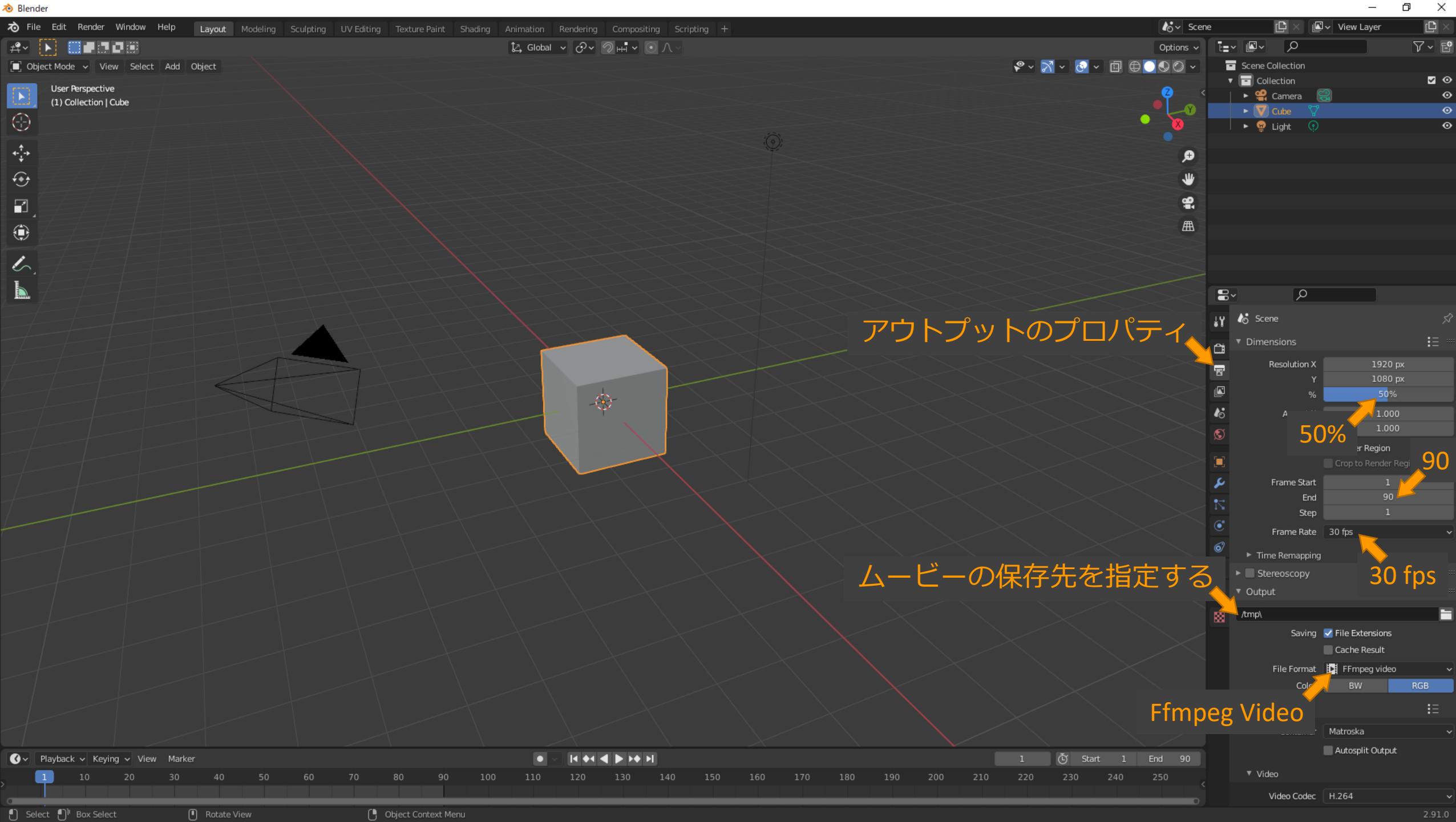
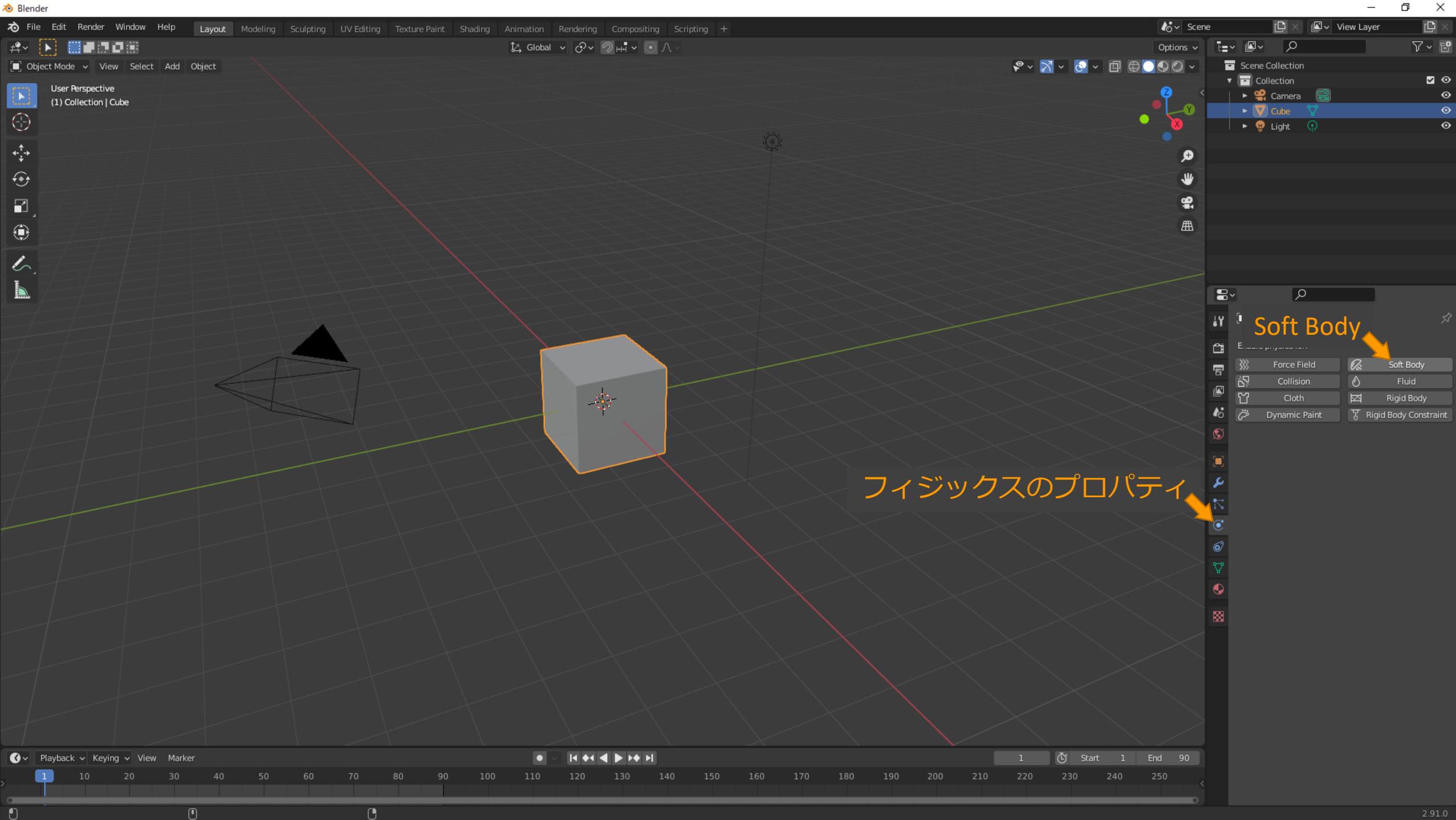
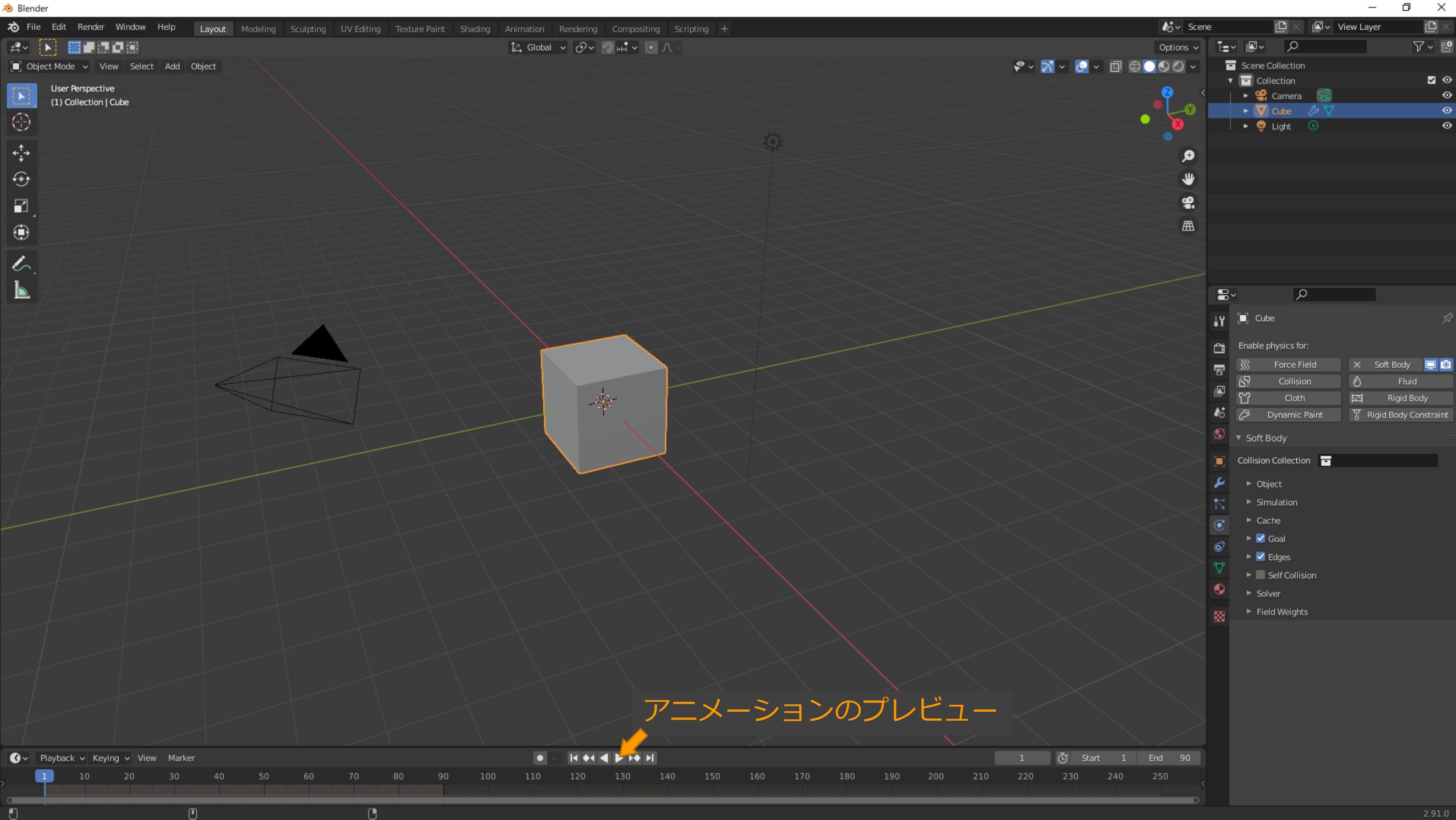


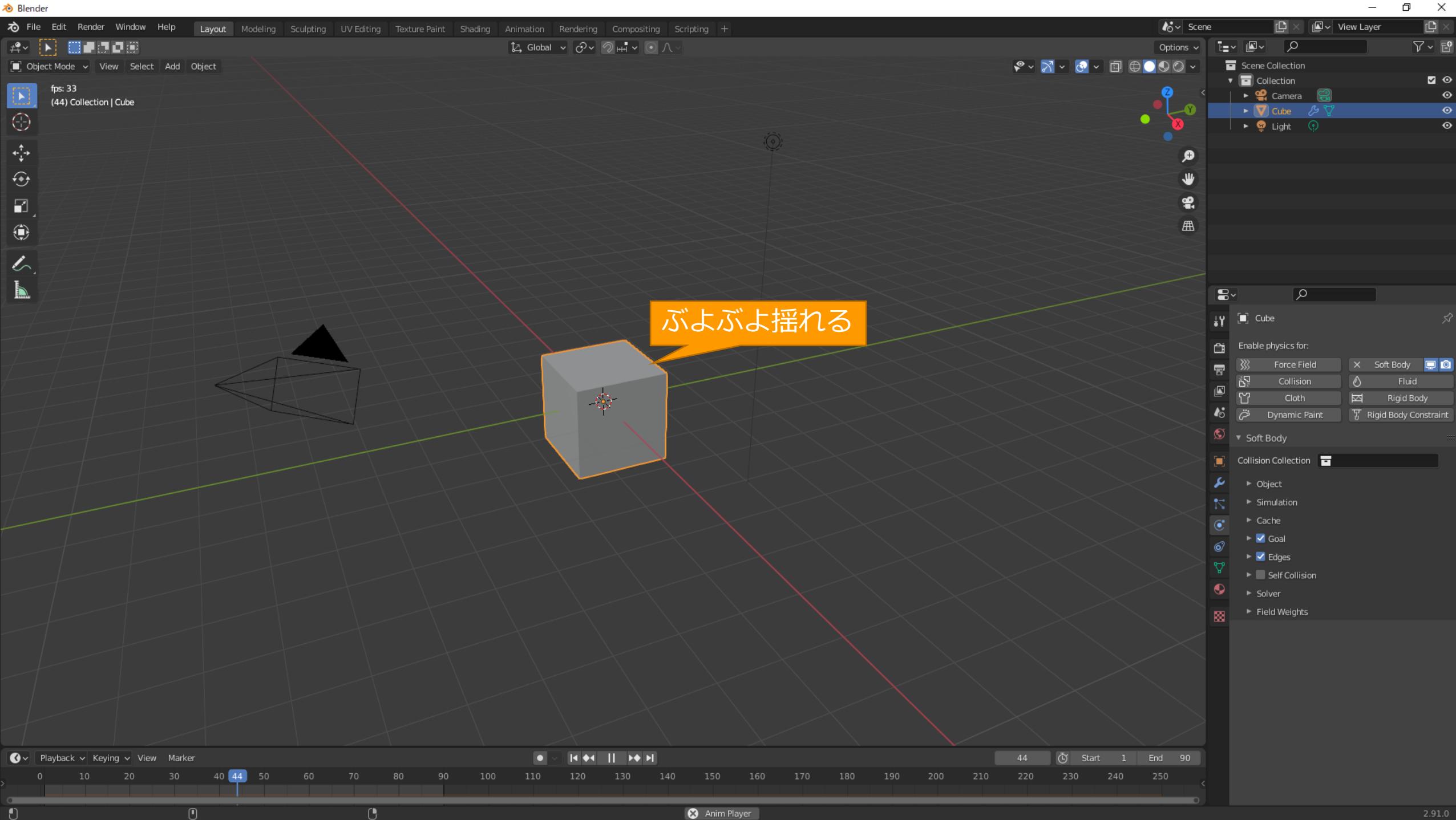
# 軟体シミュレーション

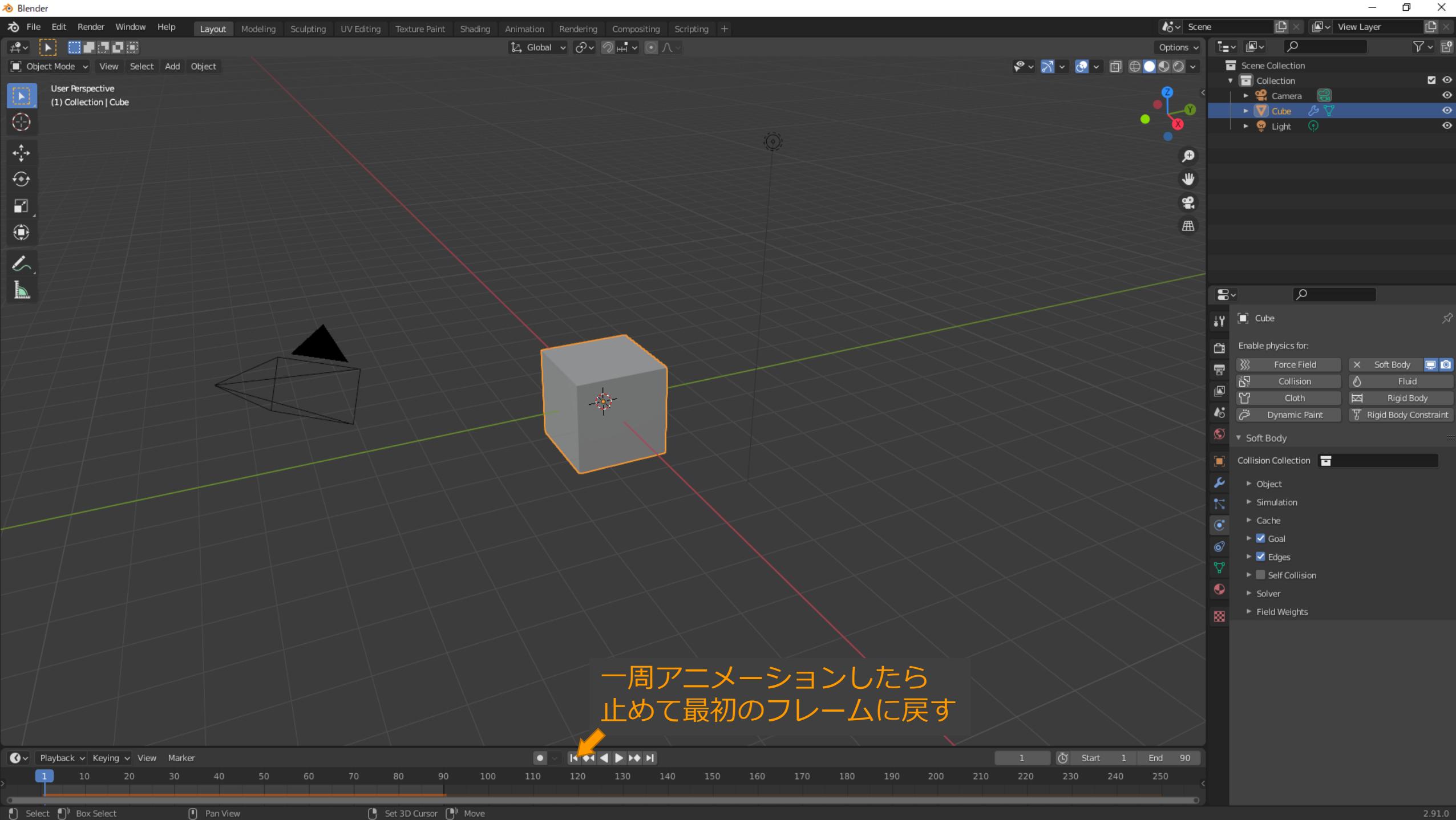
Soft Body

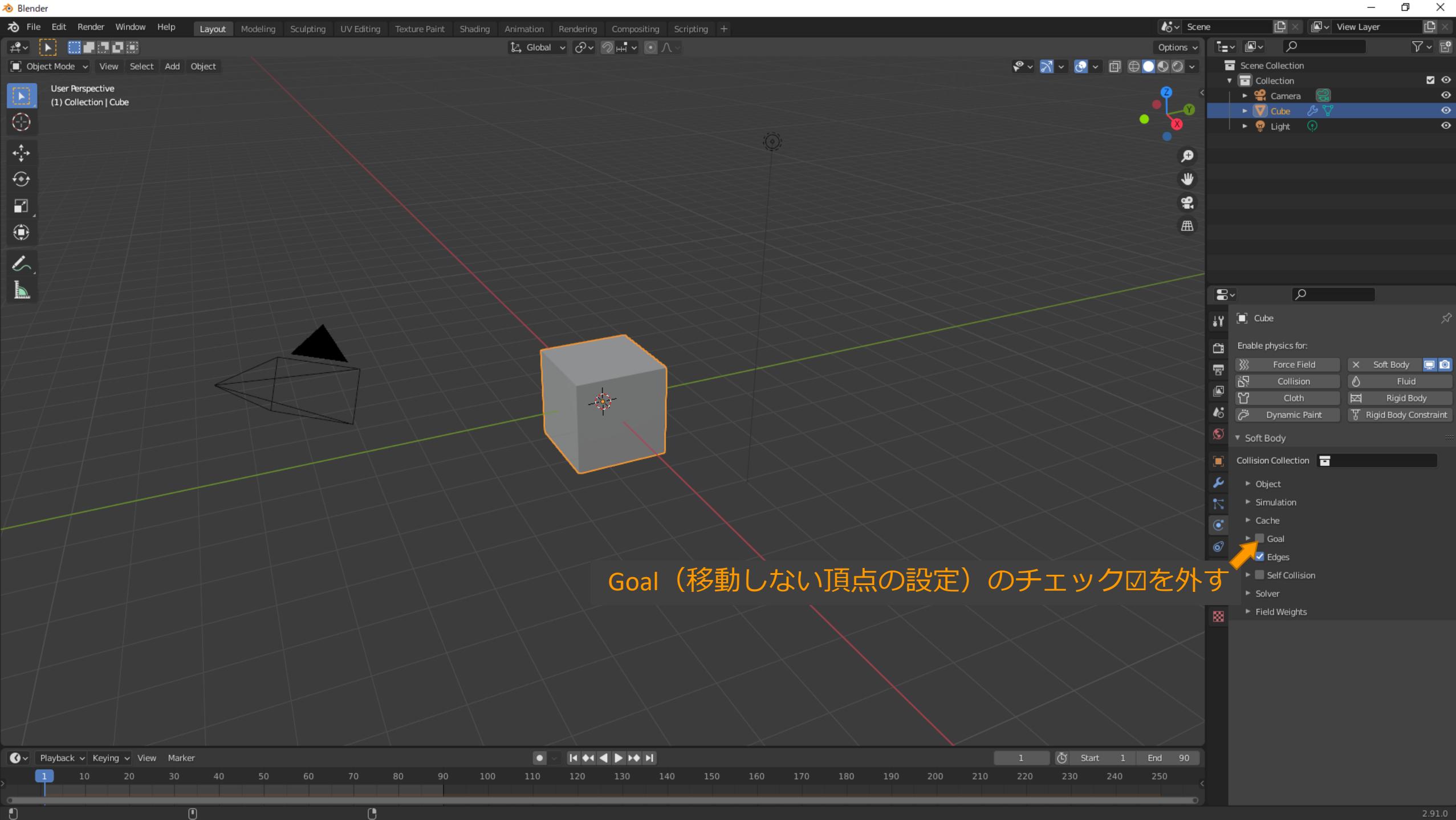


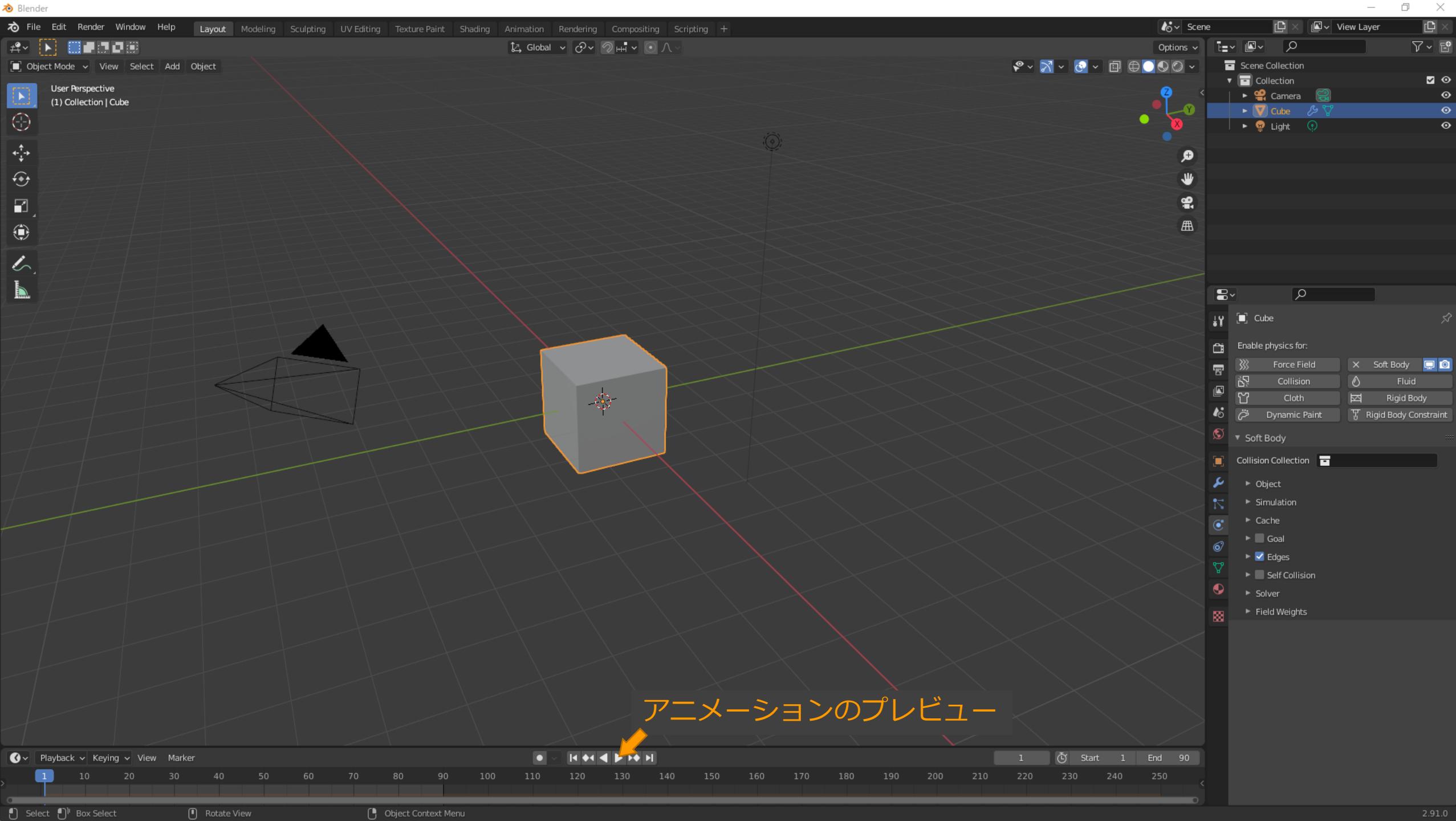


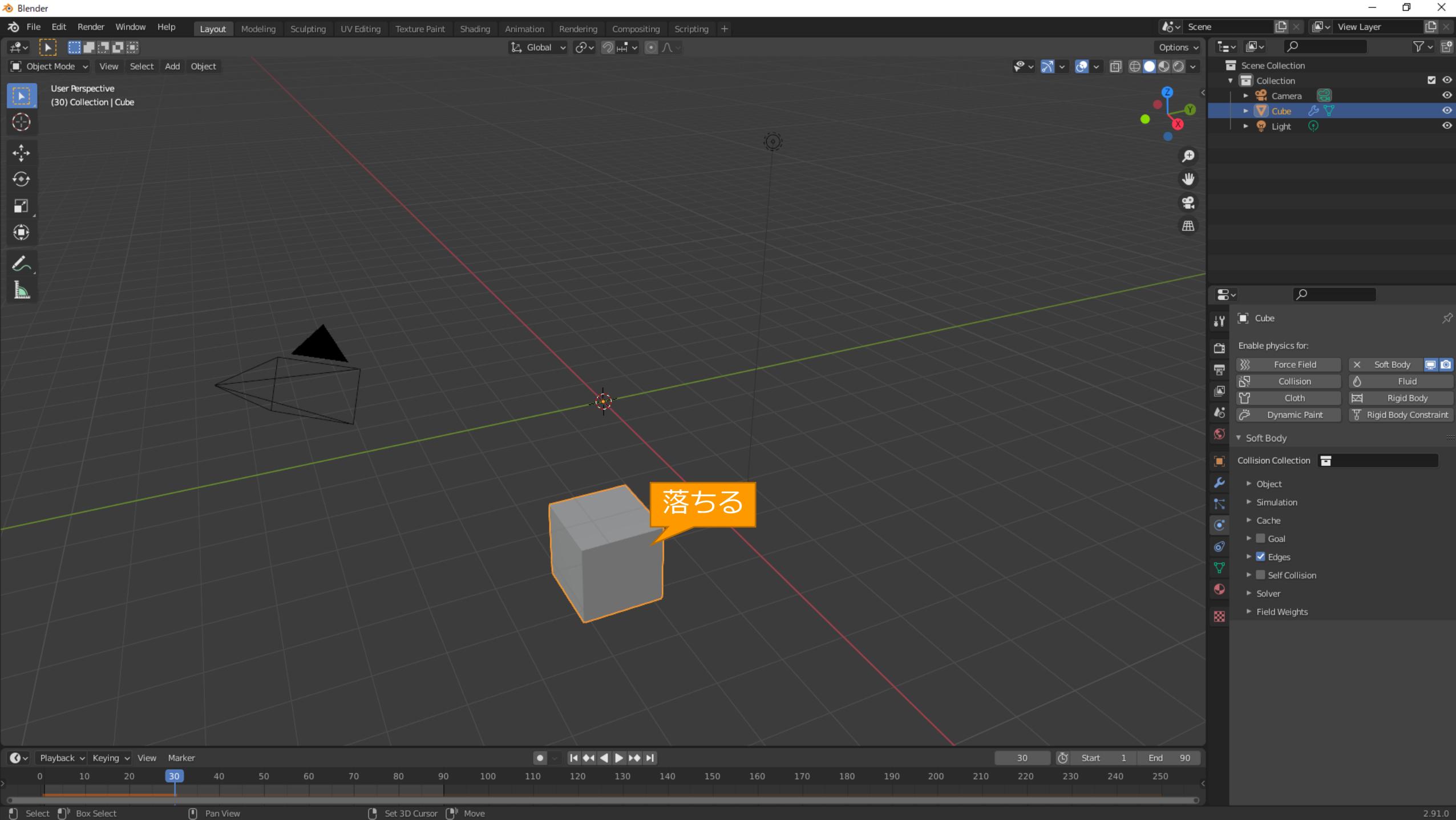


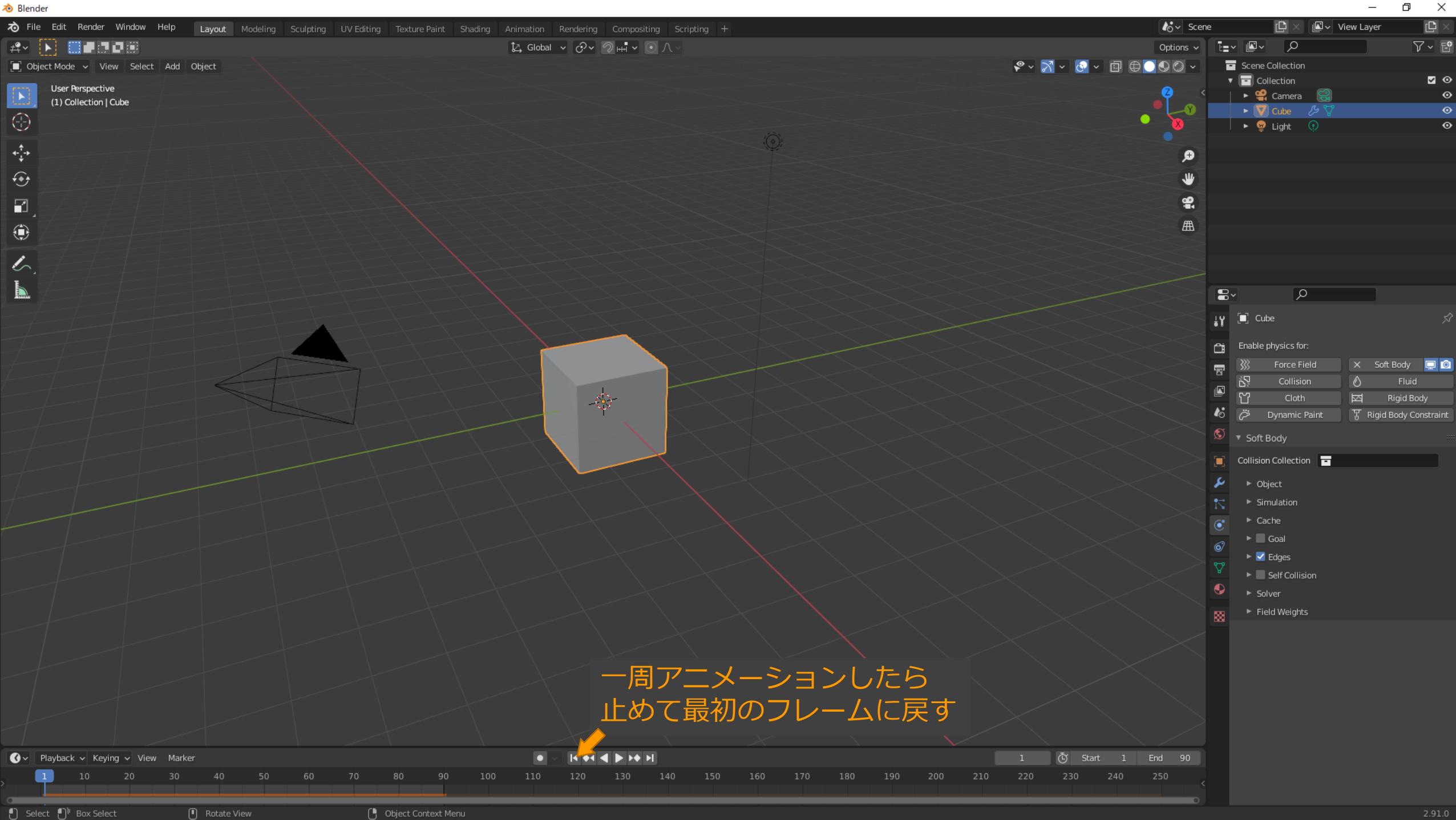


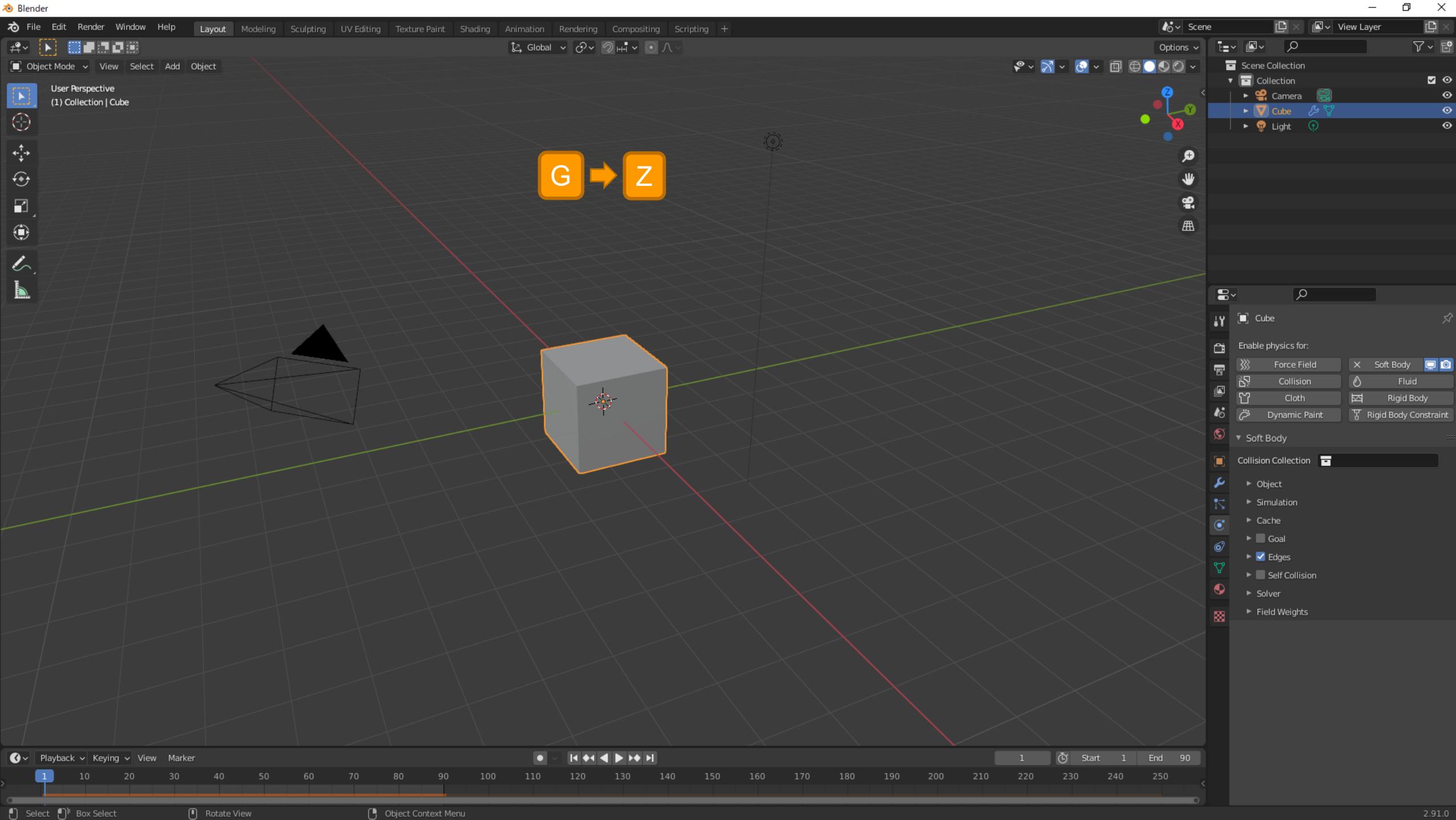


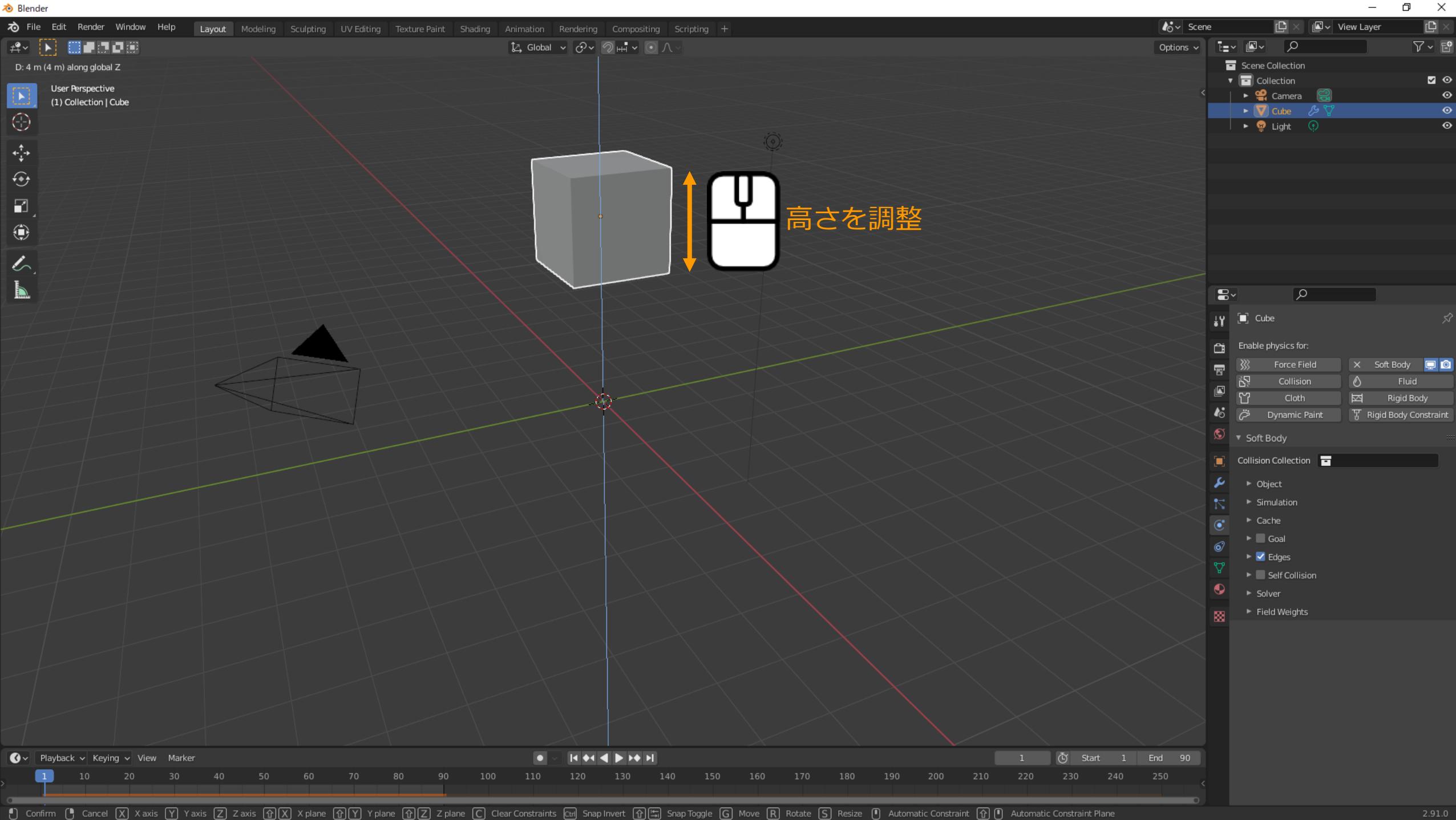


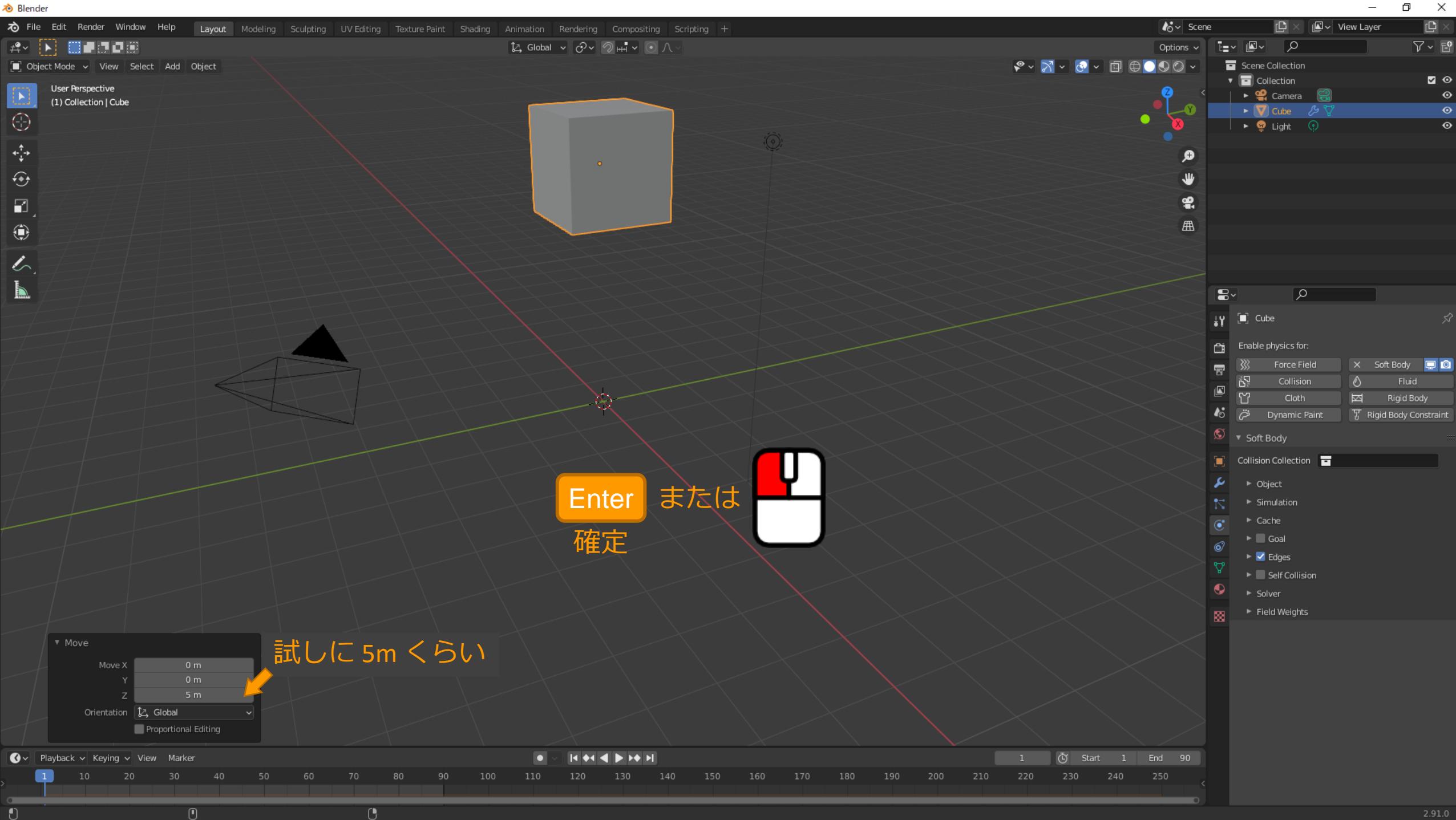


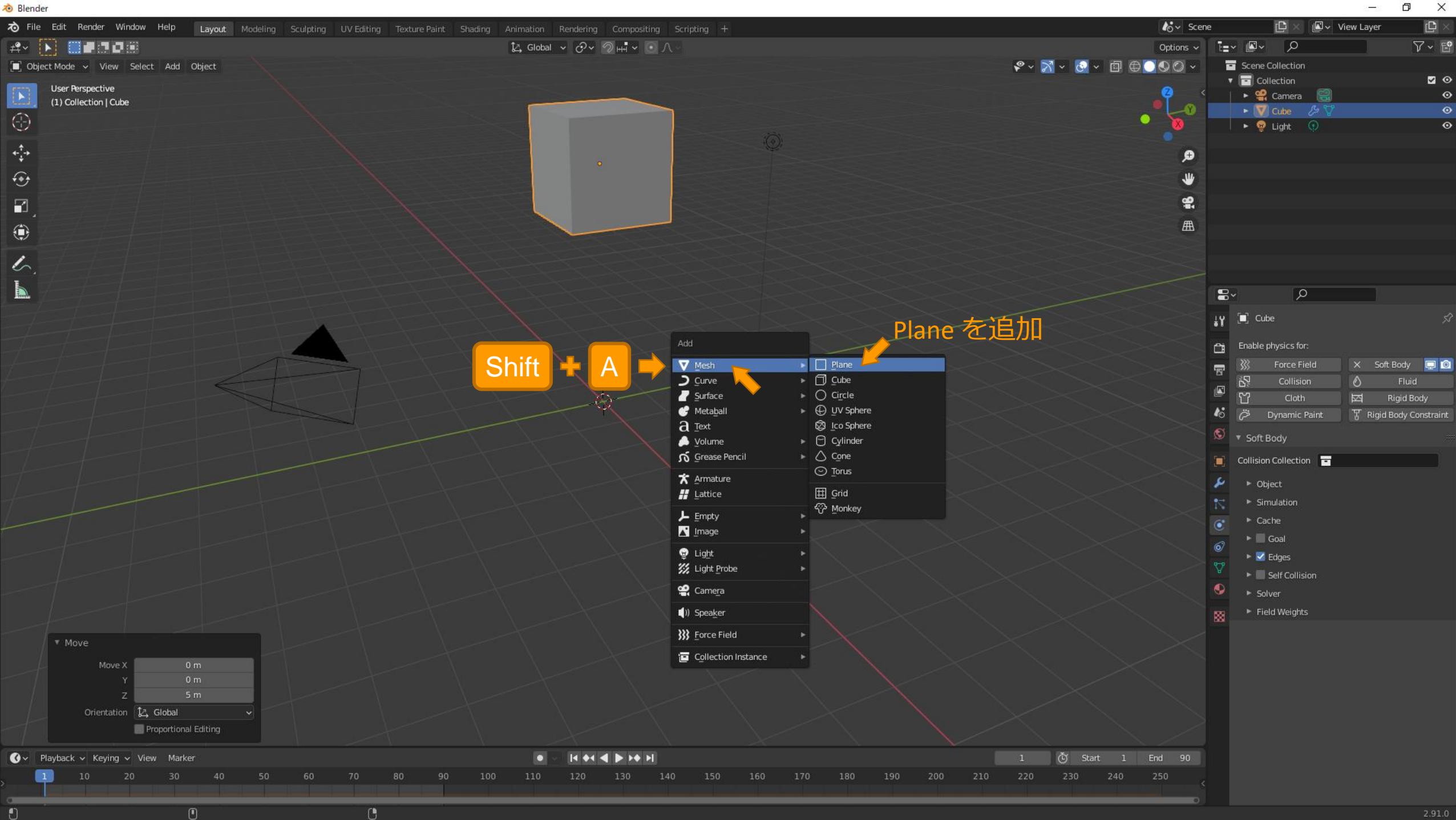


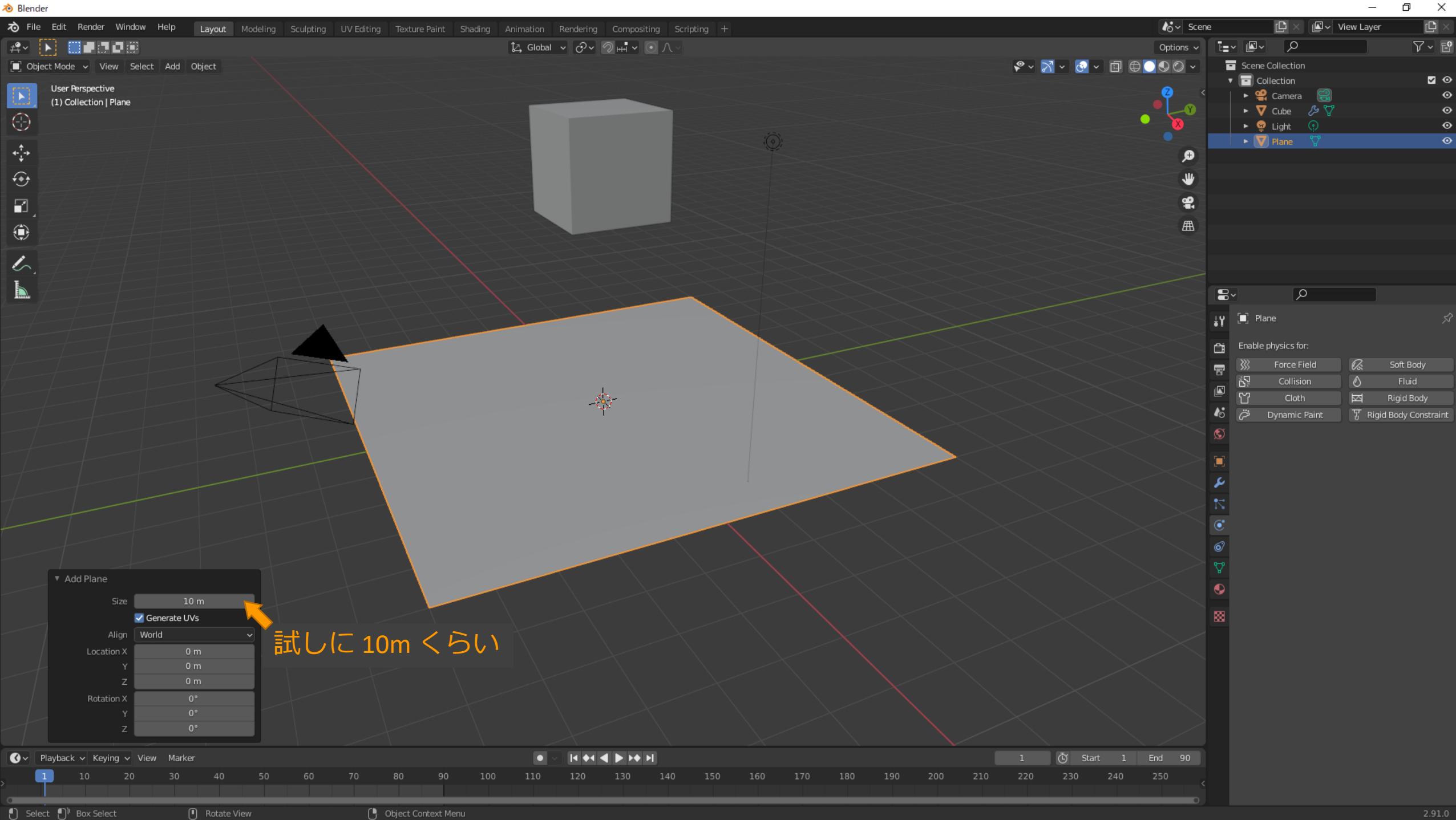


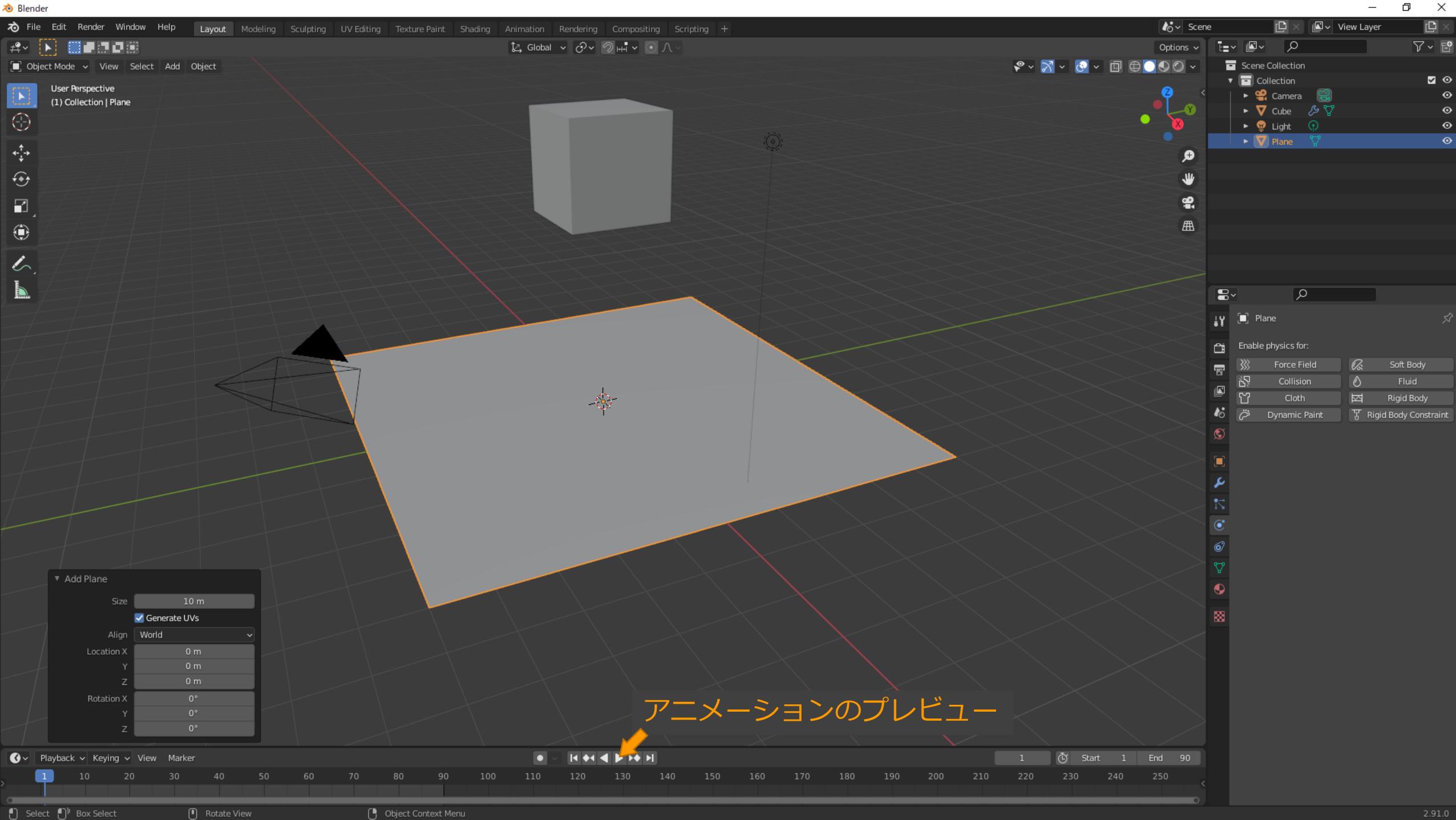


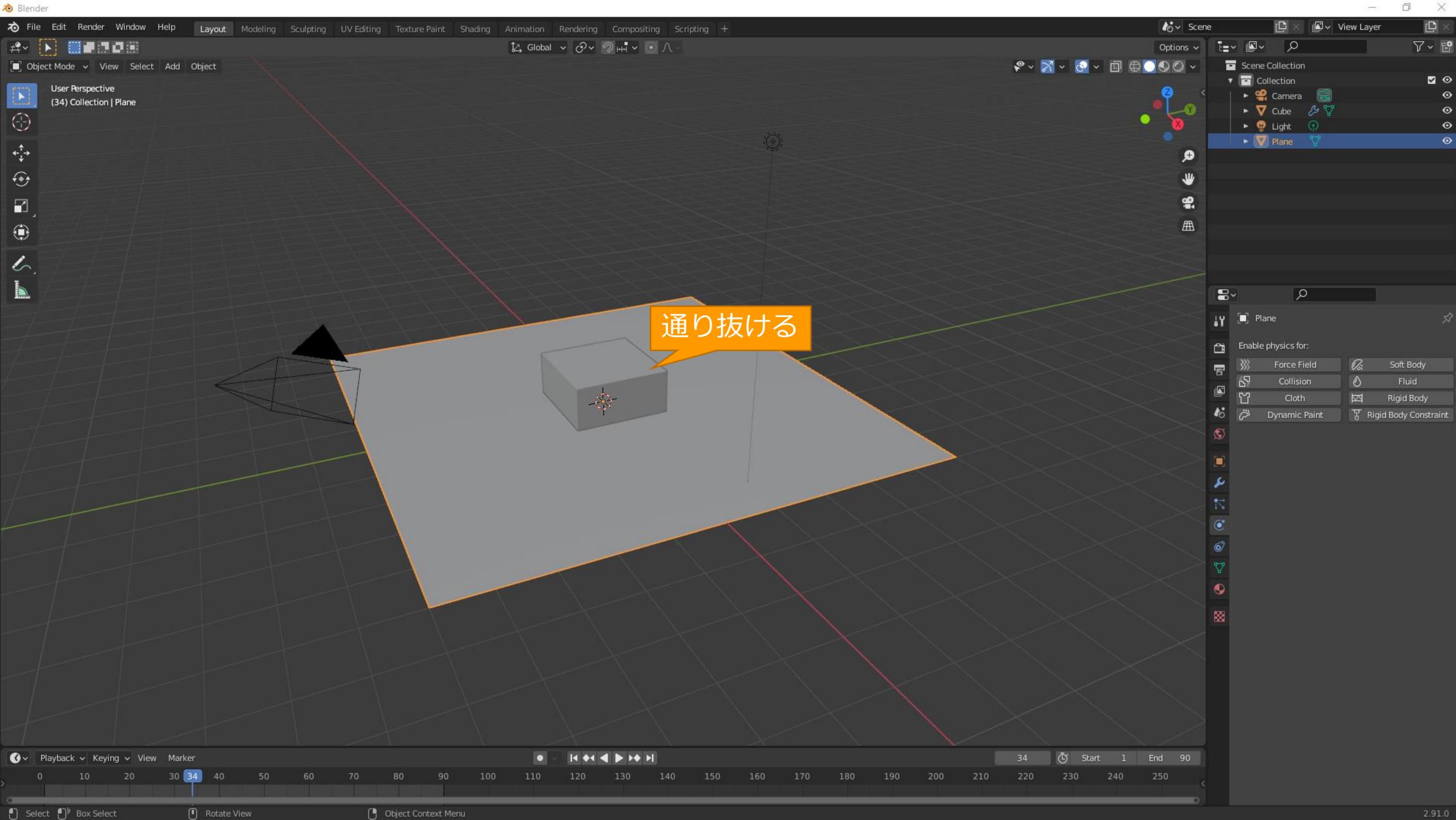


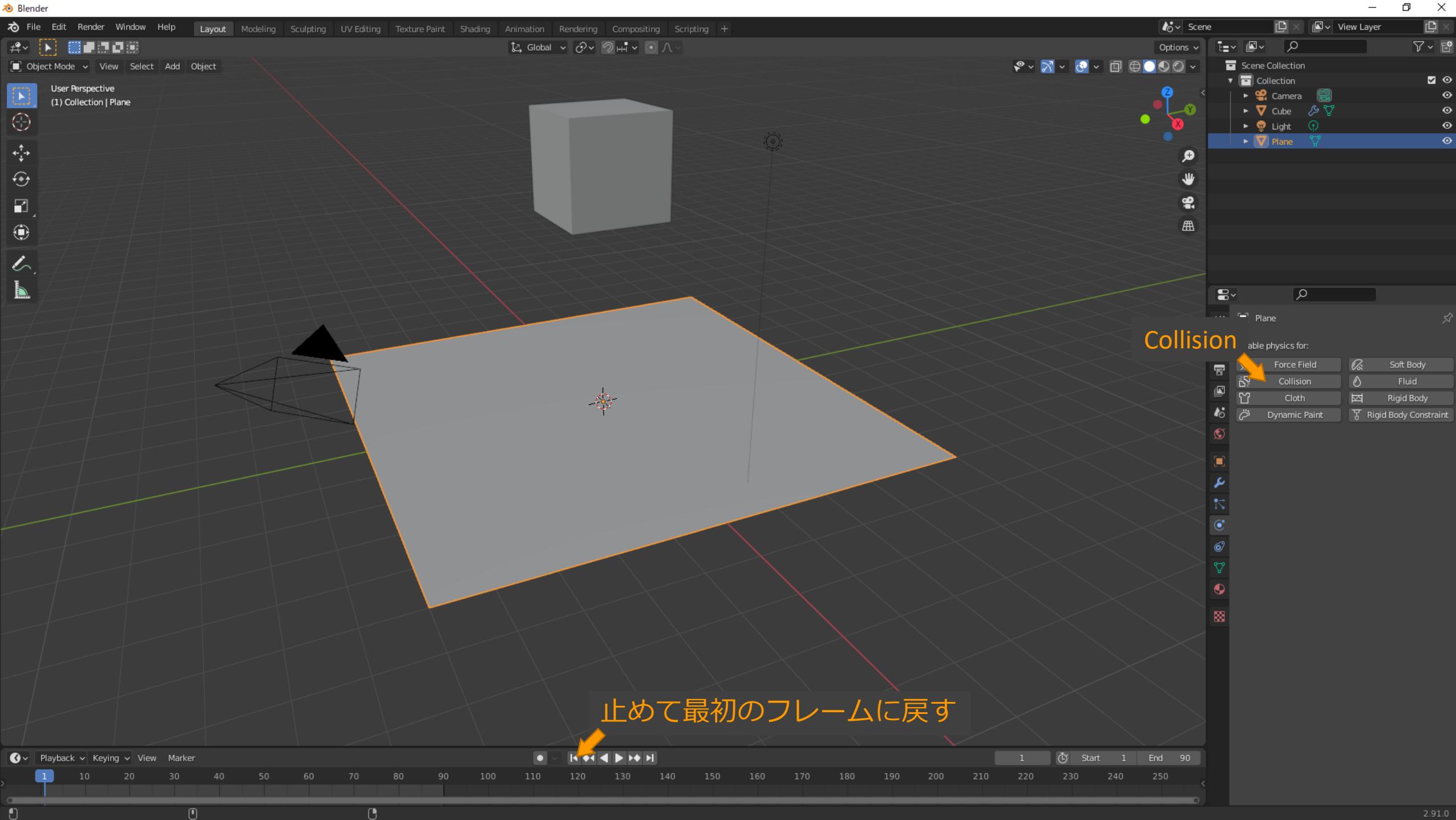


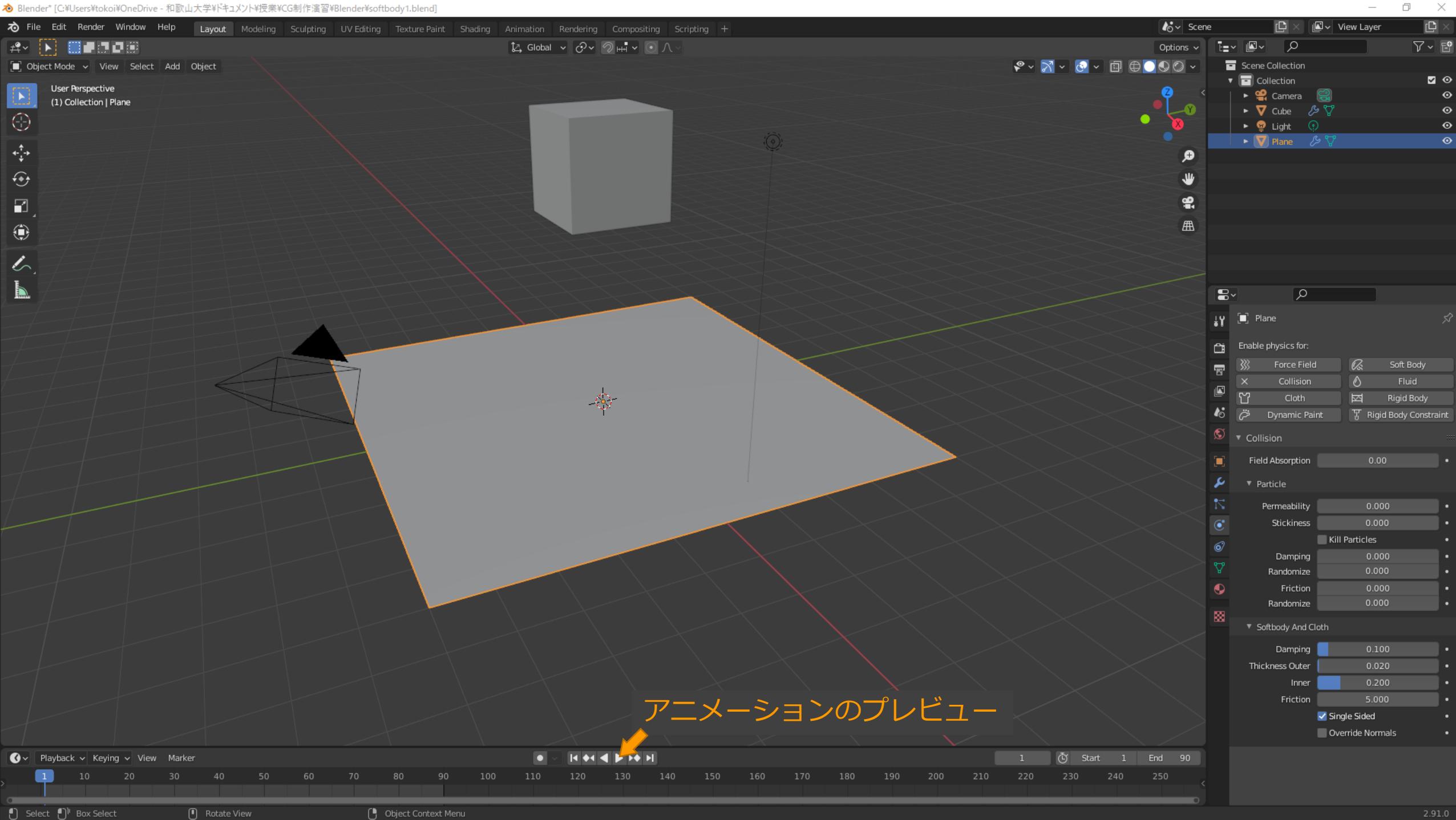


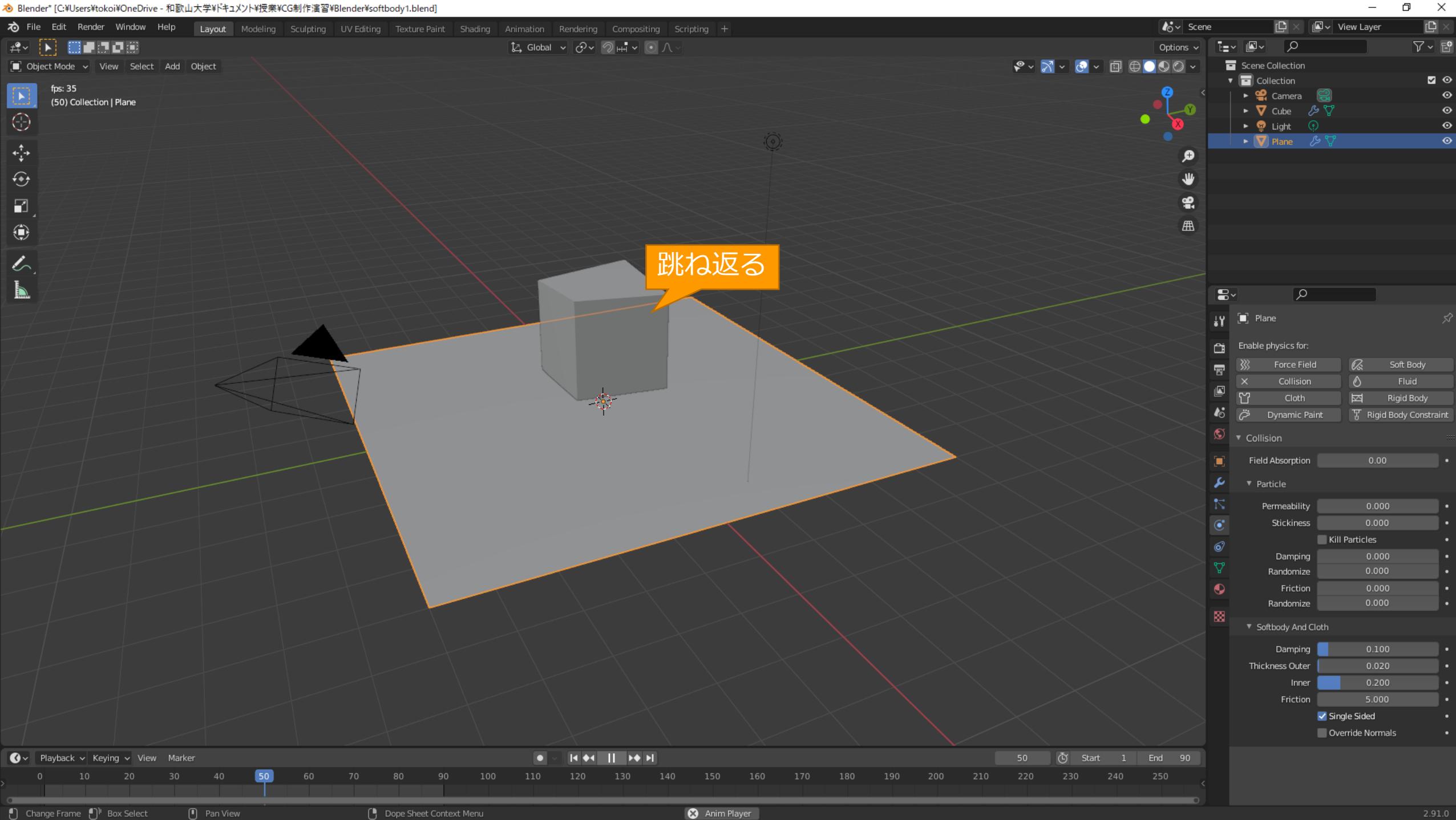


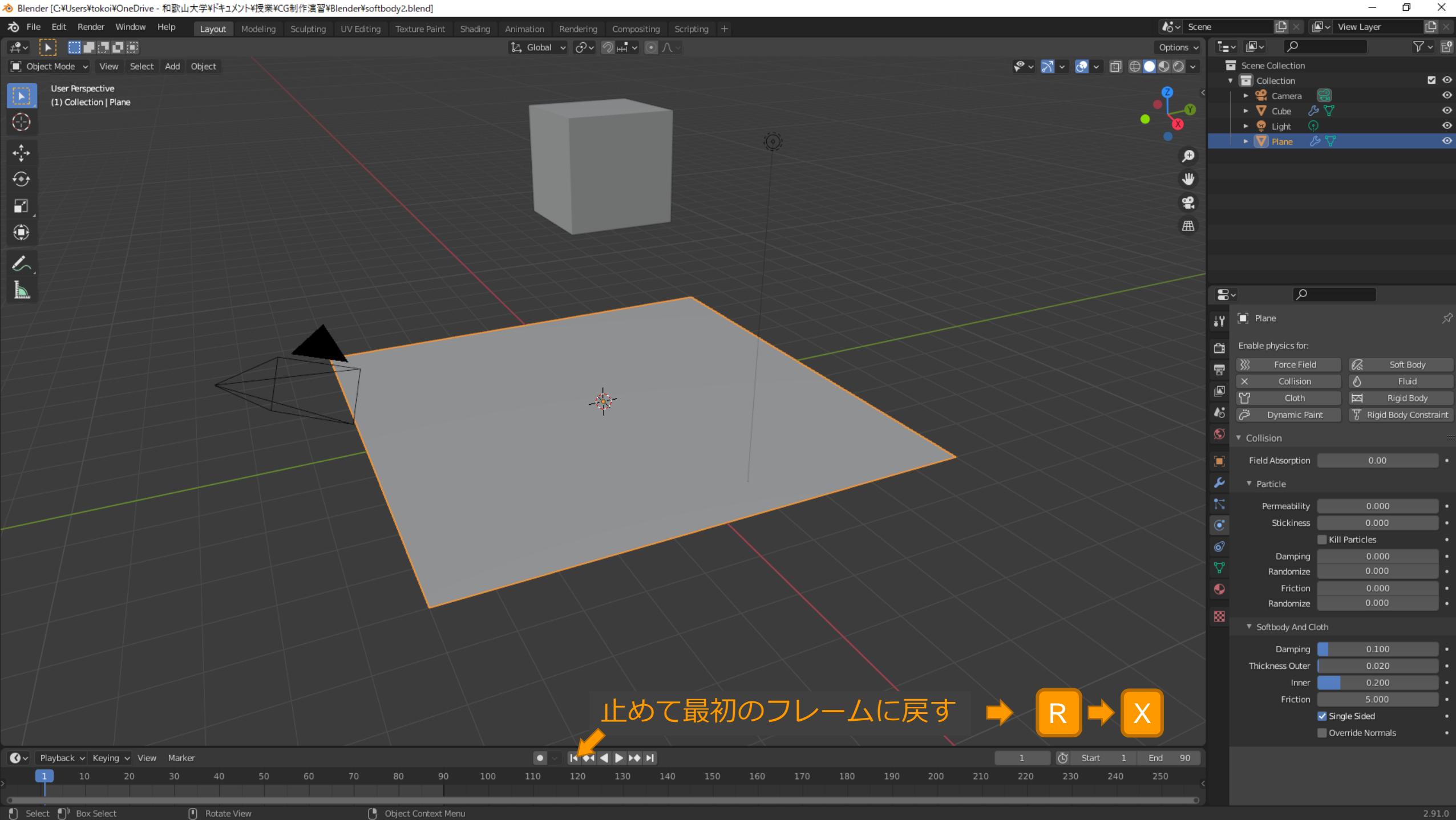












Blender 2.91.0

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

Global Options

User Perspective (1) Collection | Plane

Rot: 13.05 along global X

Scene Collection

- Collection
  - Camera
  - Cube
  - Light
- Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint

Collision

- Field Absorption
- Particle
  - Permeability
  - Stickiness
  - Kill Particles
  - Damping
  - Randomize
  - Friction
  - Randomize

Softbody And Cloth

- Damping
- Thickness Outer
- Inner
- Friction
- Single Sided
- Override Normals

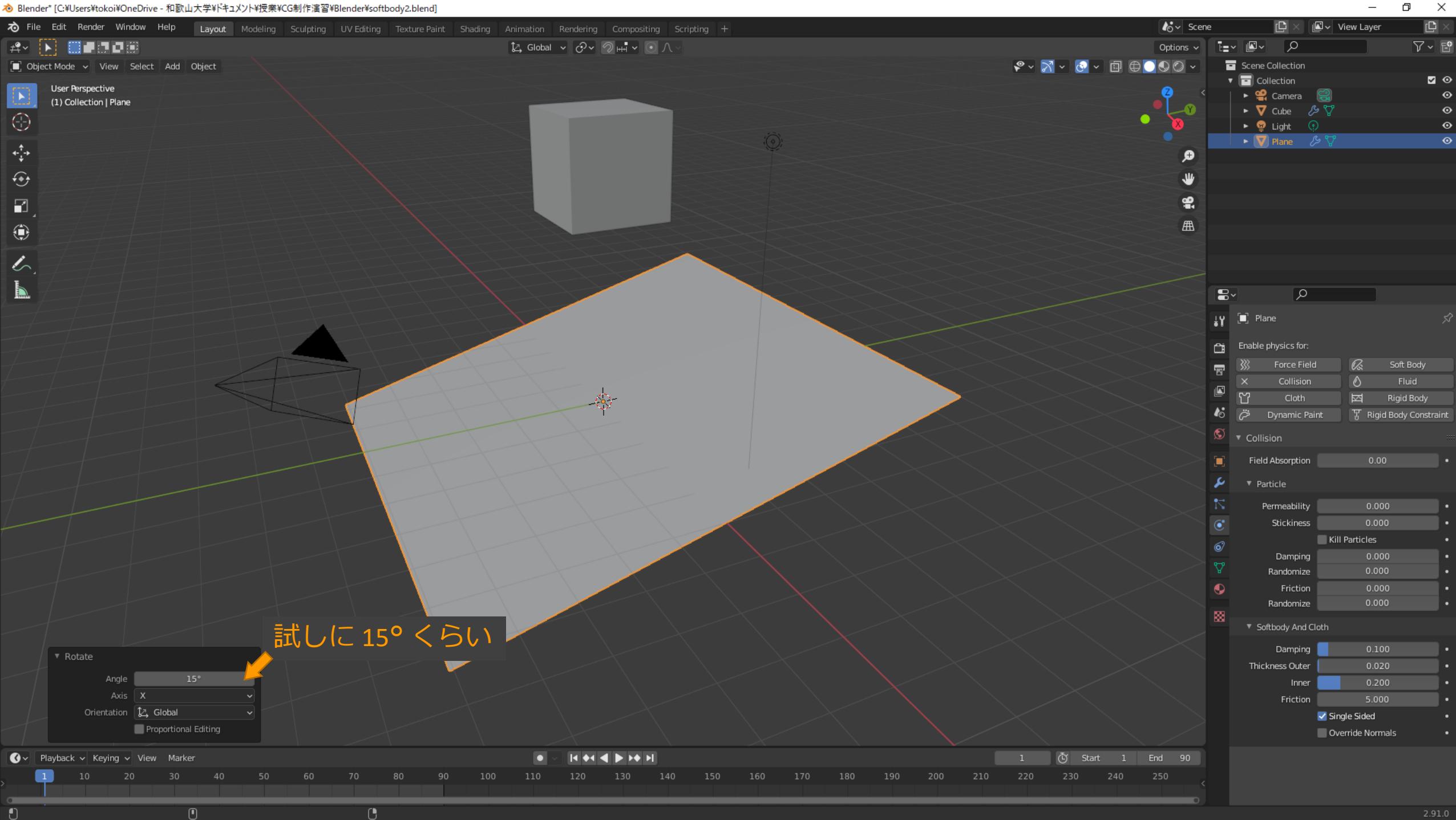
Playback Keying View Marker

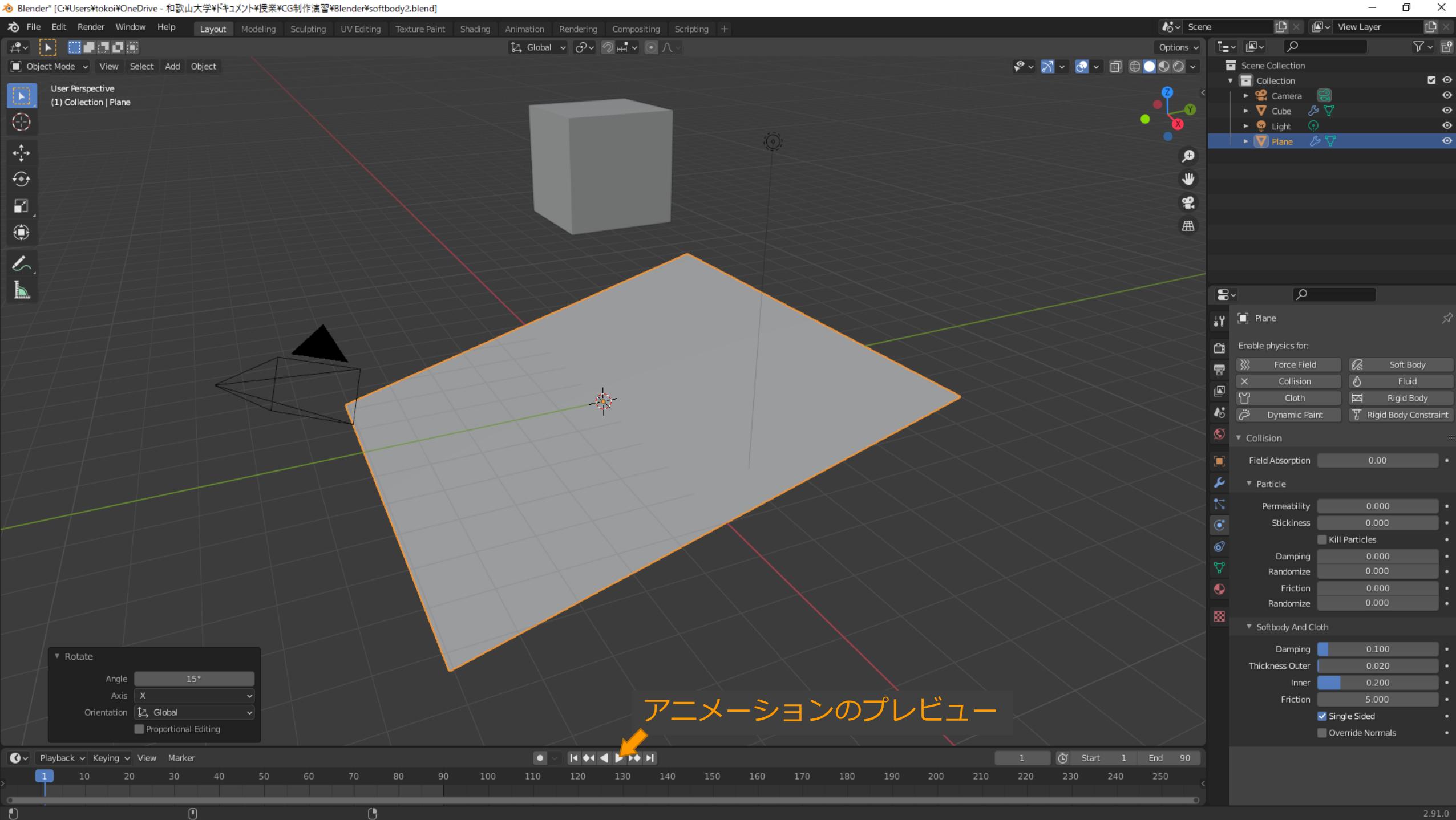
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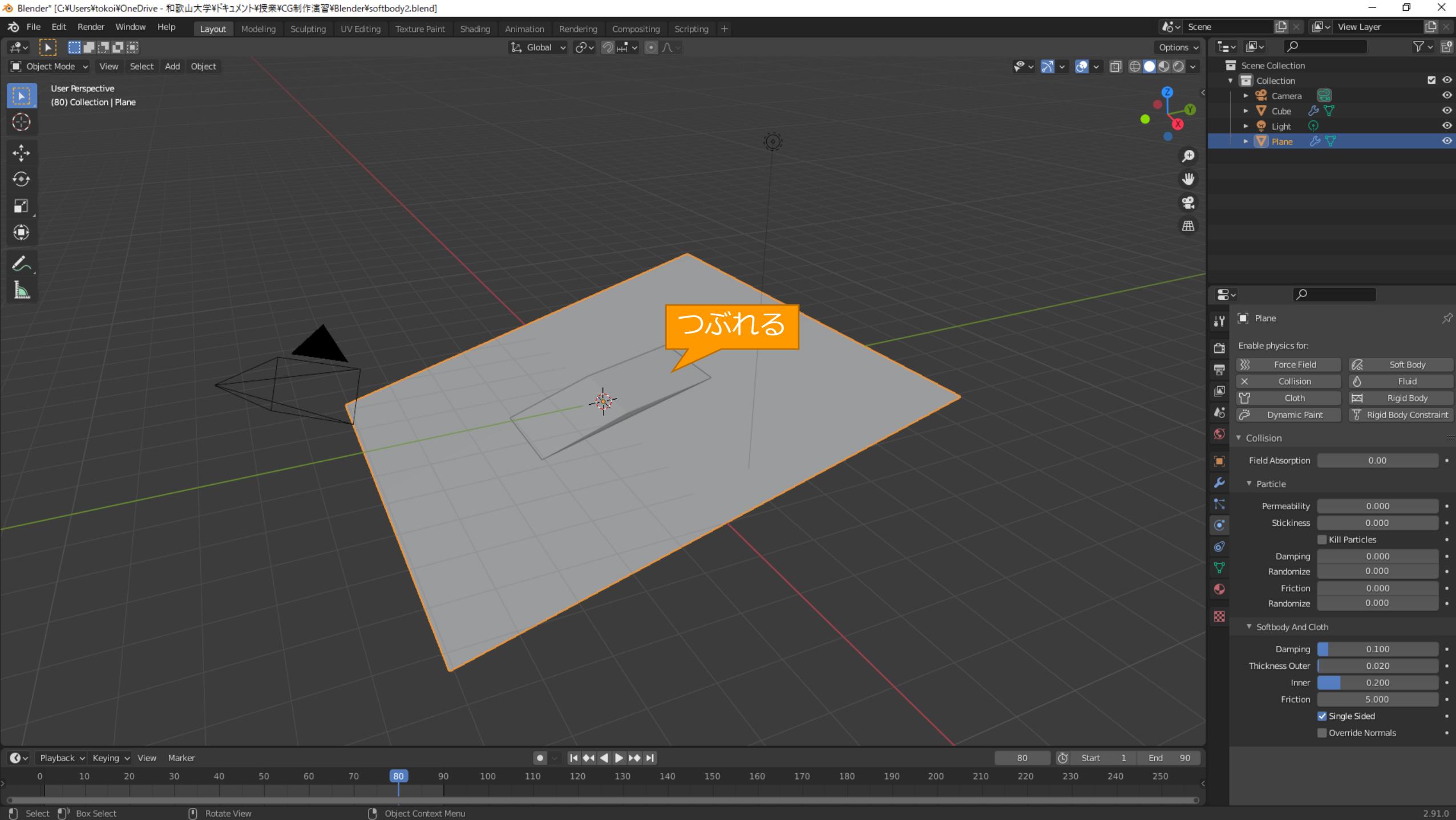
Start 1 End 90

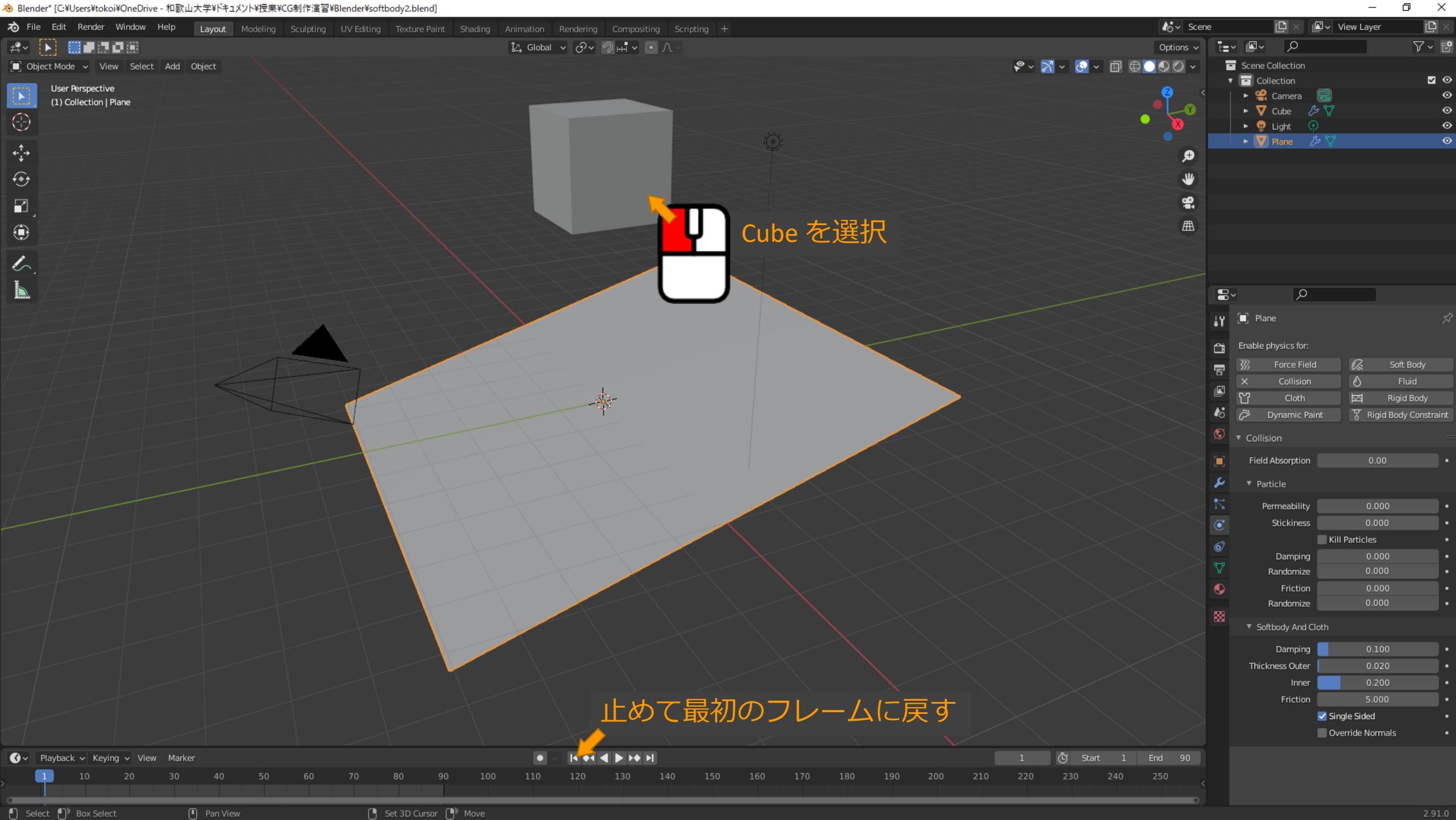
Confirm Cancel Xaxis Yaxis Zaxis X plane Y plane Z plane Clear Constraints Snap Invert Snap Toggle Move Rotate Resize Automatic Constraint Automatic Constraint Plane

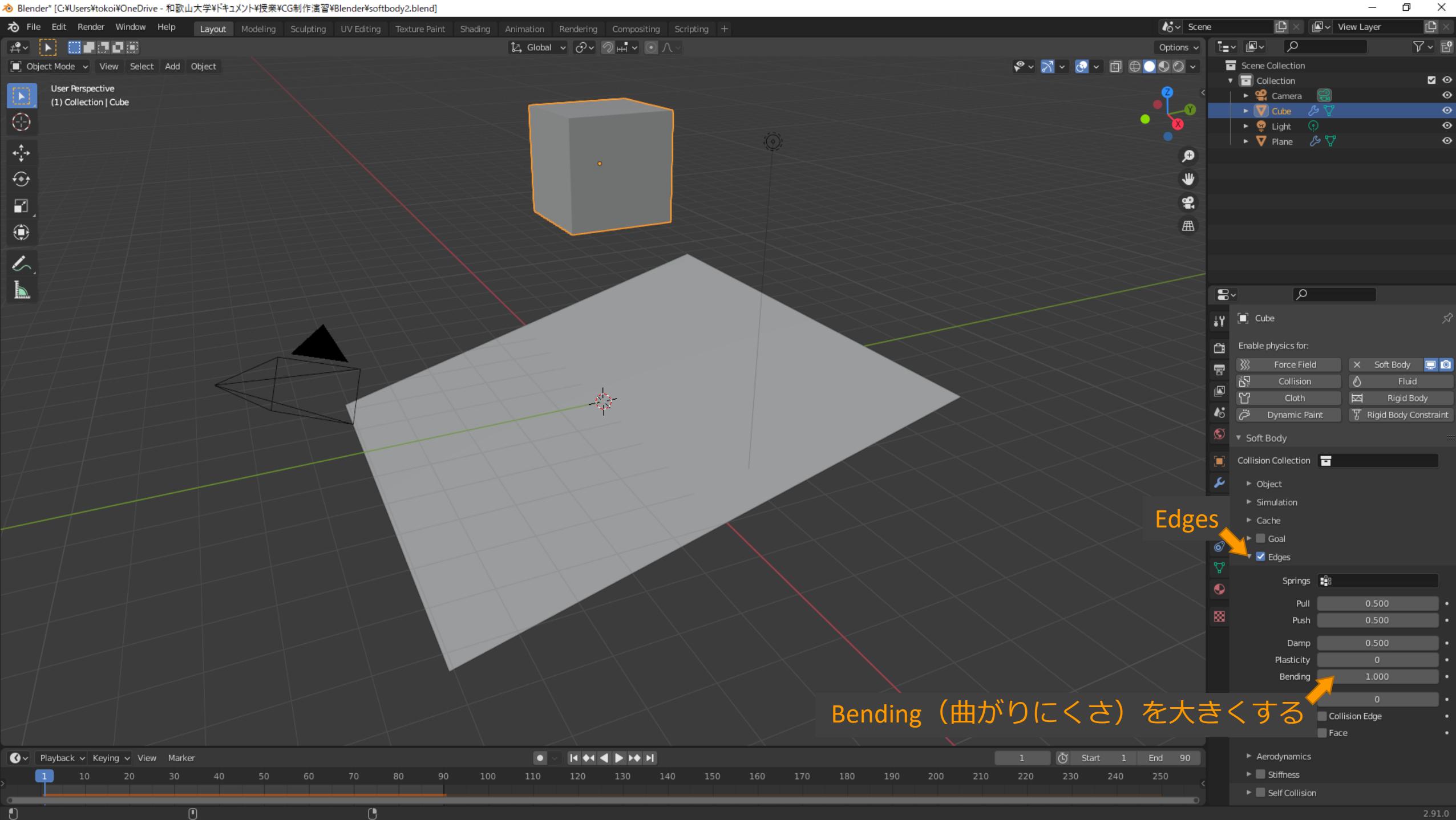
角度を調整

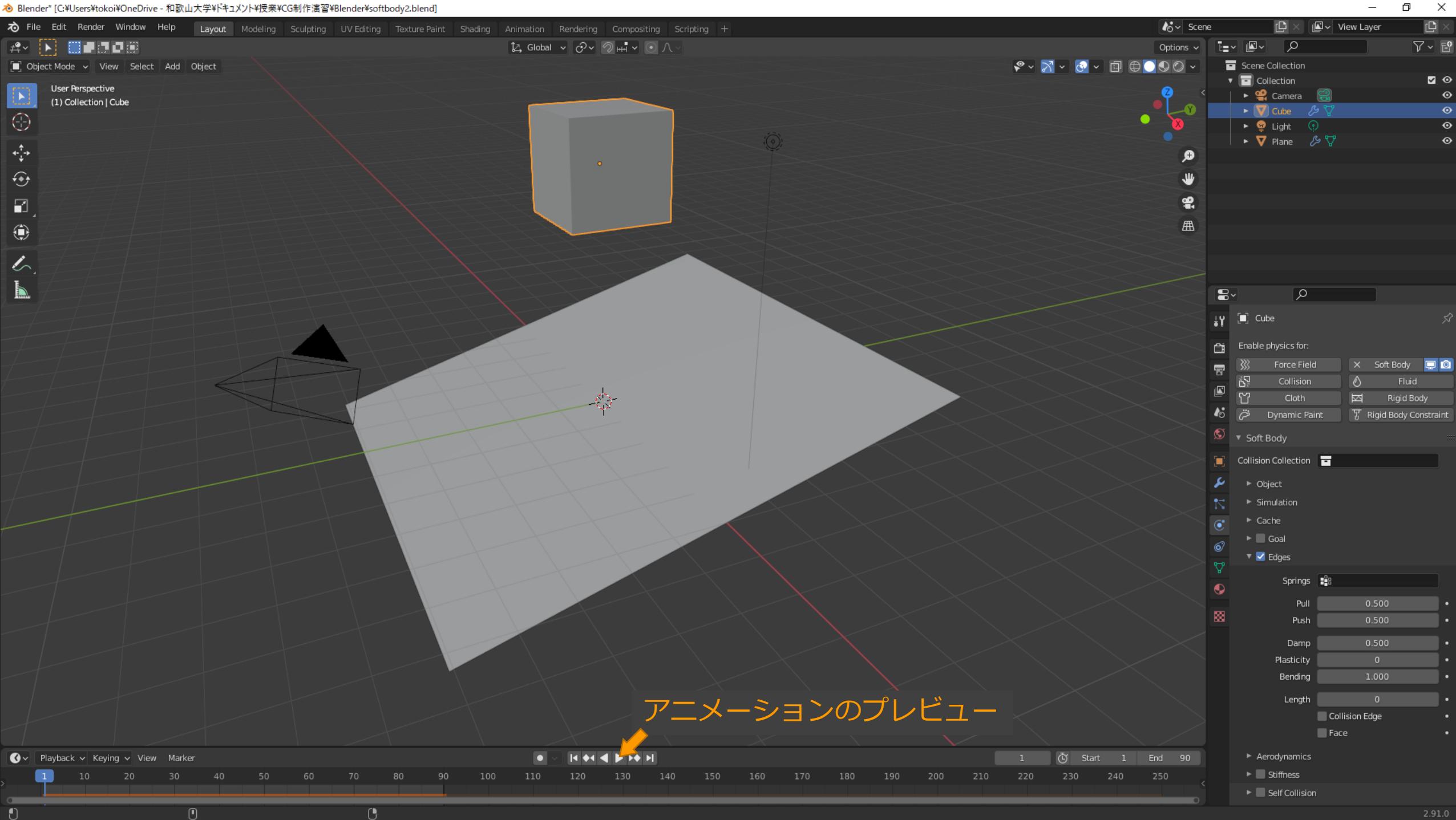


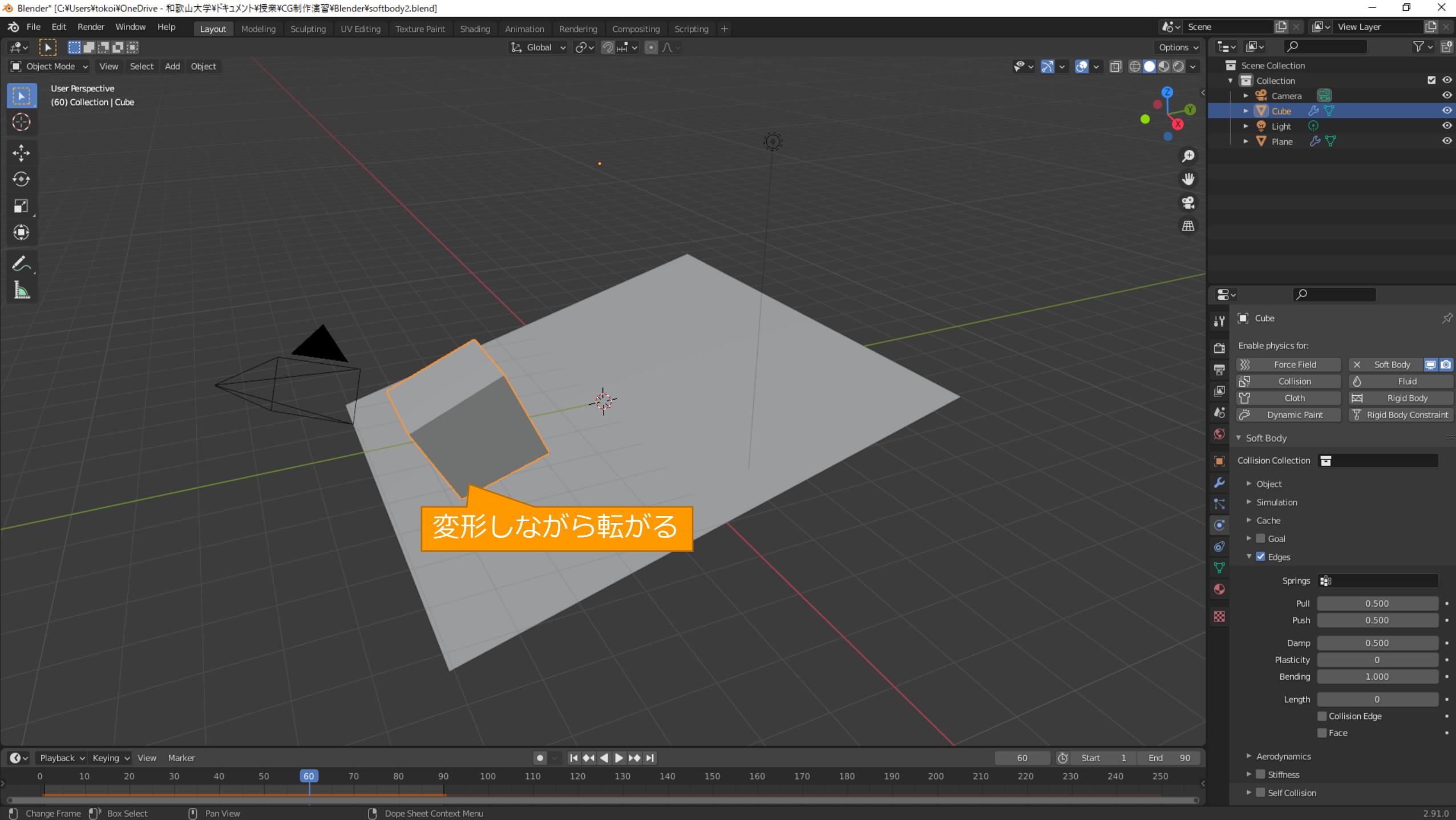












# シミュレーション結果の アニメーション作成

