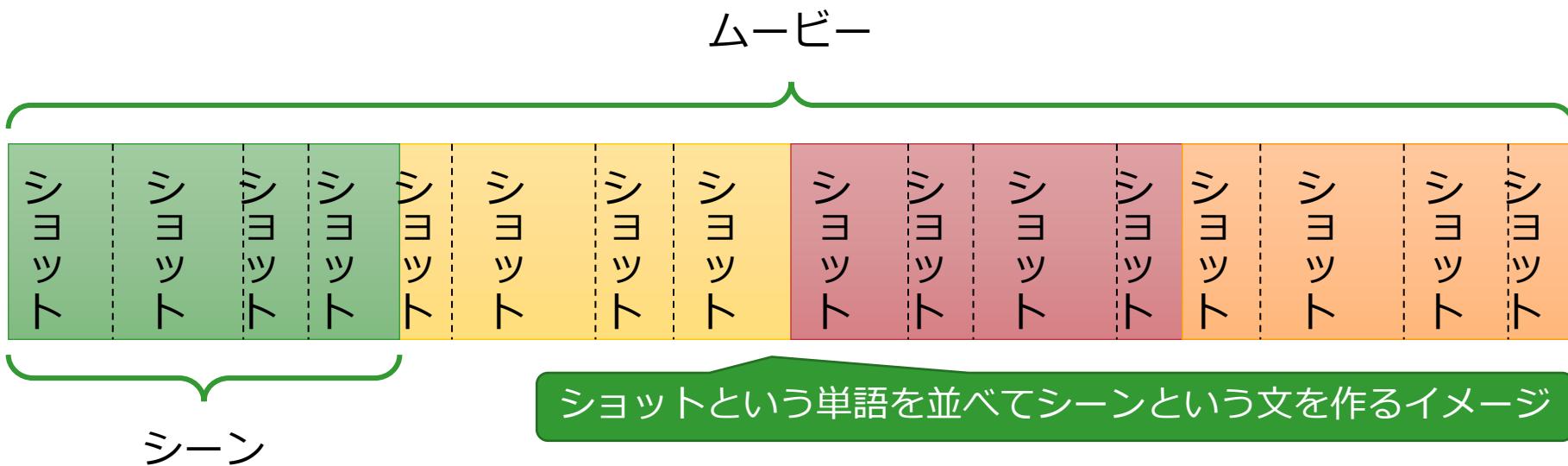


コレクション

同じモデルを複数のシーンで共有する

ムービー・シーン・ショットの関係

- ムービーはシーン(Scene)をつなぎ合わせて作る
 - シーンは同じ場所で展開される一続きの話
- シーンはショット(Shot)をつなぎ合わせて作る
 - ショットはカメラを回し始めてから止めるまで



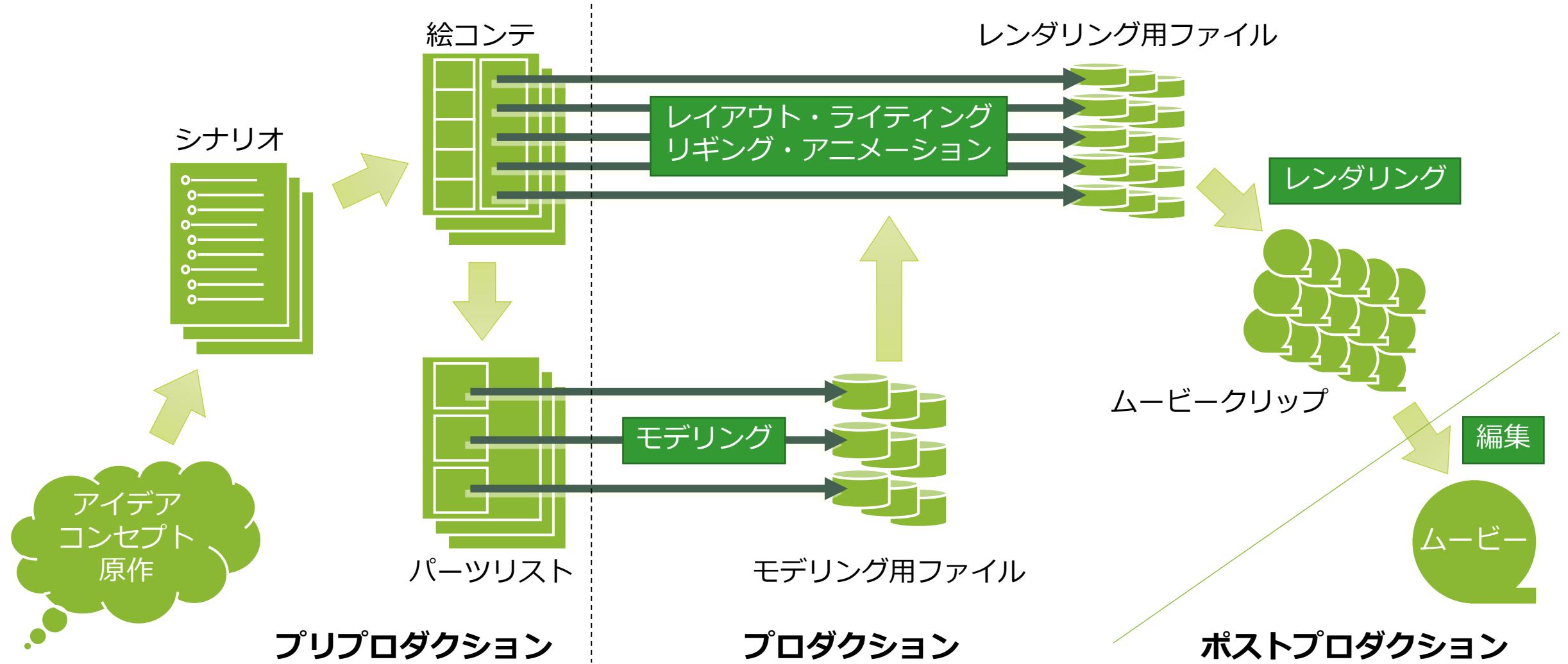
ショットとモデルを別々に管理する

.blend ファイルはショットごとに作る必要がある

異なるショットで同じモデルを使う場合がある

モデリングに使うファイルと
レンダリングに使うファイルを分ける
(モデルは他のファイルから読みめるようにする)

課題制作のワークフロー



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

Global Viewport

User Perspective (1) Collection | Cube

3D Viewport

Scene

Scene Collection

Collection Camera Cube Light

Options

General (全般) で

Blender 3.0.1

studio.blender.org

New File

- General
- 2D Animation
- Sculpting
- VFX
- Video Editing

Recent Files

- 徒步1.blend
- petbottle1.blend
- petbottle0.blend
- petbottle.blend
- cgpe2.blend

Open...

Recover Last Session

Release Notes

Development Fund

Playback Keying View Marker

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

1 Start 1 End 250

Pan View

3D Viewport

Transform

Location X: 0 m, Y: 0 m, Z: 0 m

Rotation X: 0°, Y: 0°, Z: 0°

Mode: XYZ Euler

Scale X: 1.000, Y: 1.000, Z: 1.000

Delta Transform

Relations

Collections

Instancing

Motion Paths

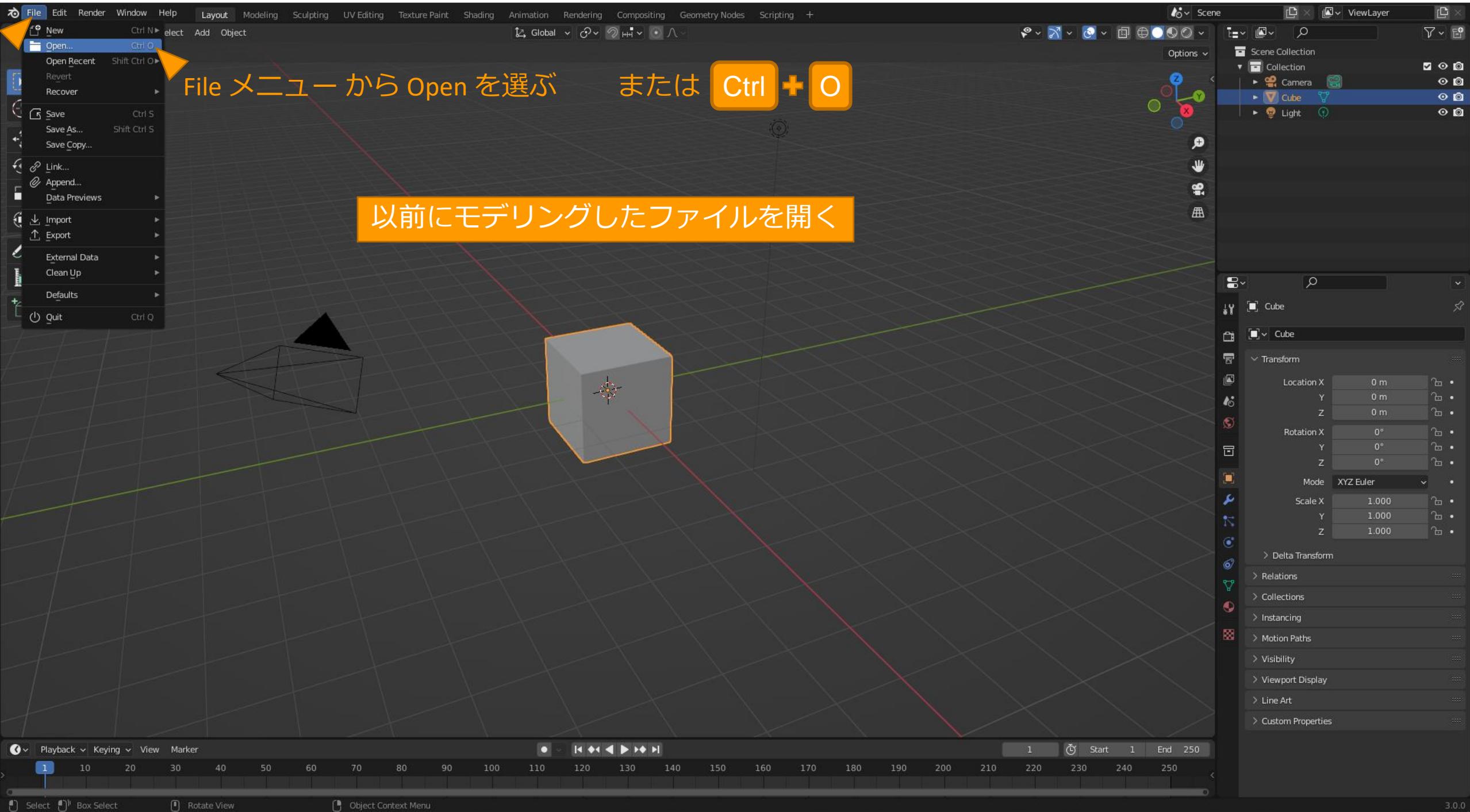
Visibility

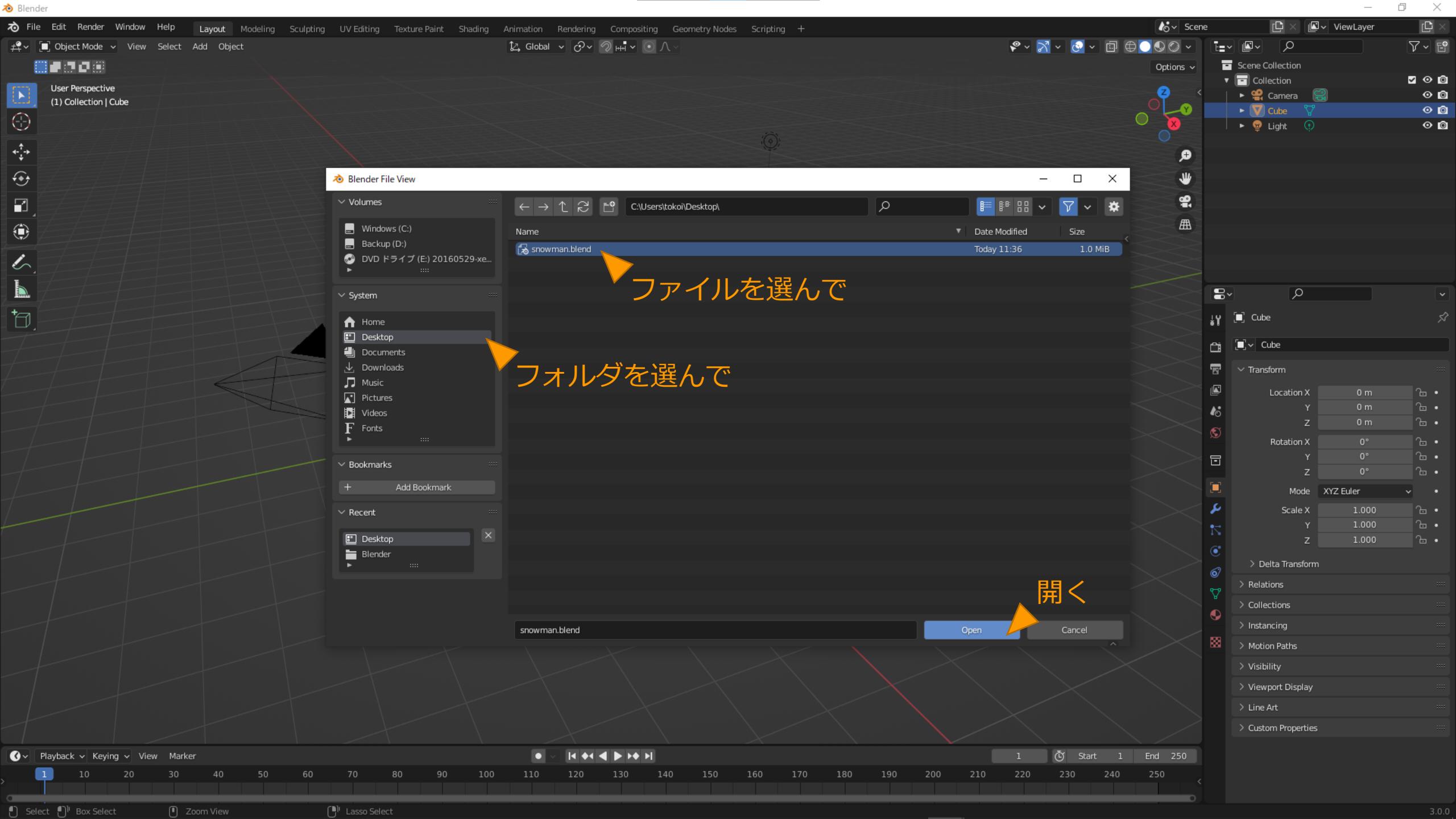
Viewport Display

Line Art

Custom Properties

3.0.1





Blender [C:\Users\tokoi\Desktop\snowman.blend]

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

Object Mode View Select Add Object

Normal

Scene Options Scene Collection

コレクションの追加

Camera Perspective (1) Collection | Camera

Transform

Location:

X	2.7089 m
Y	-2.5658 m
Z	2.6083 m

Rotation:

X	63.6°
Y	0°
Z	46.7°

XYZ Euler

X	1.000
Y	1.000
Z	1.000

Scale:

X	1.000
Y	1.000
Z	1.000

Camera

Transform

Location X	2.7089 m
Y	-2.5658 m
Z	2.6083 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

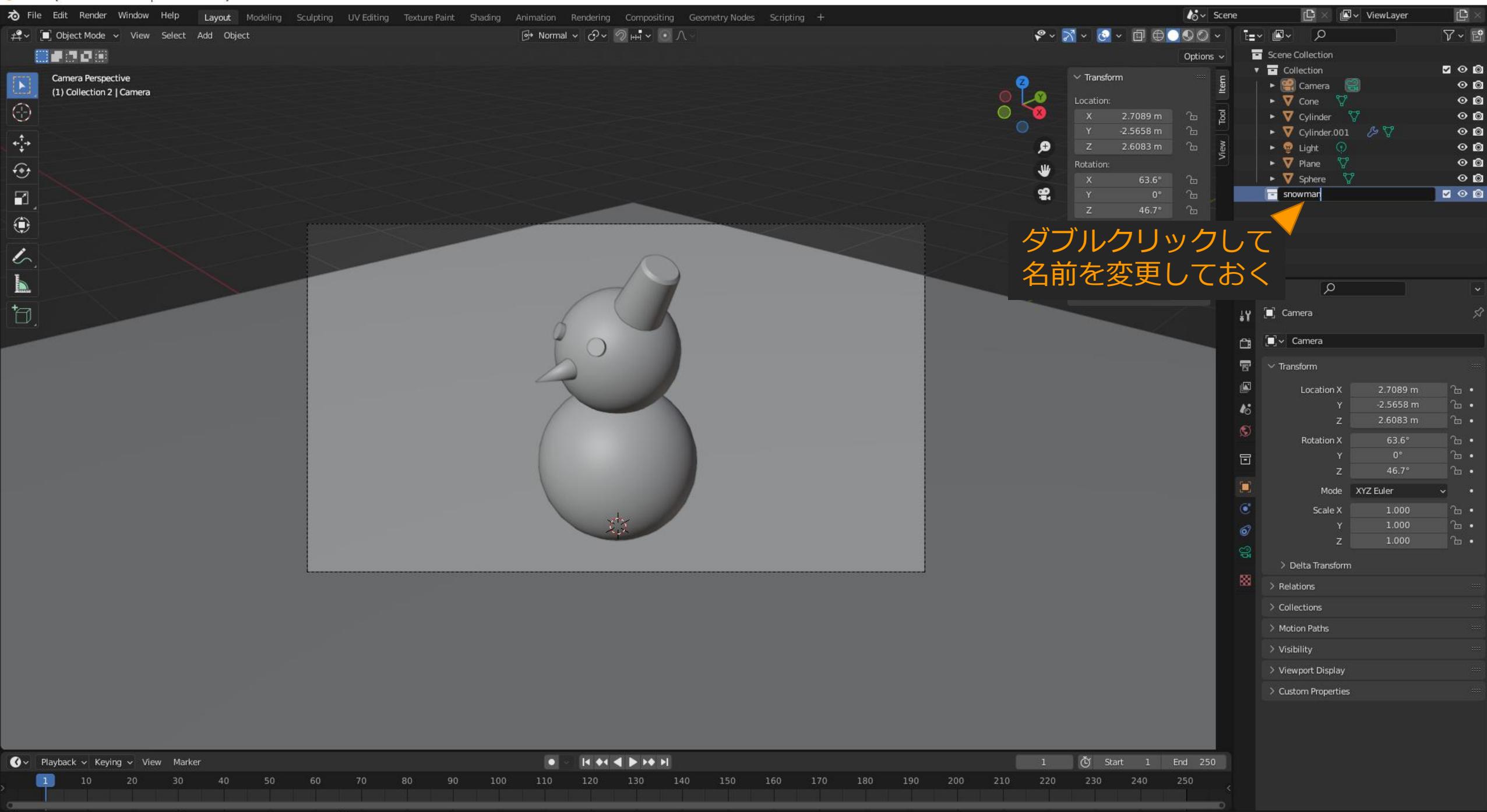
Custom Properties

Playback Keying View Marker

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

Start 1 End 250

3.00



Blender 3D modeling interface showing a snowman model in the 3D Viewport and its properties in the Outliner and Properties panels.

3D Viewport: Displays a snowman model composed of three spheres (body, middle, and head) and a cylinder (nose). The head sphere is selected, indicated by a dashed selection box and a red outline.

Properties Panel (Right): Shows the **Transform** properties for the selected object (the head sphere).

Property	Value
Location	X: 2.7089 m, Y: -2.5658 m, Z: 2.6083 m
Rotation	X: 63.6°, Y: 0°, Z: 46.7°
Mode	XYZ Euler
Scale	X: 1.000, Y: 1.000, Z: 1.000

Outliner Panel (Top Right): Lists the scene's objects and collections.

- Collection: Camera (selected)
- Camera
- Cone
- Cylinder
- Cylinder.001
- Light
- Plane
- Sphere
- snowman

Scene Collection: Shows the selected object (**Camera**) and the target object (**Cone**) for a move operation.

Text Overlay: A Japanese text box with an orange arrow points to the Outliner panel, indicating the action: "モデルを構成するオブジェクトをドラッグしてコレクションに重ねる" (Drag the objects that make up the model into the collection).

Blender 3D modeling interface showing a snowman model in the 3D Viewport. The snowman is composed of three cylinders of decreasing size stacked vertically. The top cylinder has two small orange spheres representing eyes. The 3D Viewport shows a camera perspective with a red trajectory line. The Outliner panel on the right lists the scene's objects, including a camera, light, plane, and a collection named 'snowman' containing the snowman model and other objects like a cone, cylinder, and sphere. The Transform panel displays the current transformation values for the selected object, 'Cylinder.001'. A large orange text overlay in the center-right of the interface reads '他のオブジェクトもコレクションに入れる' (Add other objects to the collection), with a bounding box highlighting the 'snowman' collection in the Outliner.

Camera Perspective
(1) snowman | Cylinder.001

Transform

Location:

- X 0.12363 m
- Y -0.24163 m
- Z 1.1278 m

Rotation:

- X 62.1°
- Y -24.3°
- Z 39.4°

XYZ Euler

Scale:

- X 0.040
- Y 0.040
- Z 0.020

Dimensions:

- X 0.258 m
- Y 0.228 m
- Z 0.165 m

其他のオブジェクトもコレクションに入れる

Scene Collection

- Collection
- Camera
- Light
- Plane
- snowman
- Cone
- Cylinder
- Cylinder.001
- Sphere

Cylinder.001

Transform

Location X 0.12363 m

Location Y -0.24163 m

Location Z 1.1278 m

Rotation X 62.1°

Rotation Y -24.3°

Rotation Z 39.4°

Mode XYZ Euler

Scale X 0.040

Scale Y 0.040

Scale Z 0.020

Delta Transform

Relations

Collections

Instancing

Motion Paths

Visibility

Viewport Display

Line Art

Custom Properties

Playback

Keying

View

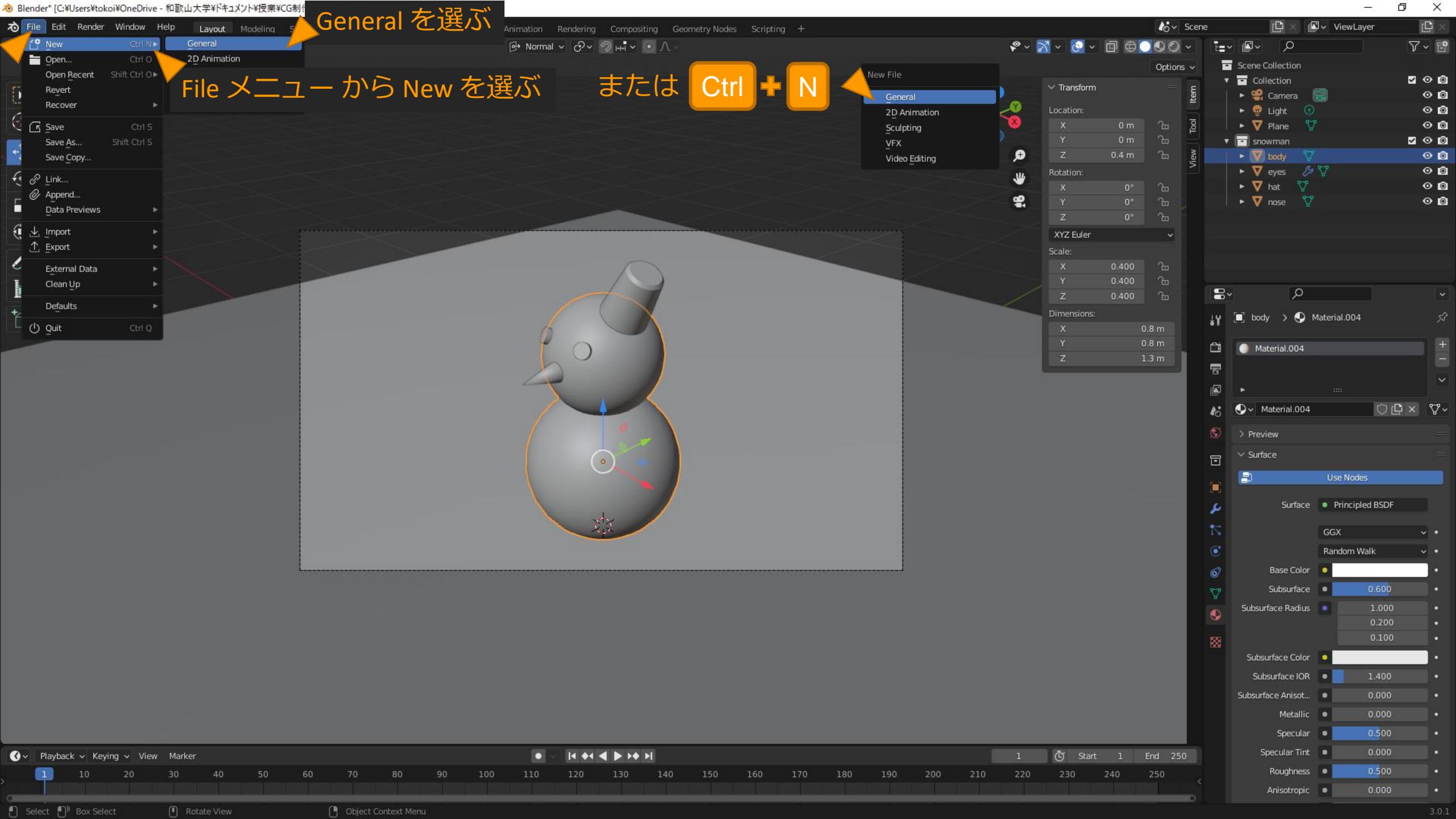
Marker

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

1 Start 1 End 250

3.00





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

Orientation: Default Drag: Select Box

Normal View

Scene

Object Mode Camera Perspective (1) snowman | body

Transform

Location: X 0 m Y 0 m Z 0.4 m

Rotation: X 0° Y 0° Z 0°

XYZ Euler

Scale: X 0.400 Y 0.400 Z 0.400

Dimensions: X 0.8 m Y 0.8 m Z 1.3 m

Scene Collection

Collection

- Camera
- Light
- Plane

snowman

- body
- eyes
- hat
- nose

Save changes before closing?
snowman.blend

Save Don't Save Cancel

どっちでも可

Playback Keying View Marker

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

1 Start 1 End 250

Select Box Select Rotate View Object Context Menu

Scene Collection

Collection

- Camera
- Light
- Plane

snowman

- body
- eyes
- hat
- nose

body Material.004

Material.004

Preview

Surface

Use Nodes

Surface Principled BSDF

GGX Random Walk

Base Color 0.600

Subsurface 0.600

Subsurface Radius 1.000 0.200 0.100

Subsurface Color

Subsurface IOR 1.400

Subsurface Anisot... 0.000

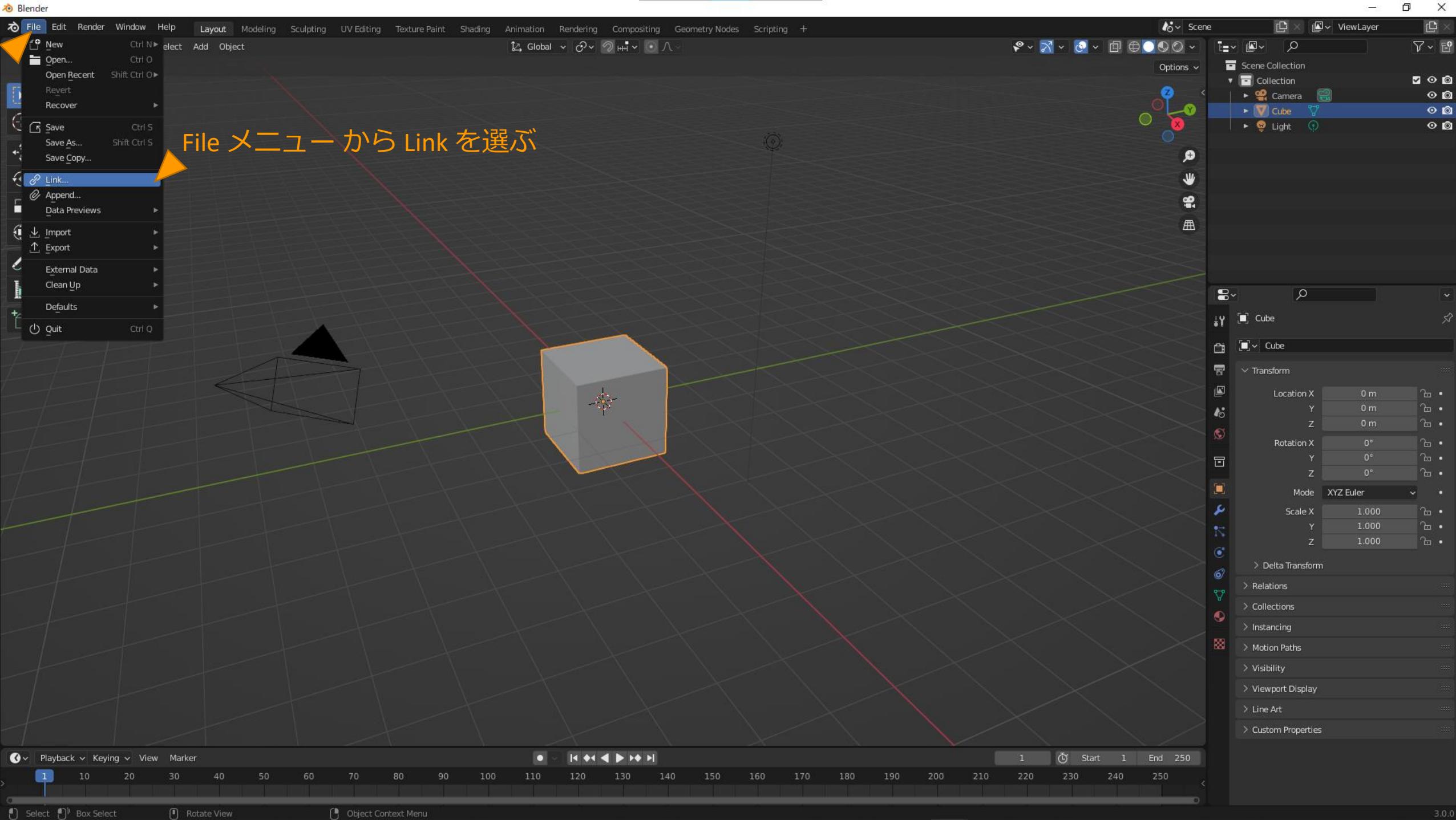
Metallic 0.000

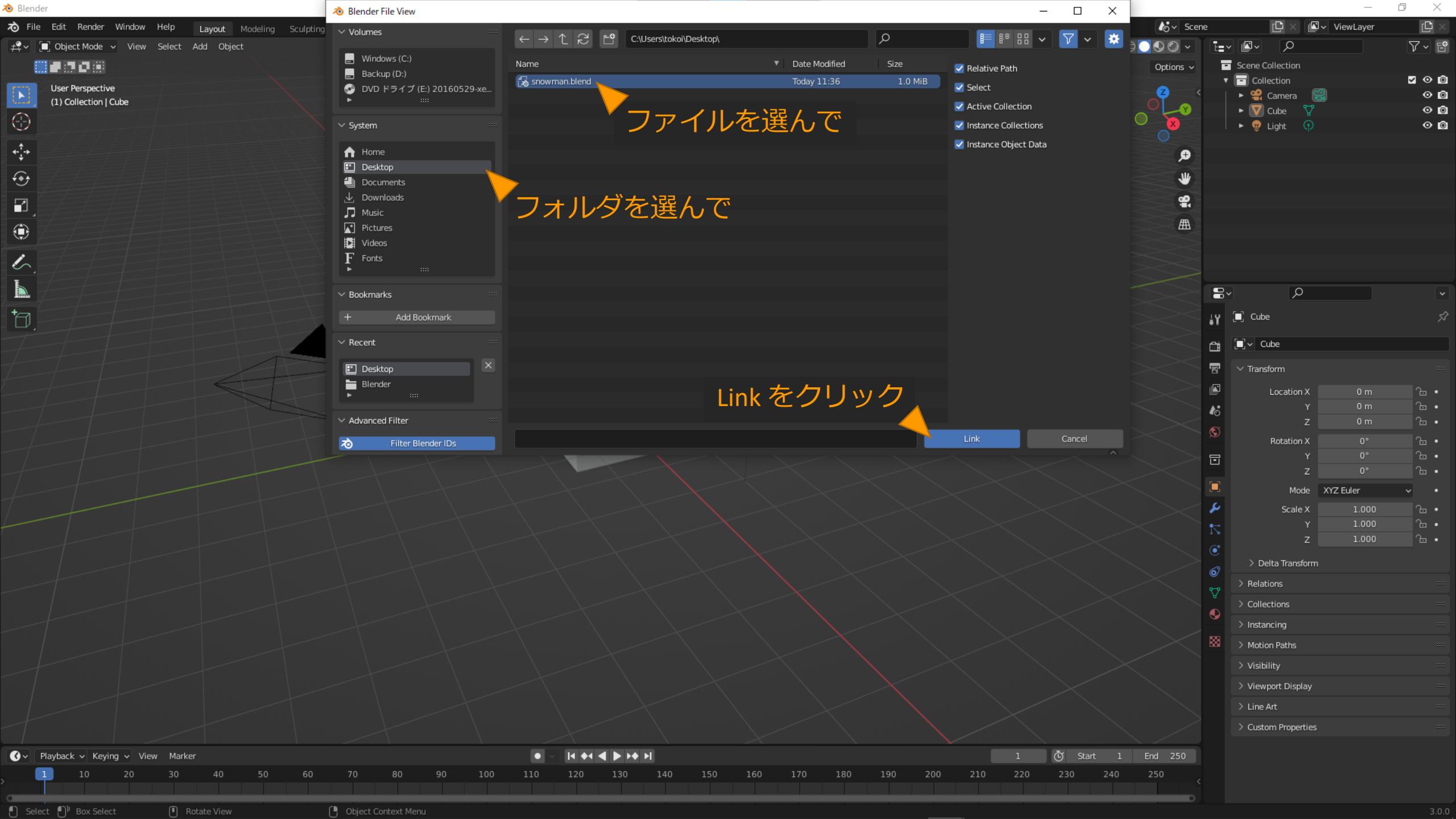
Specular 0.500

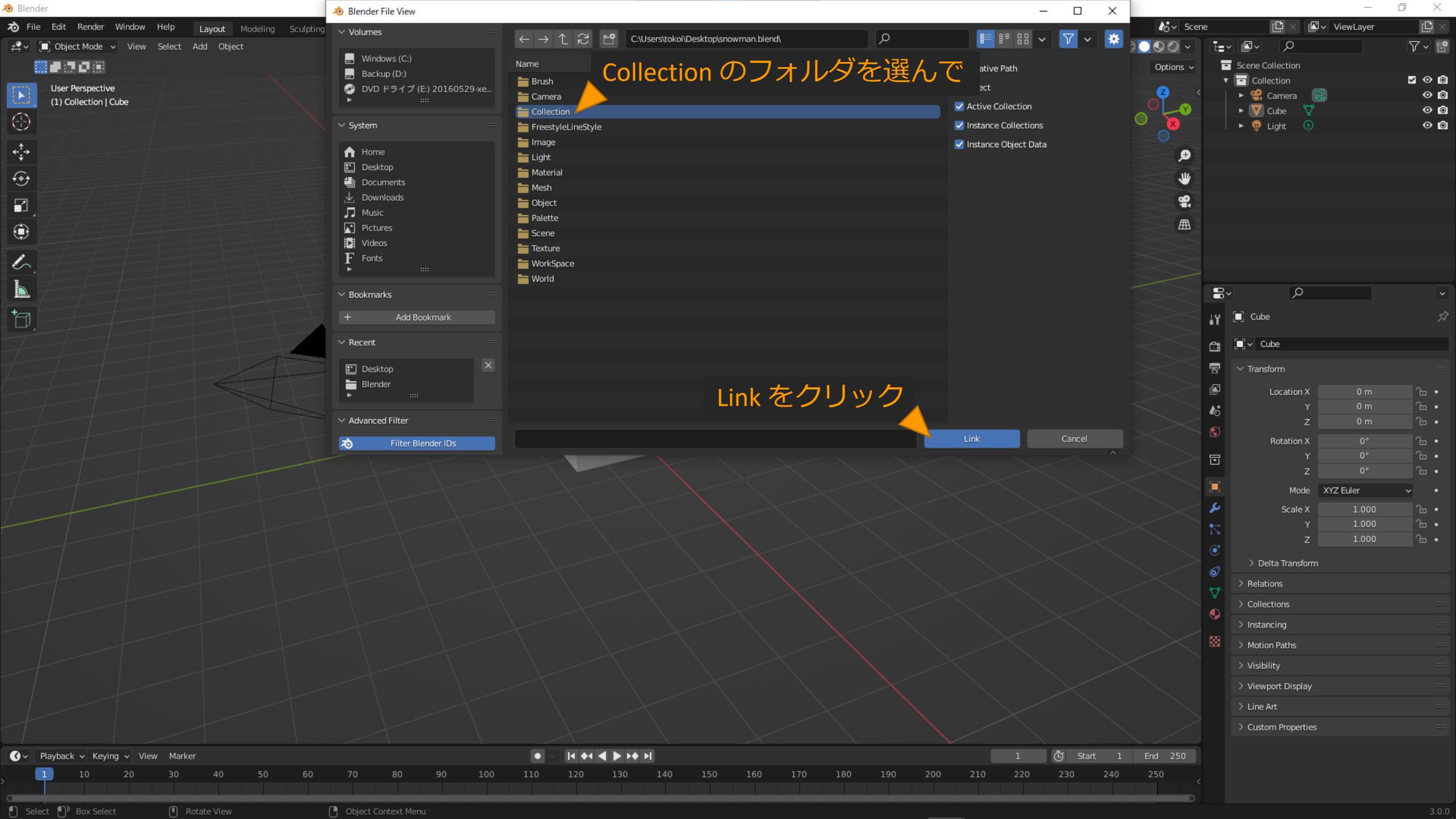
Specular Tint 0.000

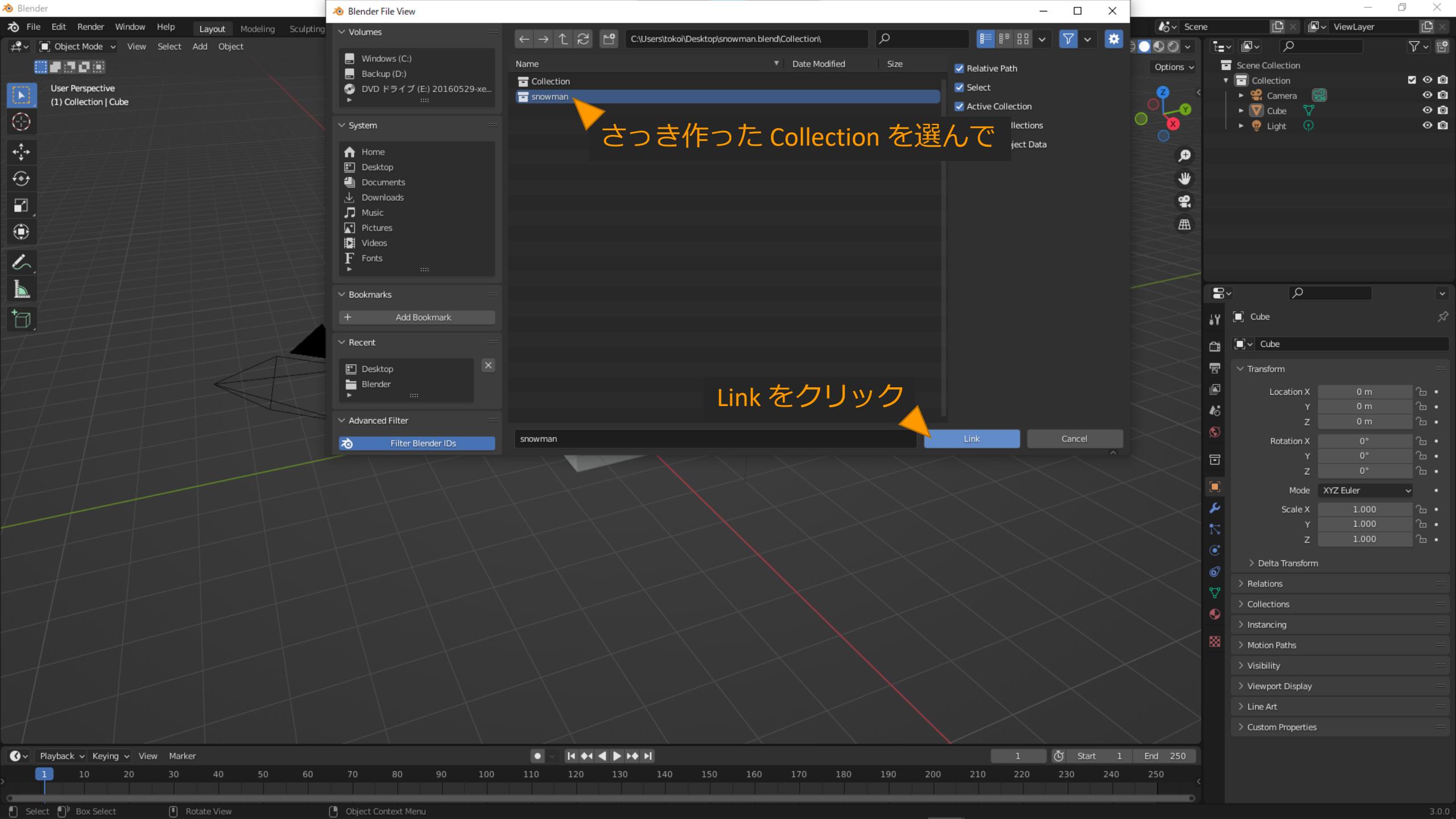
Roughness 0.500

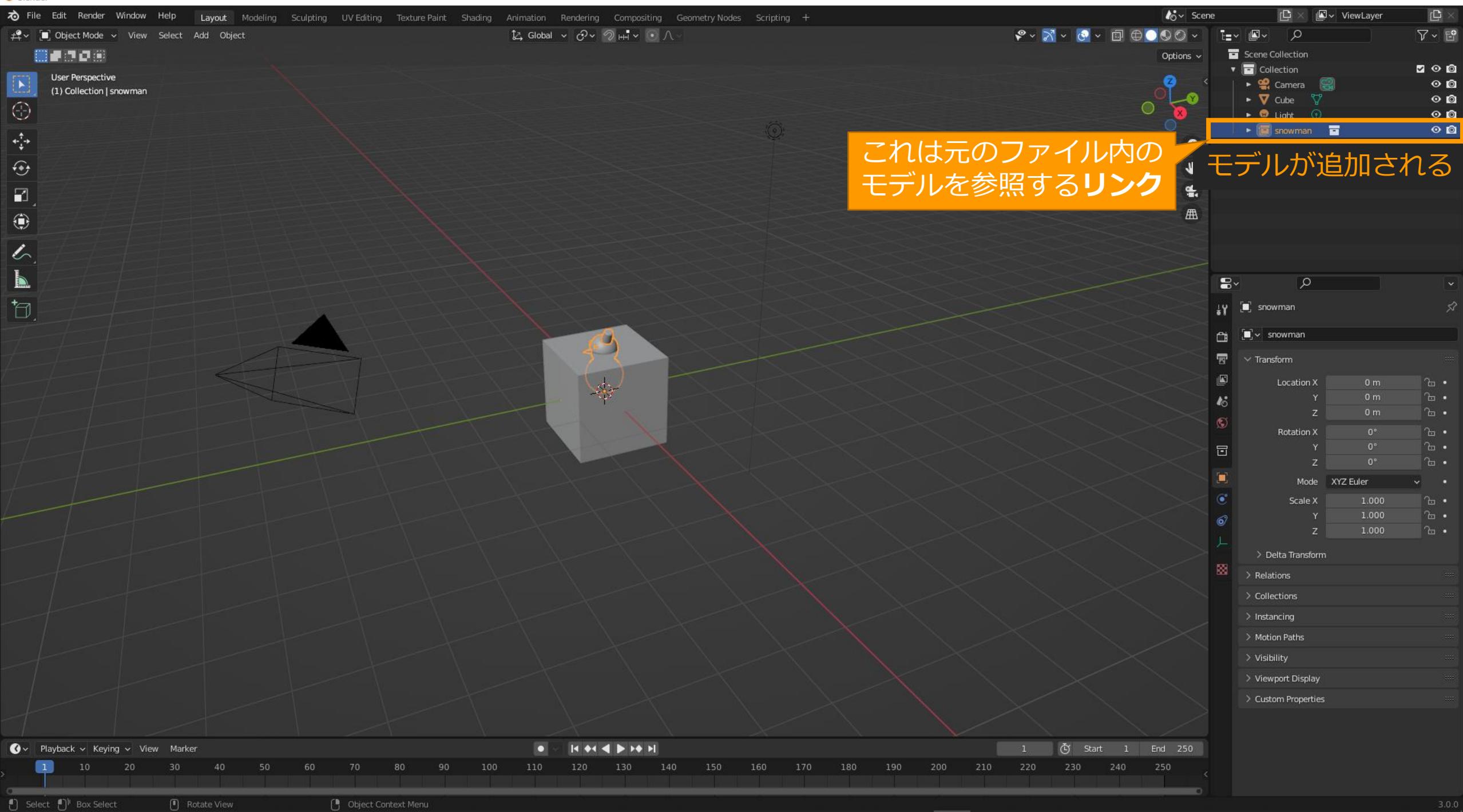
Anisotropic 0.000

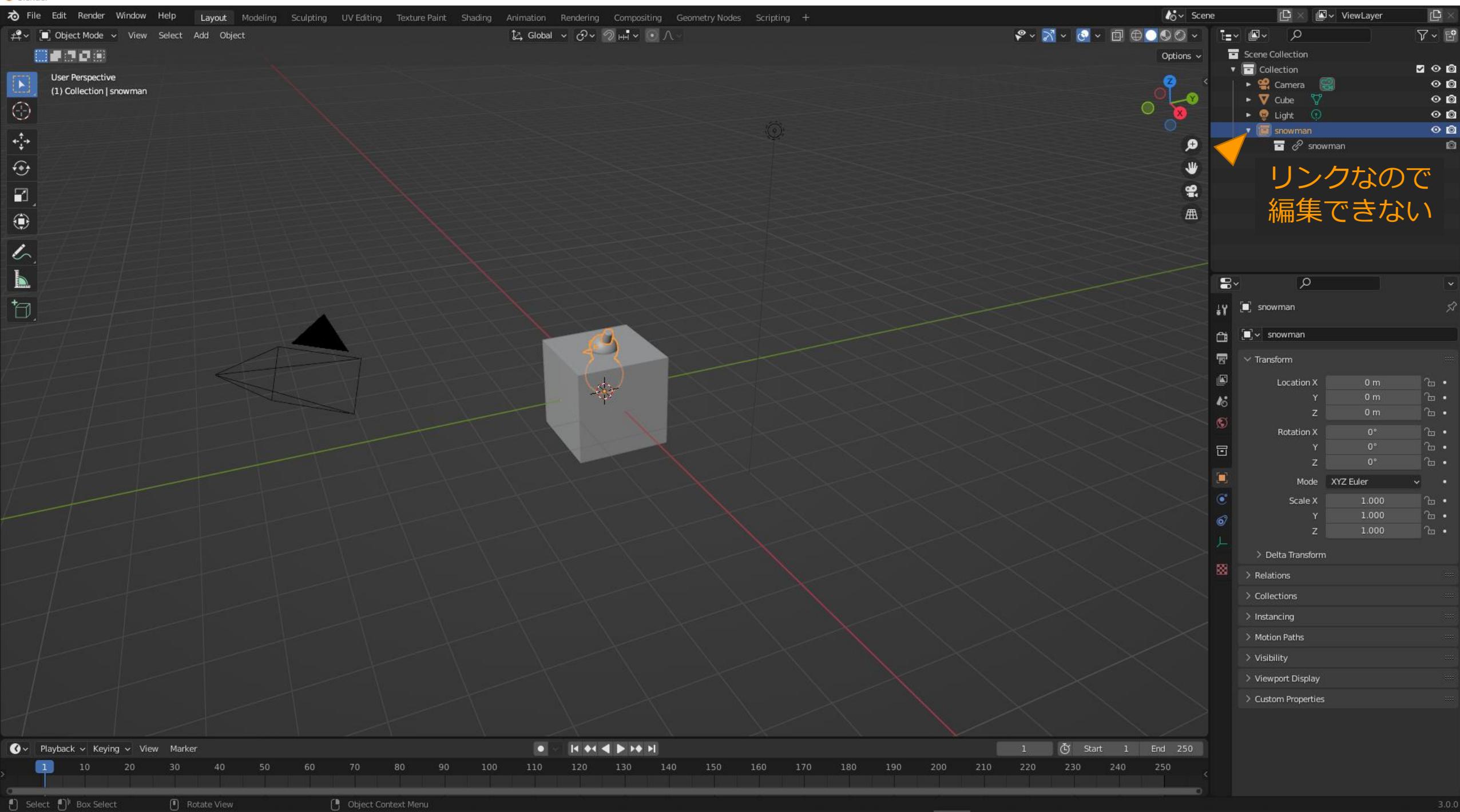


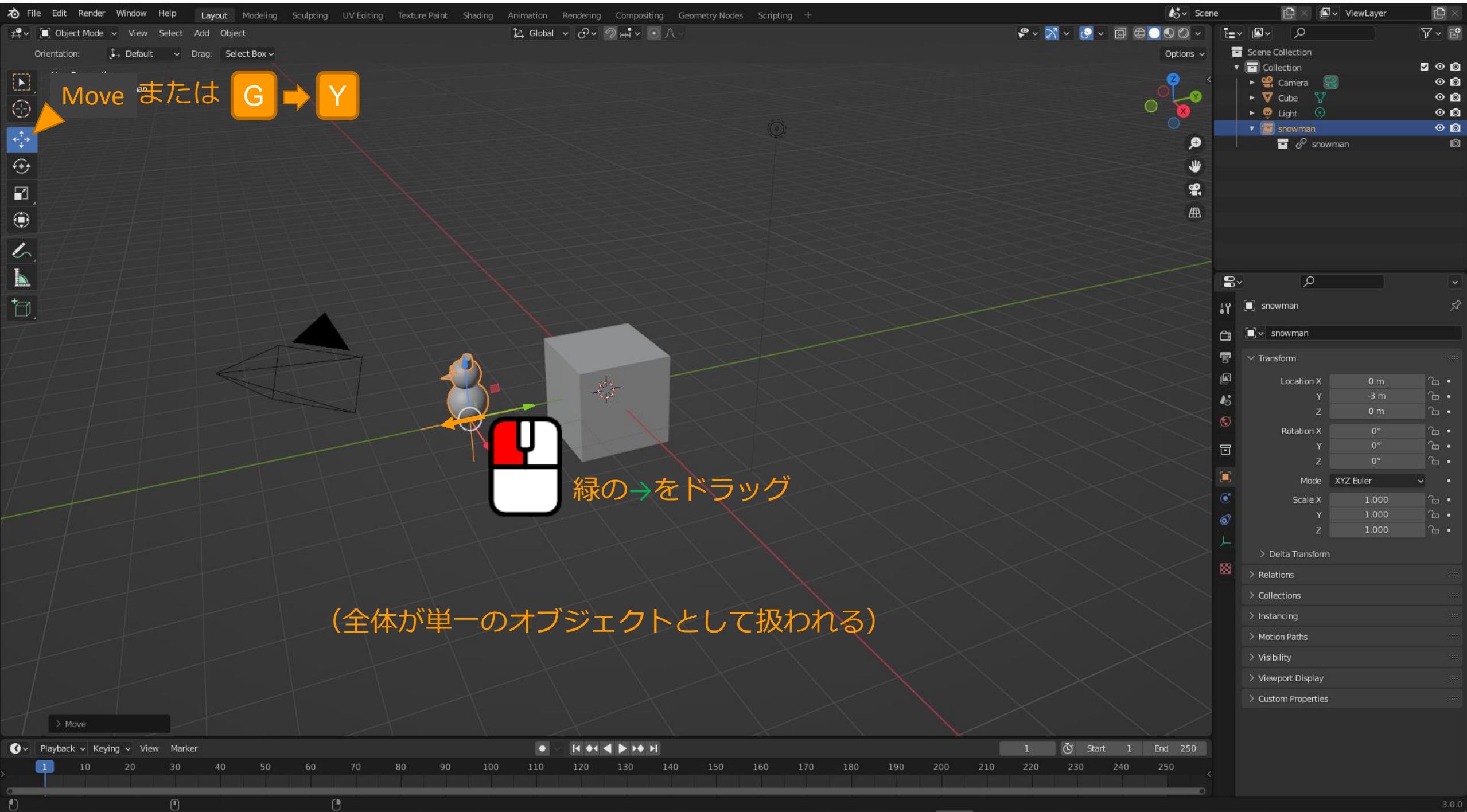


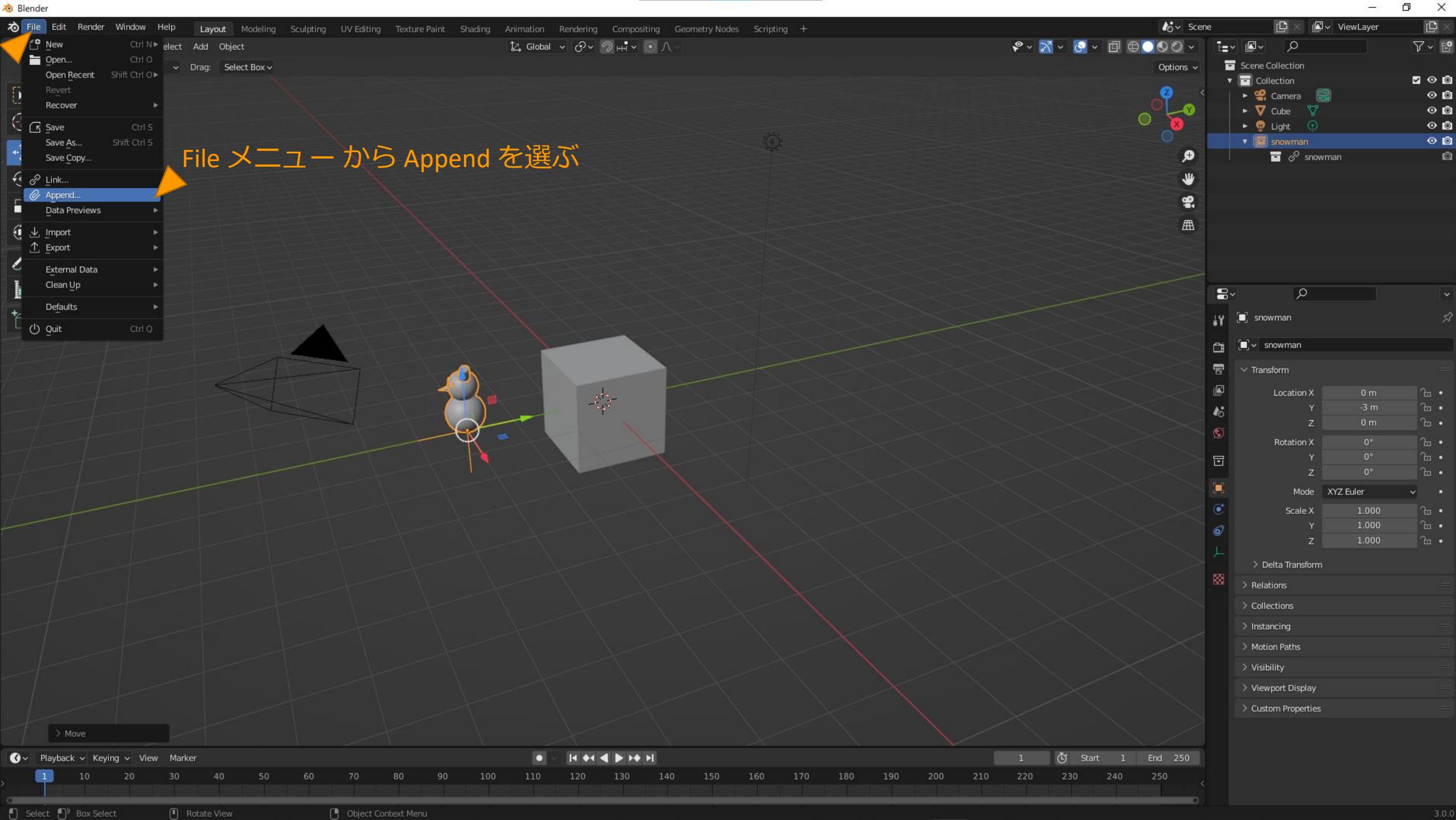


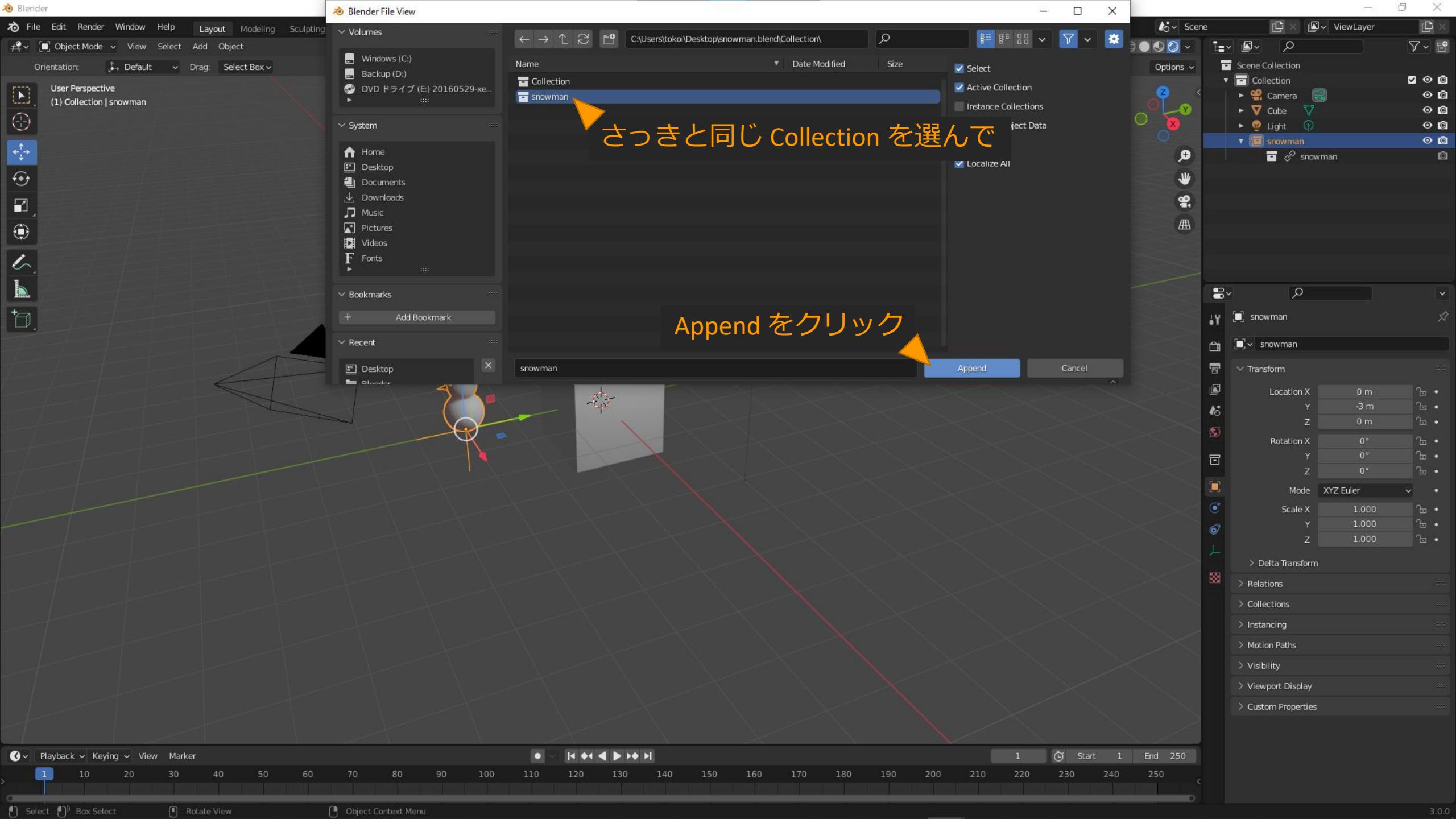


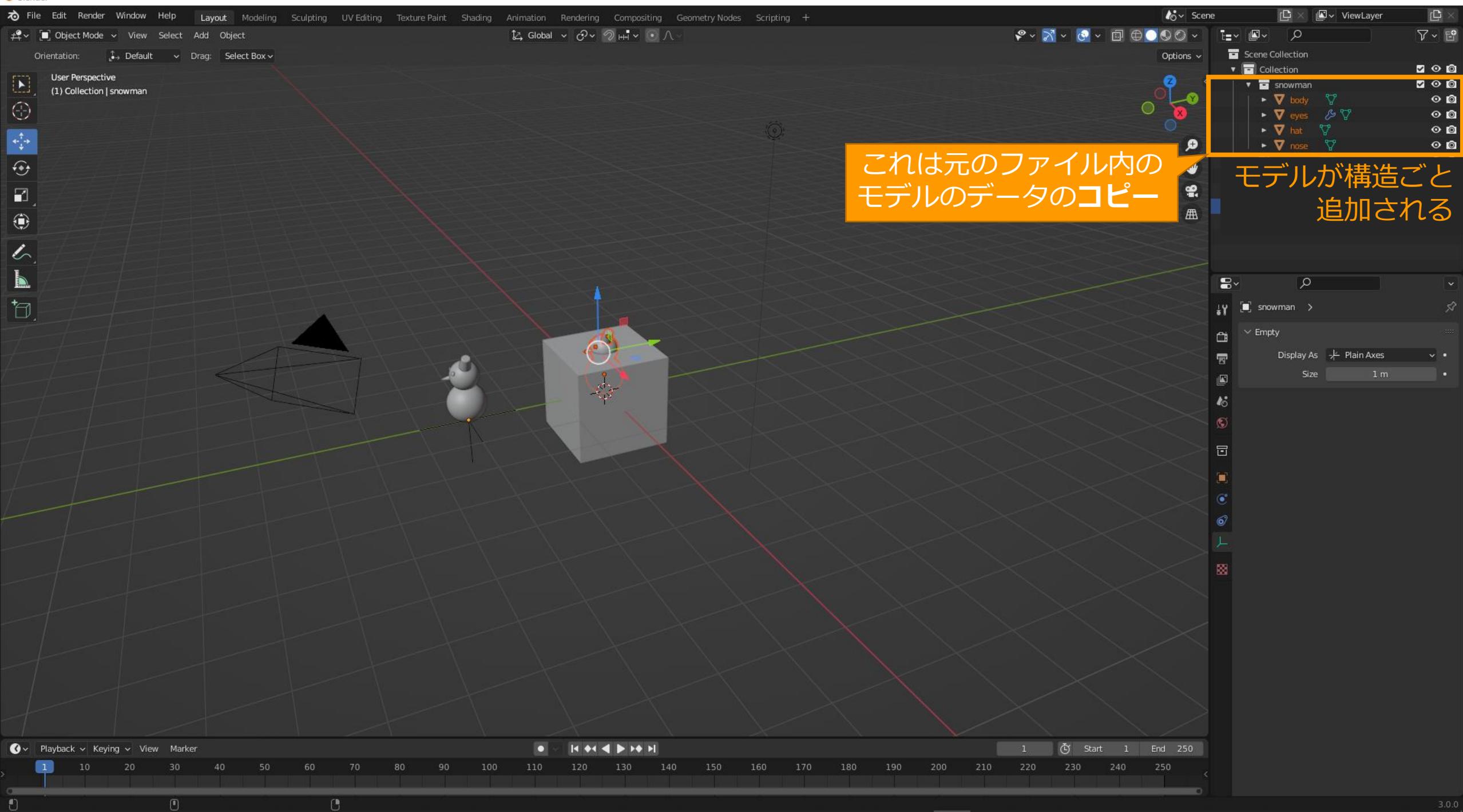




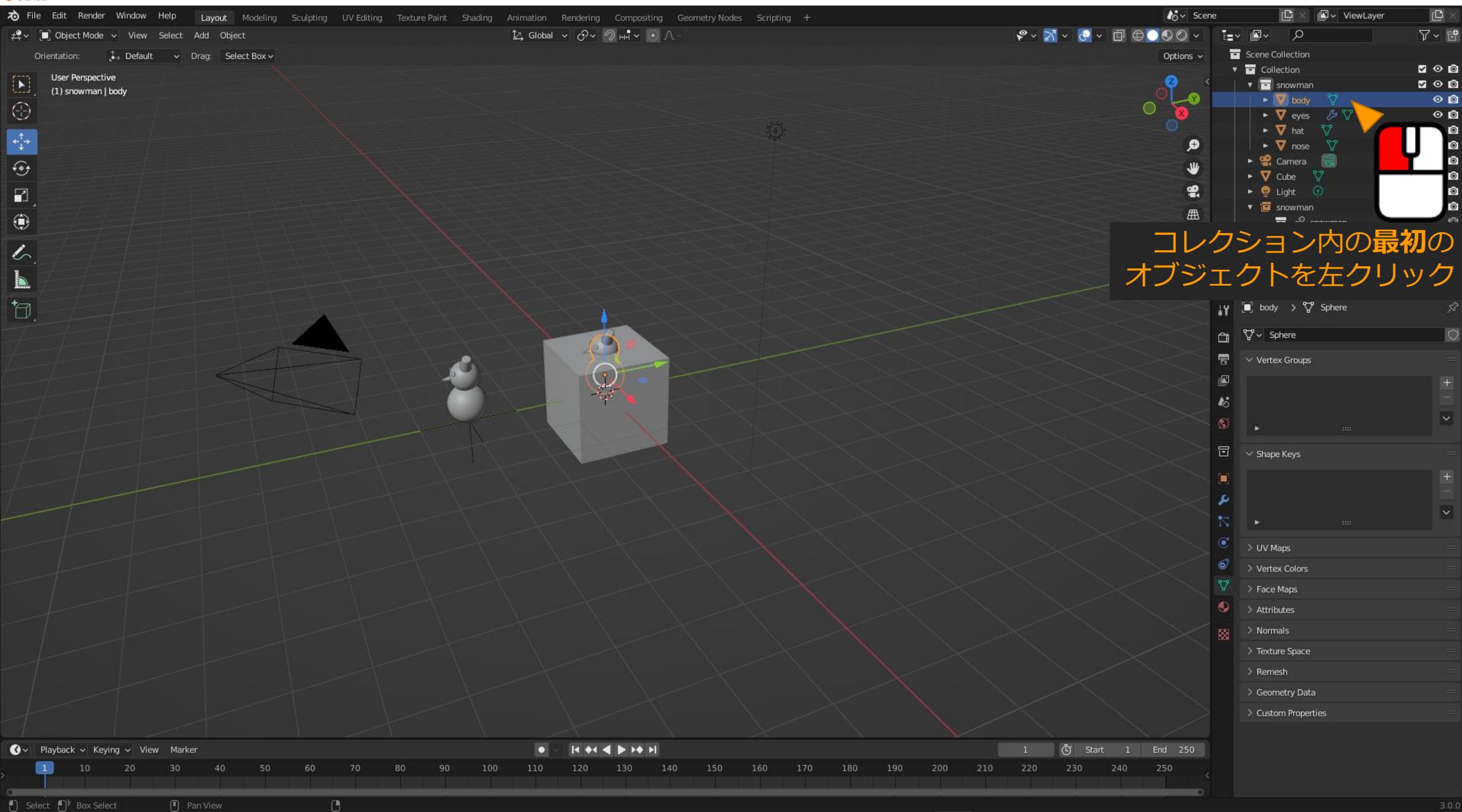








Blender



コレクション内の最後の
オブジェクトを Shift を押しながら左クリック

Shift

Scene Collection

Collection

body

eyes

hat

nose

Camera

Cube

Lamp

Vertex Groups

Shape Keys

UV Maps

Vertex Colors

Face Maps

Attributes

Normals

Texture Space

Remesh

Geometry Data

Custom Properties

Playback

Keying

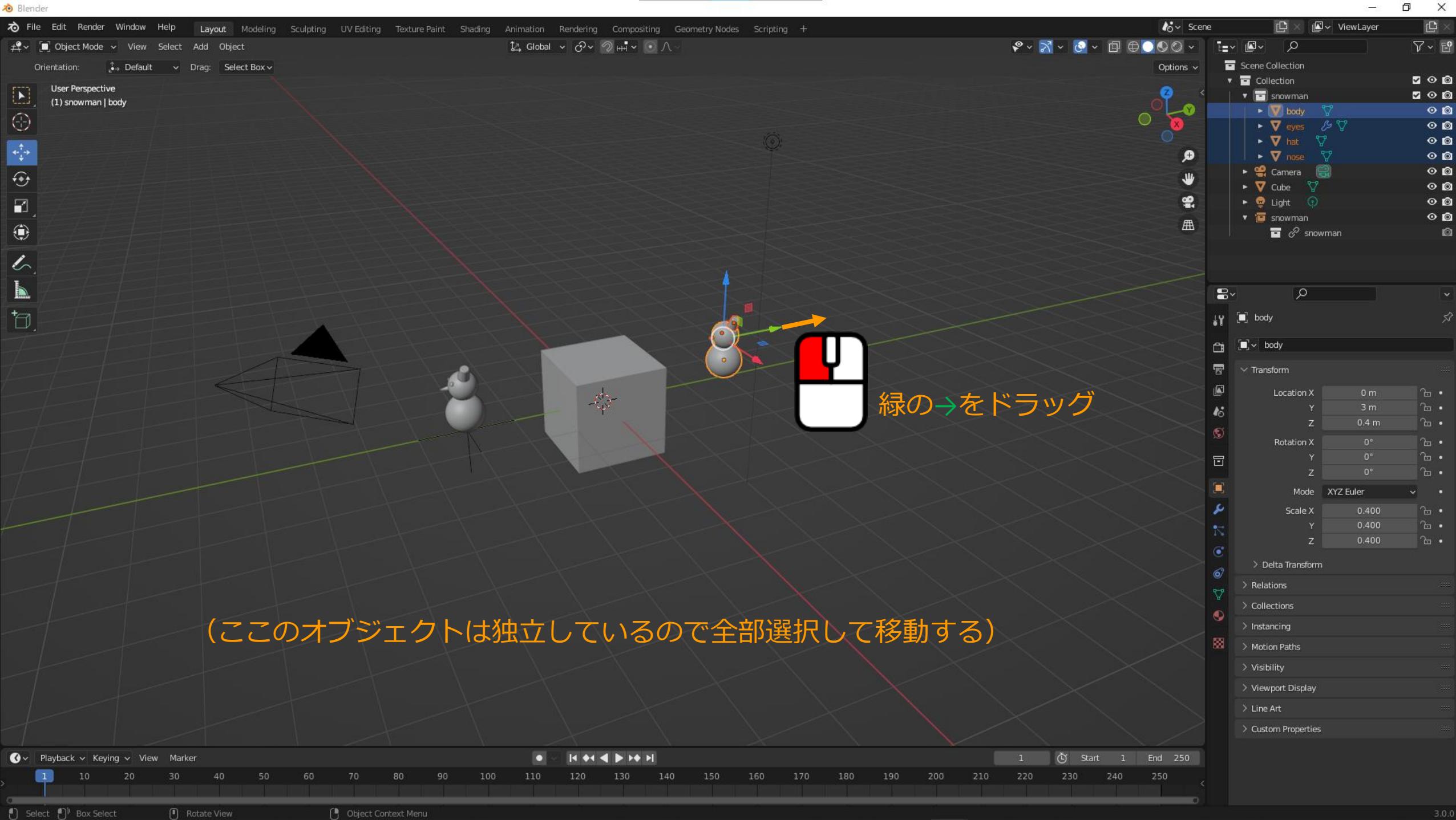
View

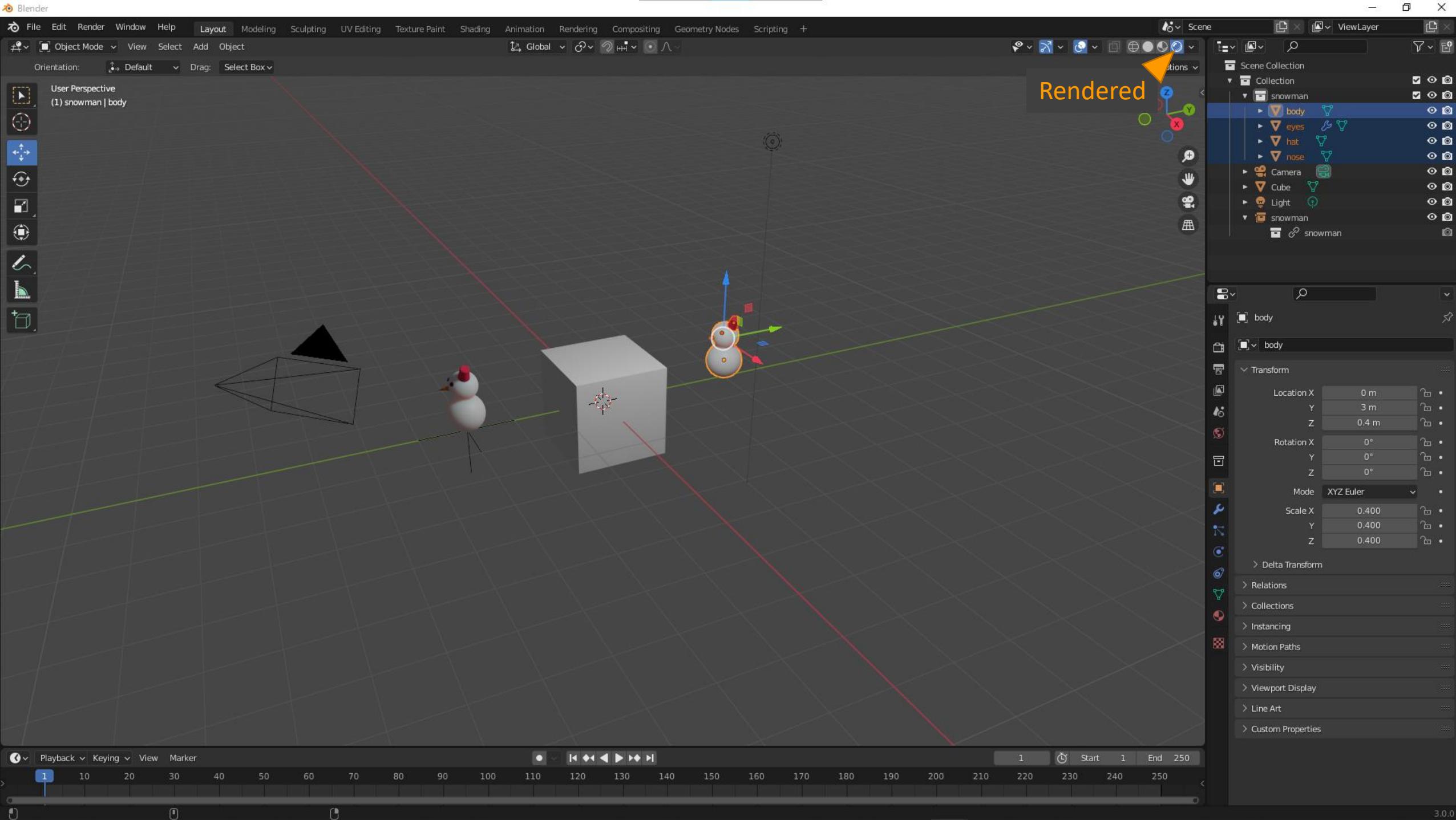
Marker

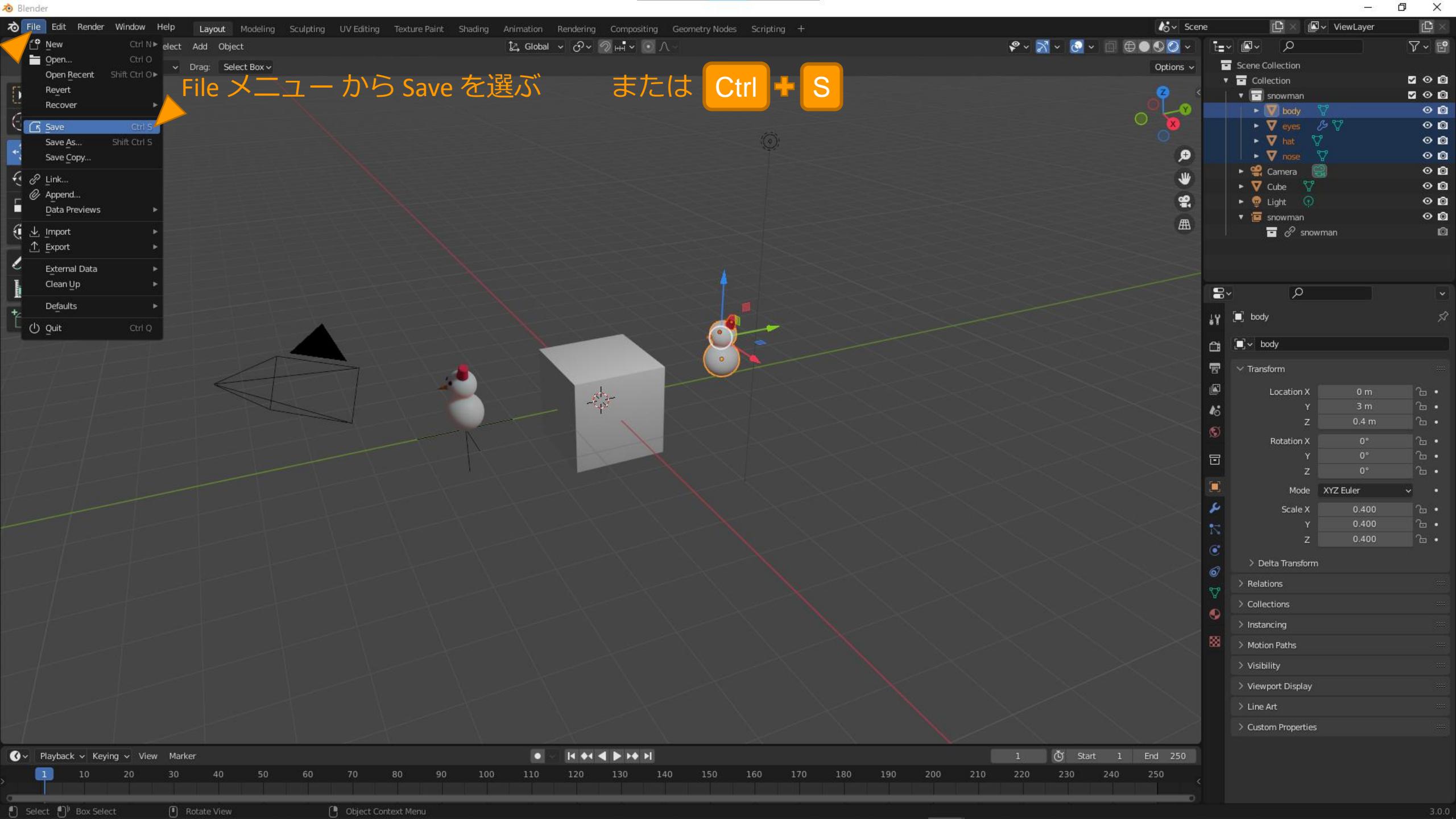
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 1 End 250

Start 1 End 250

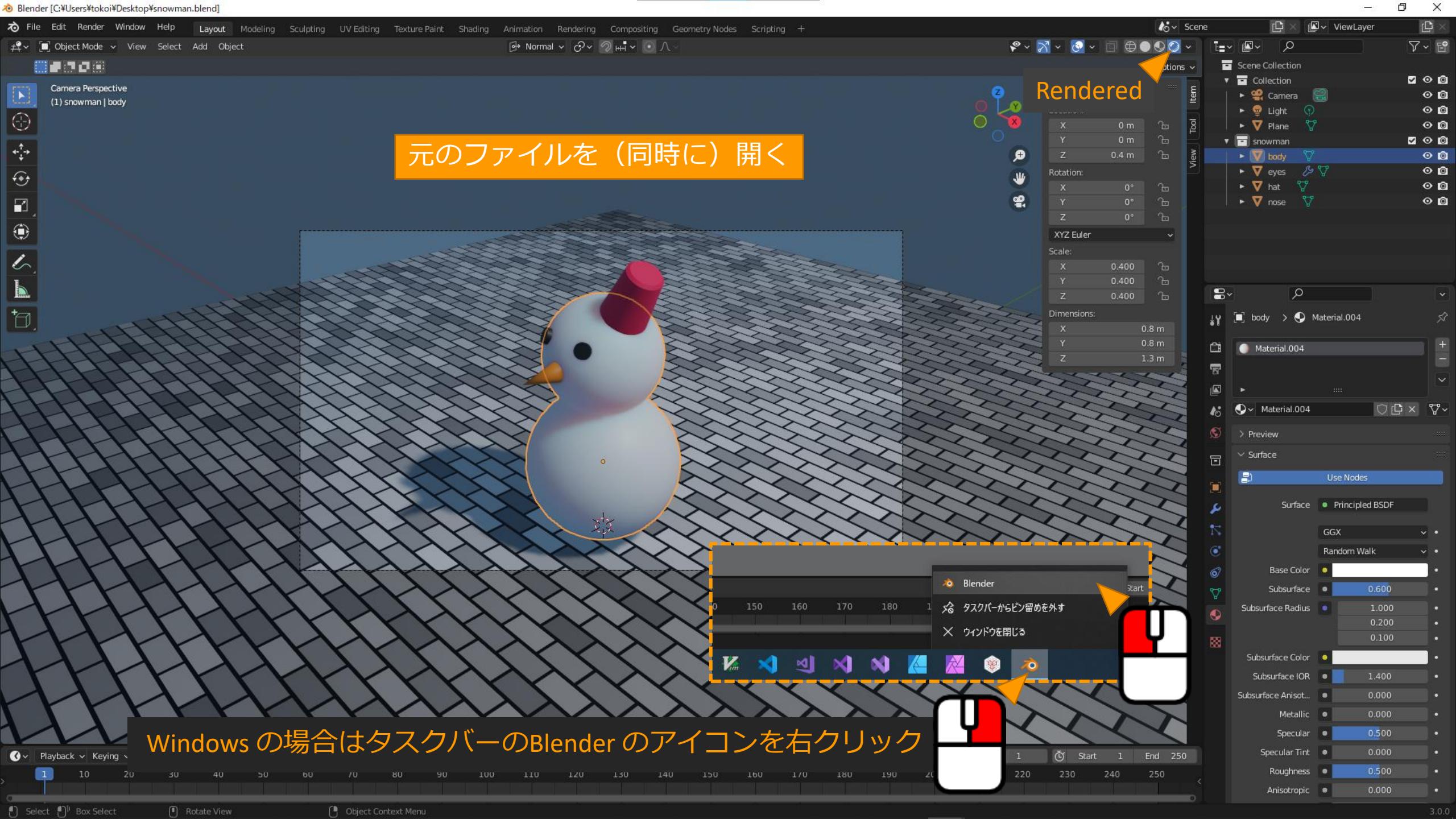
3.00

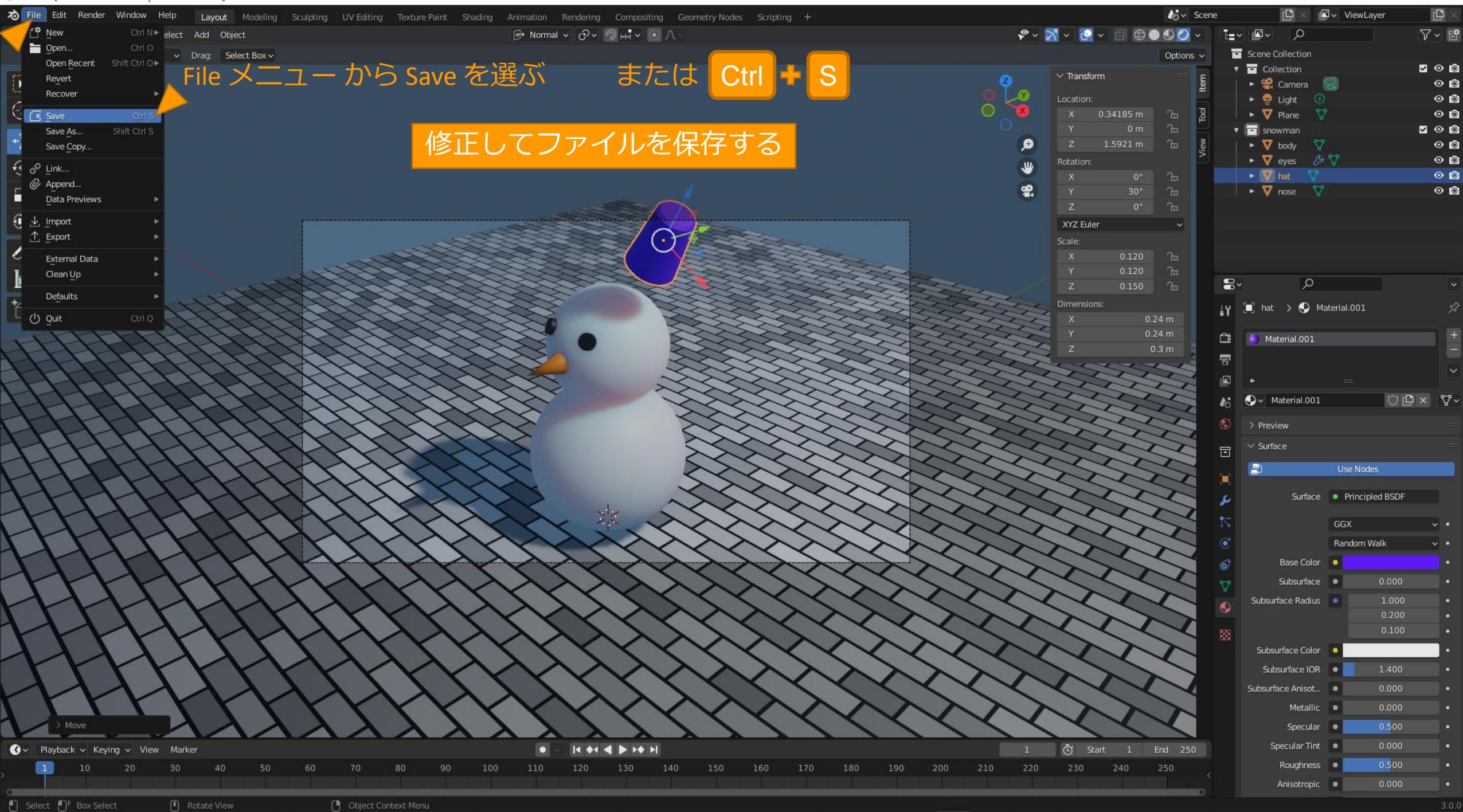


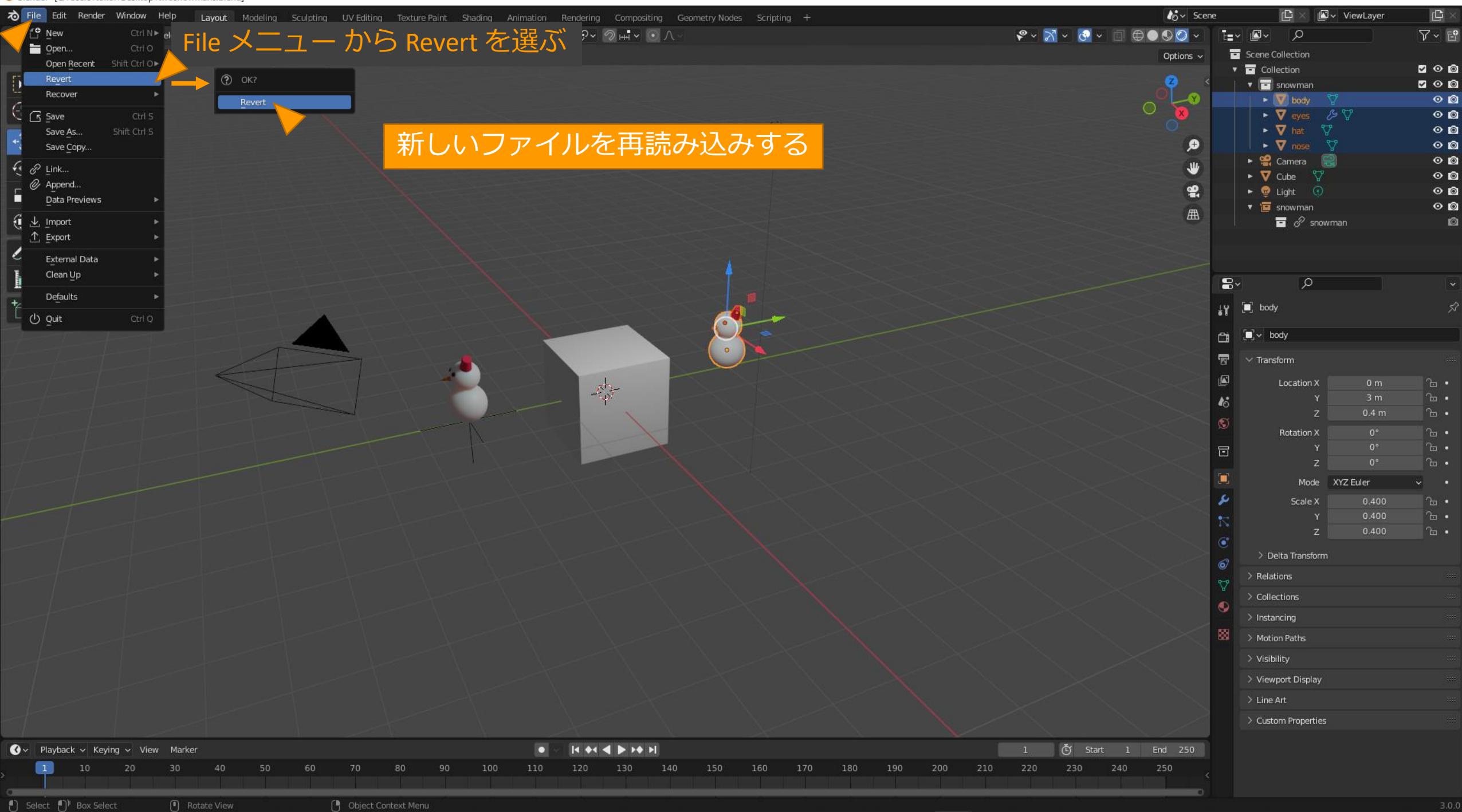












Blender 3D modeling interface showing a snowman model in the 3D Viewport. The snowman is composed of several parts: a body, eyes, hat, nose, and a camera. A cube is also present in the scene. The Outliner panel on the right shows the scene structure, and the Properties panel shows the transformation properties for the selected snowman body object. A yellow callout box with Japanese text points to the snowman body, and a yellow arrow points to the 'Rendered' button in the Properties panel.

リンクした方だけ
変わっている

Rendered

Scene Collection
Collection
snowman
body
eyes
hat
nose
Camera
Cube
Light
snowman
snowman

Dimensions:
X: 0.8 m
Y: 0.8 m
Z: 1.3 m

XYZ Euler

Location:
X: 0 m
Y: 3 m
Z: 0.4 m

Rotation:
X: 0°
Y: 0°
Z: 0°

Scale:
X: 0.400
Y: 0.400
Z: 0.400

Transform
Mode: XYZ Euler
Location X: 0 m
Y: 3 m
Z: 0.4 m
Rotation X: 0°
Y: 0°
Z: 0°
Scale X: 0.400
Y: 0.400
Z: 0.400

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

Start 1 End 250