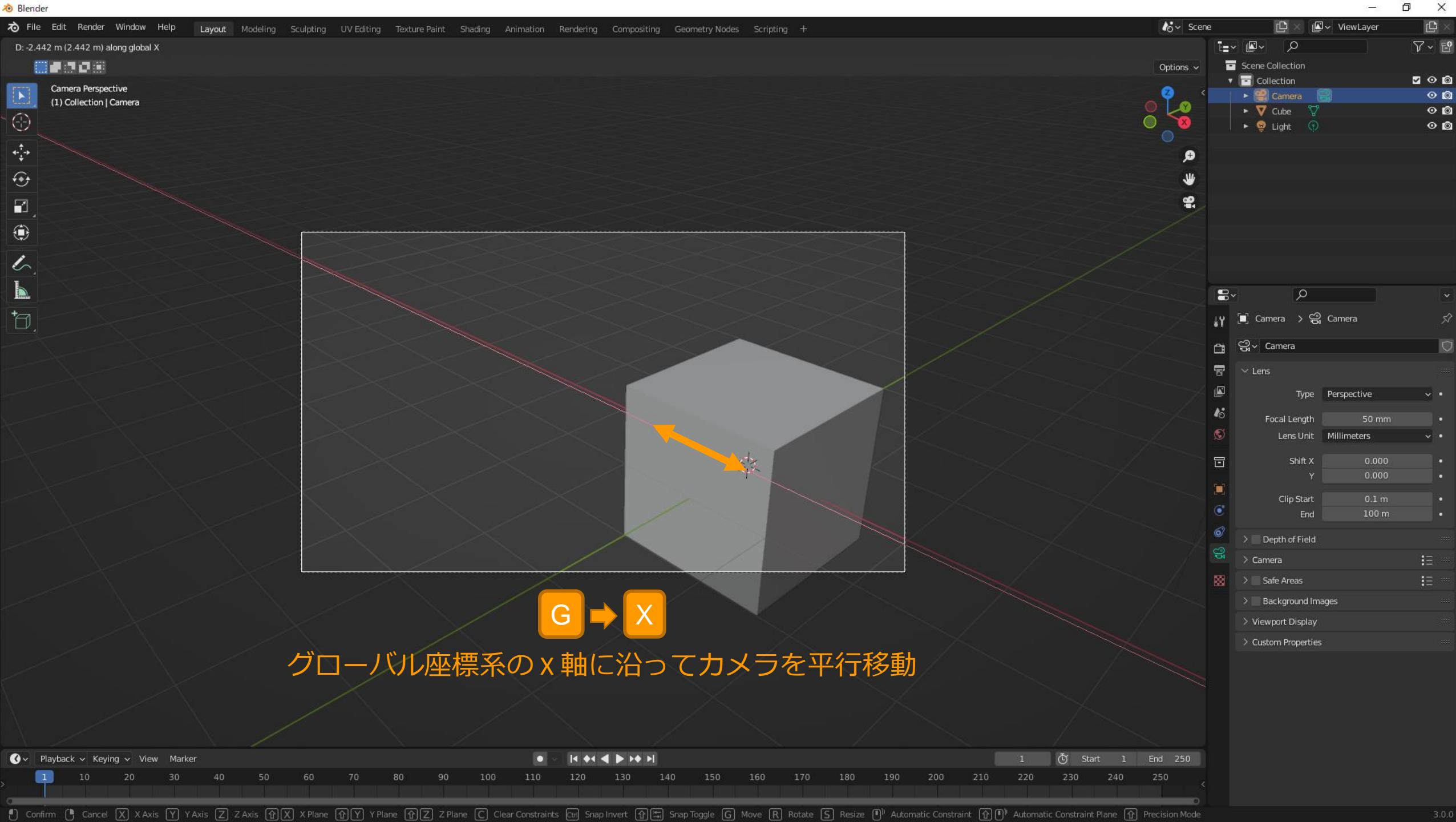
カメラビューの操作

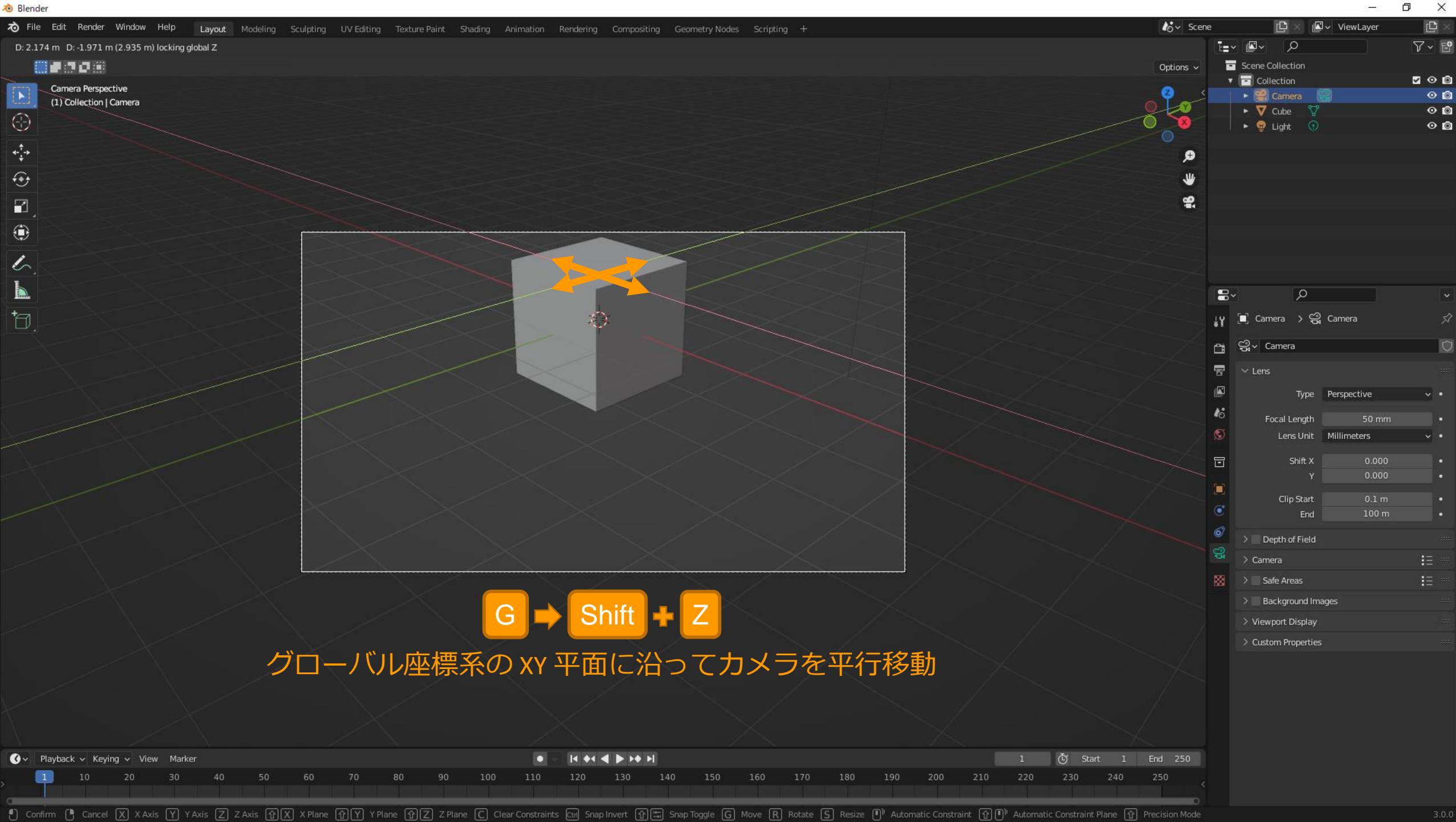
カメラからの見た目でカメラを調整する

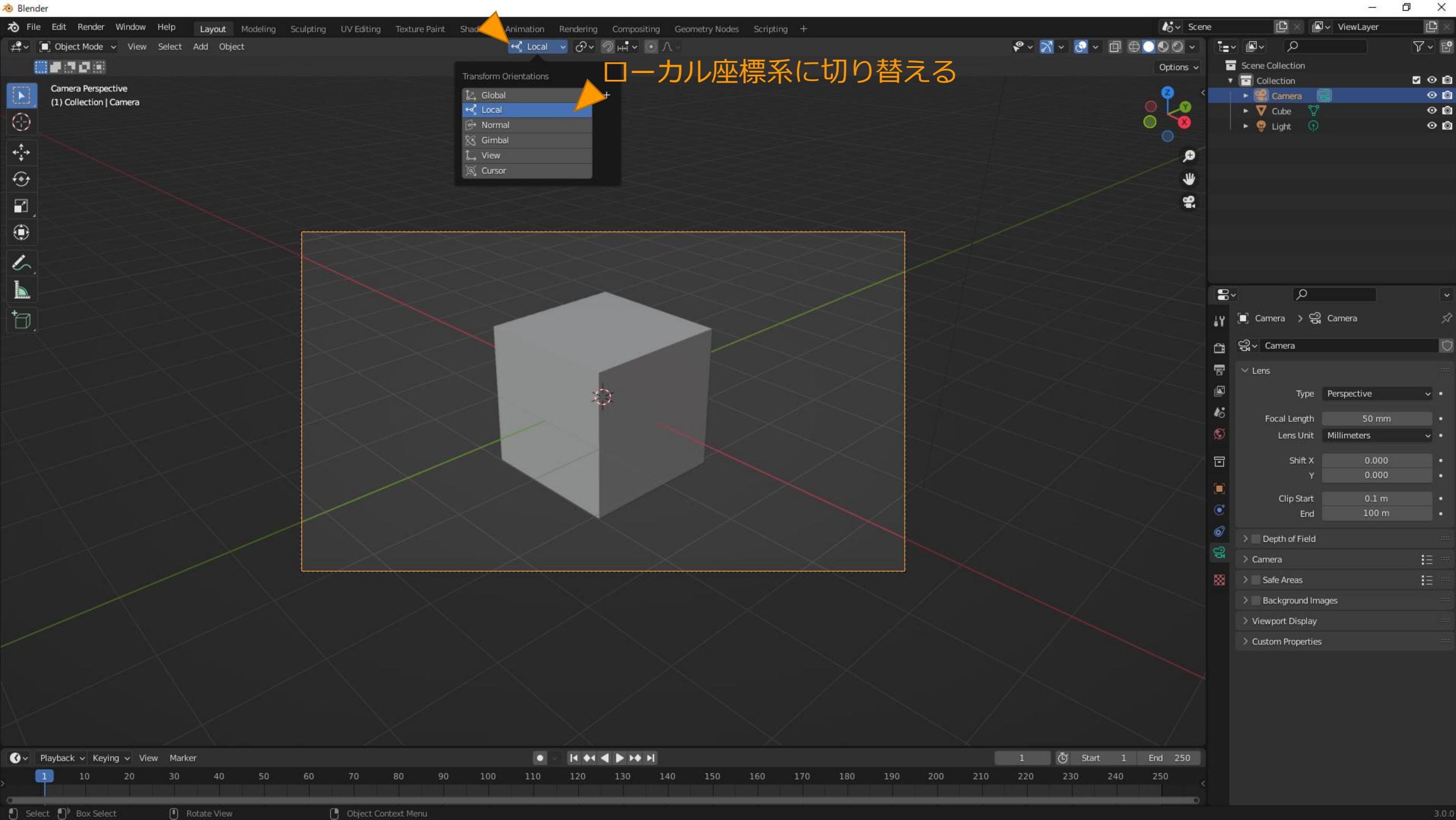


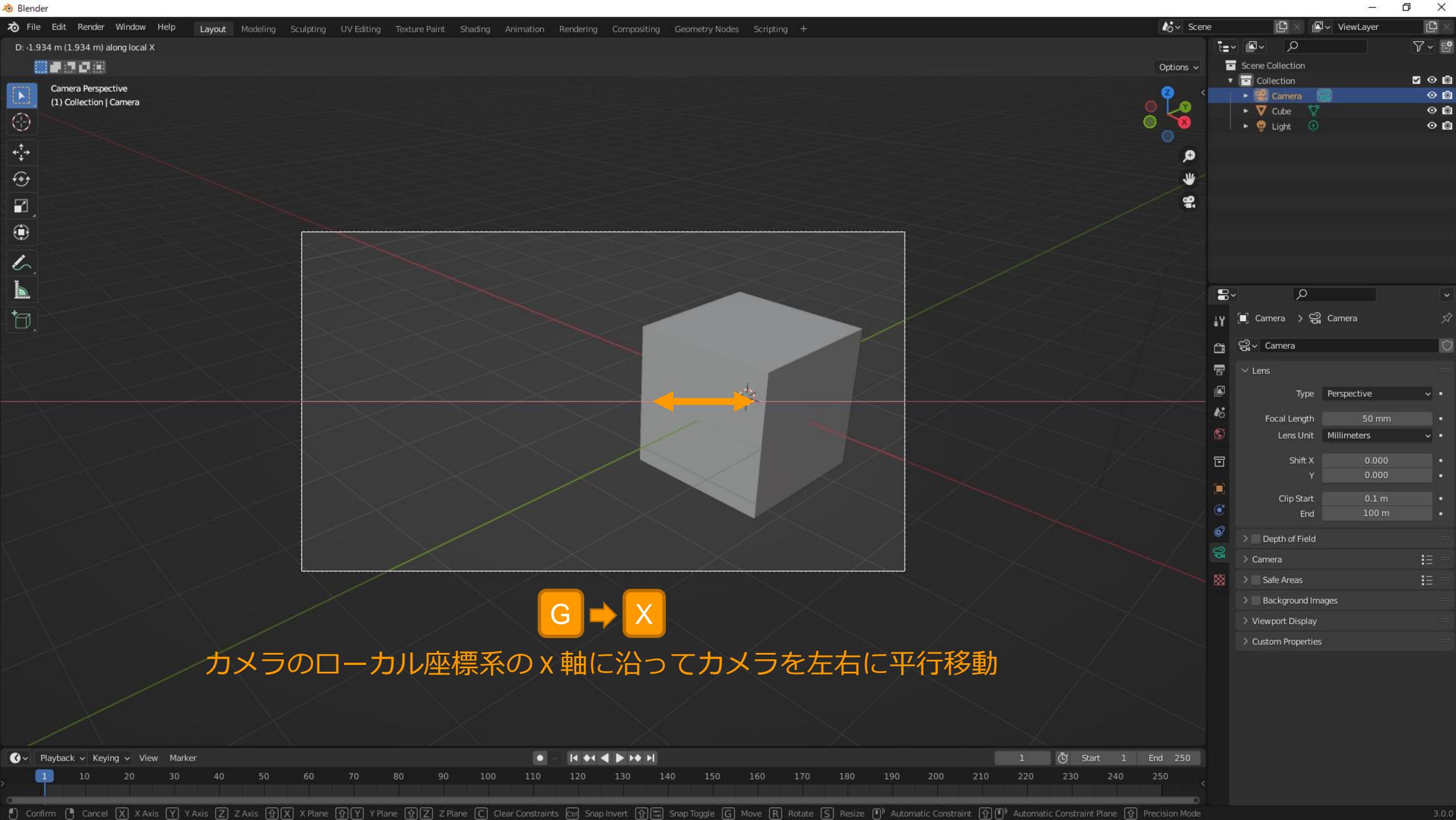


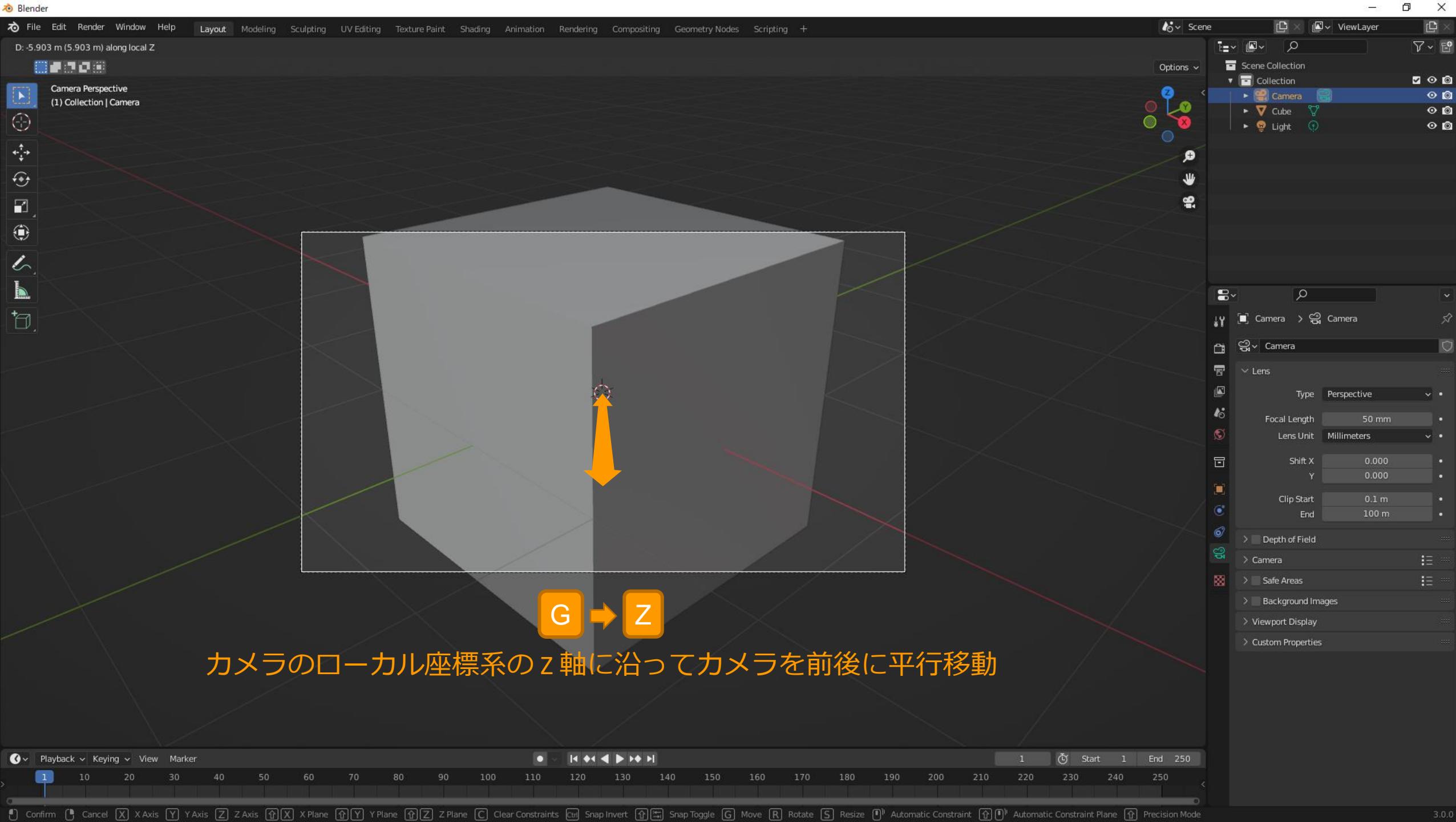




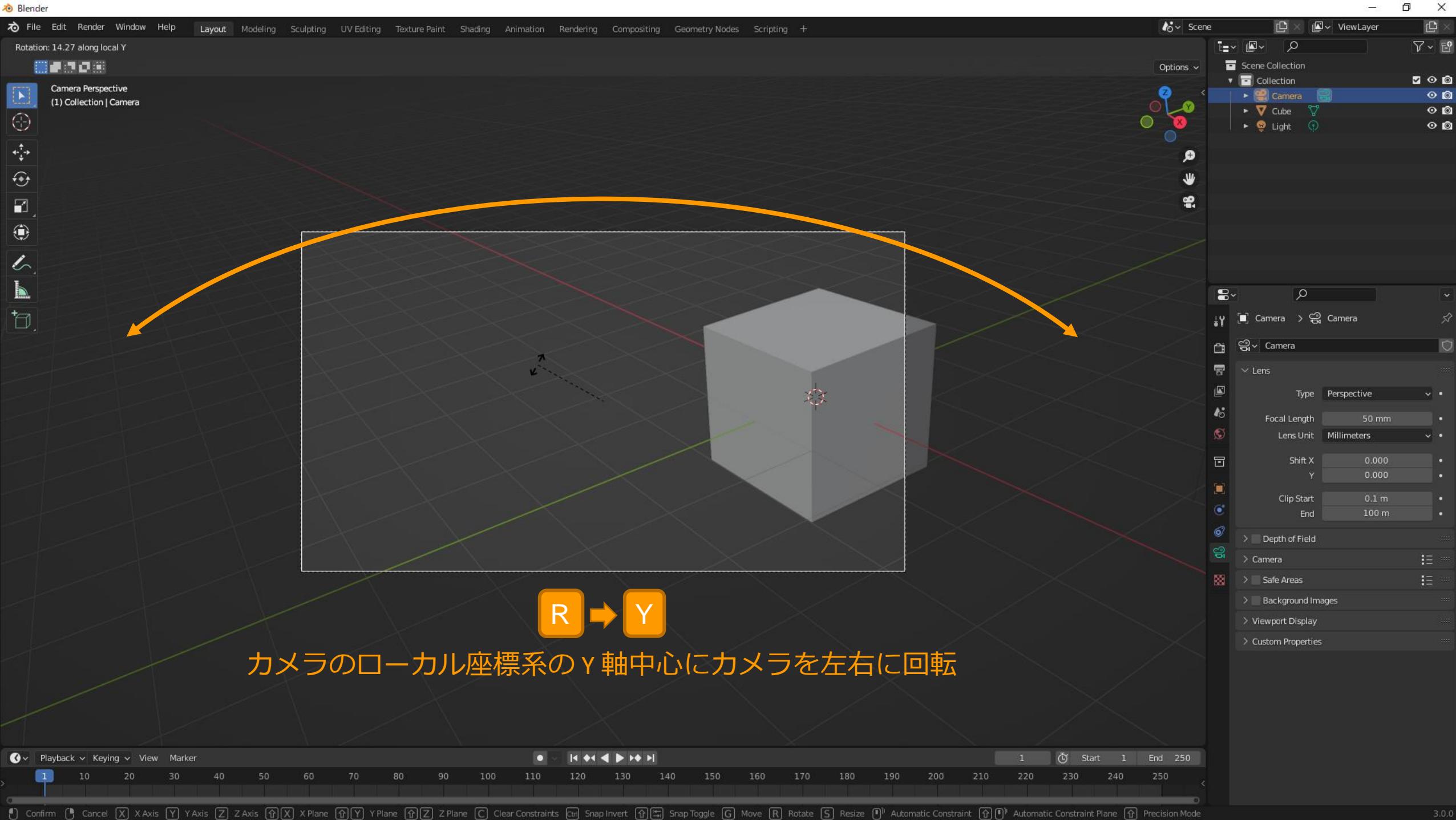


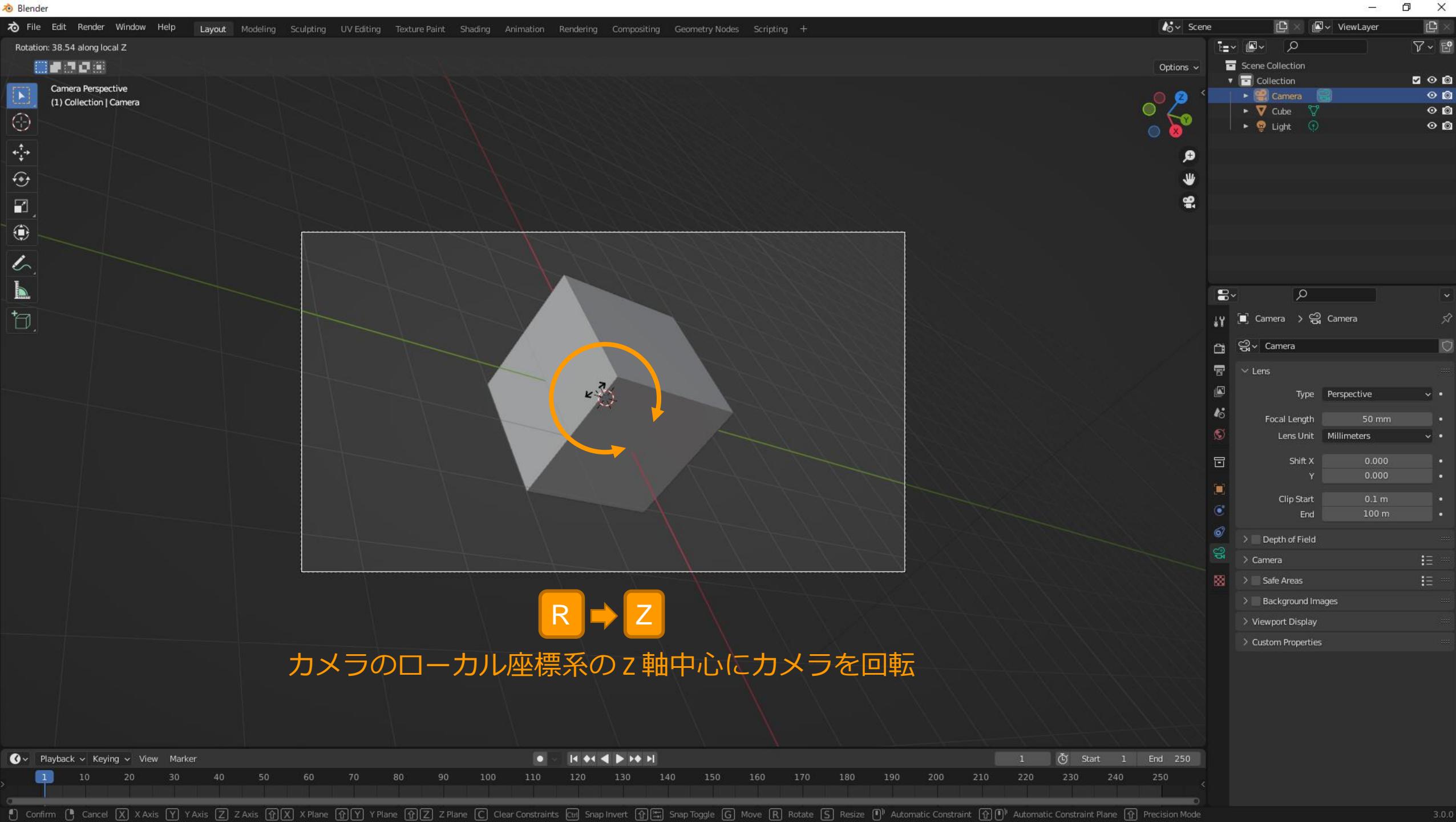


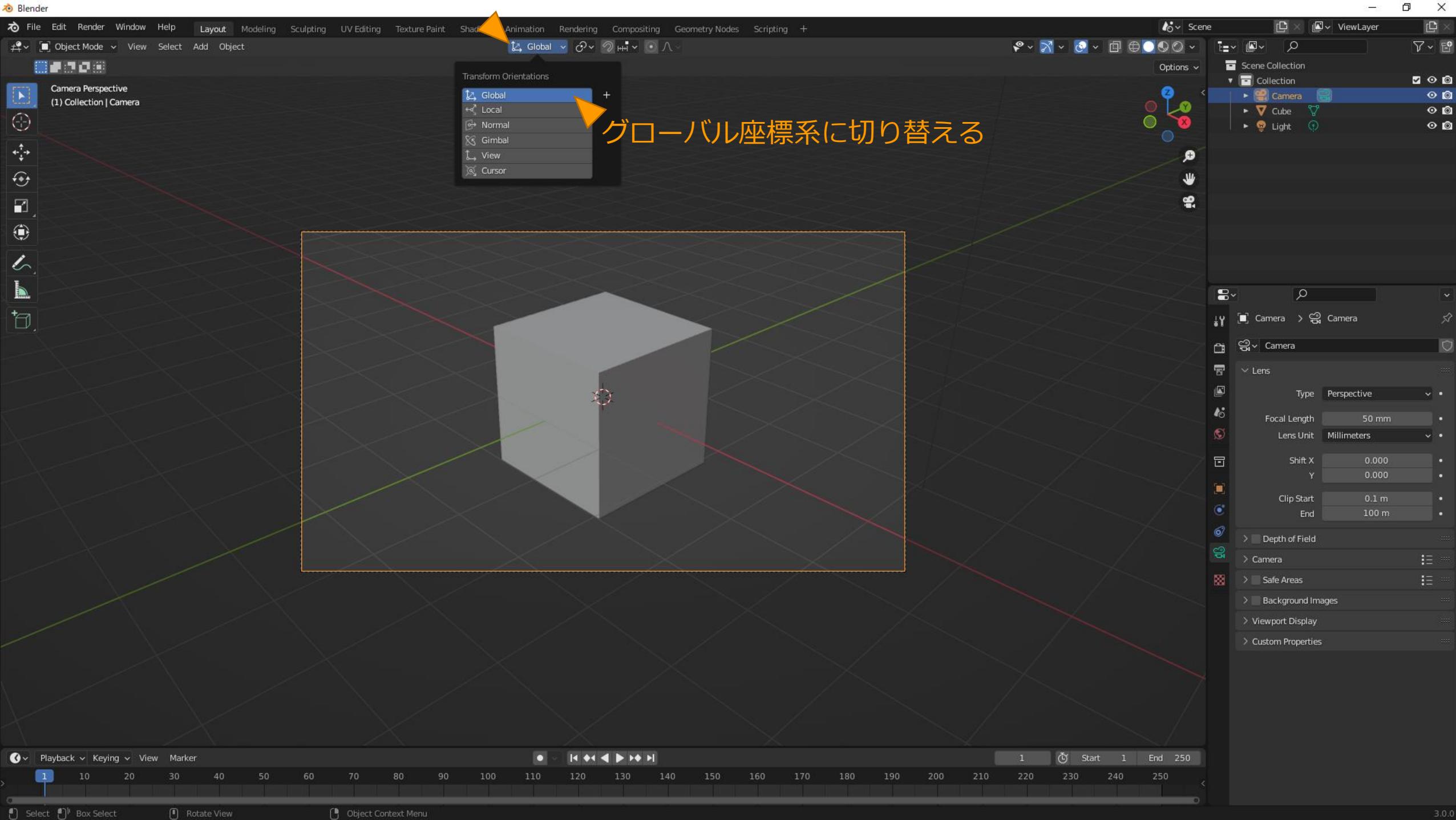


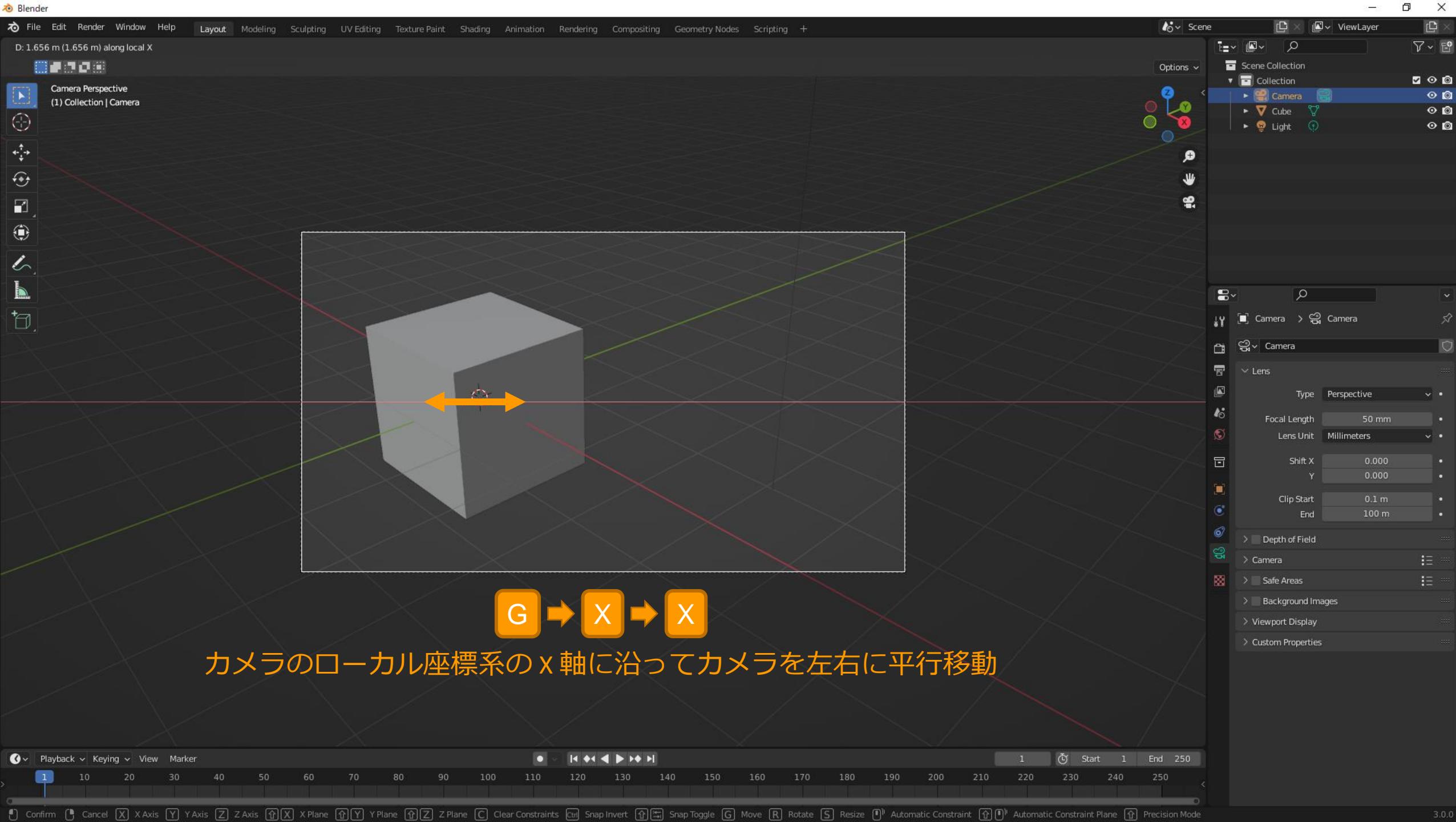


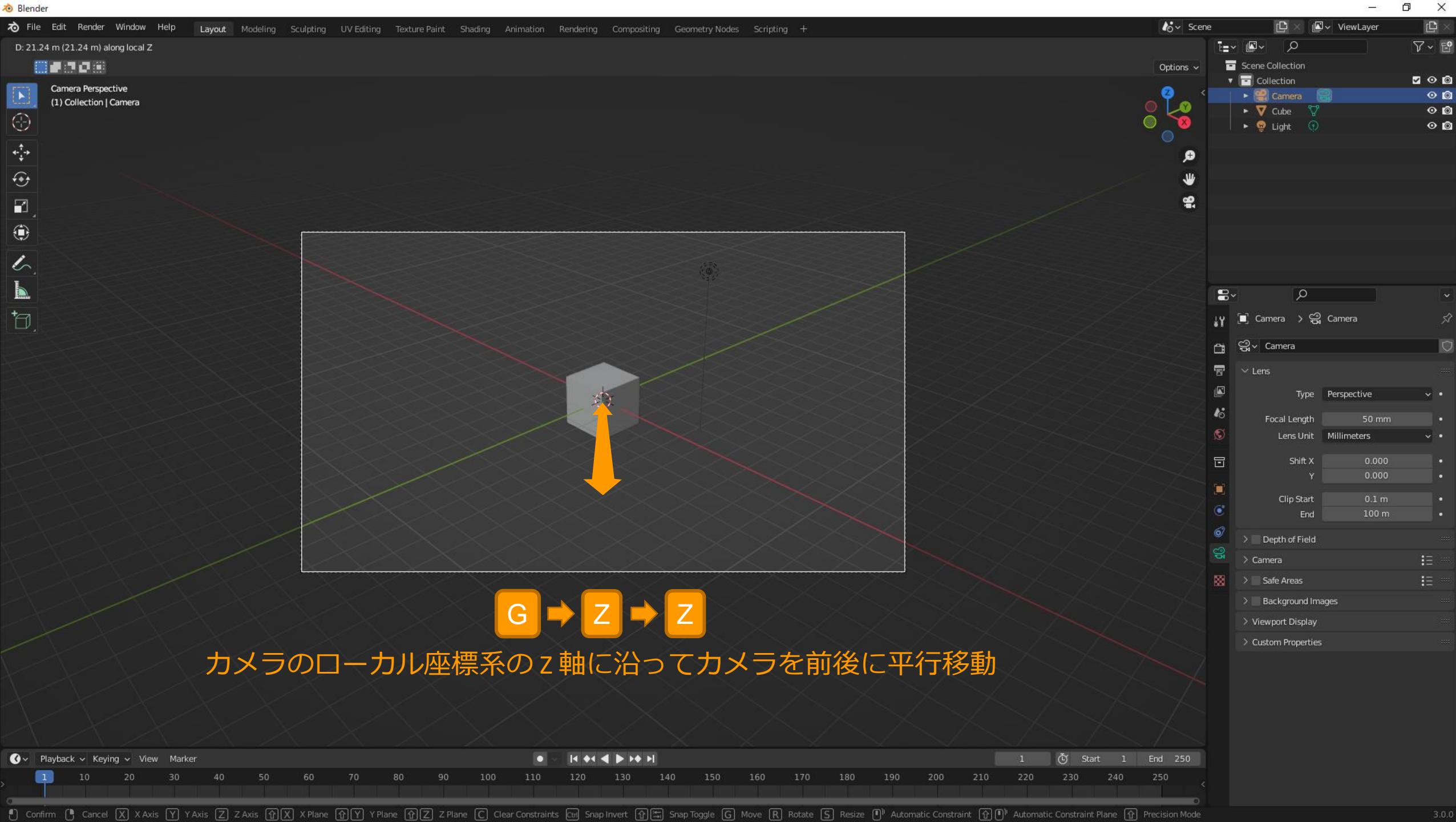


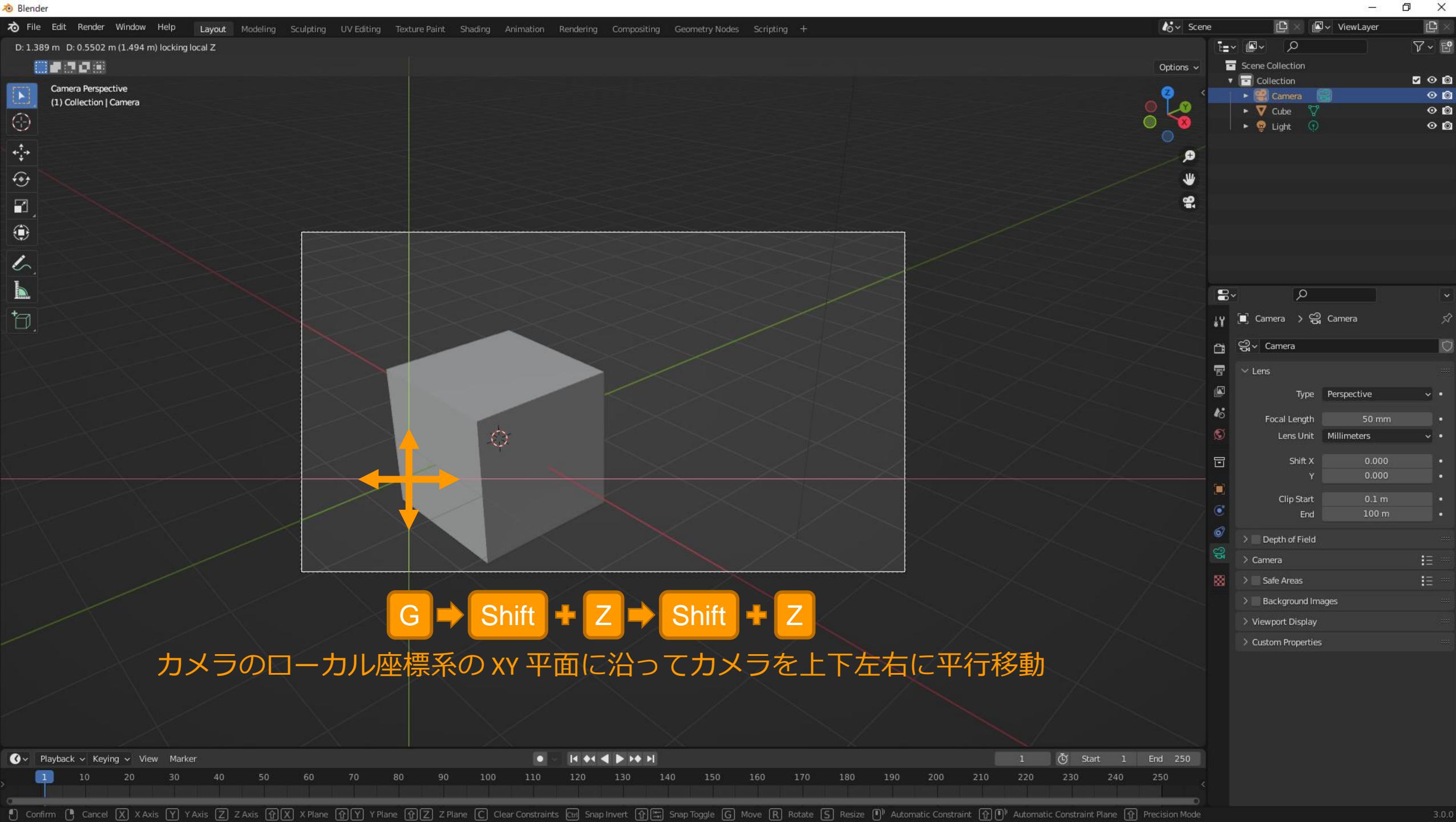


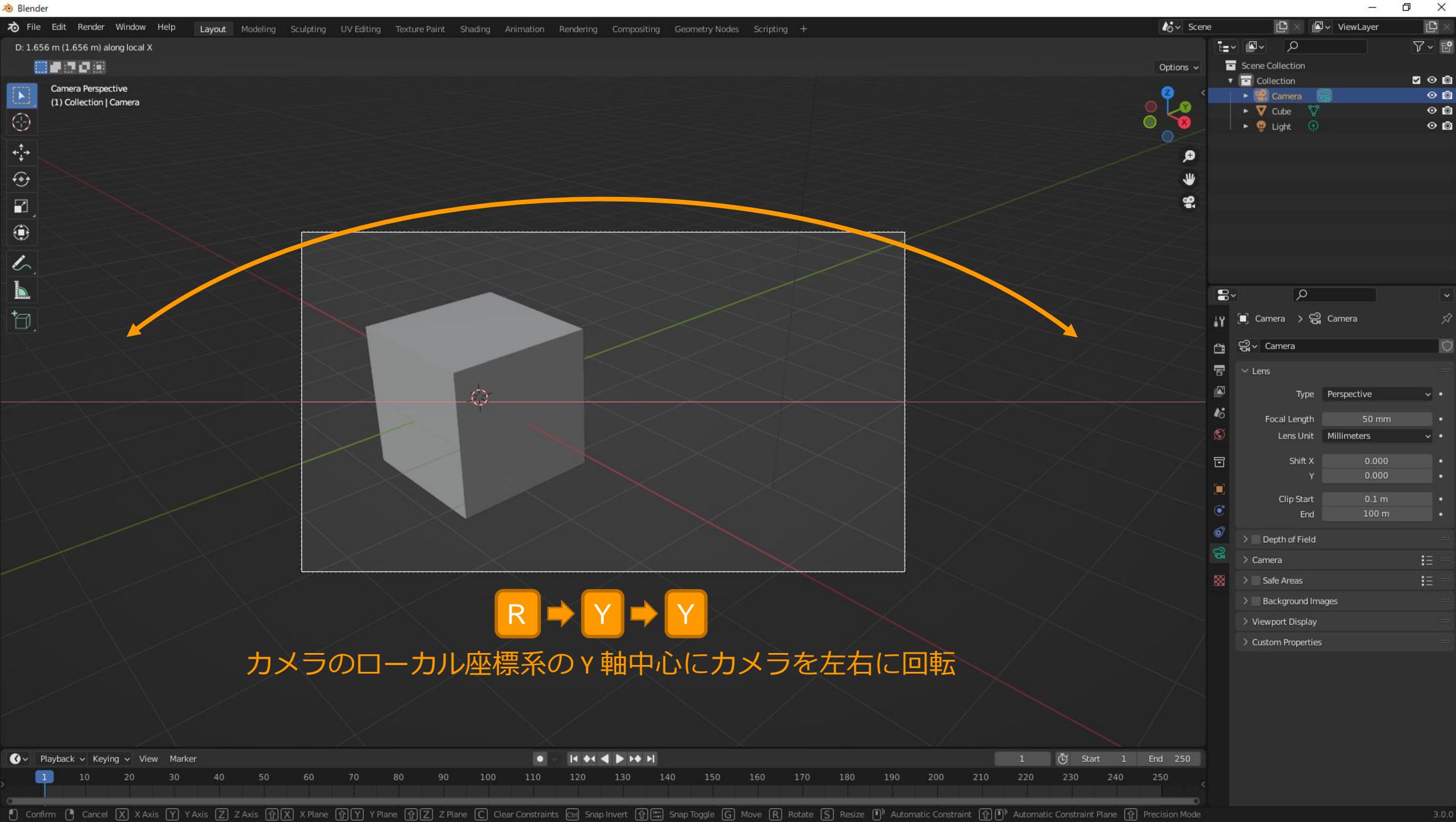


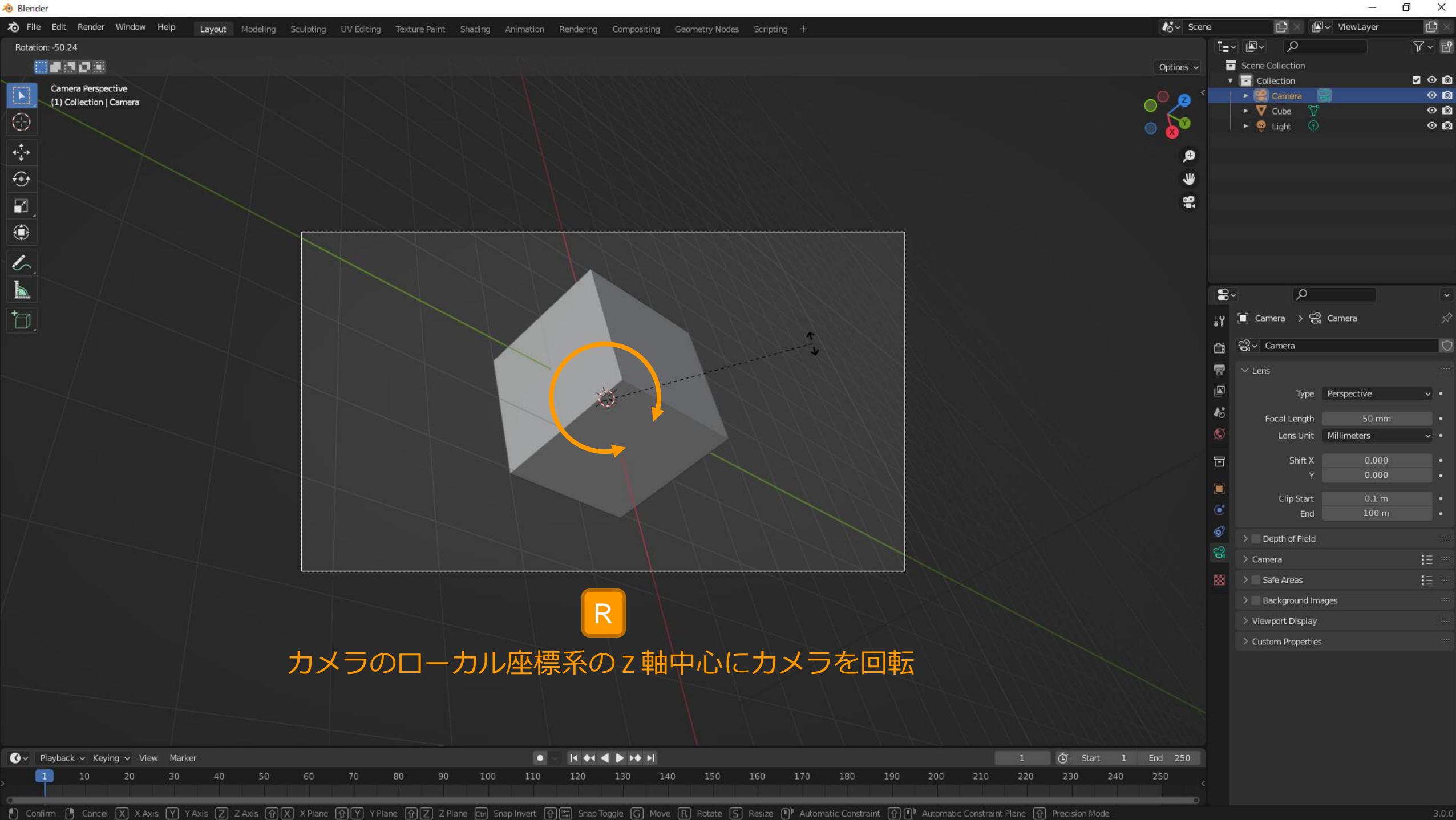


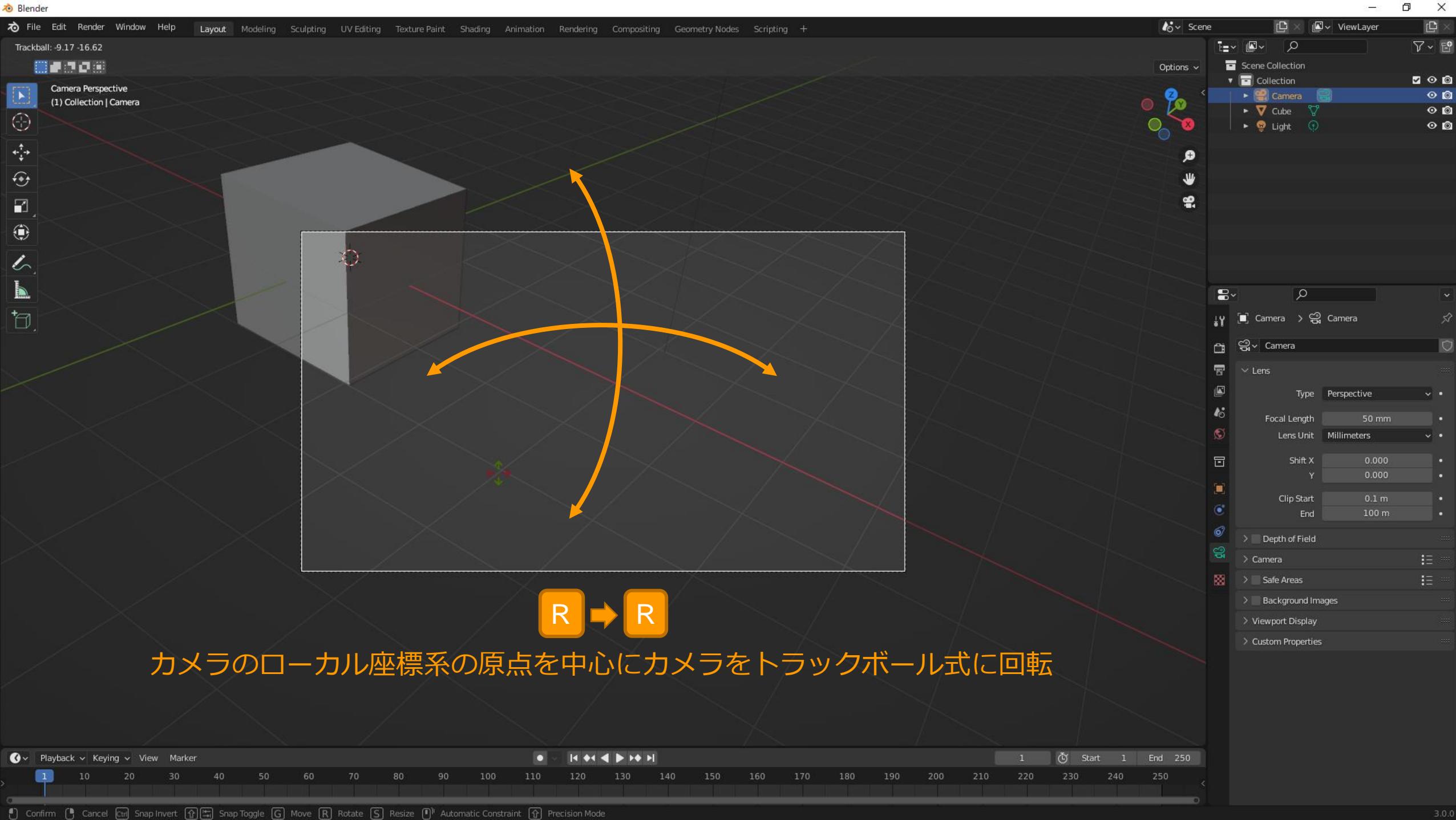


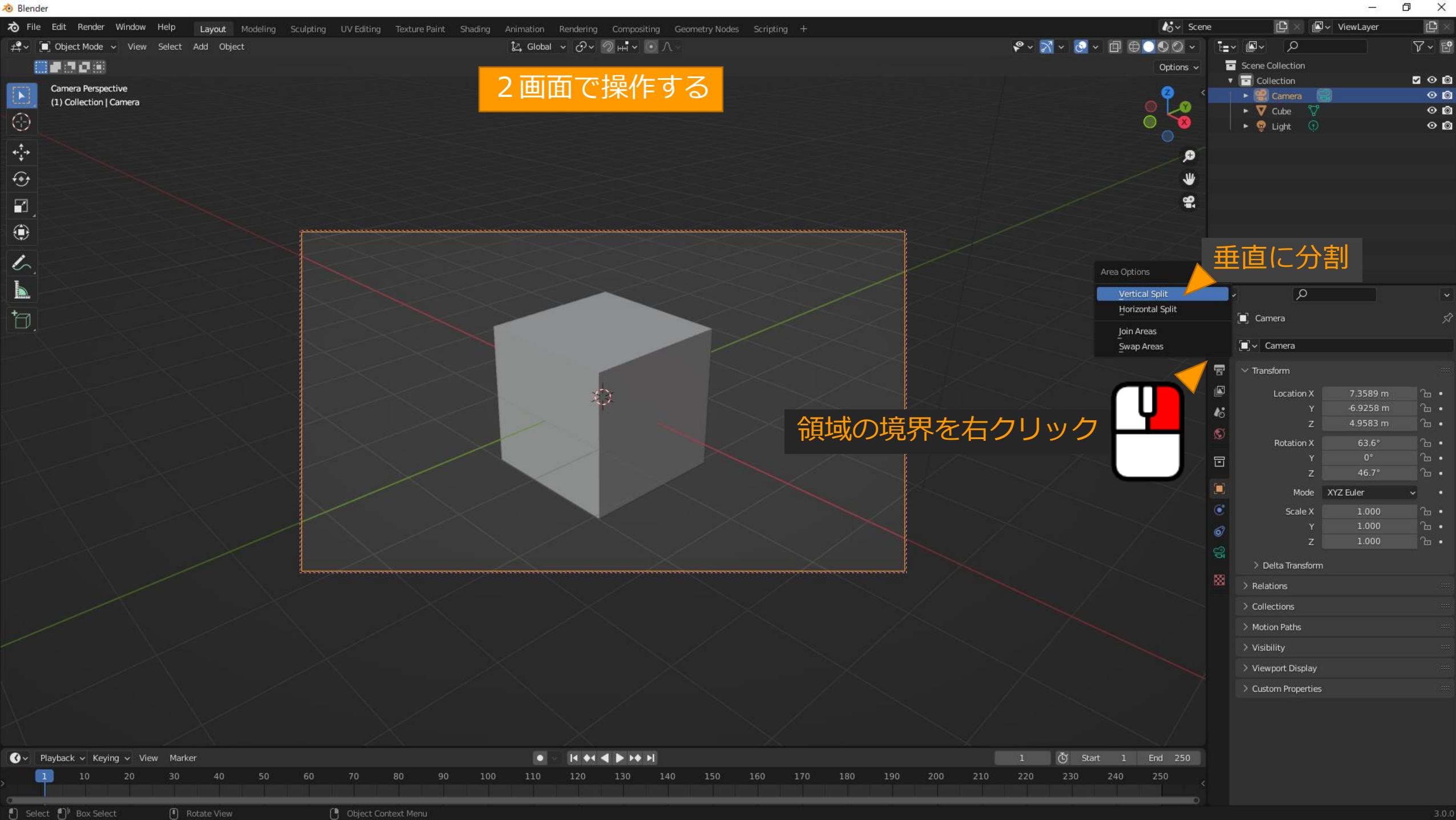












Blender

File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting +

Global Viewport Options Camera Perspective (1) Collection | Camera

Scene Collection Collection Camera Cube Light

Camera Transform

Location X	7.3589 m
Y	-6.9258 m
Z	4.9583 m
Rotation X	63.6°
Y	0°
Z	46.7°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Delta Transform Relations Collections Motion Paths Visibility Viewport Display Custom Properties

Playback Keying View Marker

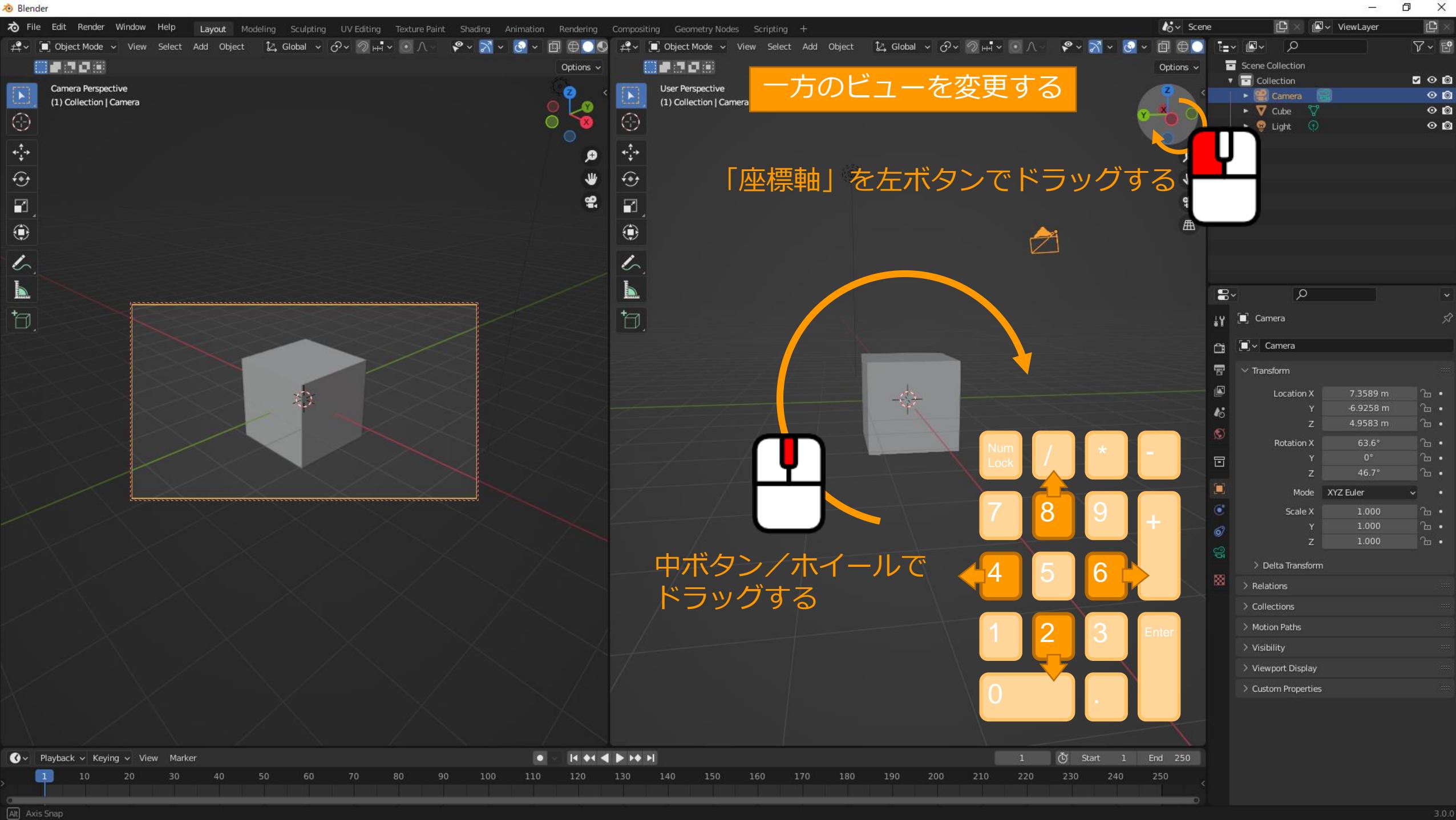
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 1 End 250

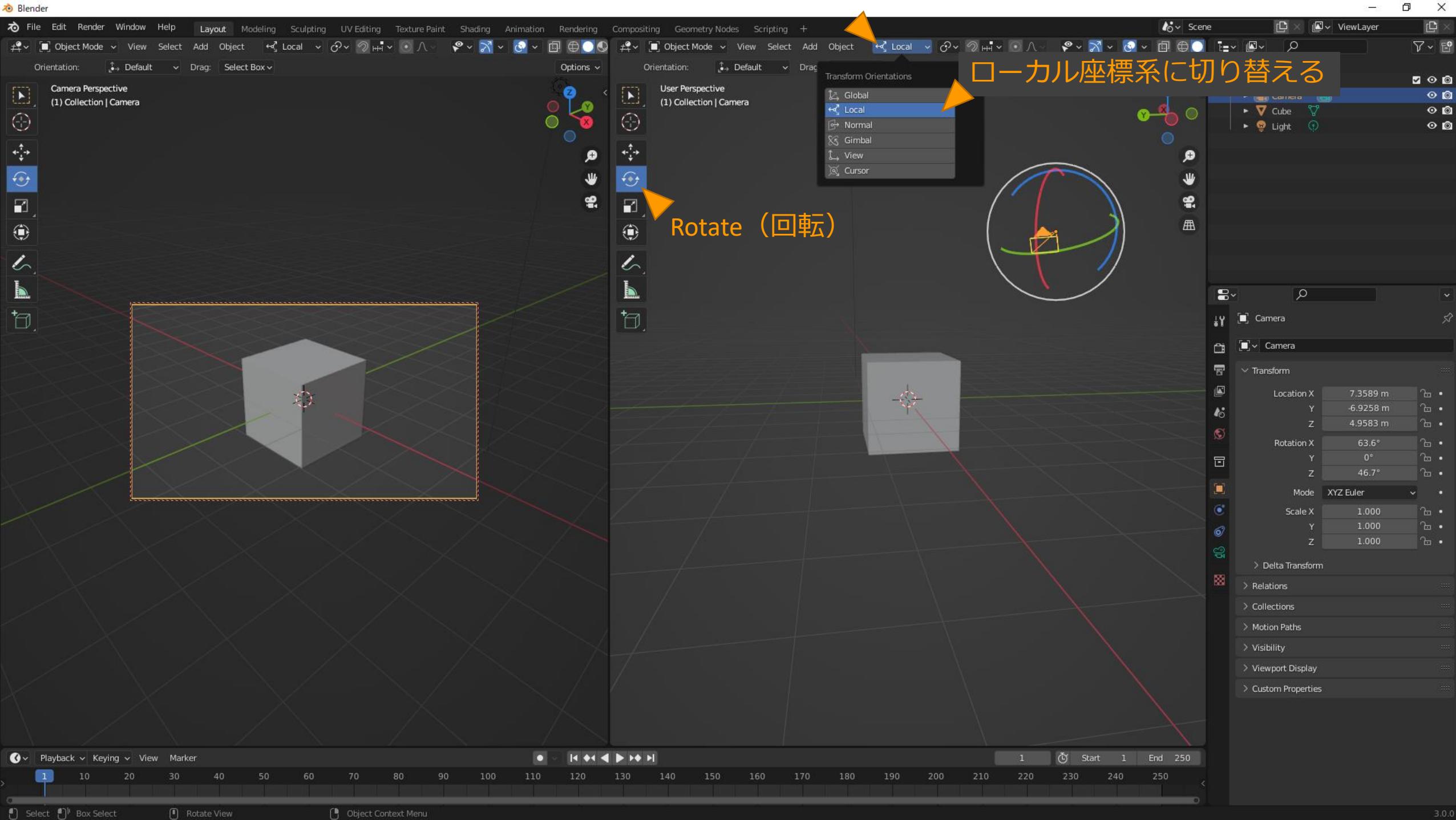
1 Select Box Select Rotate View Object Context Menu

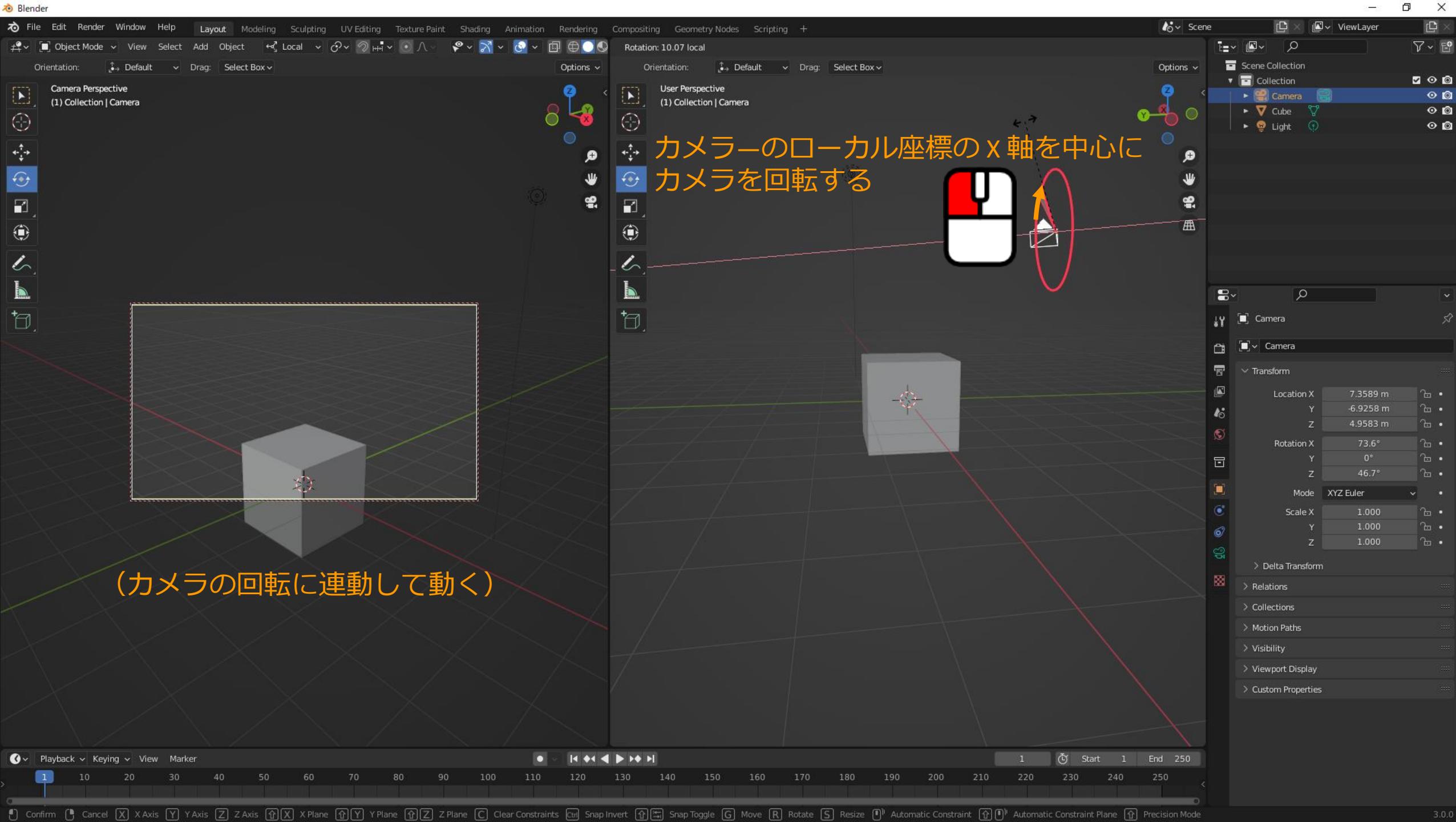
3.00

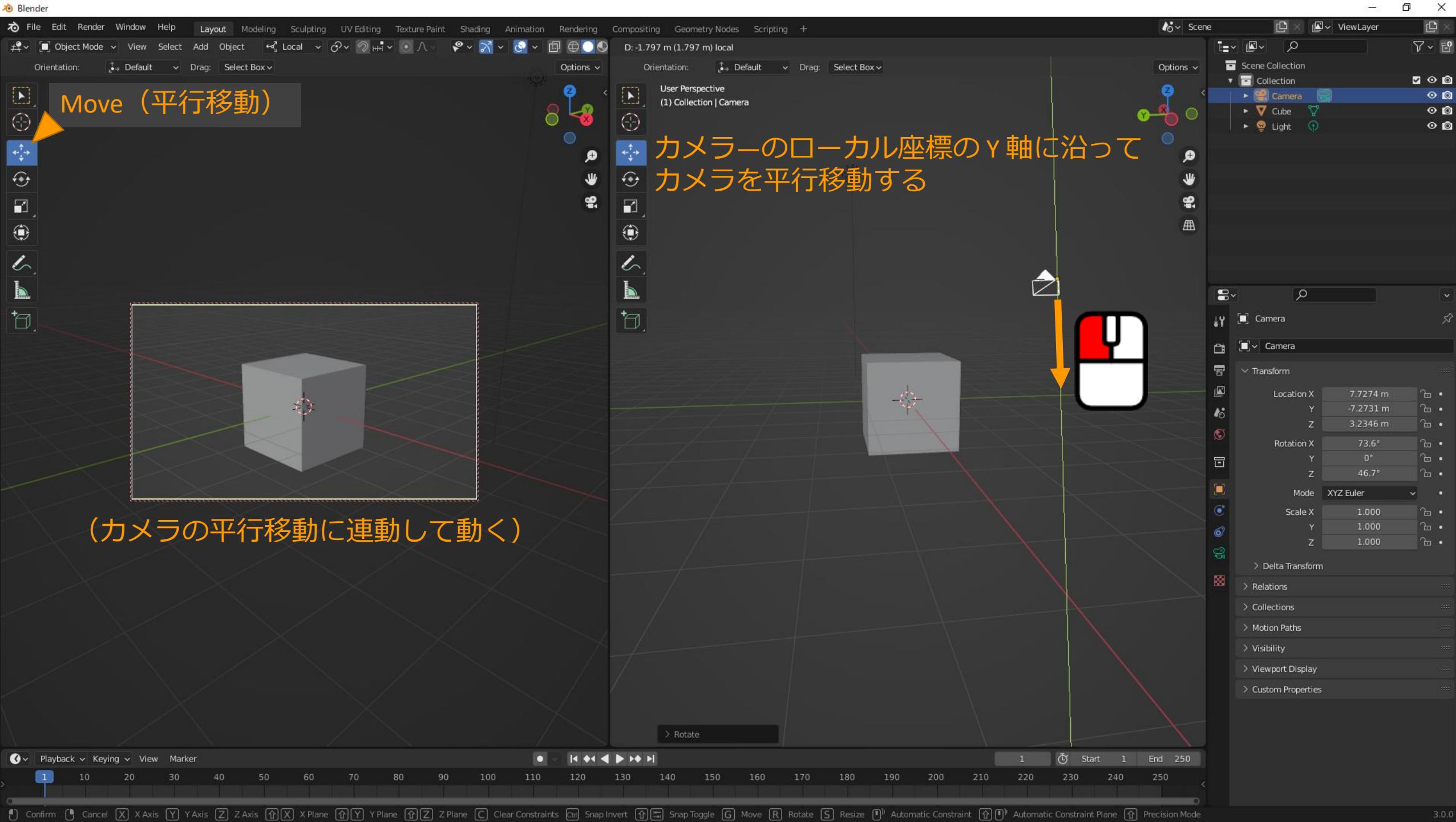
分割位置を指定する

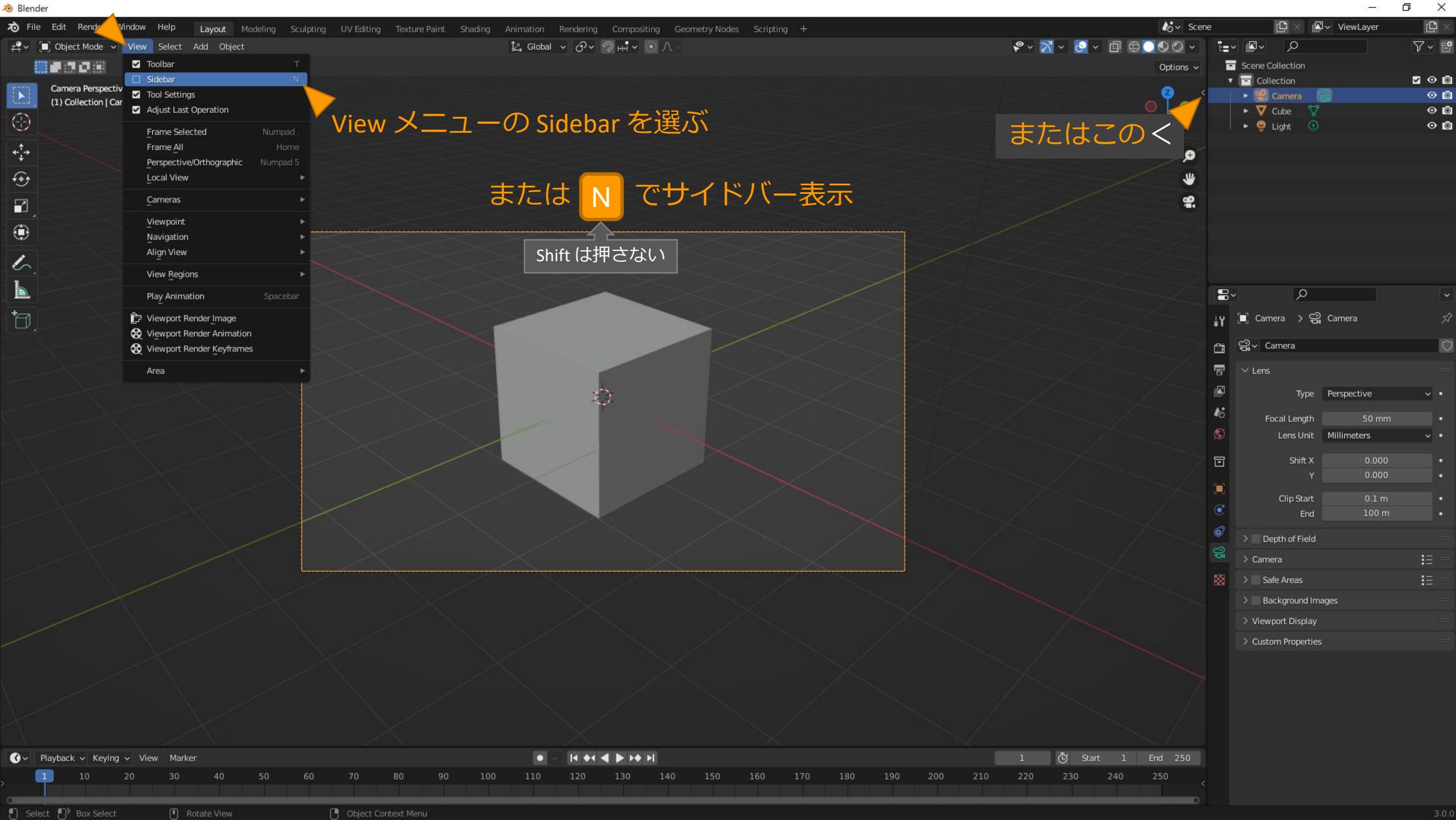
The image shows a 3D scene in Blender's Object Mode. A gray cube is positioned in the center of the 3D Viewport. A dashed orange rectangular selection box encloses the entire cube. The cube has a small circular selection handle on its front face. The 3D Viewport features a wireframe grid. In the bottom center, there is a large orange icon with a white stylized letter 'U' and a red vertical bar. The right side of the interface includes the Outliner panel showing a collection named 'Collection' containing 'Camera', 'Cube', and 'Light'. The Properties panel shows the transform settings for the selected camera object. The Timeline panel at the bottom shows a single frame labeled '1'.

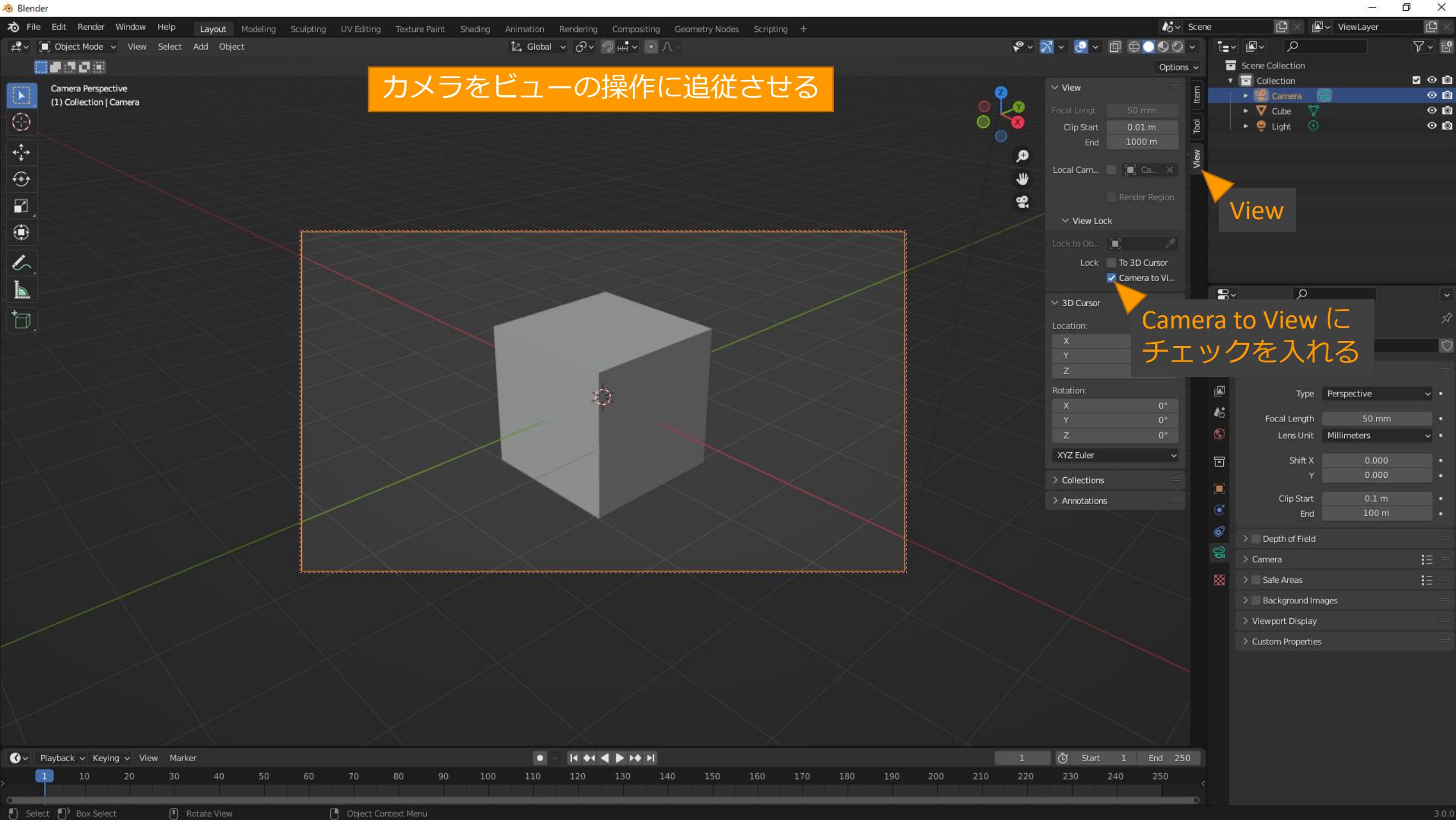


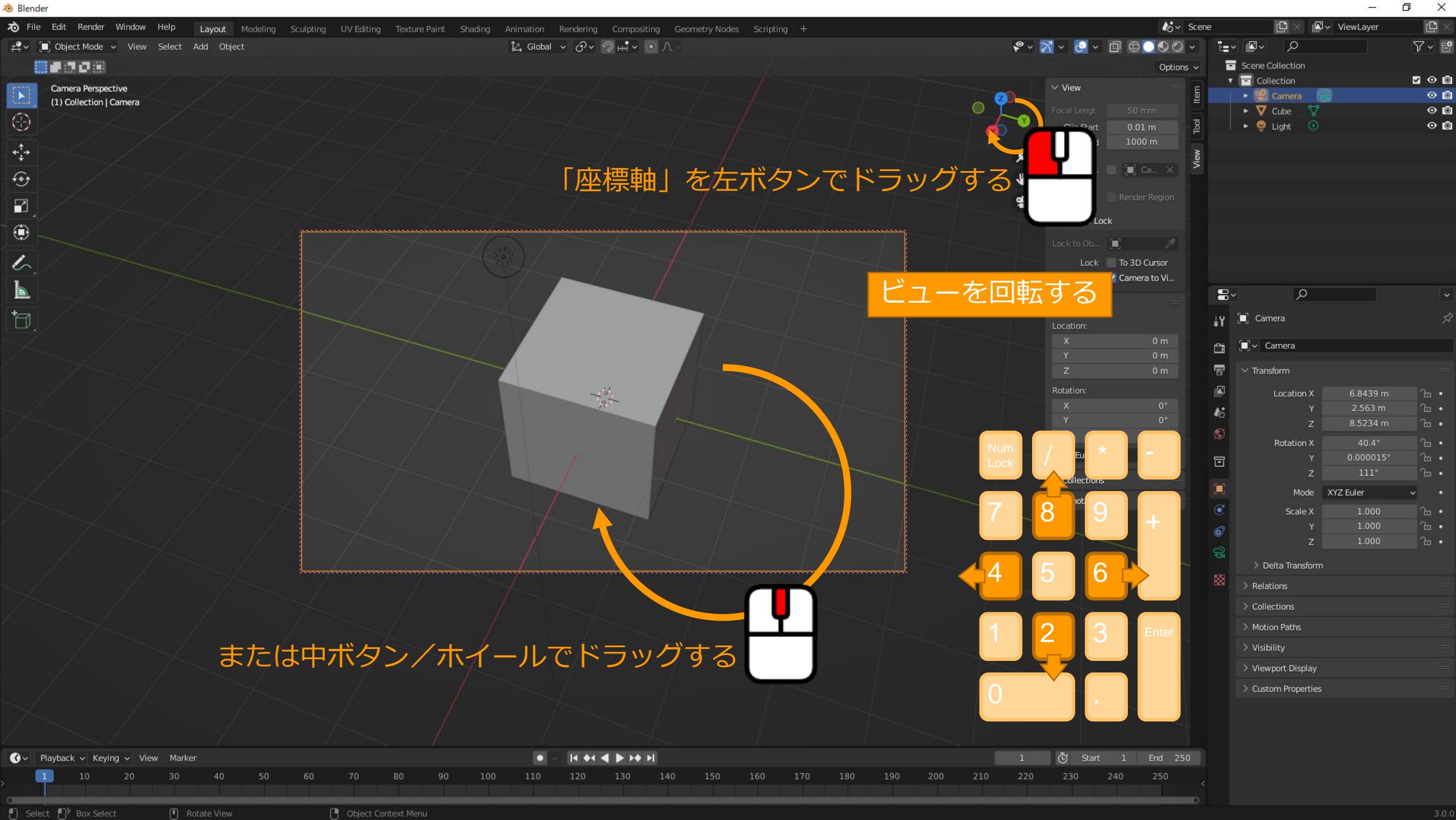


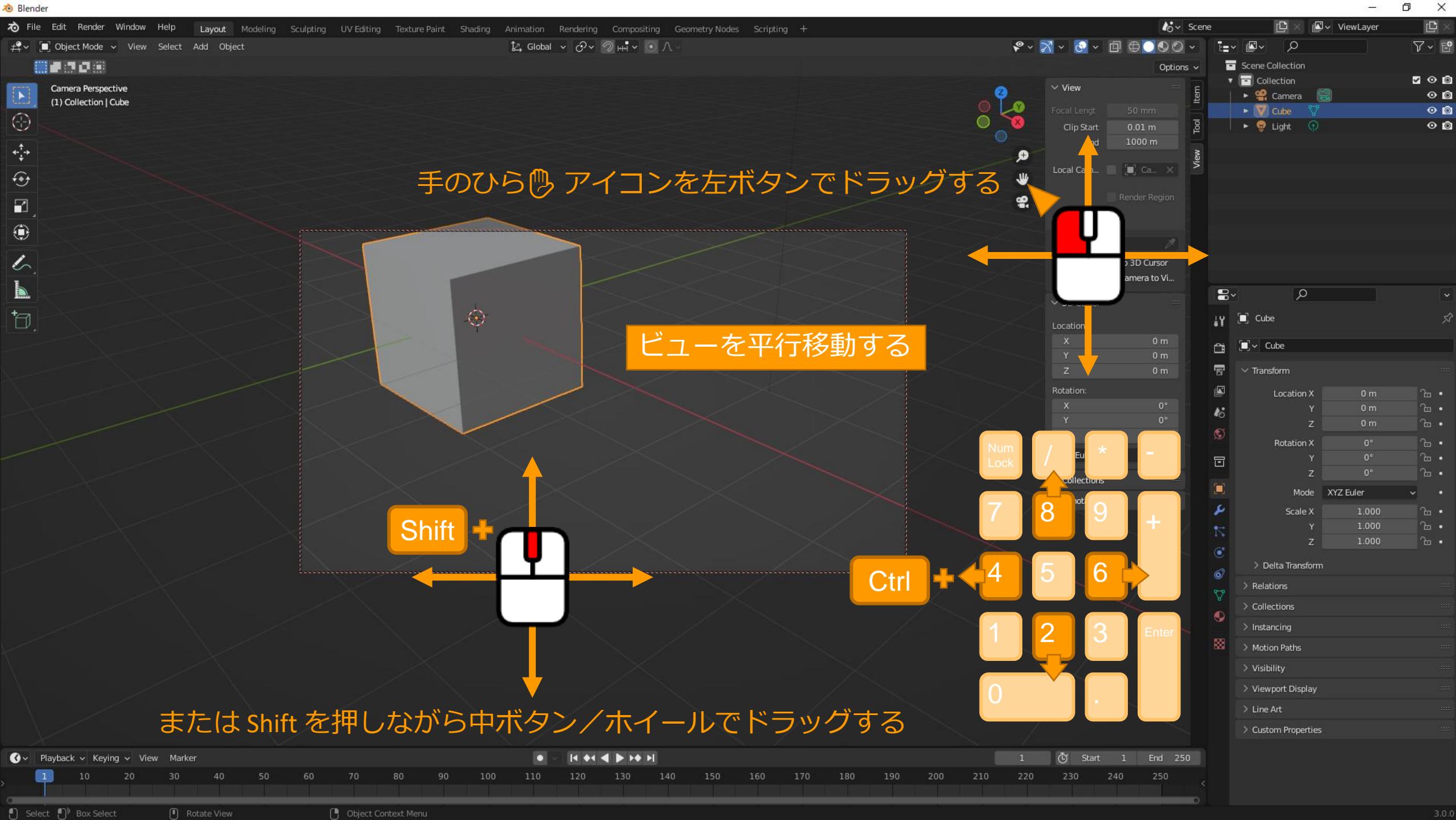


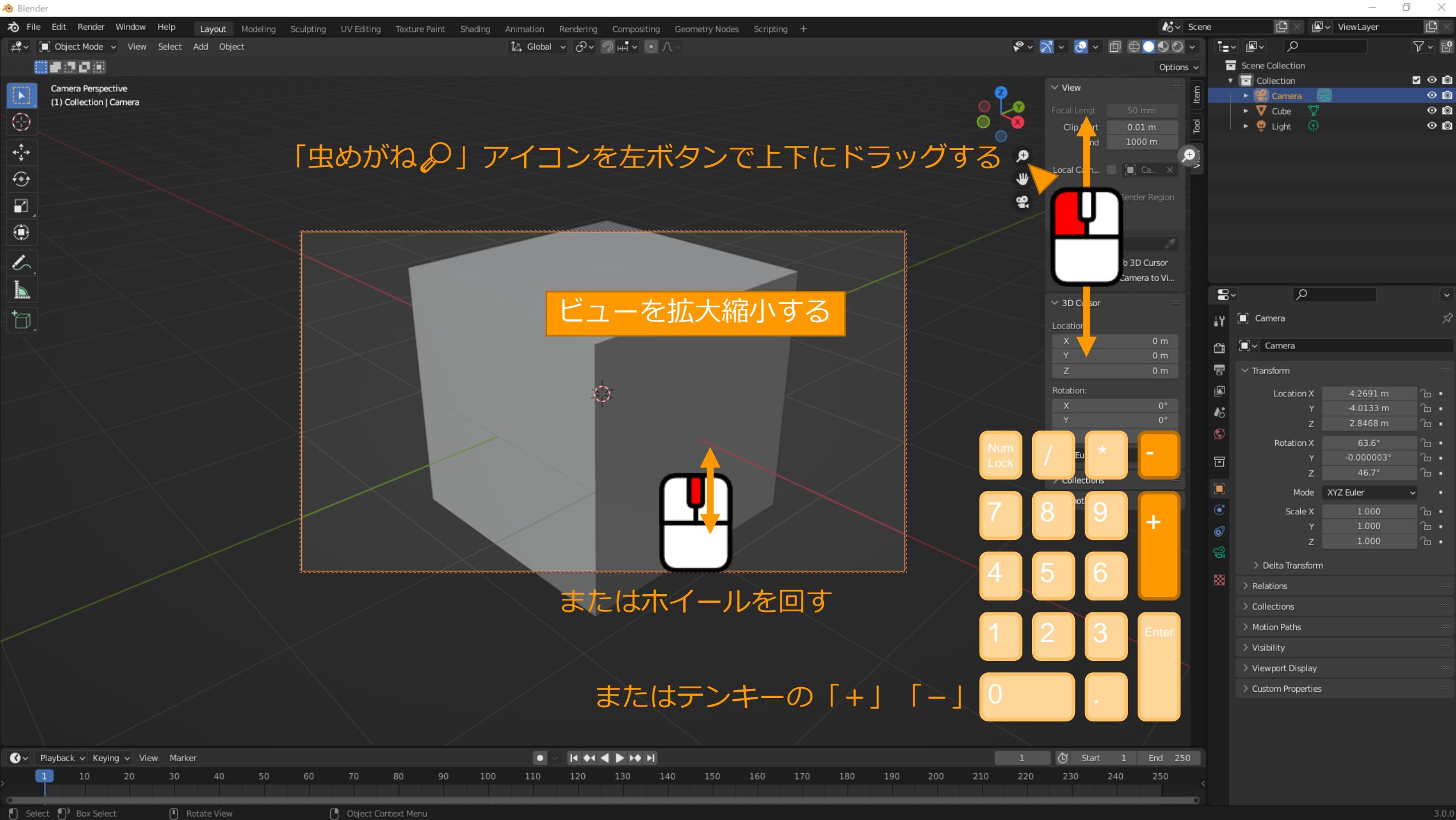


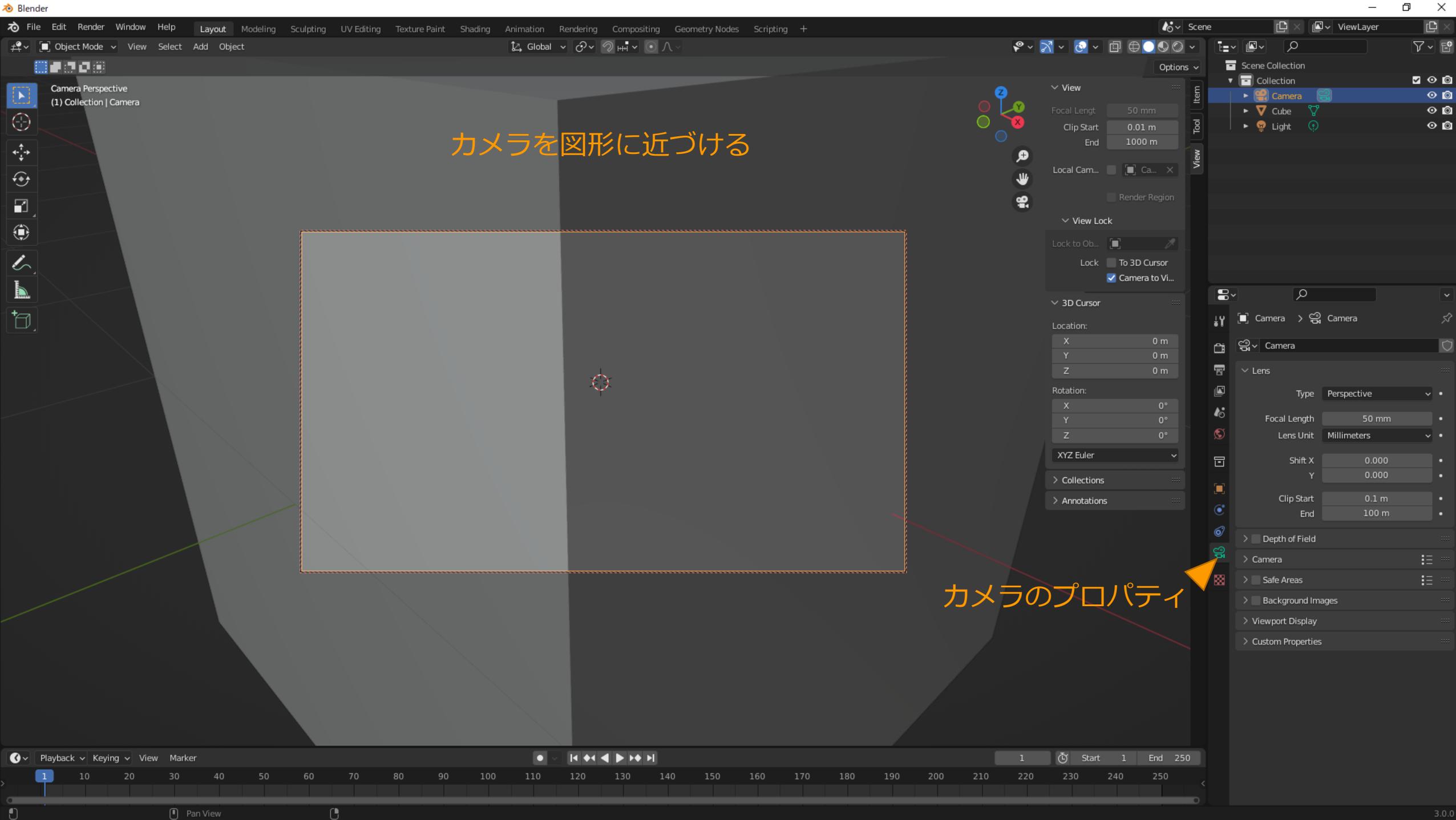












カメラを図形に近づける

カメラのプロパティ

