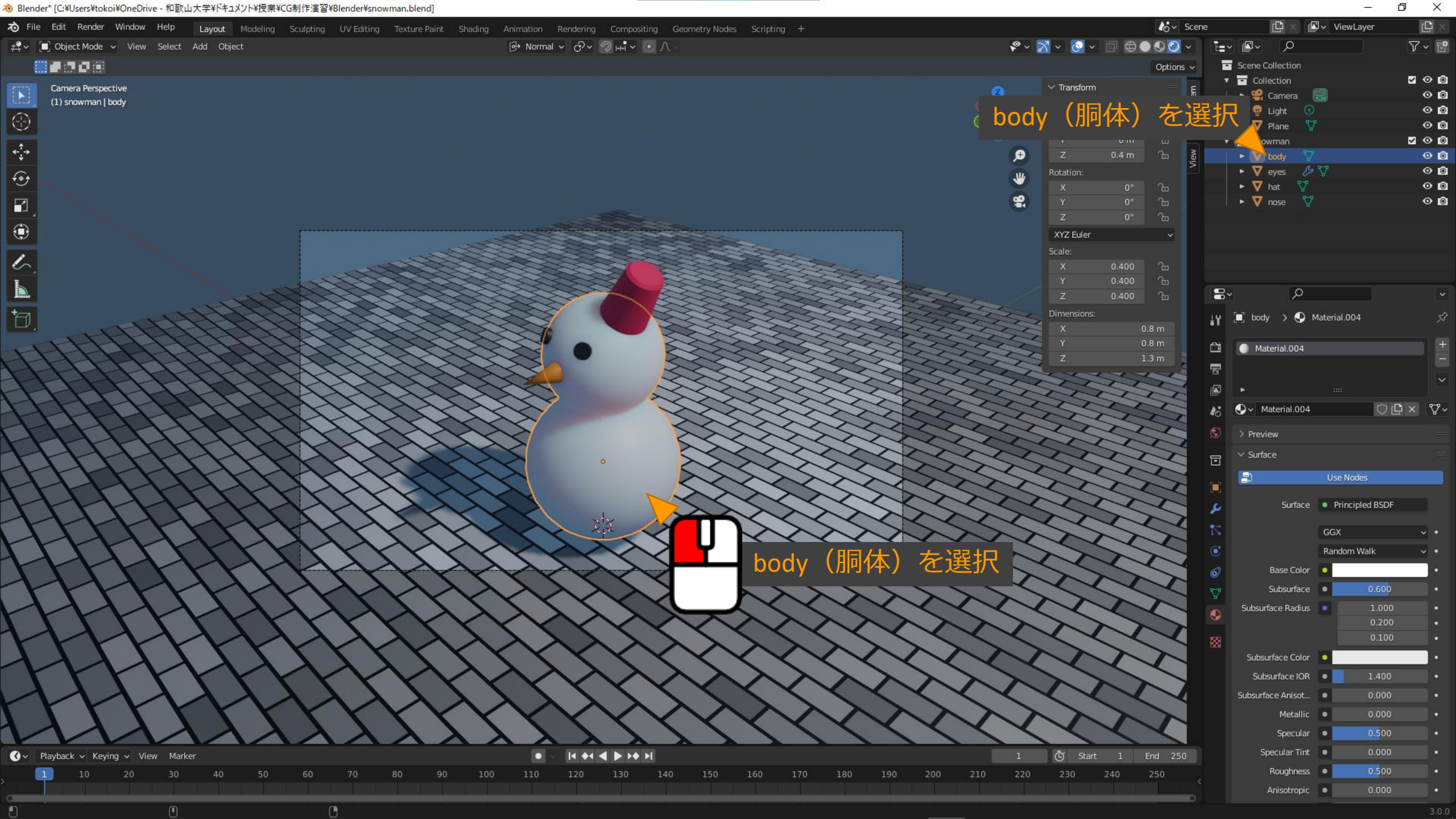
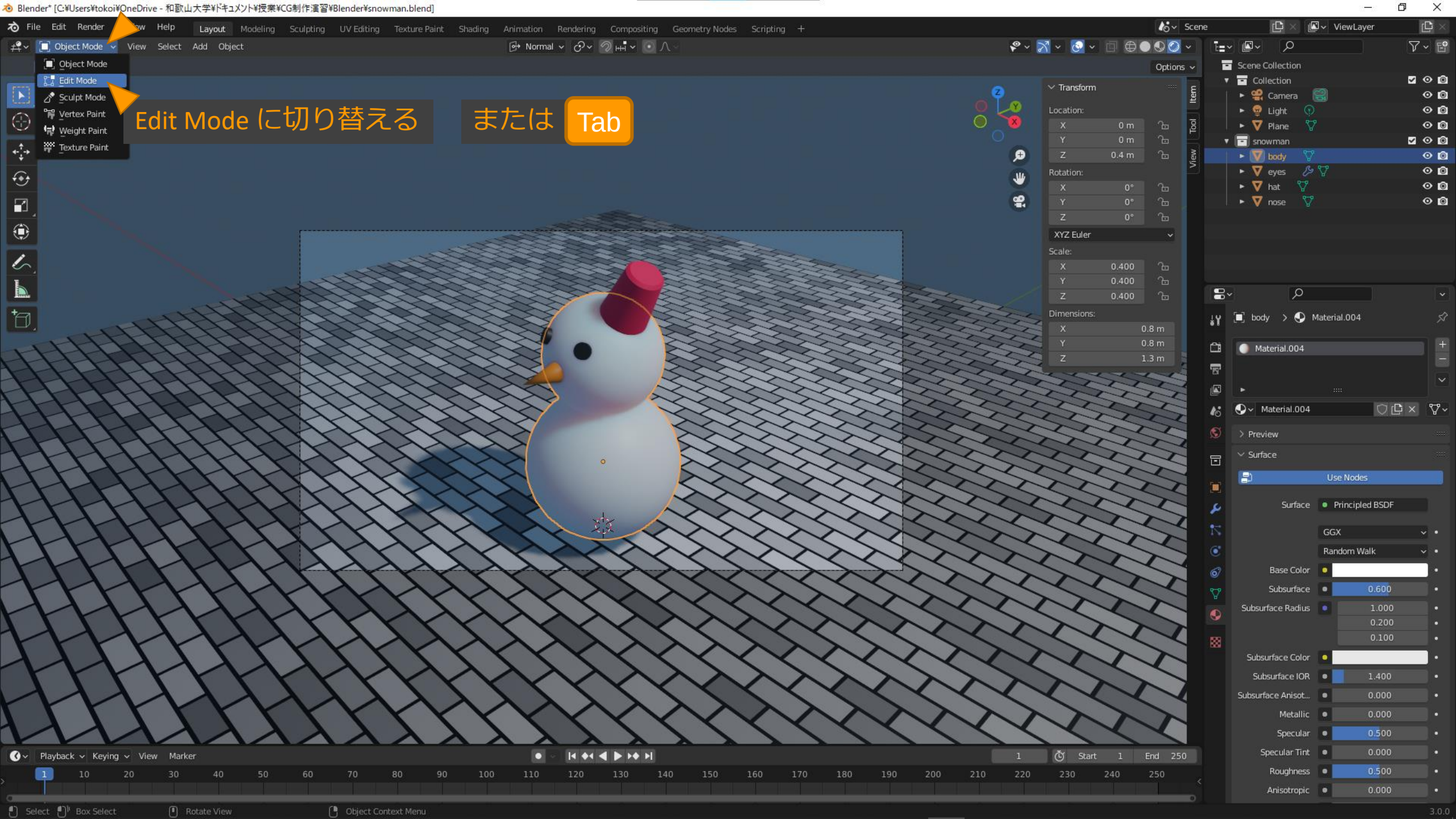
結合した図形の分割


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
Object Mode View Select Add Object
Normal
Options
Camera Perspective
(1) snowman | body
body（胴体）を選択
Transform
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
body
Material.004
Material.004
Material.004
Preview
Surface
Use Nodes
Surface
Principled BSDF
GGX
Random Walk
Base Color
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
body（胴体）を選択
Playback Keying View Marker
1
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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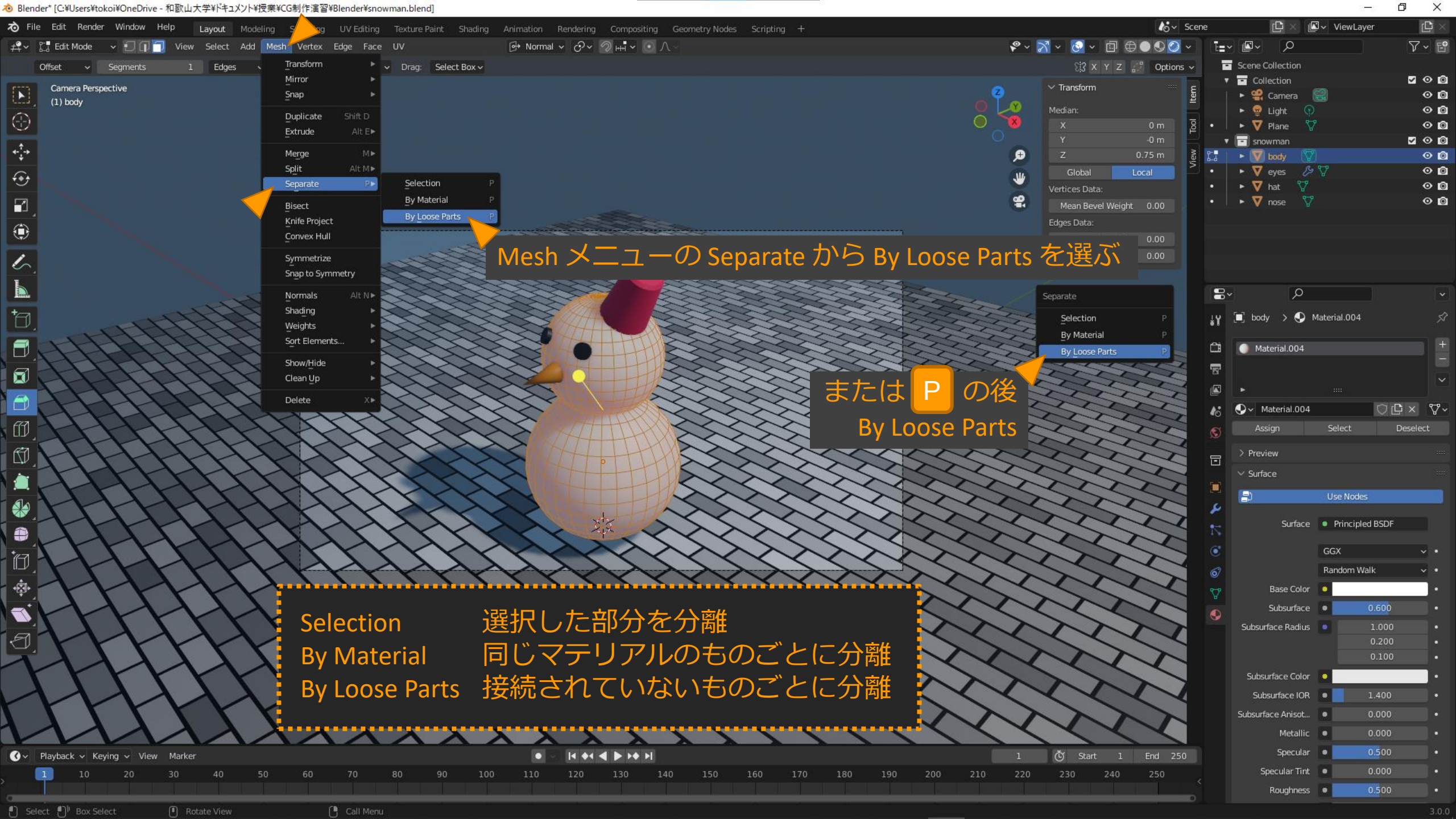
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Object Mode View Select Add Object
Object Mode
Edit Mode
Sculpt Mode
Vertex Paint
Weight Paint
Texture Paint
Edit Mode に切り替える
または Tab
Transform
Location:
Rotation:
XYZ Euler
Scale:
Dimensions:
Scene Collection
Collection
Camera
Light
Plane
snowman
body
eyes
hat
nose
Material.004
Preview
Surface
Use Nodes
Principled BSDF
GGX
Random Walk
Base Color
Subsurface
Subsurface Radius
Subsurface Color
Subsurface IOR
Subsurface Anisot...
Metallic
Specular
Specular Tint
Roughness
Anisotropic
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Object Context Menu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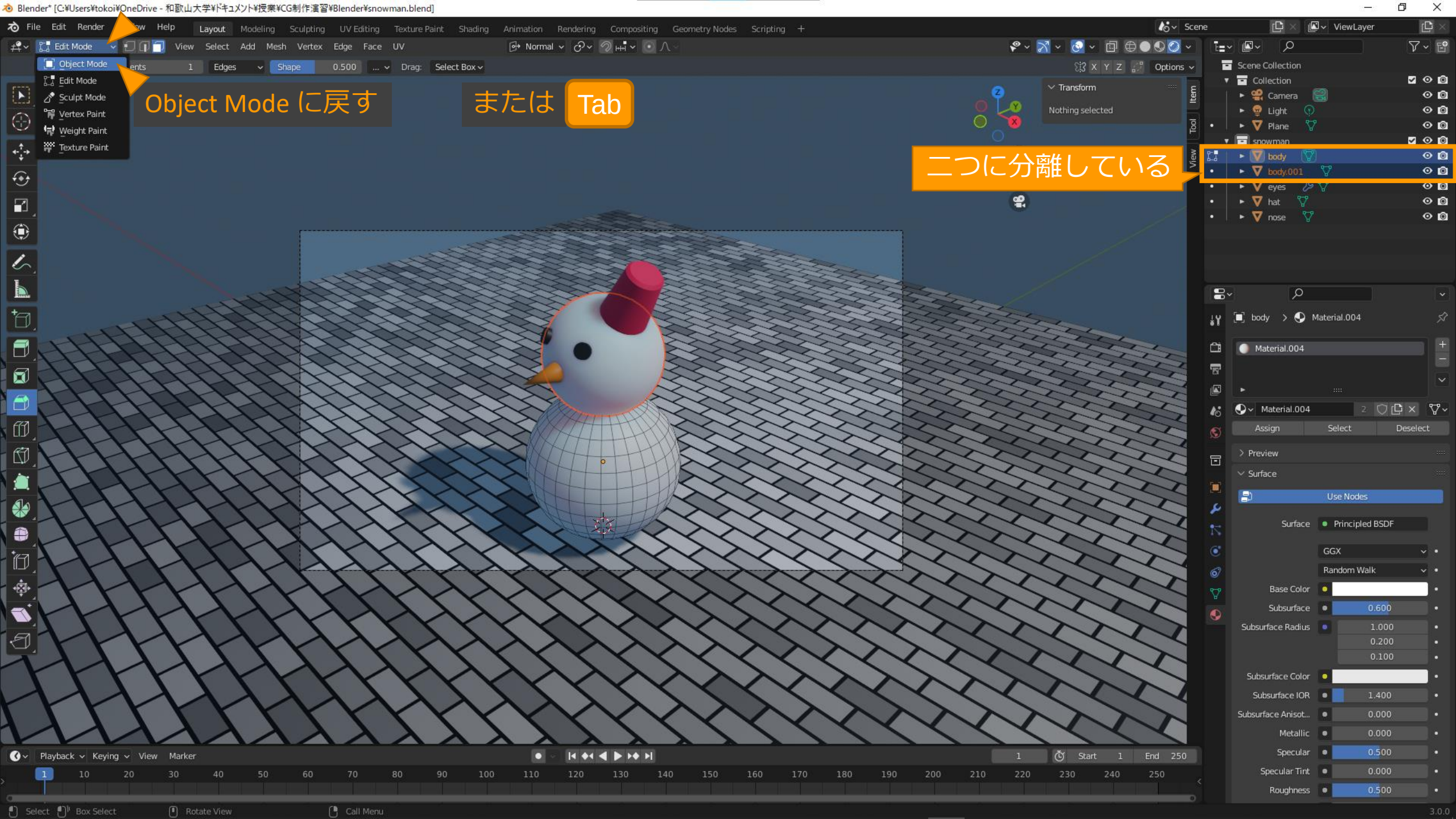
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Edit Mode View Select Add Mesh Vertex Edge Face UV
Normal
Offset Segments 1 Edges
Drag: Select Box
Camera Perspective
(1) body
Transform
Mirror
Snap
Duplicate Shift D
Extrude Alt E
Merge M
Split Alt M
Separate P
Bisect
Knife Project
Convex Hull
Symmetrize
Snap to Symmetry
Normals Alt N
Shading
Weights
Sort Elements...
Show/Hide
Clean Up
Delete X
Selection P
By Material P
By Loose Parts P
Mesh メニューの Separate から By Loose Parts を選ぶ
Separate
Selection P
By Material P
By Loose Parts P
または P の後
By Loose Parts
Transform
Median:
X 0 m
Y -0 m
Z 0.75 m
Global Local
Vertices Data:
Mean Bevel Weight 0.00
Edges Data:
0.00
0.00
Item Tool View
Scene Collection
Collection
Camera
Light
Plane
snowman
body
eyes
hat
nose
body Material.004
Material.004
Material.004
Assign Select Deselect
Preview
Surface
Use Nodes
Surface Principled BSDF
GGX
Random Walk
Base Color
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
Selection 選択した部分を分離
By Material 同じマテリアルのものごとに分離
By Loose Parts 接続されていないものごとに分離
Playback Keying View Marker
1 Start 1 End 250
Select Box Select Rotate View Call Menu
3.0.0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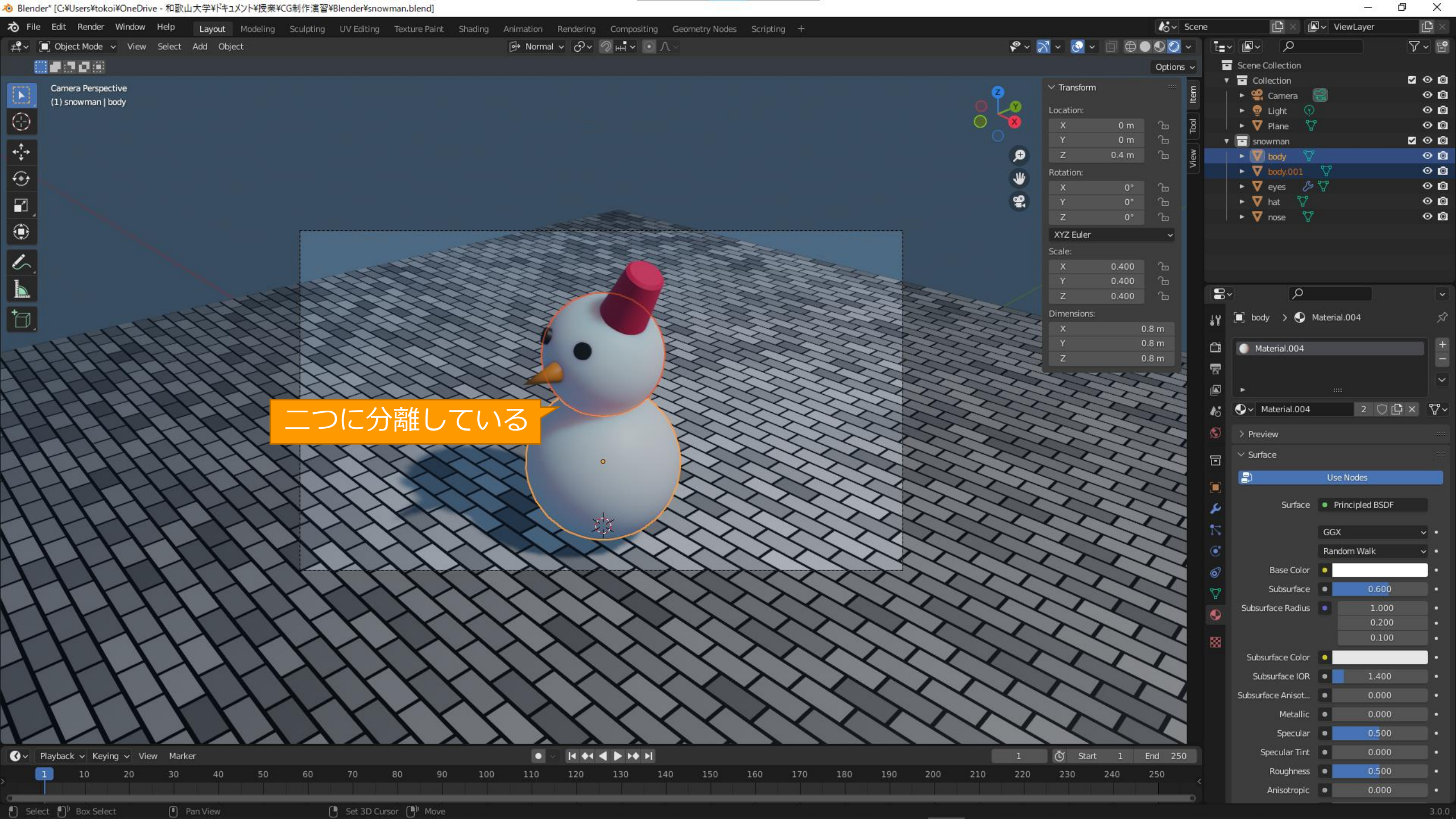
File Edit Render Window Help
Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Edit Mode
Object Mode
Edit Mode
Sculpt Mode
Vertex Paint
Weight Paint
Texture Paint
View Select Add Mesh Vertex Edge Face UV
Normal
Edges
Shape 0.500
Drag: Select Box
Options
Object Mode に戻す
または Tab
二つに分離している
Transform
Nothing selected
Scene Collection
Collection
Camera
Light
Plane
snowman
body
body.001
eyes
hat
nose
body
Material.004
Assign Select Deselect
Preview
Surface
Use Nodes
Surface Principled BSDF
GGX
Random Walk
Base Color
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
Playback Keying View Marker
Start 1 End 250
Select Box Select Rotate View Call Menu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Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Geometry Nodes Scripting
Scene
ViewLayer
Object Mode View Select Add Object
Normal
Options
Camera Perspective
(1) snowman | body
二つに分離している
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 0.8 m
Item
Tool
View
Scene Collection
Collection
Camera
Light
Plane
snowman
body
body.001
eyes
hat
nose
body
Material.004
Material.004
Material.004
2
Preview
Surface
Use Nodes
Surface
Principled BSDF
GGX
Random Walk
Base Color
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
Playback Keying View Marker
1
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
Select
Box Select
Pan View
Set 3D Cursor
Move
3.0.0