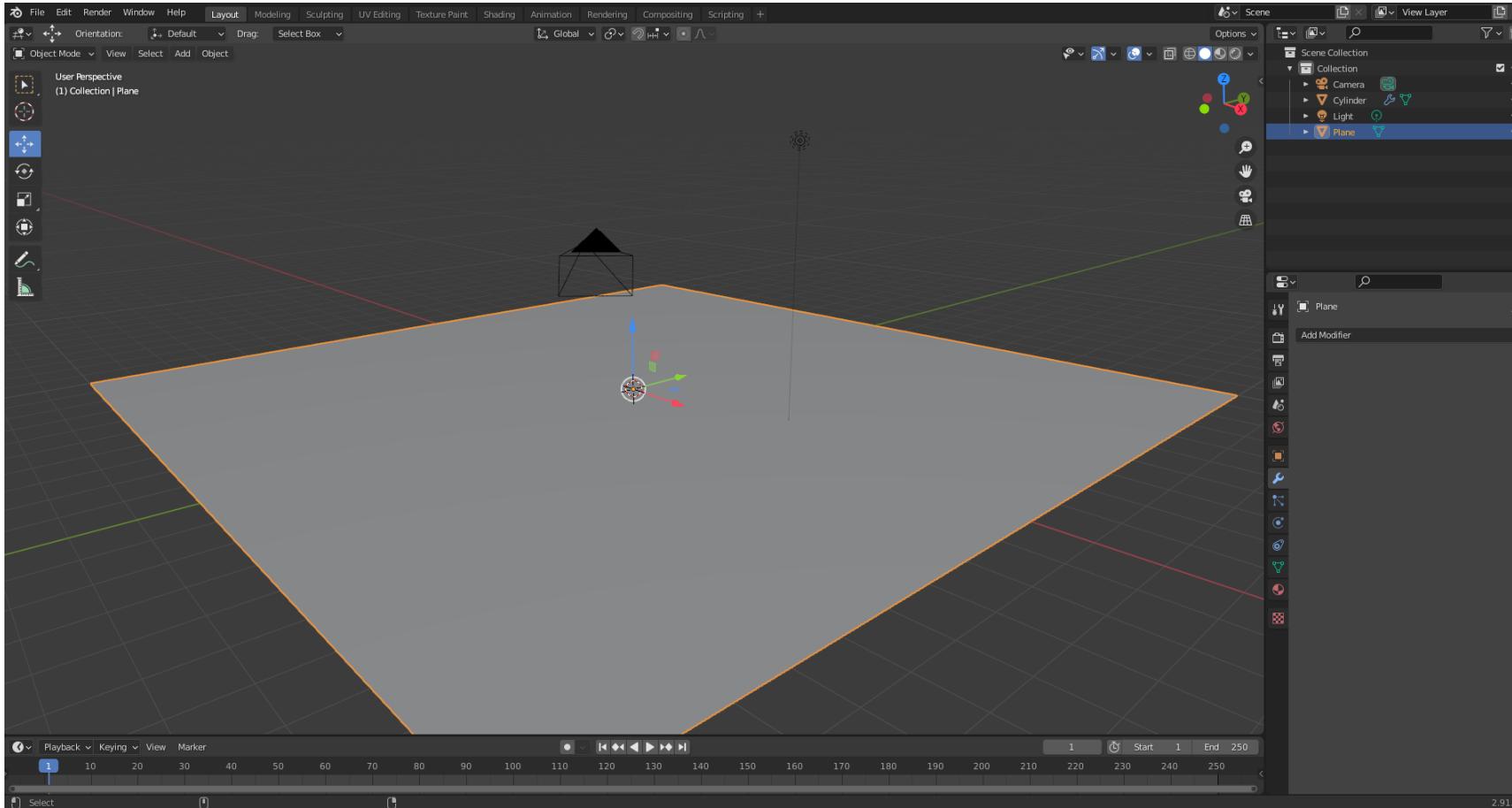
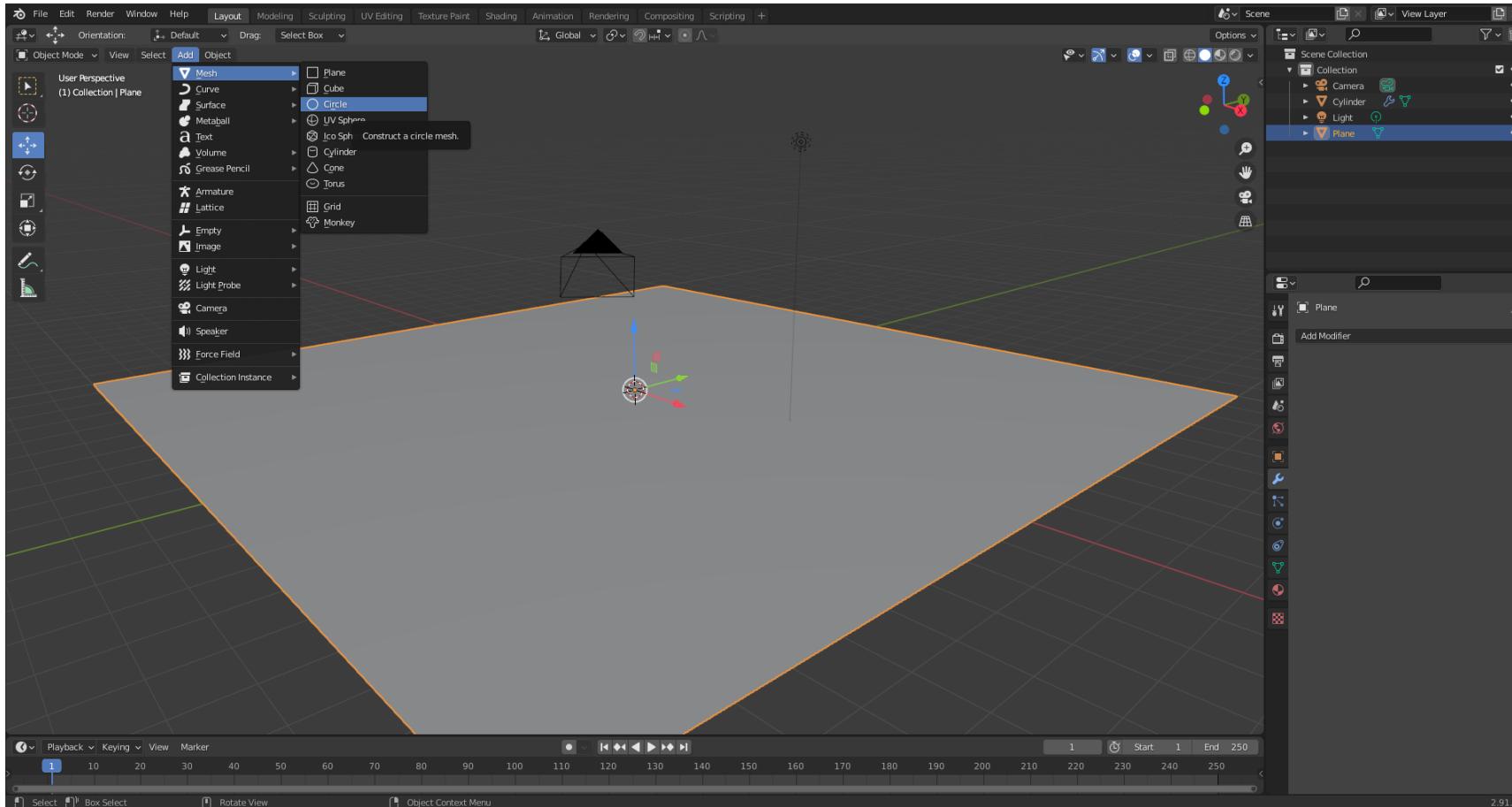


鏡を作る

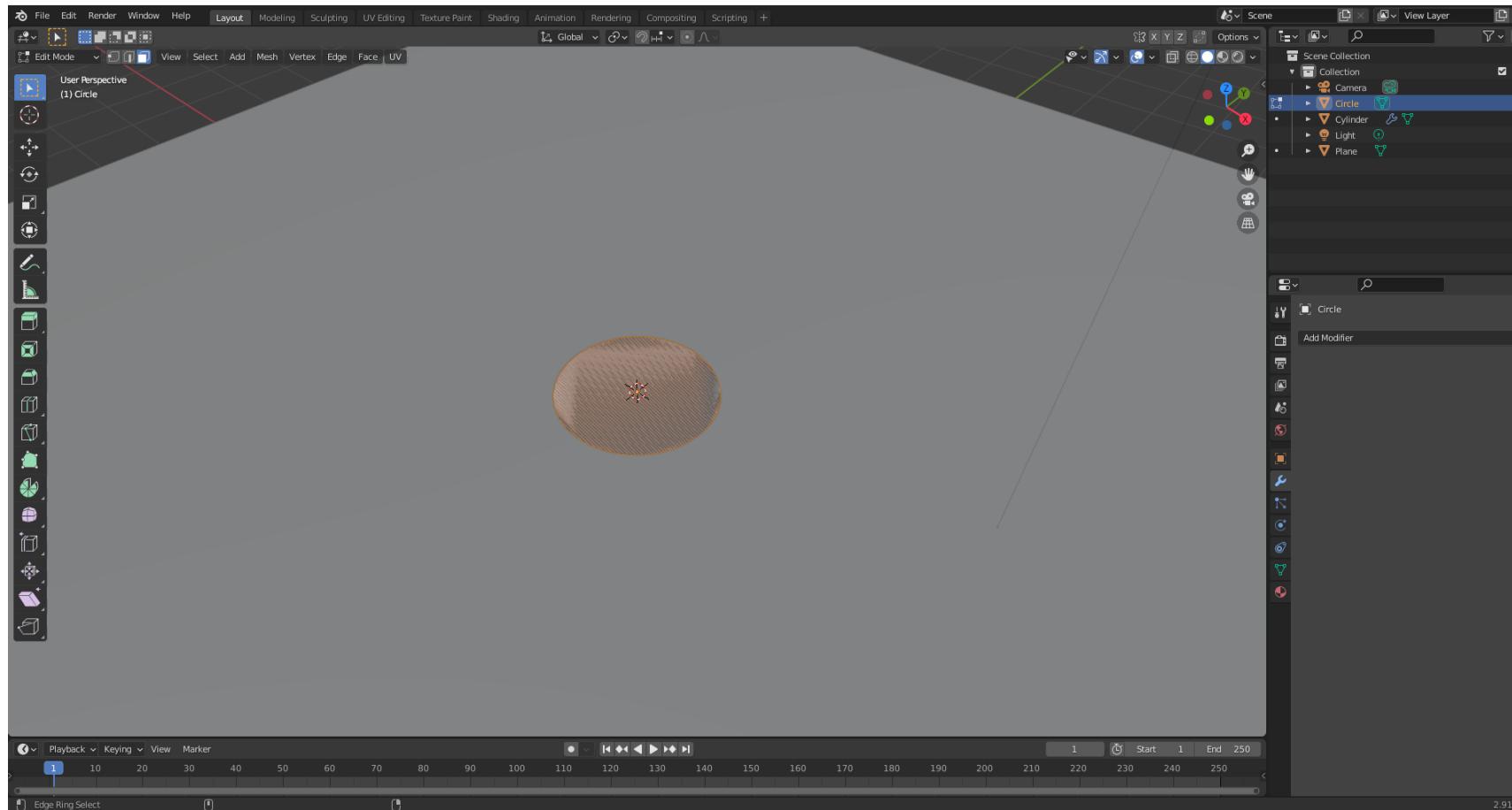
Add → Mesh → PlaneでPlaneを追加



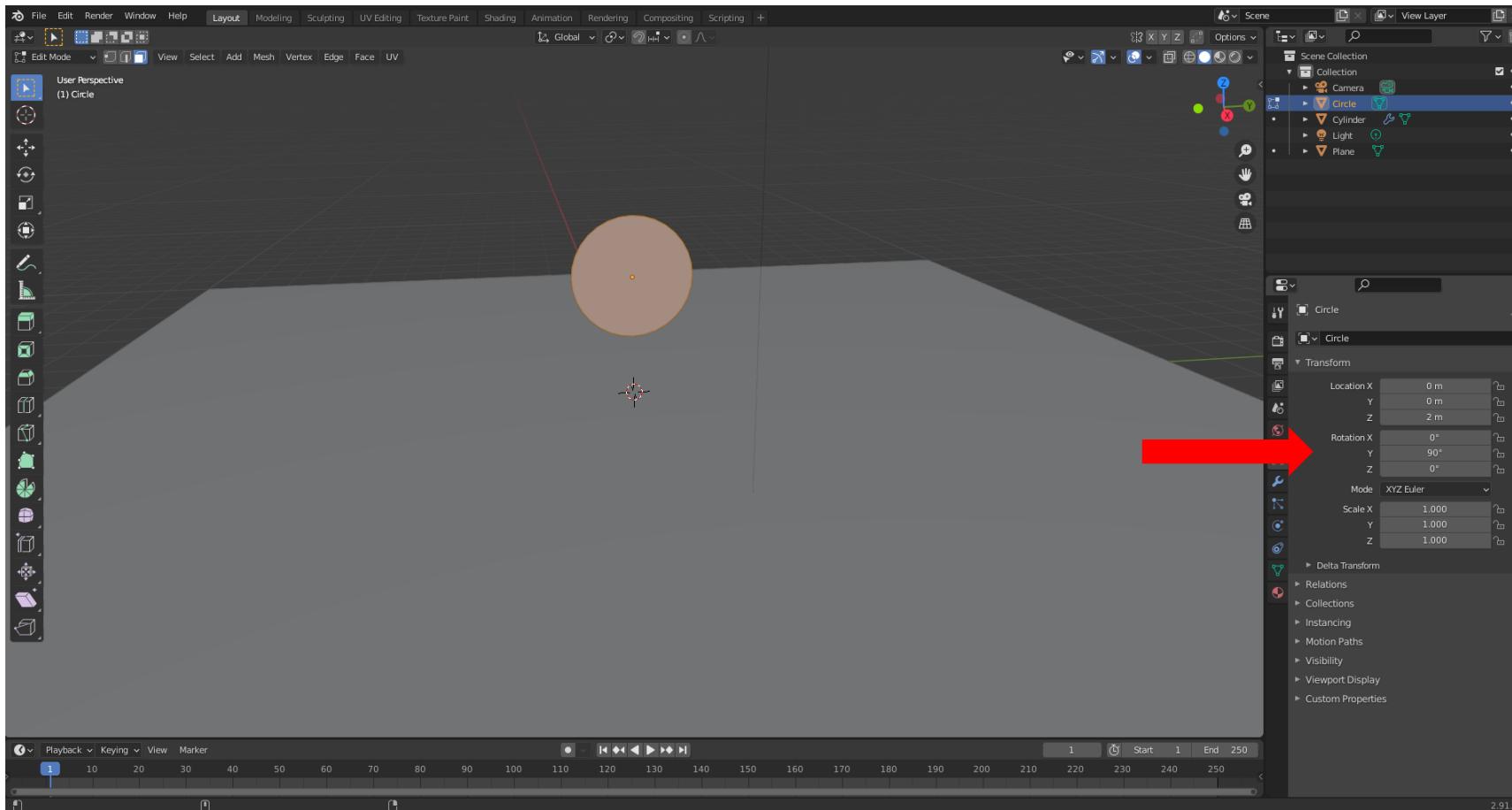
Add → Mesh → CircleでCircleを追加



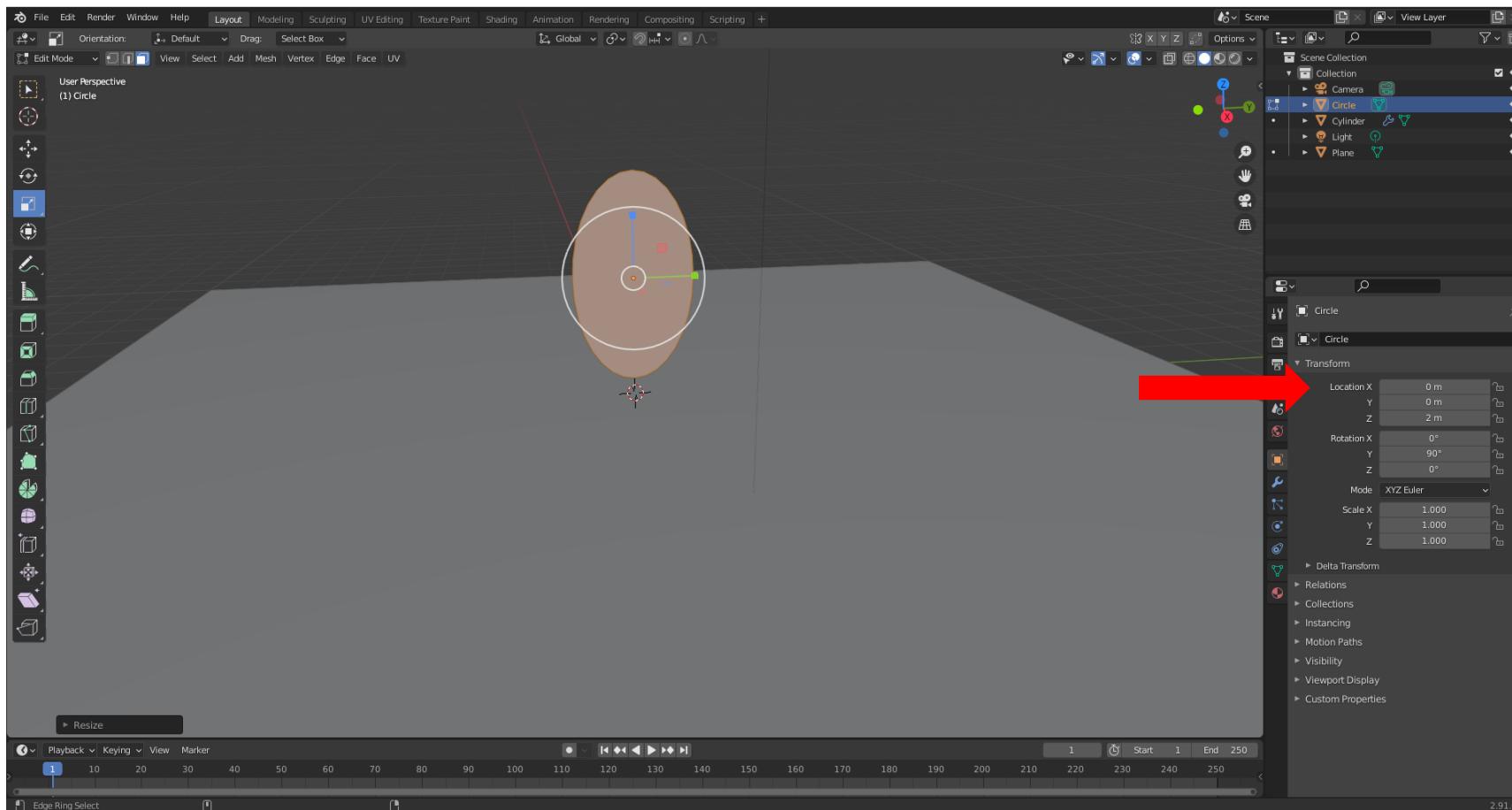
円が選択された状態でFキーを押す



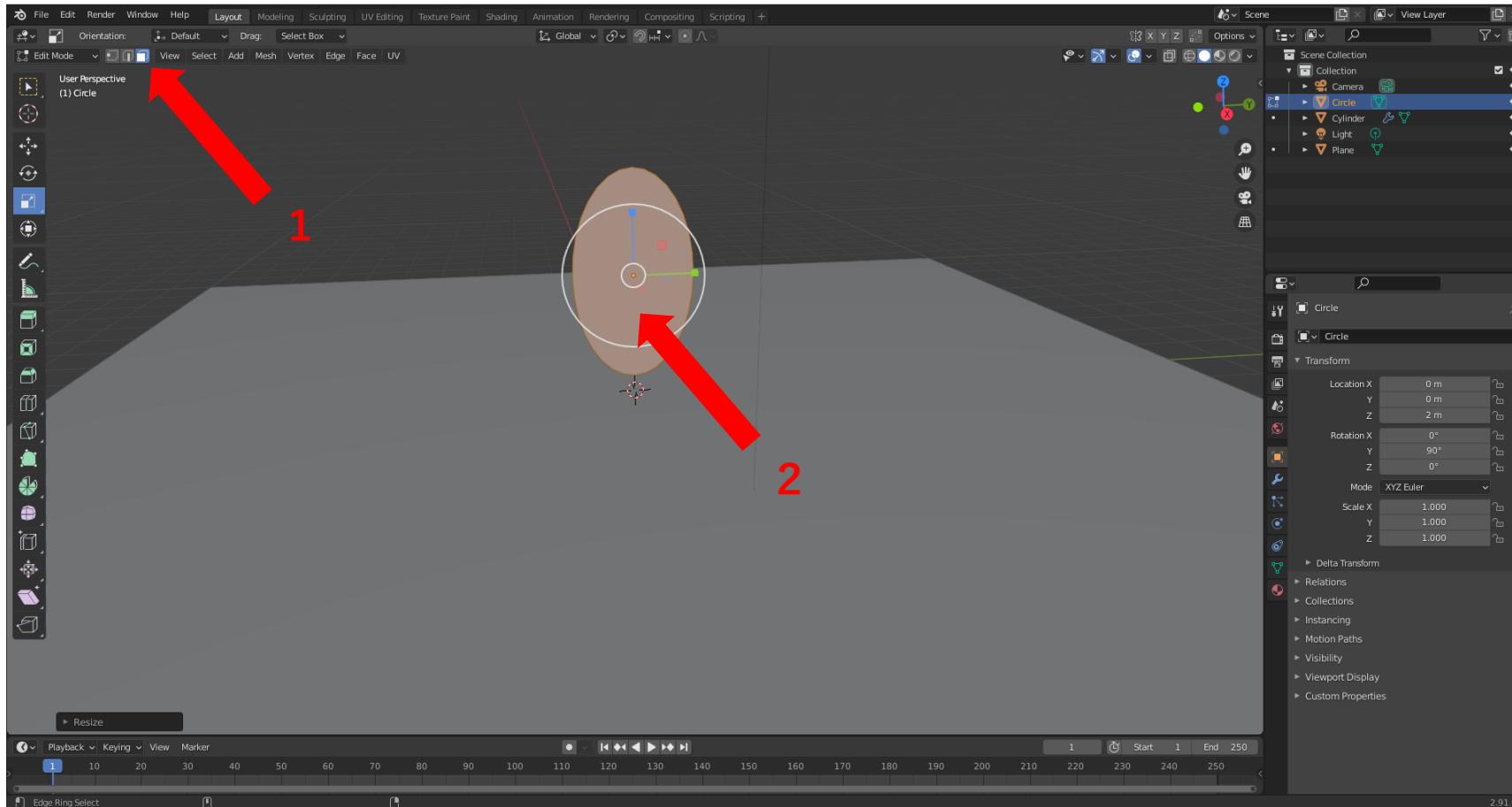
円を垂直にする



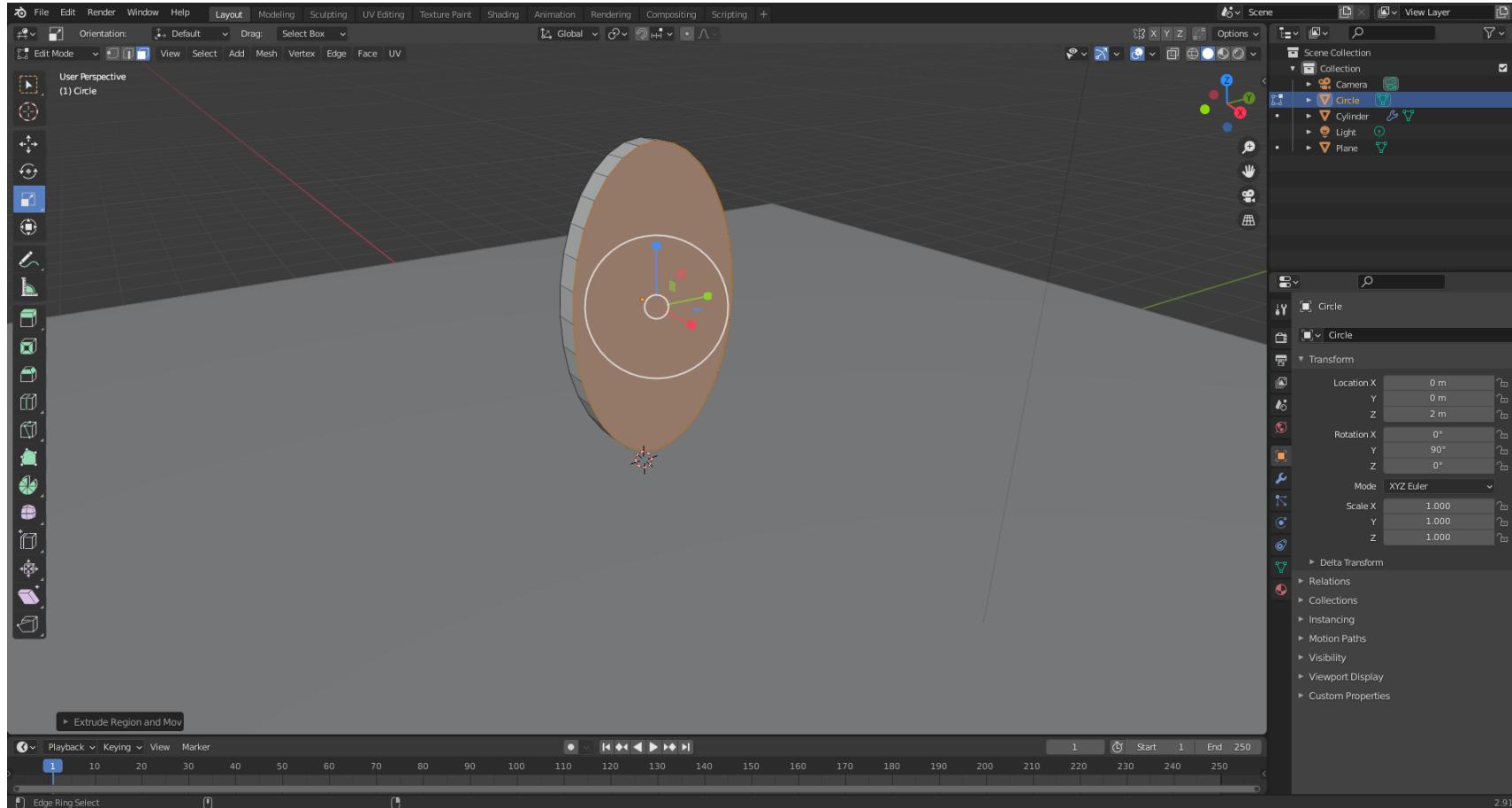
円を縦長にする



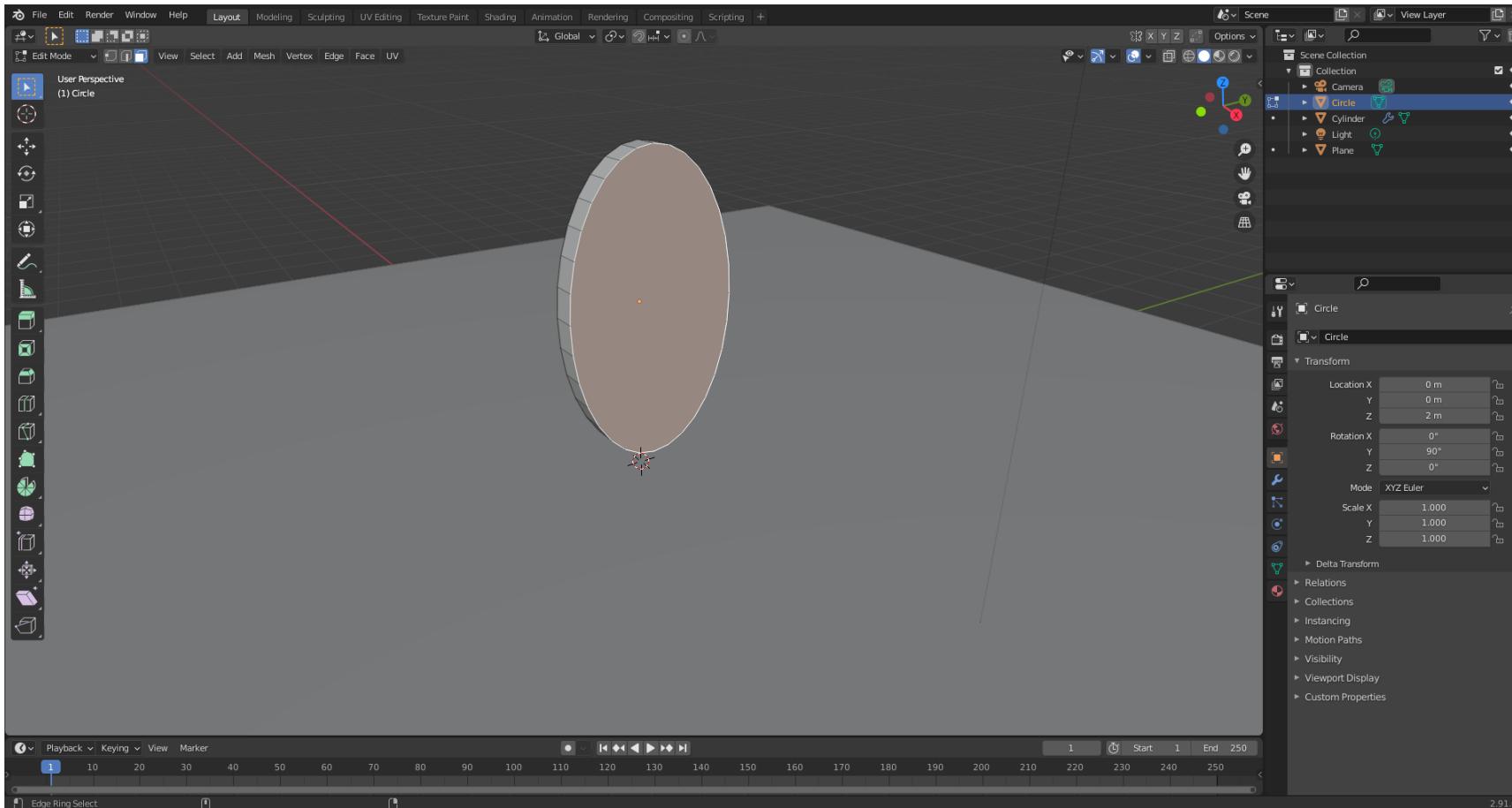
Faceを選択し、表面を選択



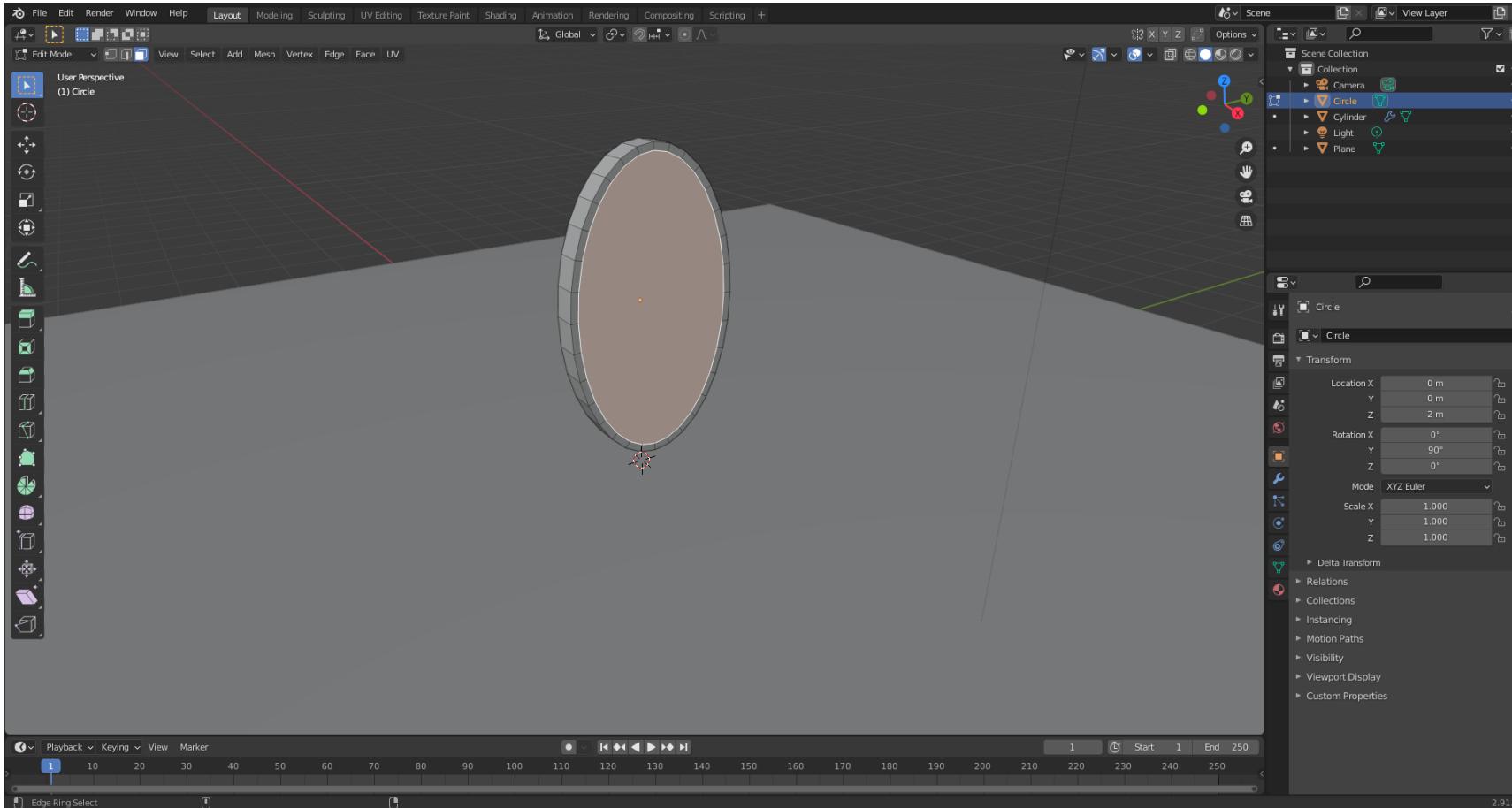
Eキーを押した後、マウスを動かし面を伸ばす



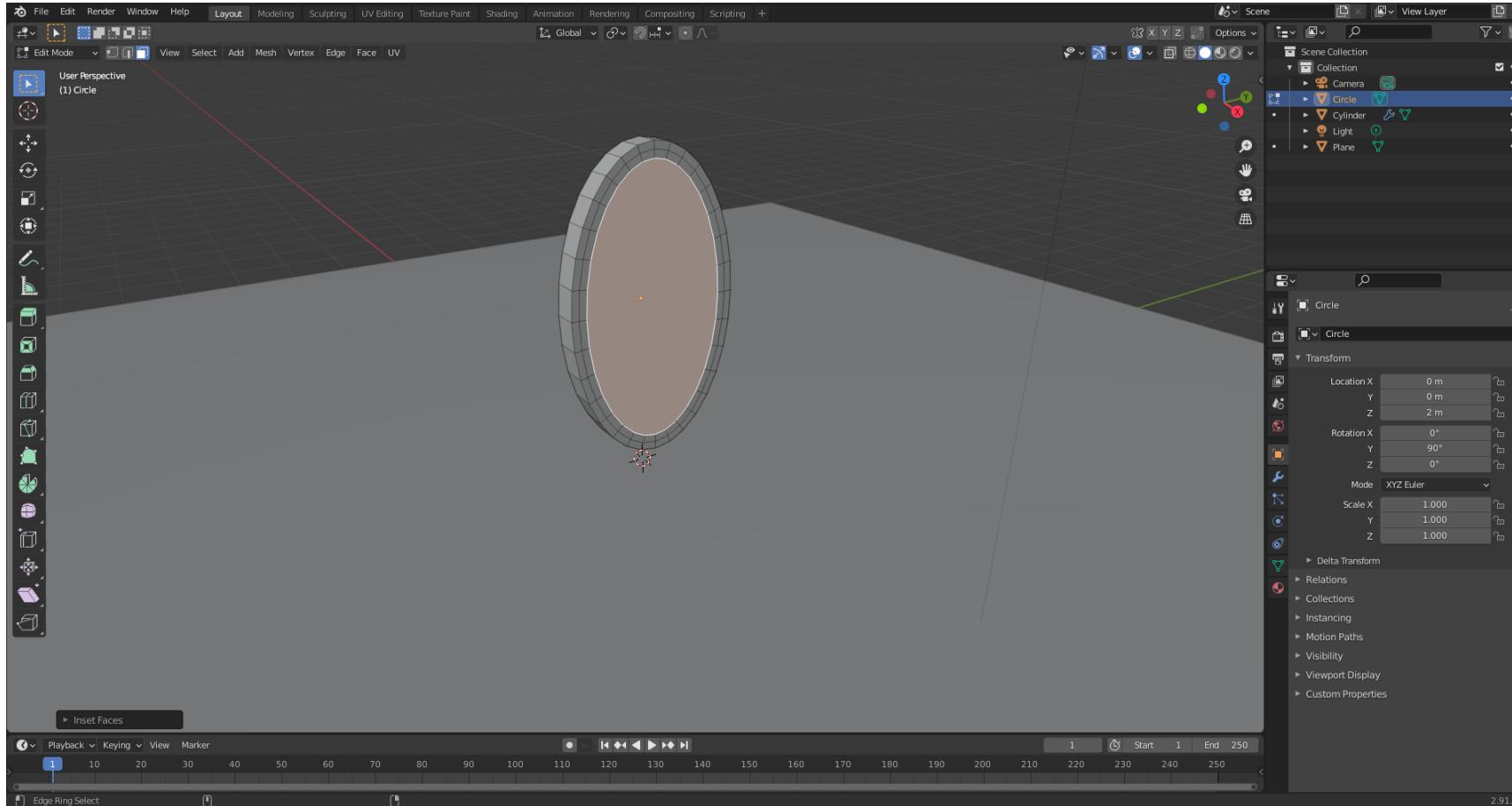
Faceが選択され、拡大した面が選択されている状態か確認



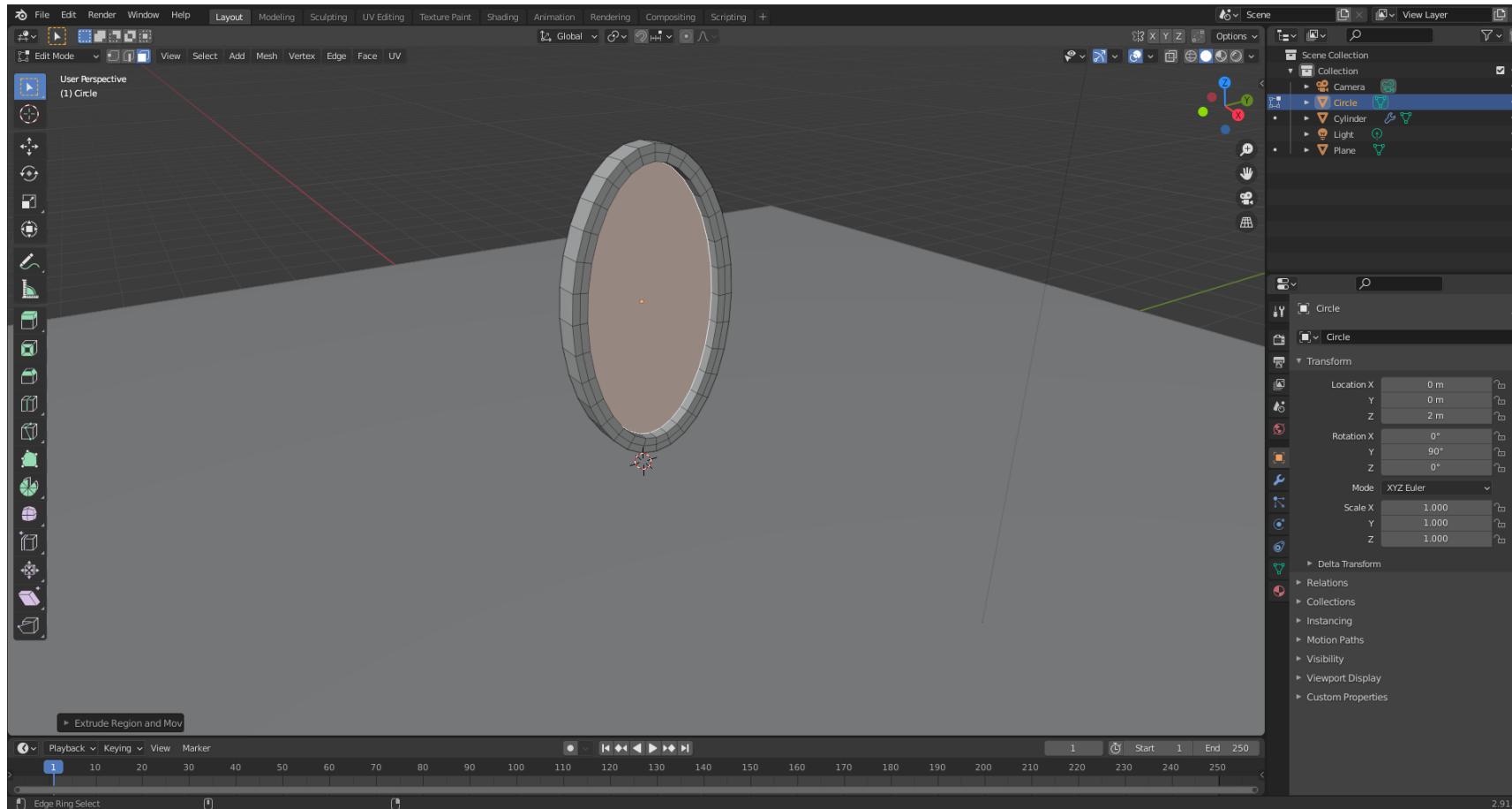
I(アイ)キーを押した後、マウスで面を内側に押し込む



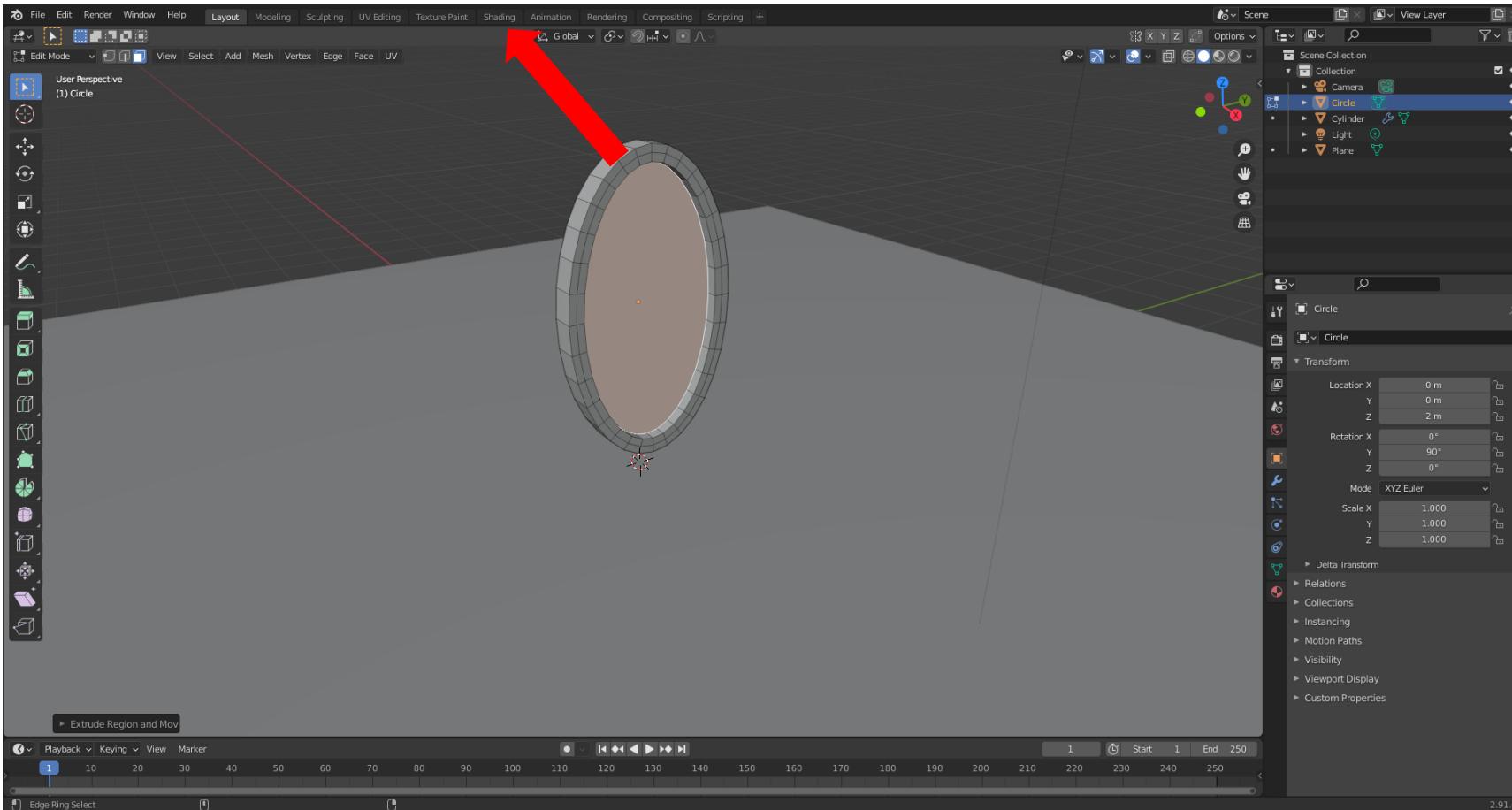
もう一度、Iキーを押して面を押し込む



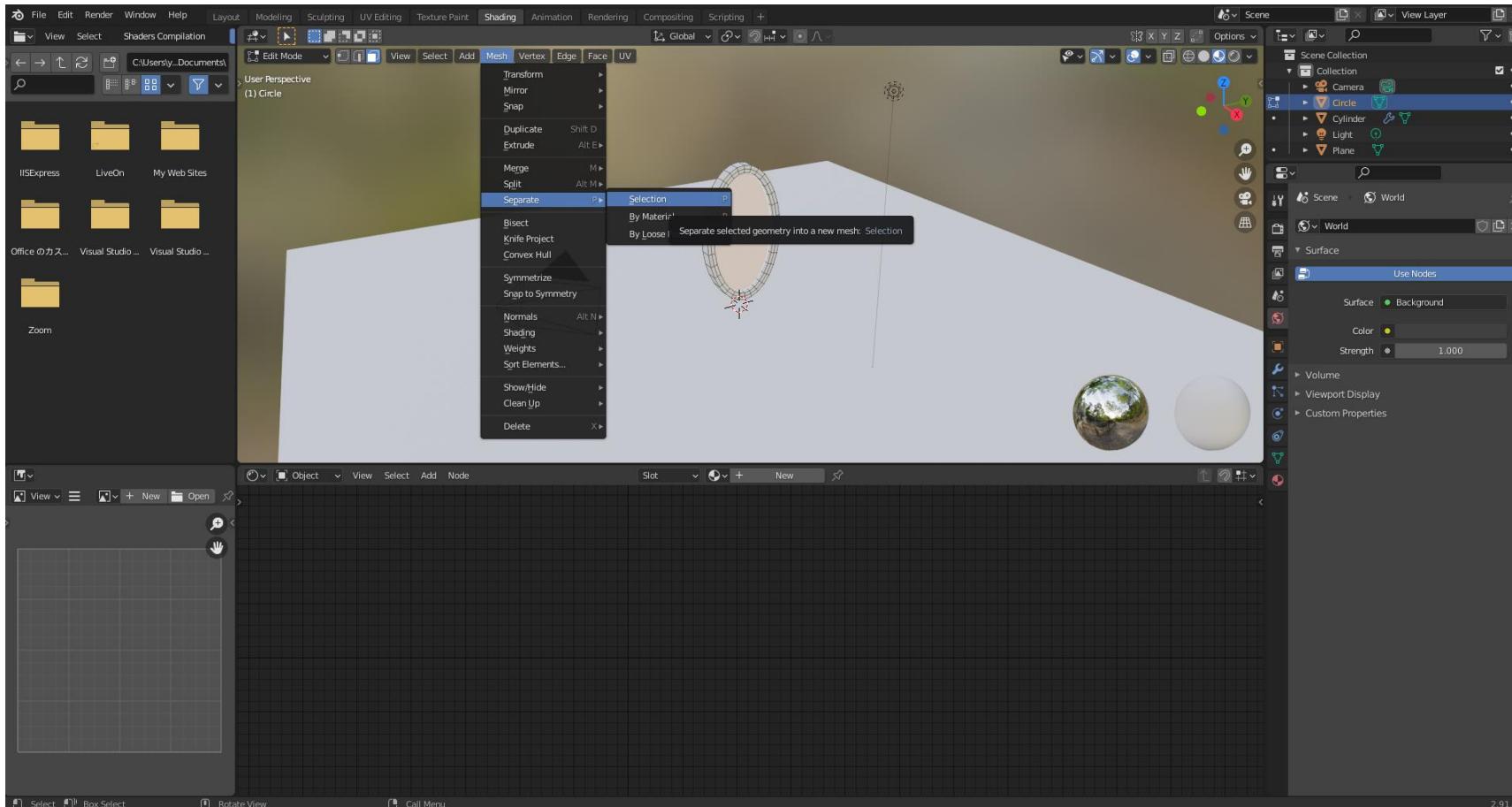
Eキーを押して、マウスを動かし面を凹ませる



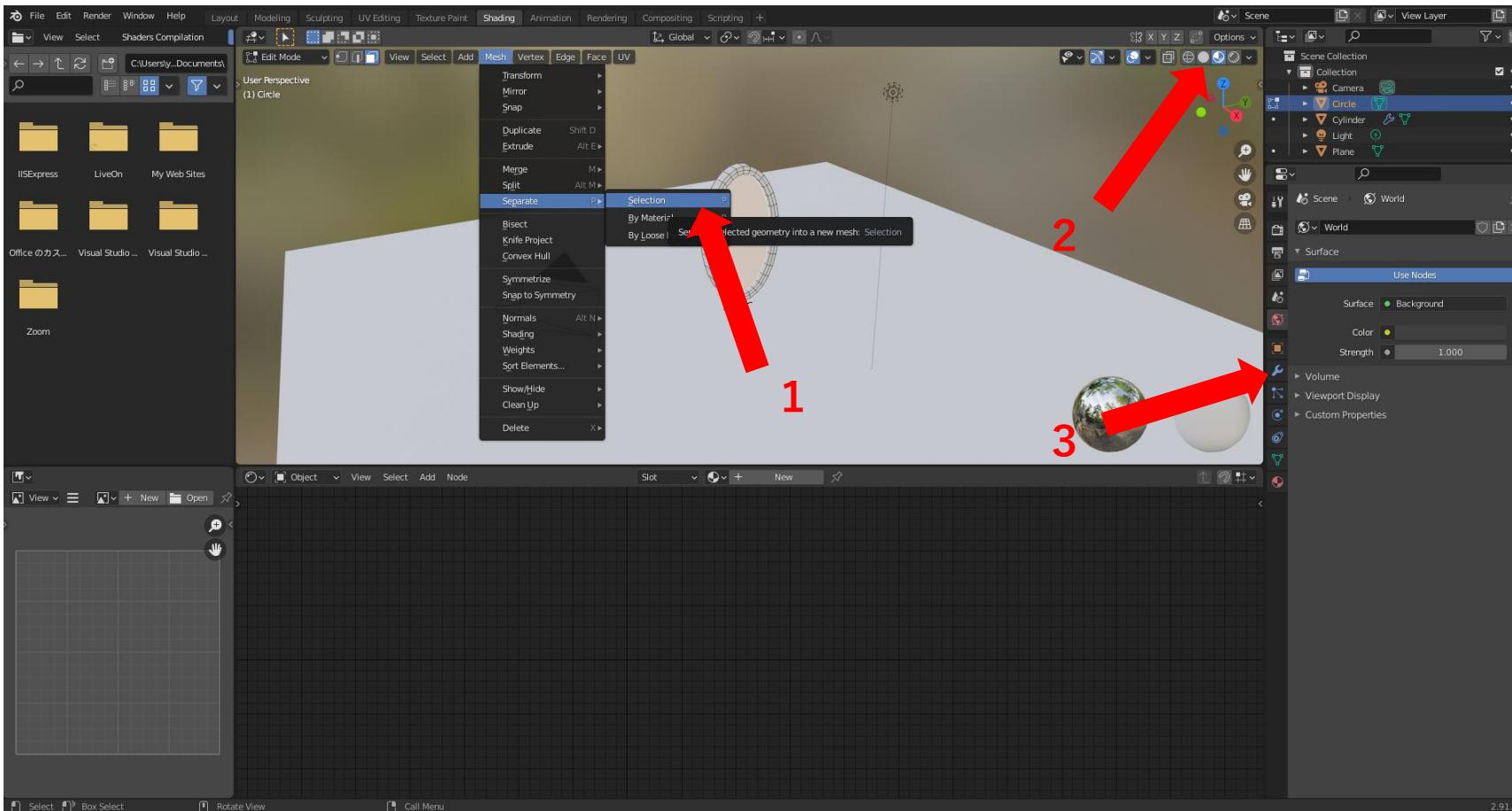
Shadingを選択



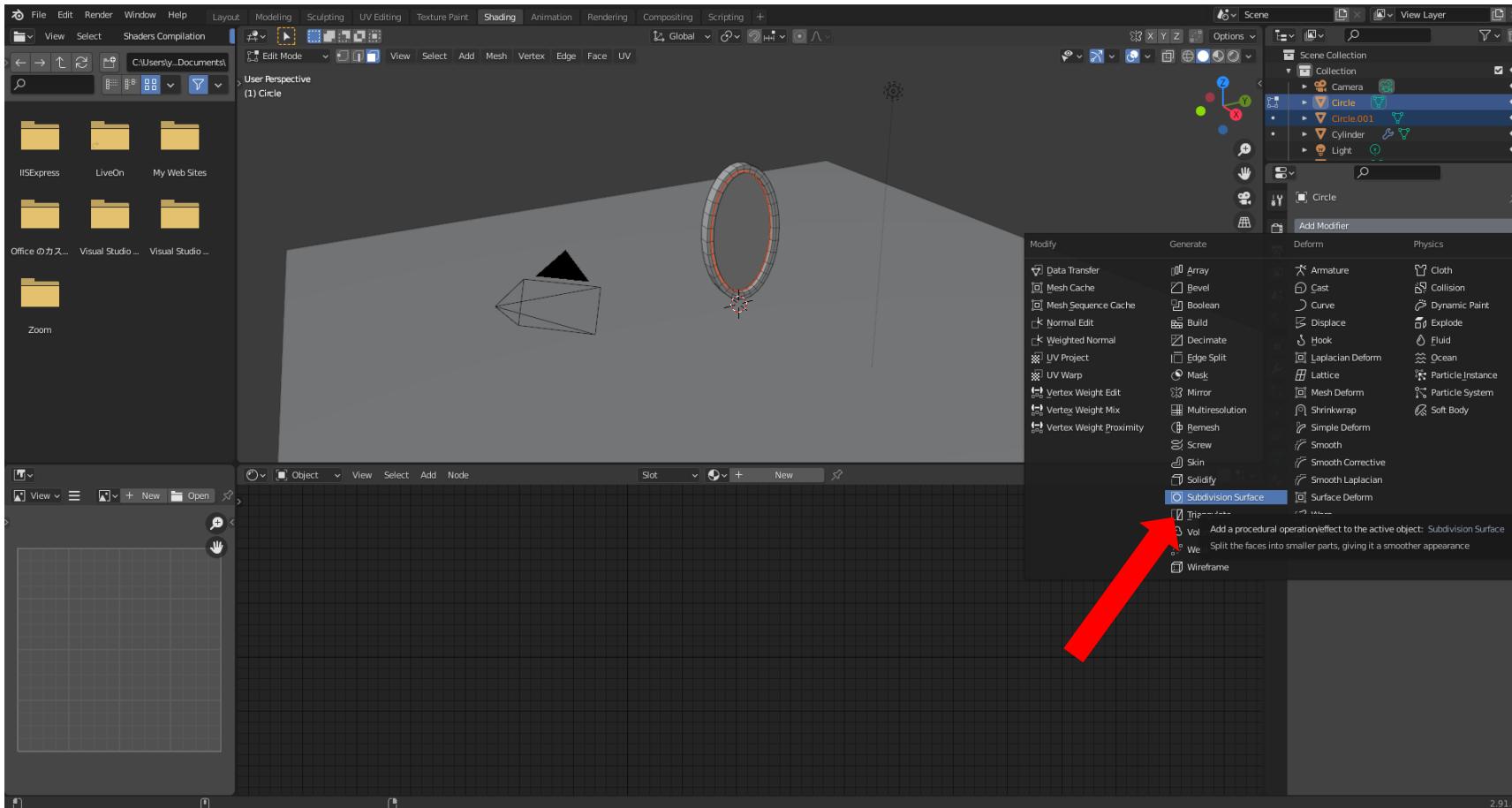
Mesh → Separate → Sectionを選択



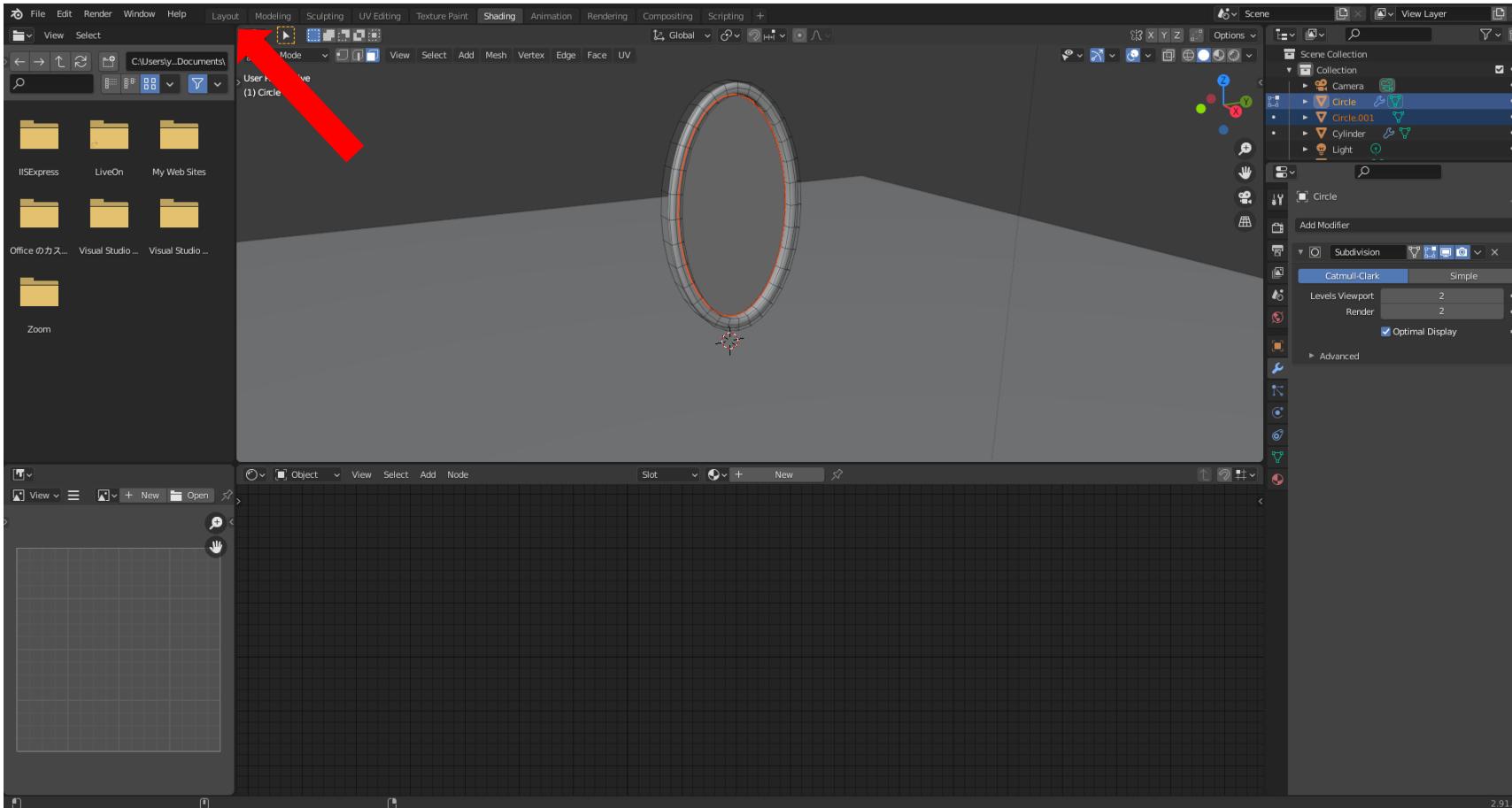
Sectionを選択した後、Solid表示にし、スパンマークを選択



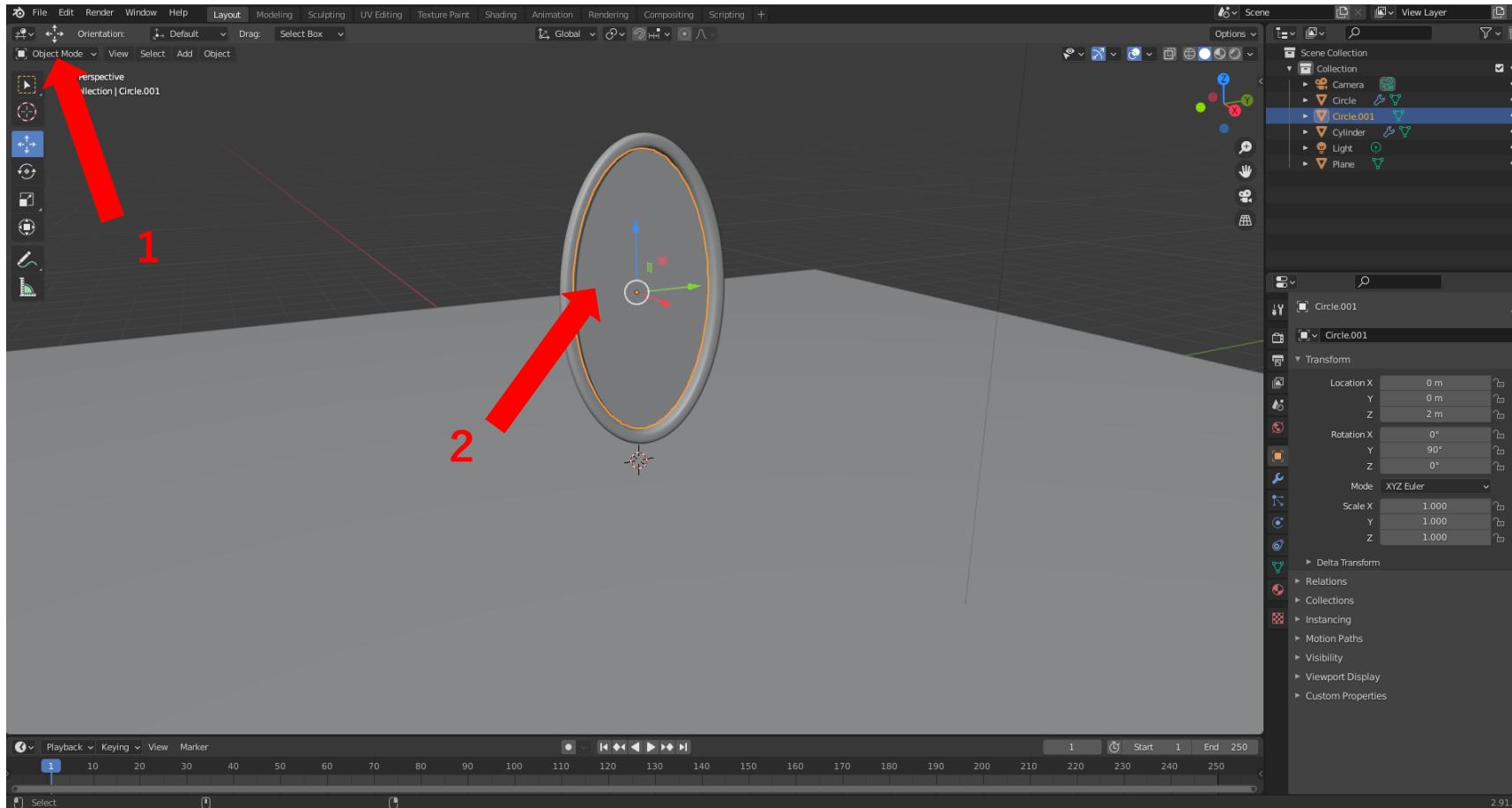
Add Modeifireから、Subdivision Surfaceを選択



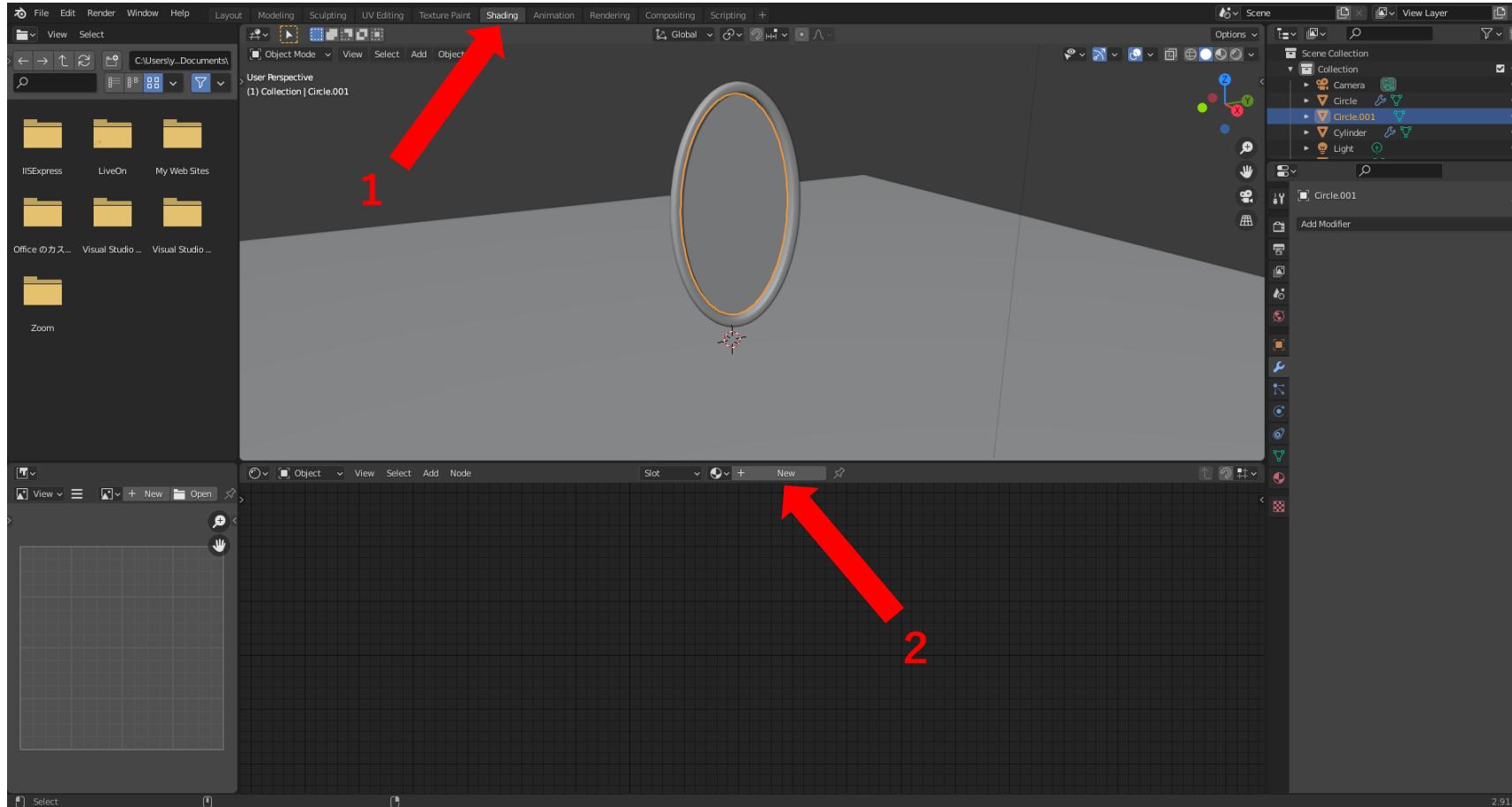
Layoutを選択



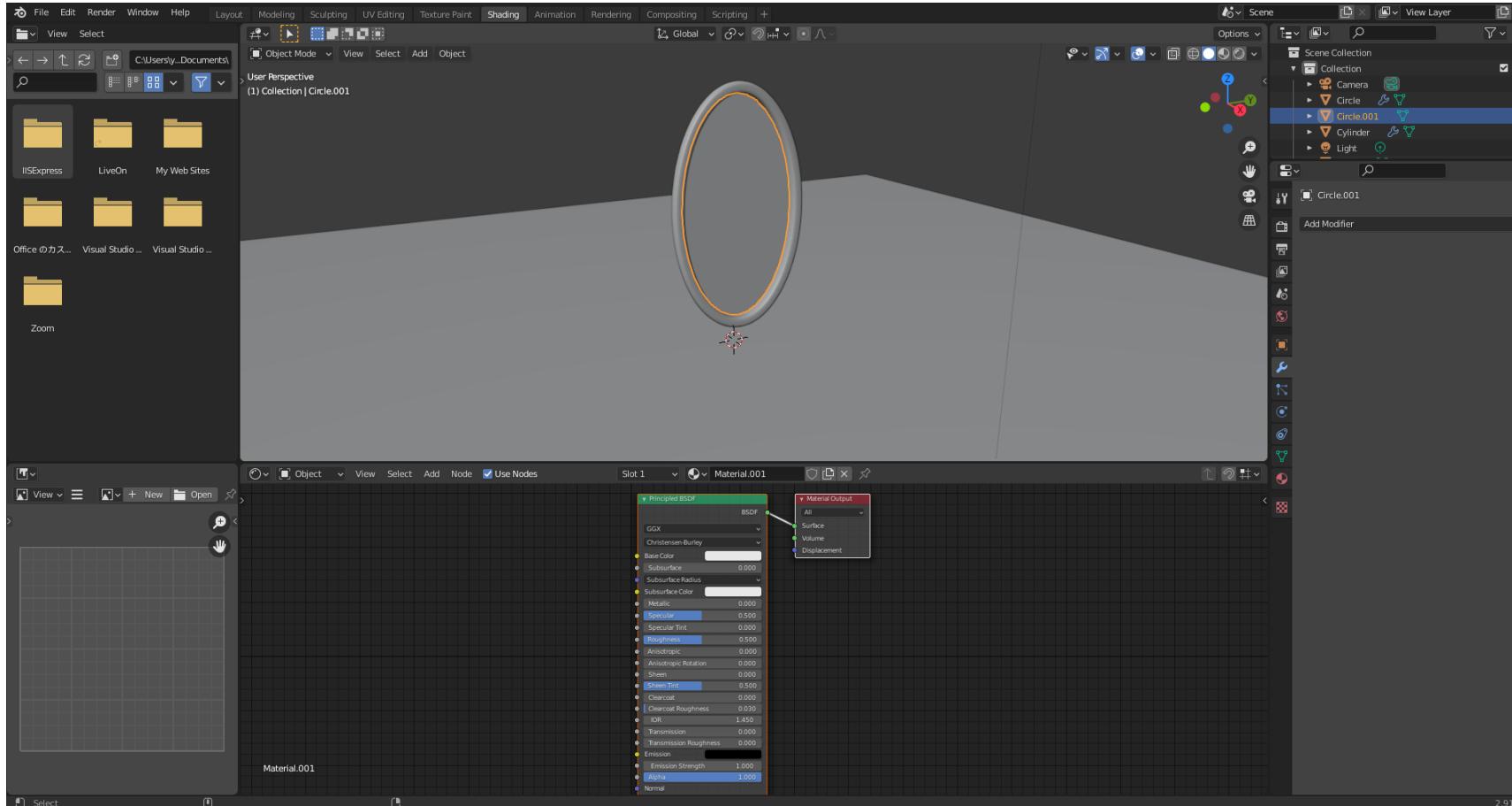
Object Modeに移行し、内側の円を選択



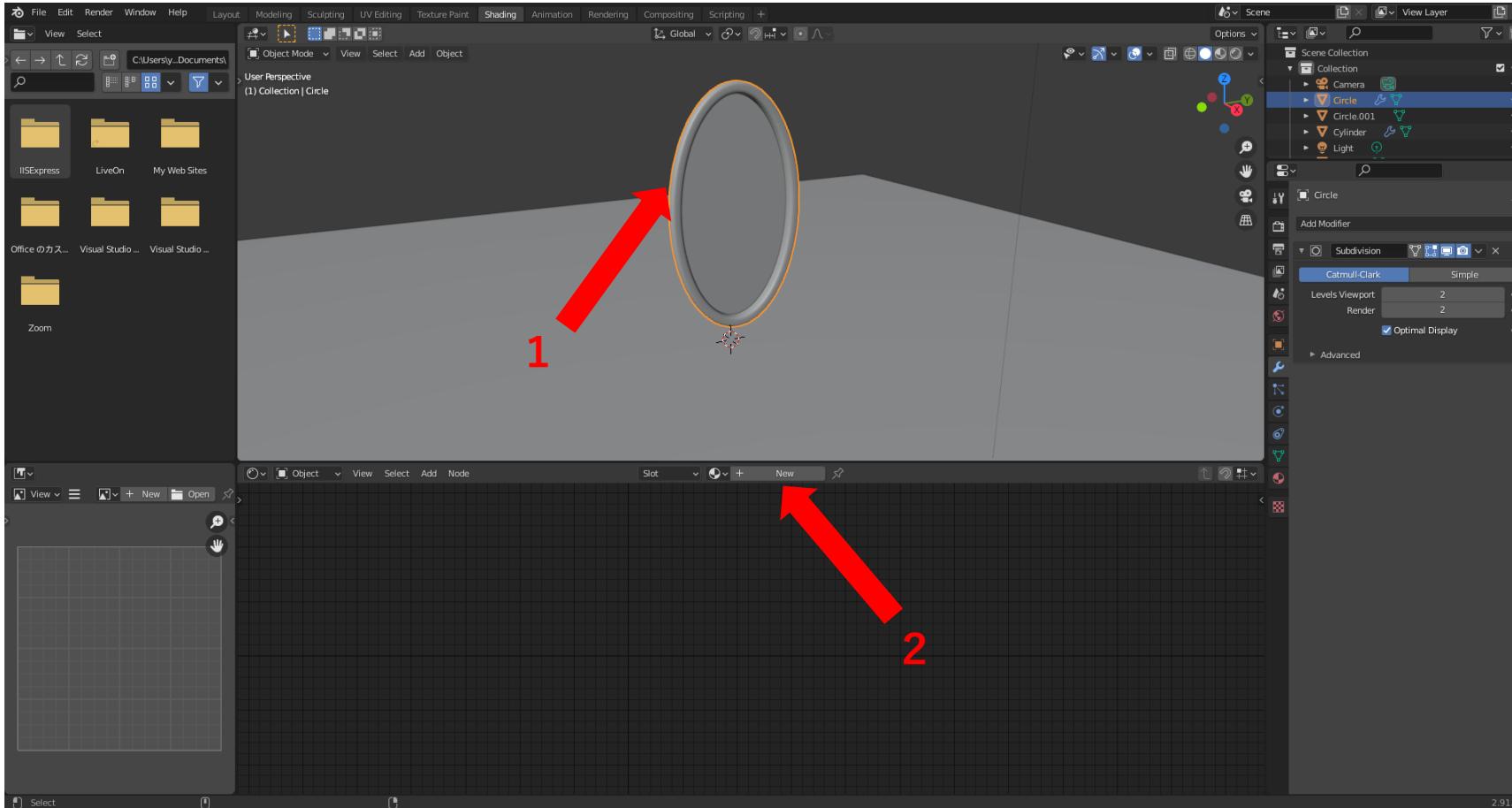
再びShadingに戻り、Newをクリック



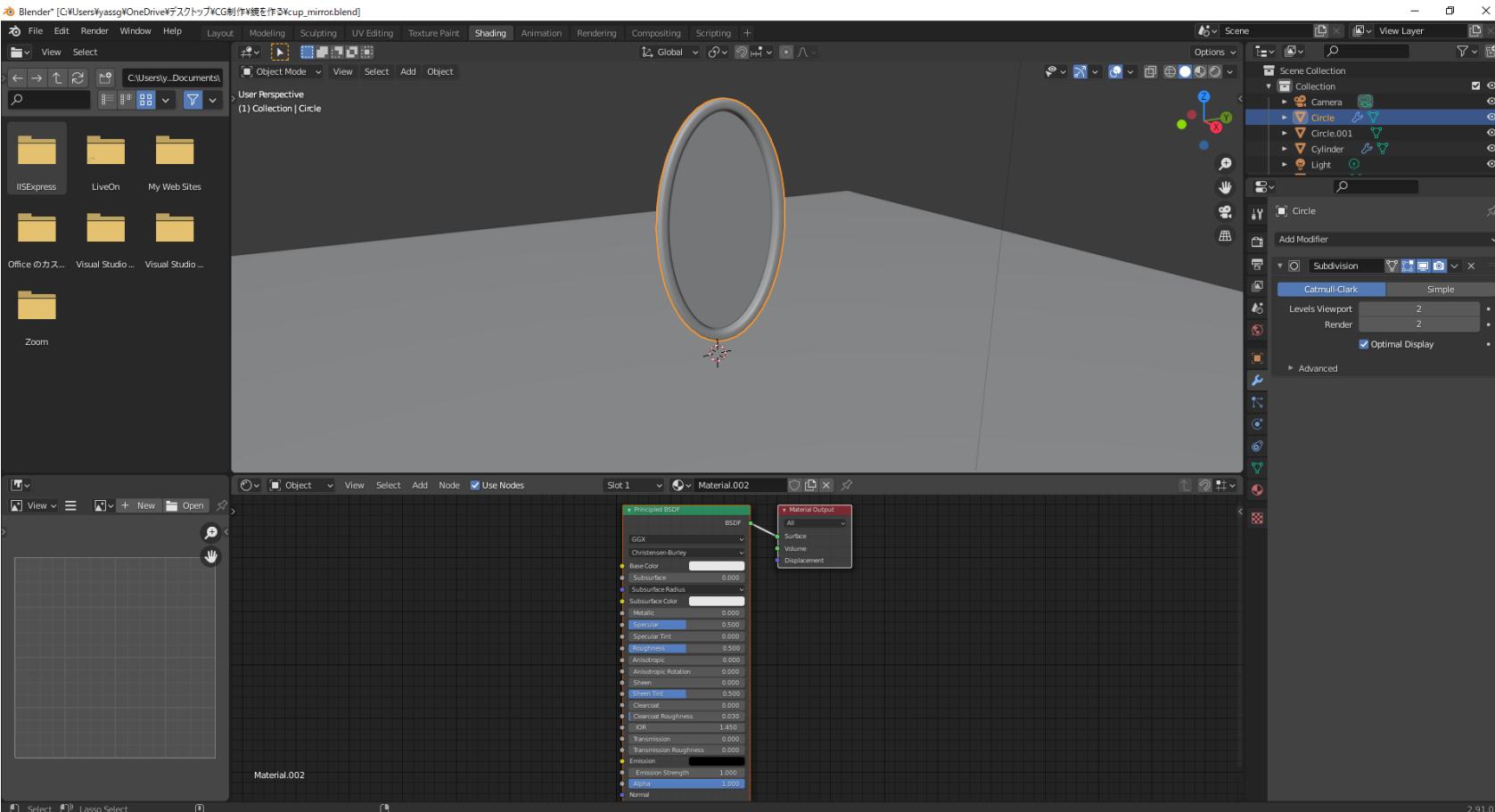
ノードが追加される



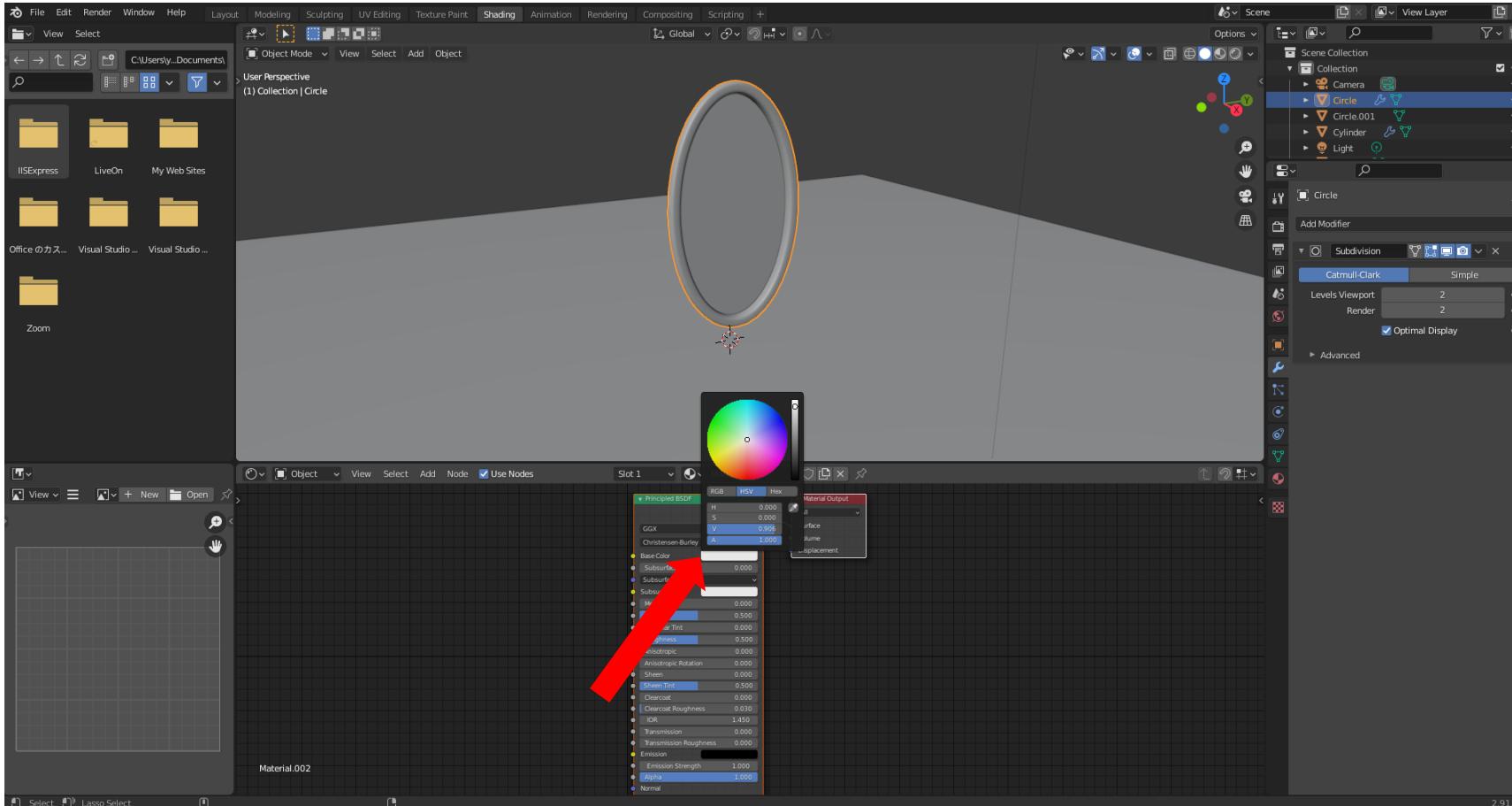
外側の円を選択し、Newをクリック



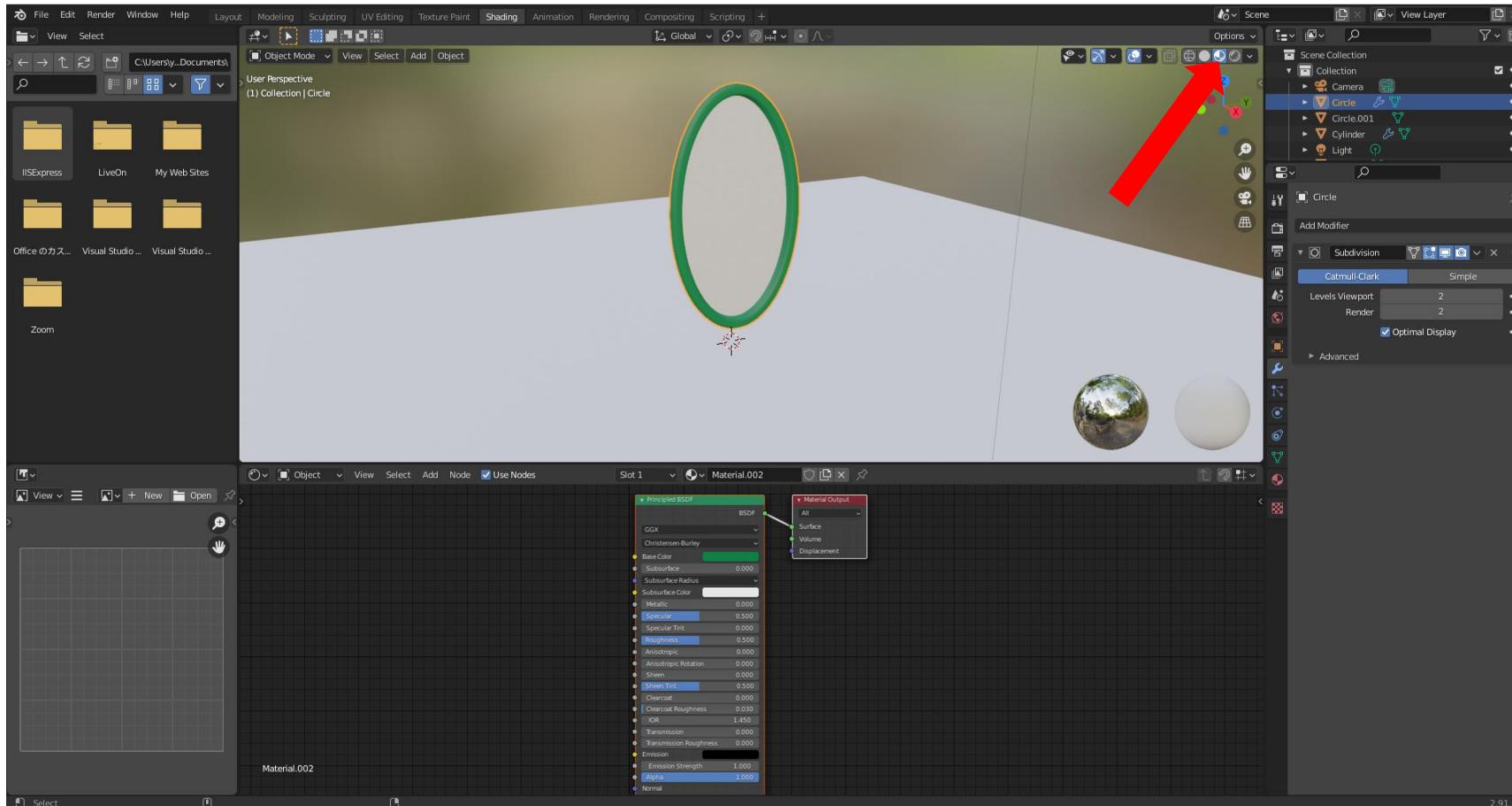
外側の円のノードが追加される



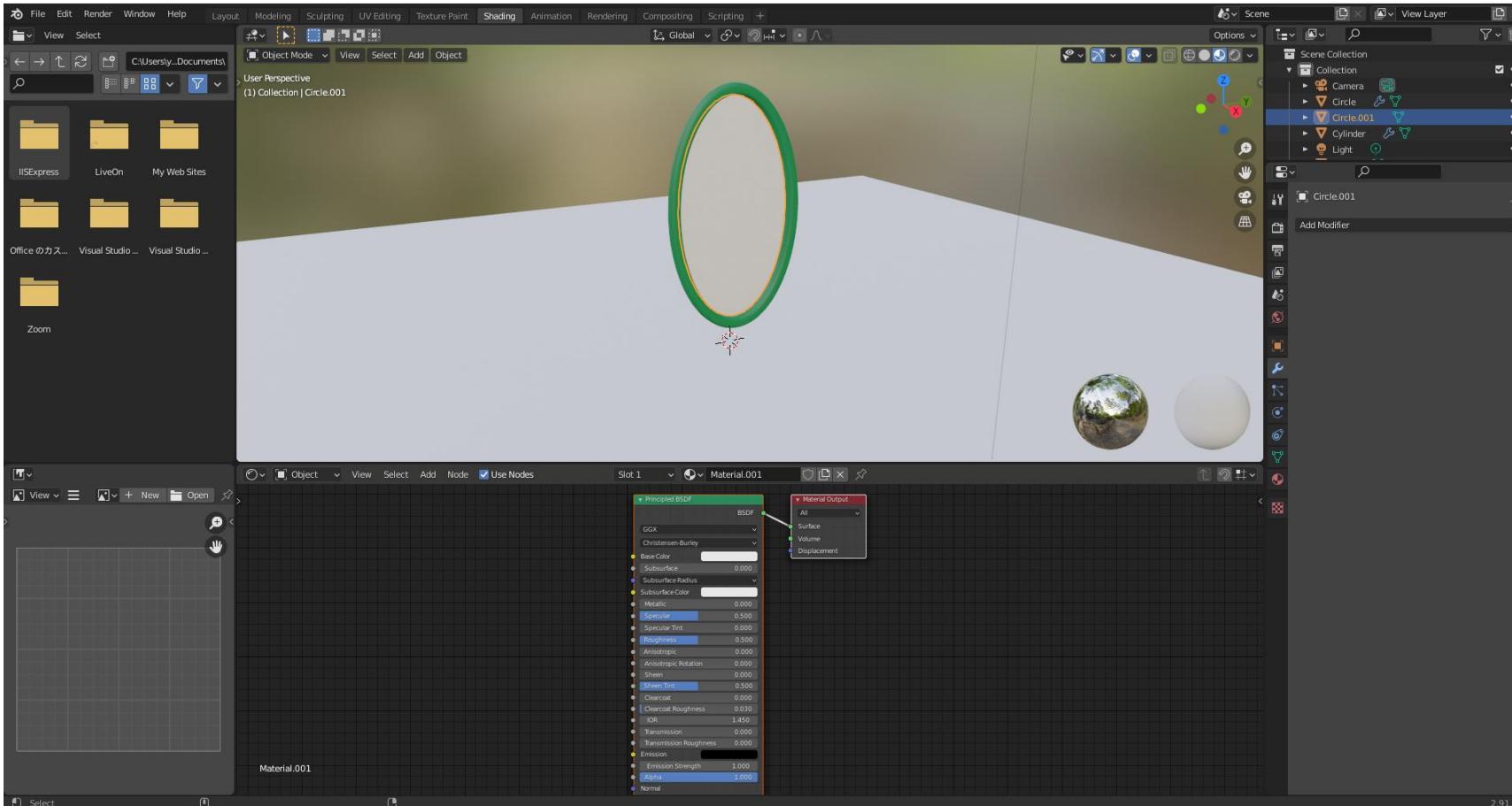
Base Colorから好きな色を選択



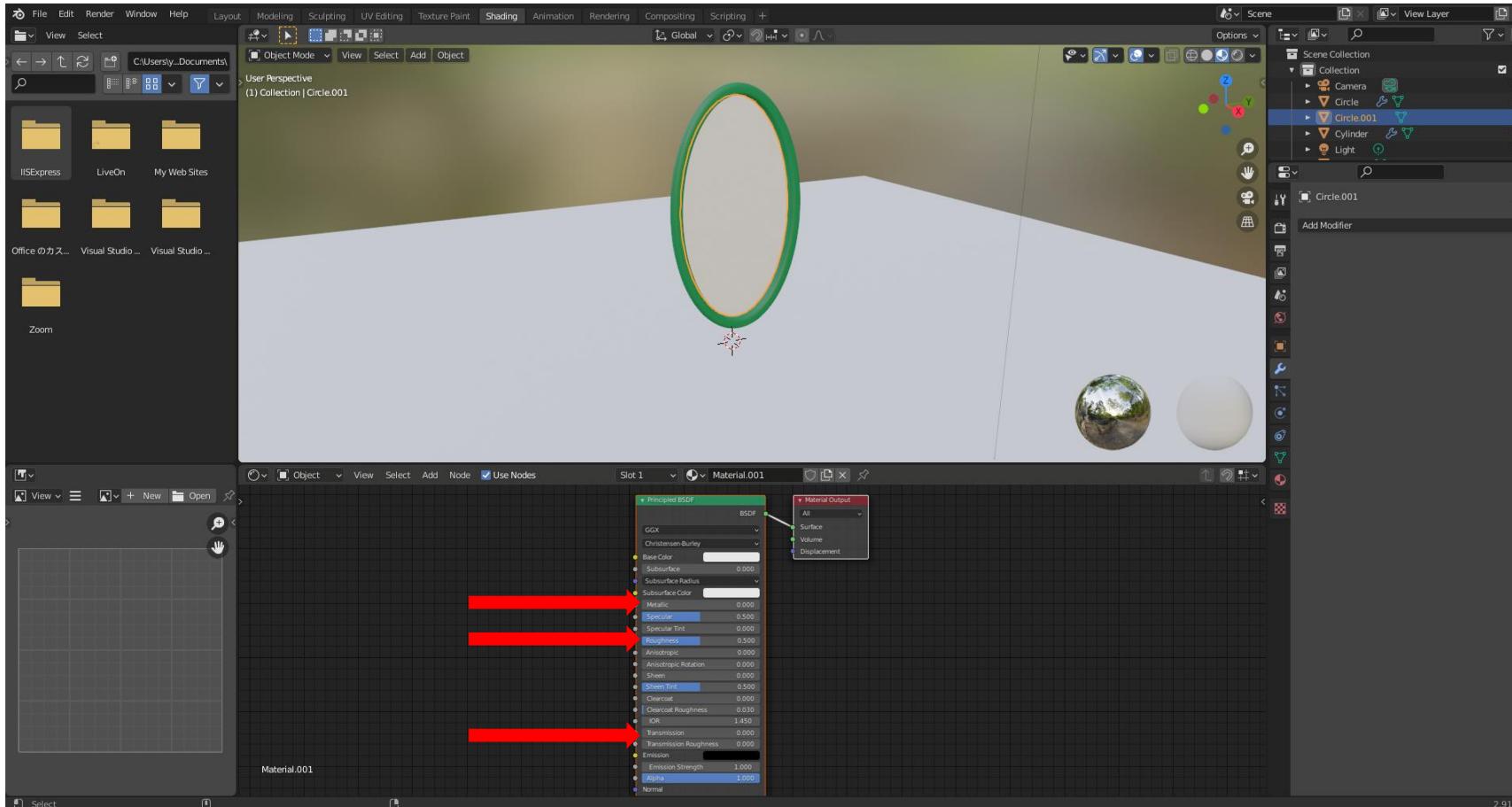
外側の円の色が変化



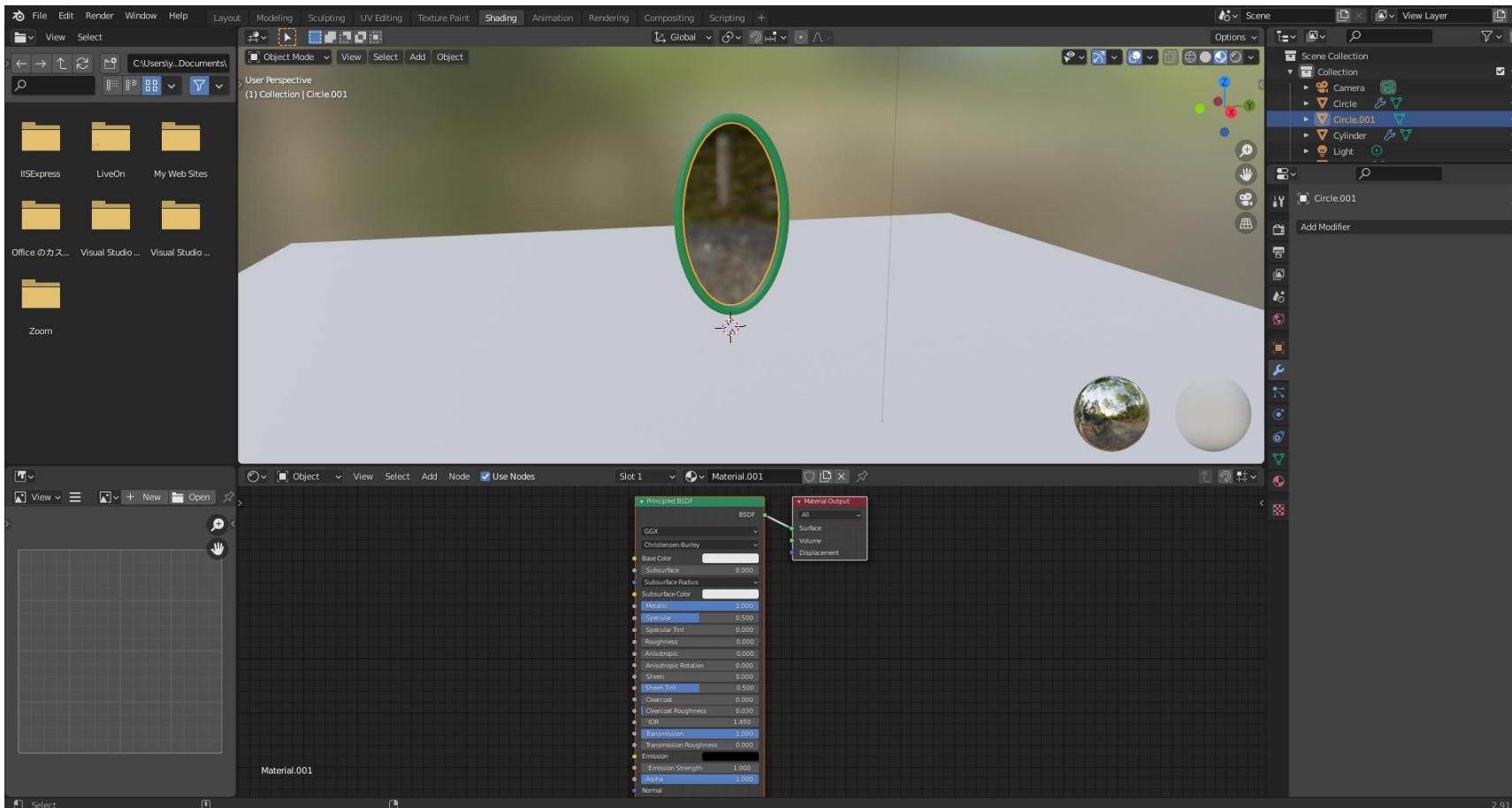
内側の円を選択



Metalic→1、Roughness→0、Transmission→1に設定する

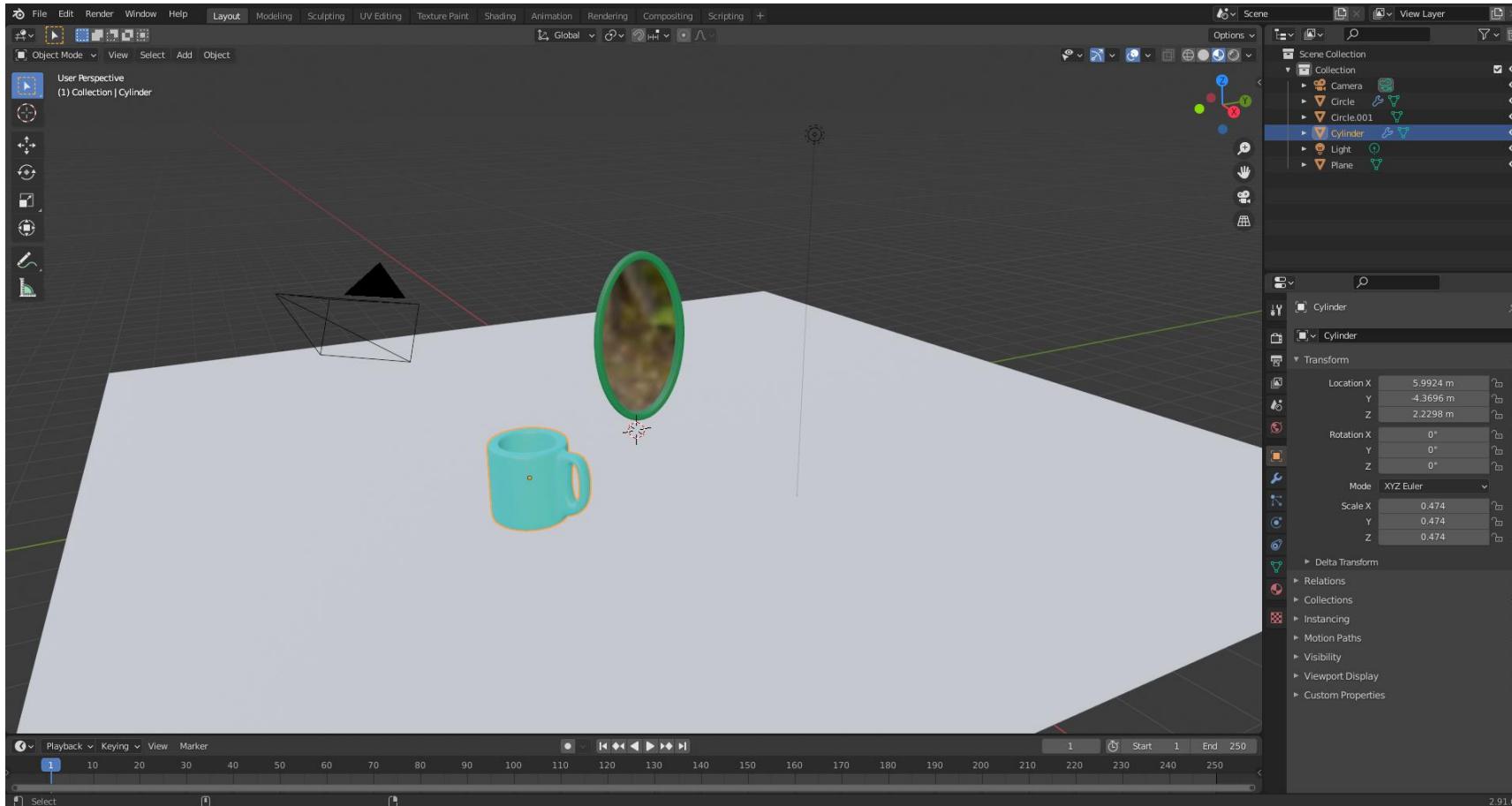


内側の円が鏡面になる

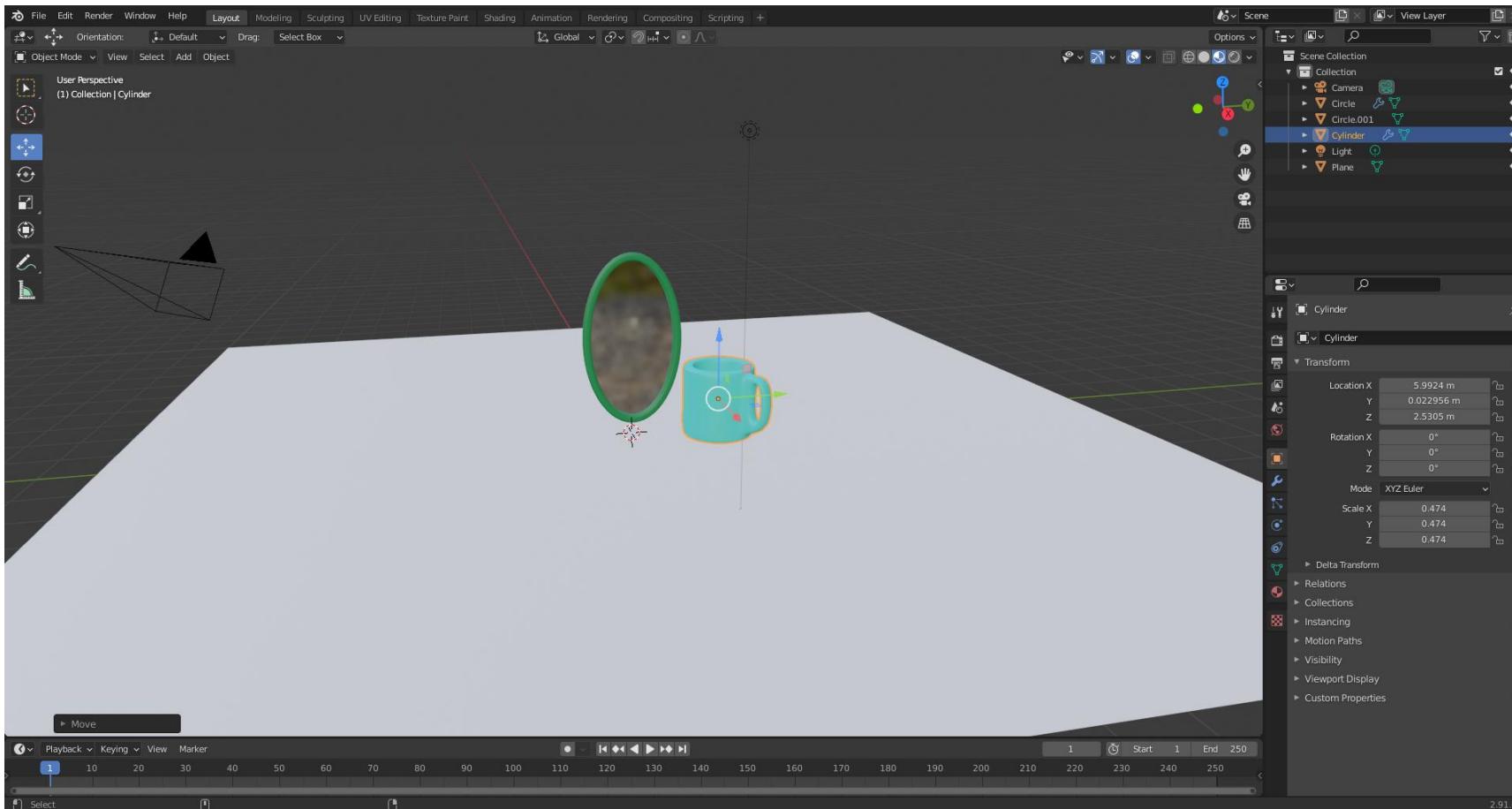


鏡に物体を映す

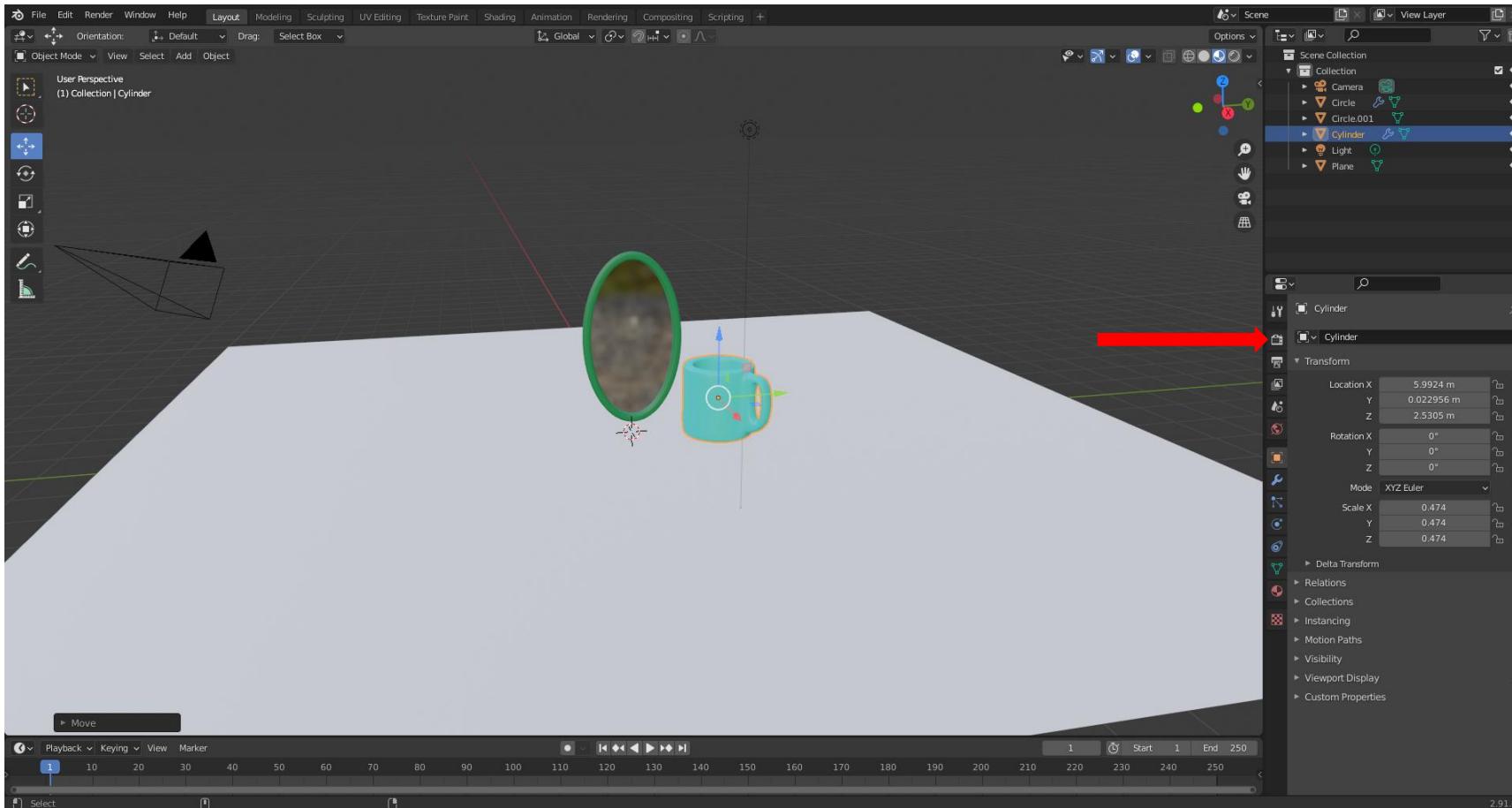
鏡に映したいモデルを作成



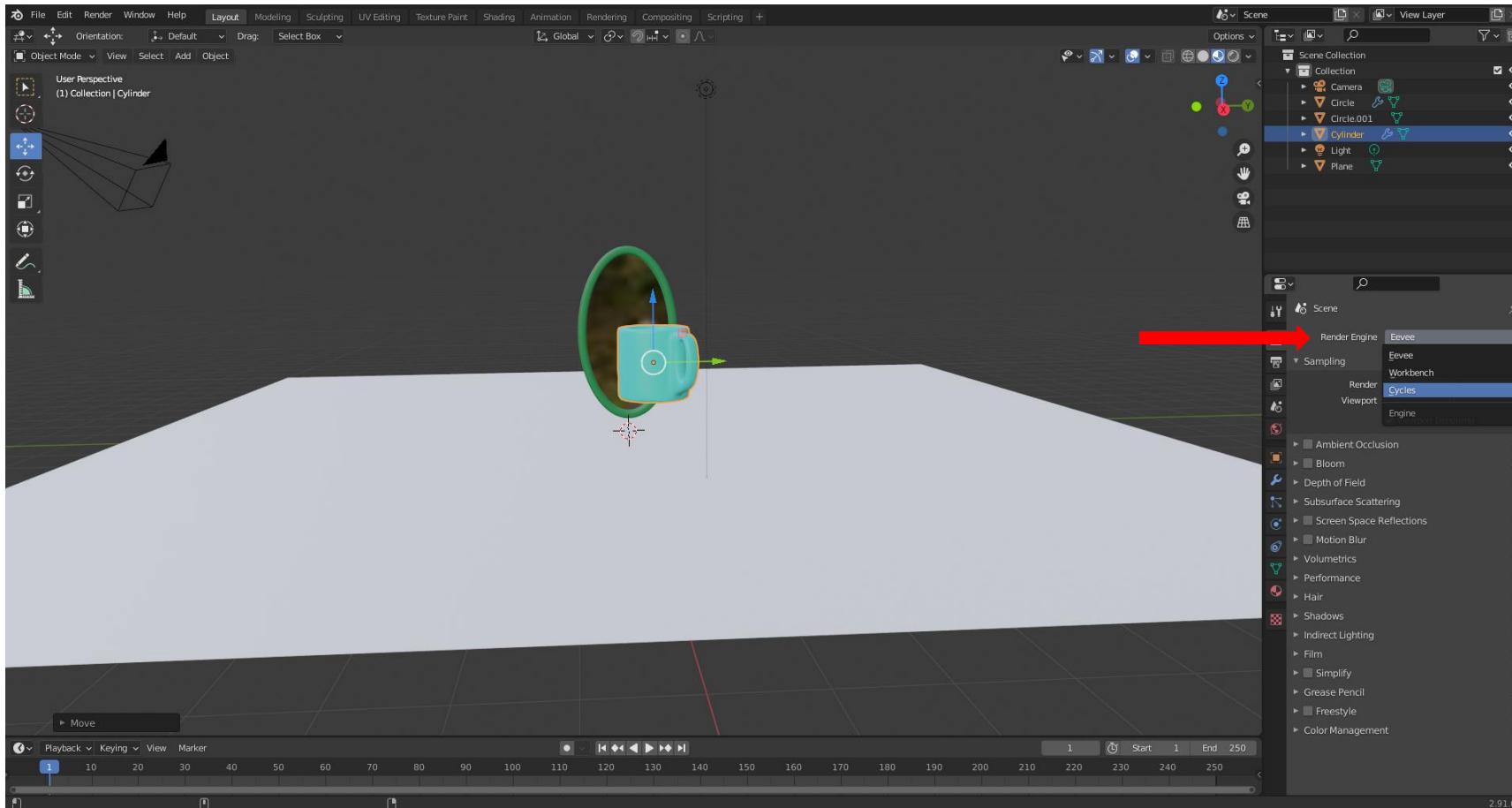
鏡の前に配置



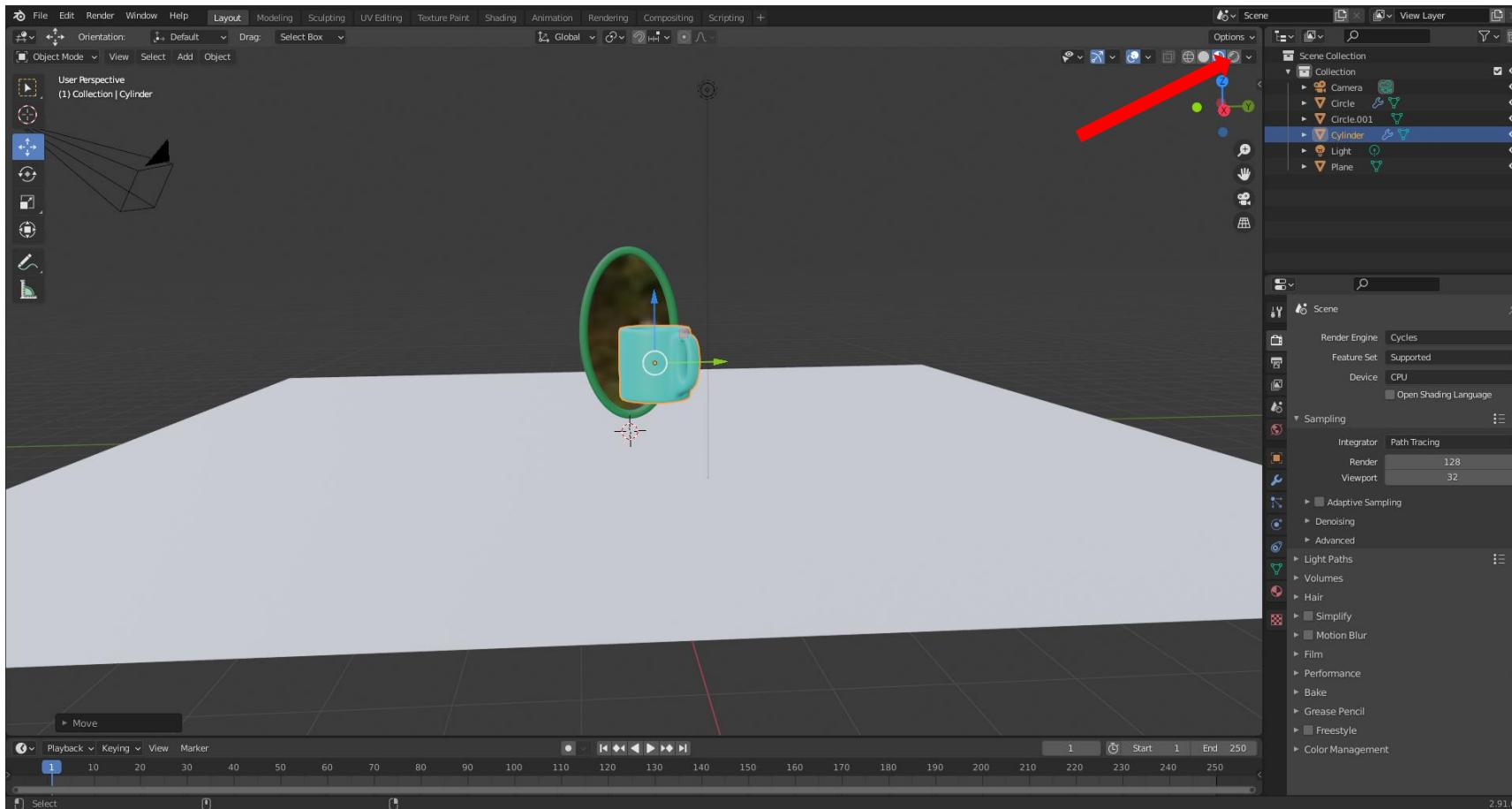
Renderを選択



Eevee→Cyclesに変更



Rendered表示にする



鏡に物体が映るようになる

