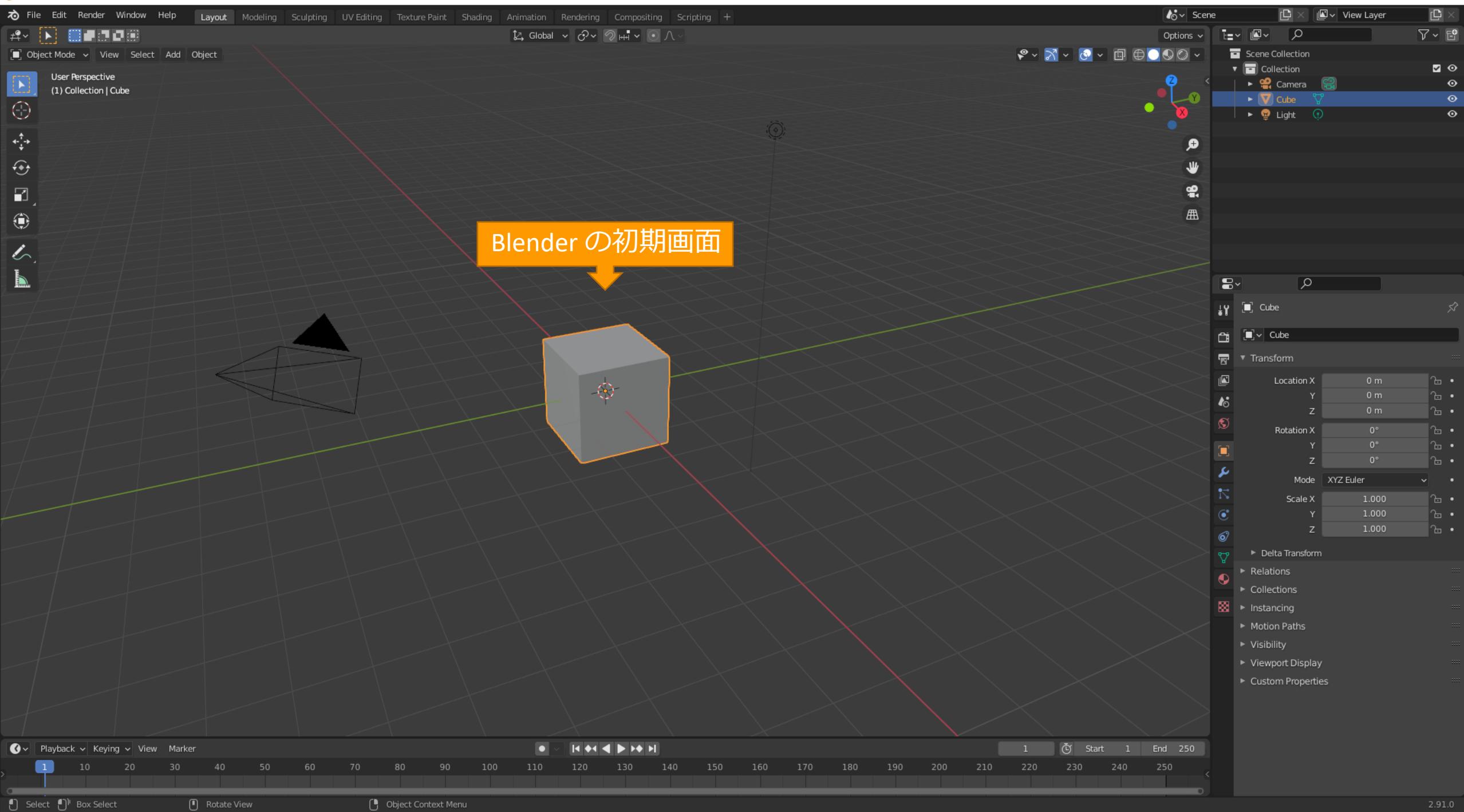
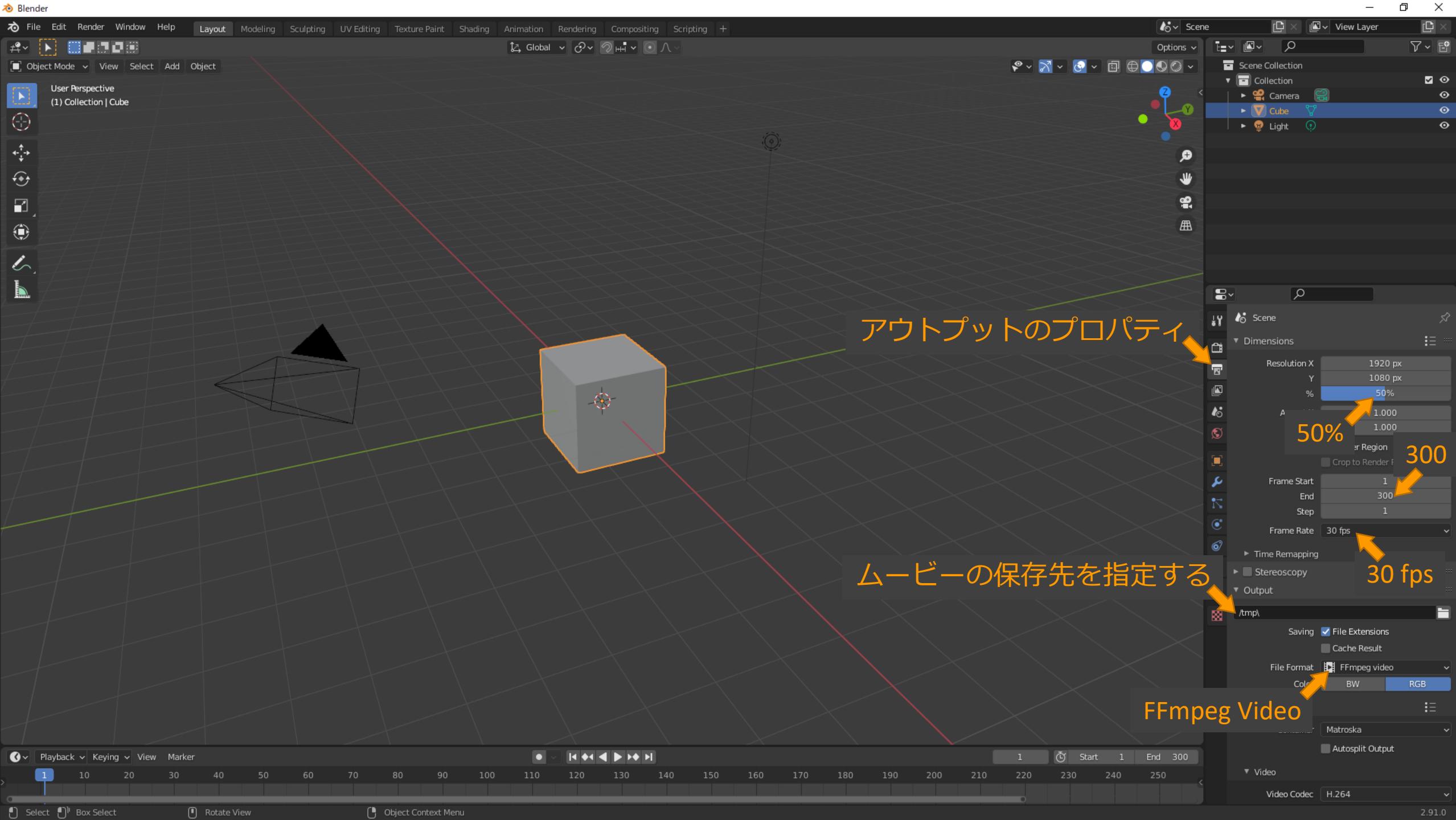


煙

Smoke





流体シミュレーションの手順

1. Domain (シミュレーション空間) を設定する
2. Flow (流体の流入オブジェクト) を作る
3. Effector (流体に干渉するオブジェクト) を作る
4. 流体の Material (材質) を設定する
5. (一旦保存する)
6. Bake する
7. レンダリングする

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

Global View Options

User Perspective (1) Collection | Cube

Object Mode View Select Add Object

3D Viewport with a cube selected and a small pyramid object. A 3D cursor is positioned on the cube. A 3D grid is visible.

Properties Panel (Scene):

- Dimensions:
 - Resolution X: 1920 px
 - Y: 1080 px
 - %: 50%
- Aspect X: 1.000
- Y: 1.000
- Render Region
- Crop to Render Region
- Frame Start: 1
- End: 300
- Step: 1
- Frame Rate: 30 fps
- Time Remapping
- Stereoscopy
- Output:
 - /tmp/
 - Saving: File Extensions
 - Cache Result
 - File Format: FFmpeg video
 - Color: BW RGB
- Encoding
- Video:
 - Container: Matroska
 - Autosplit Output
- Video Codec: H.264

Timeline Bar: 1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

Bottom Bar: Playback Keying View Marker 1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

Object Context Menu

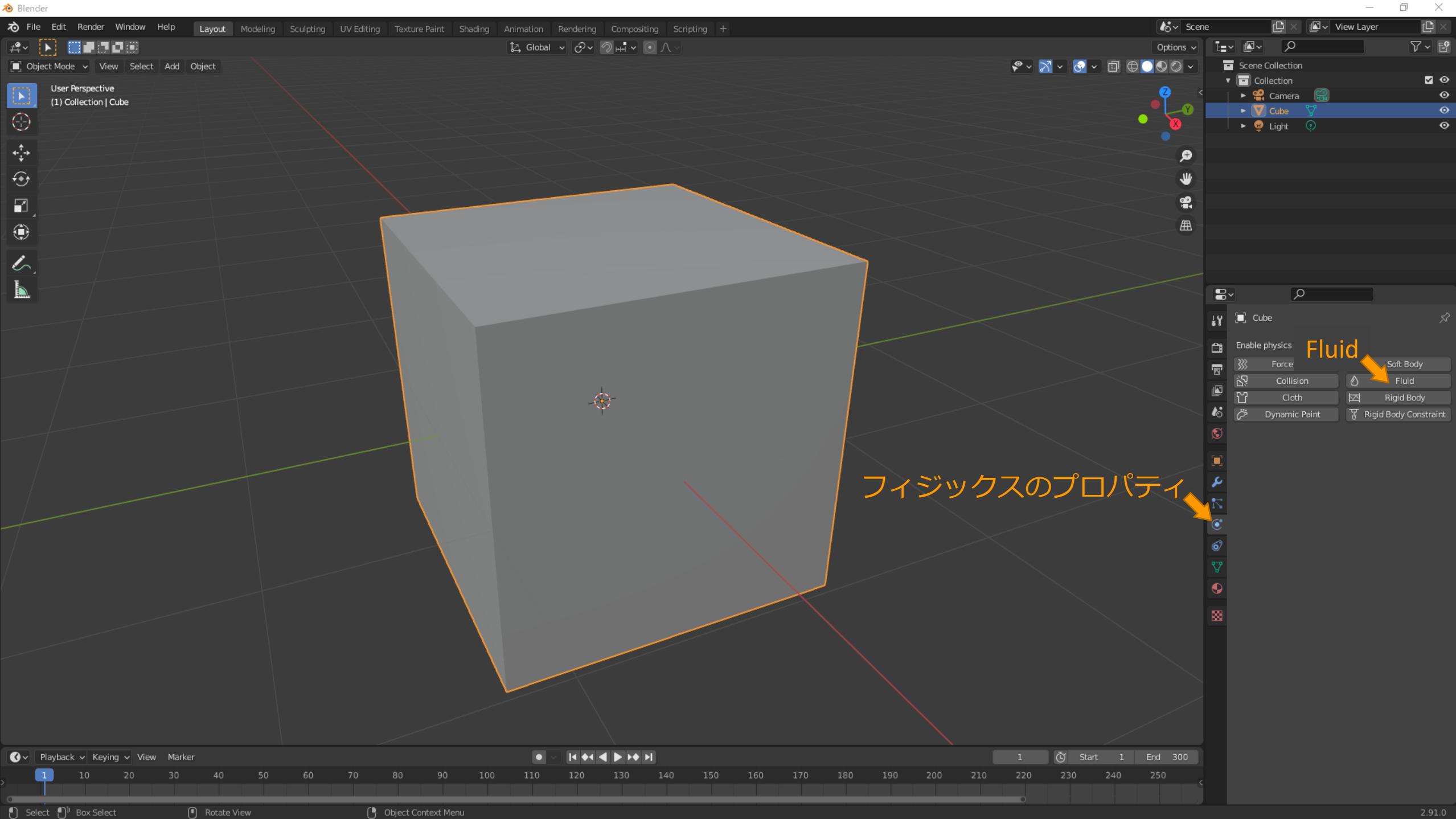
3D Viewport with a cube selected and a small pyramid object. A 3D cursor is positioned on the cube. A 3D grid is visible.

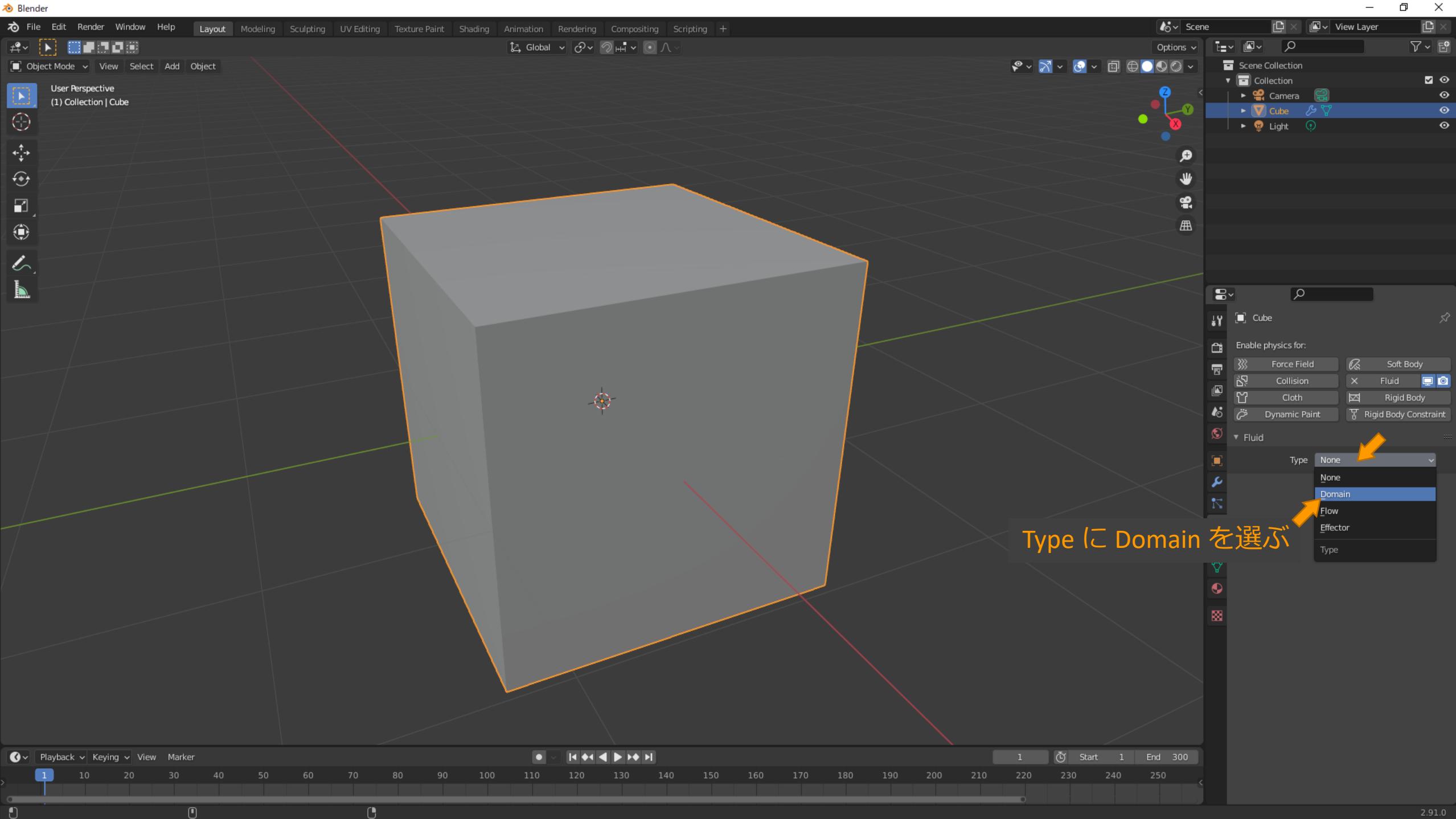
Properties Panel (Scene):

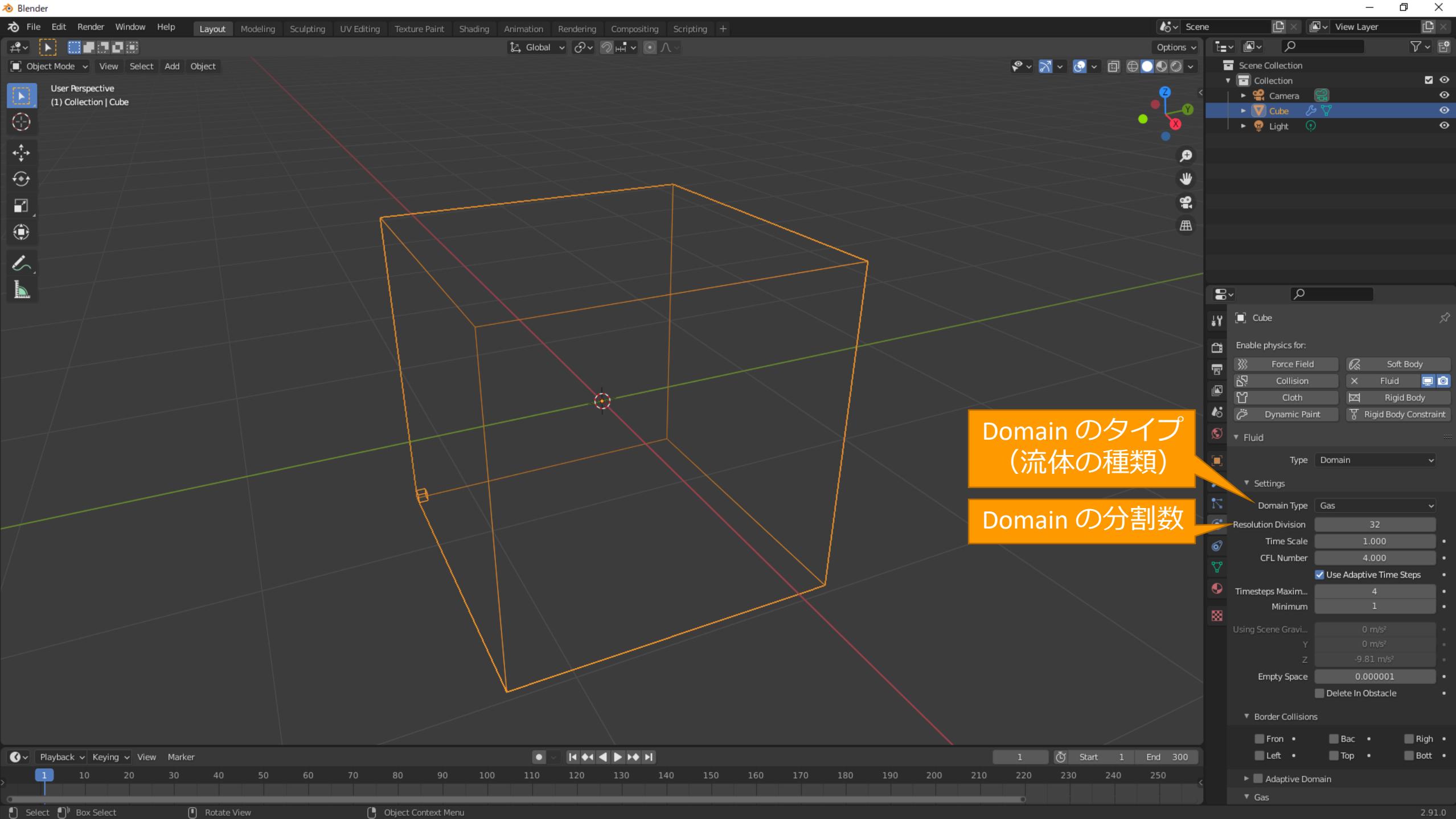
- Dimensions:
 - Resolution X: 1920 px
 - Y: 1080 px
 - %: 50%
- Aspect X: 1.000
- Y: 1.000
- Render Region
- Crop to Render Region
- Frame Start: 1
- End: 300
- Step: 1
- Frame Rate: 30 fps
- Time Remapping
- Stereoscopy
- Output:
 - /tmp/
 - Saving: File Extensions
 - Cache Result
 - File Format: FFmpeg video
 - Color: BW RGB
- Encoding
- Video:
 - Container: Matroska
 - Autosplit Output
- Video Codec: H.264

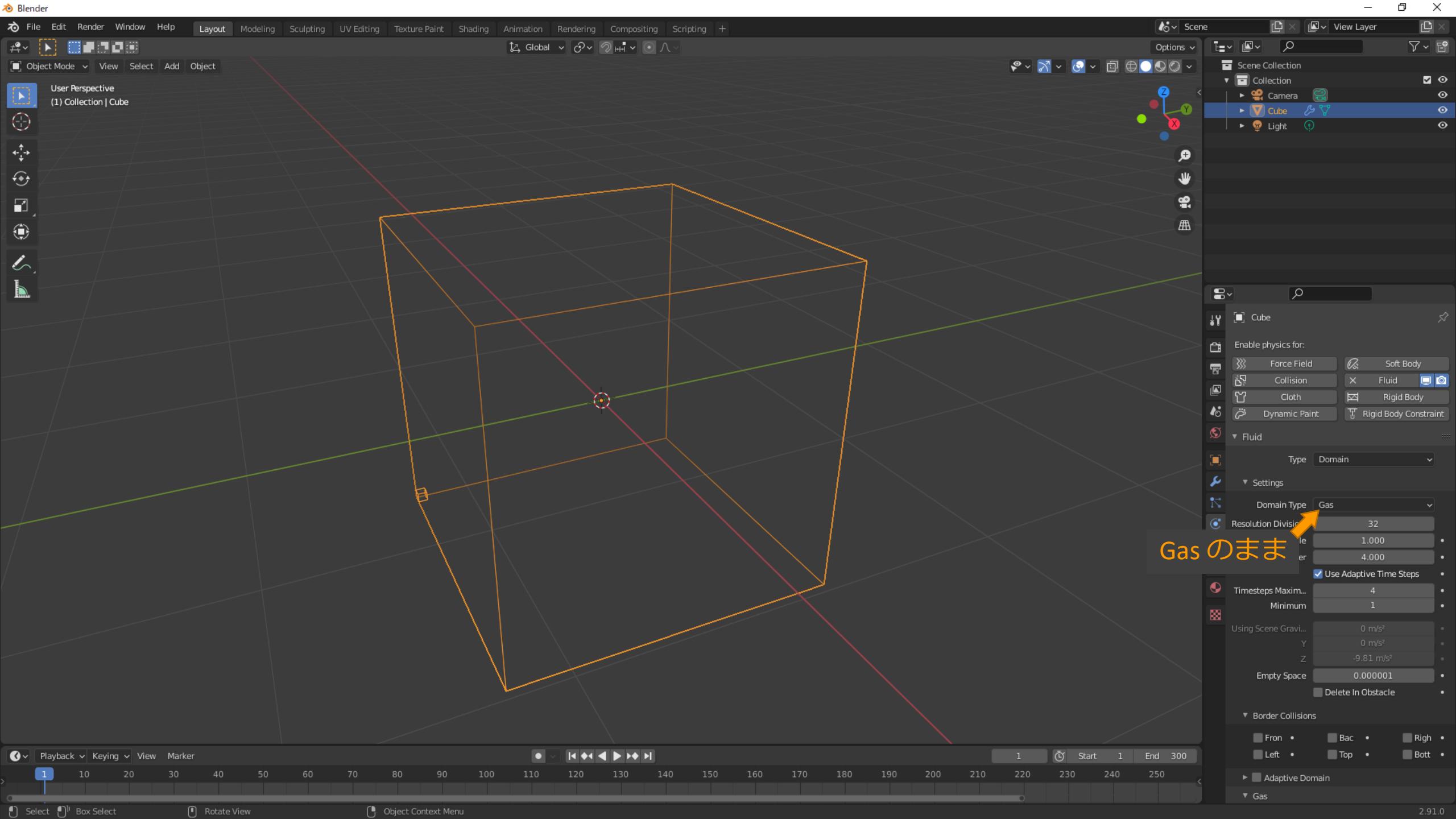
Bottom Bar: Playback Keying View Marker 1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

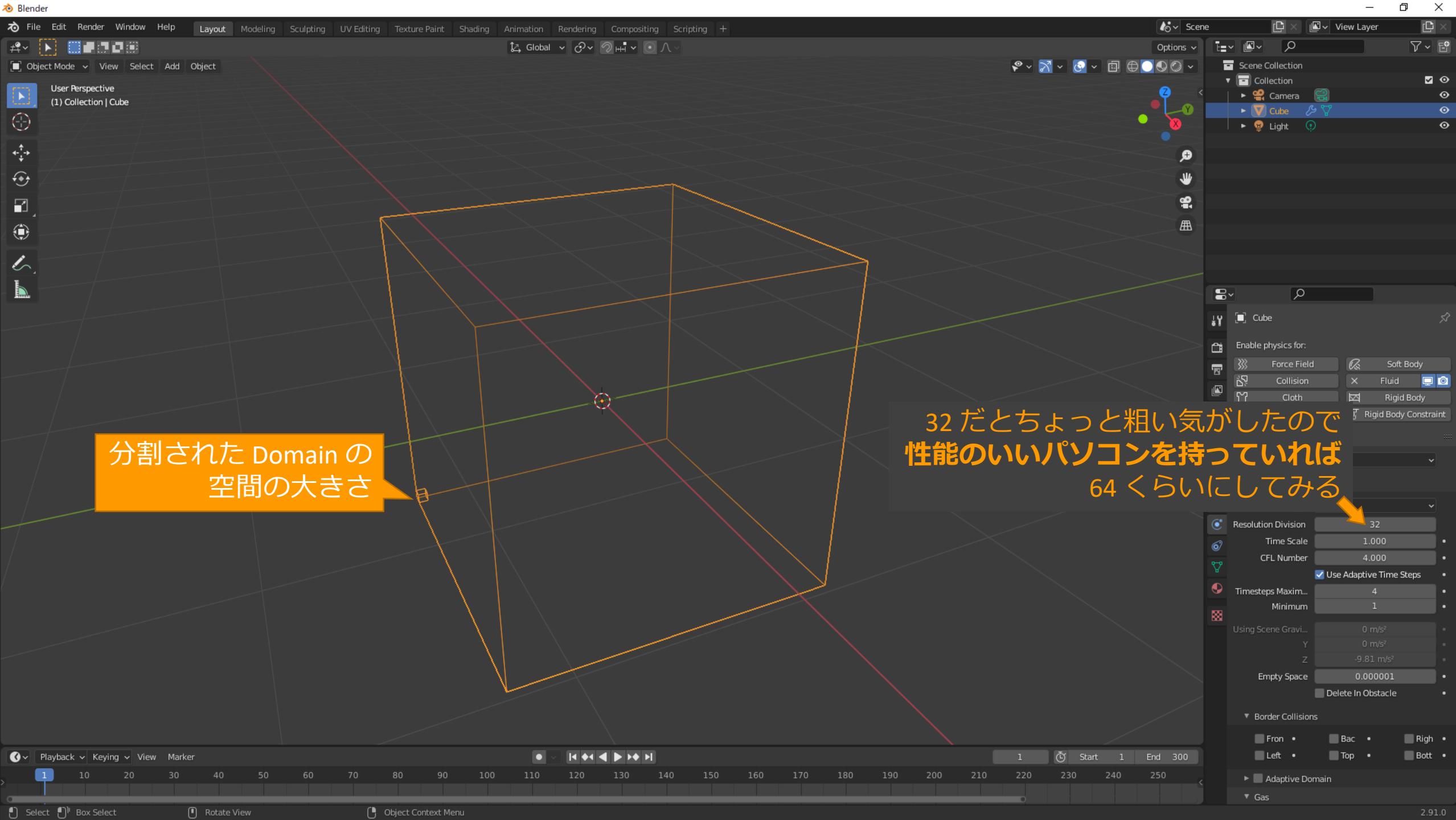
Bottom Bar: Select Box Select Rotate View Object Context Menu

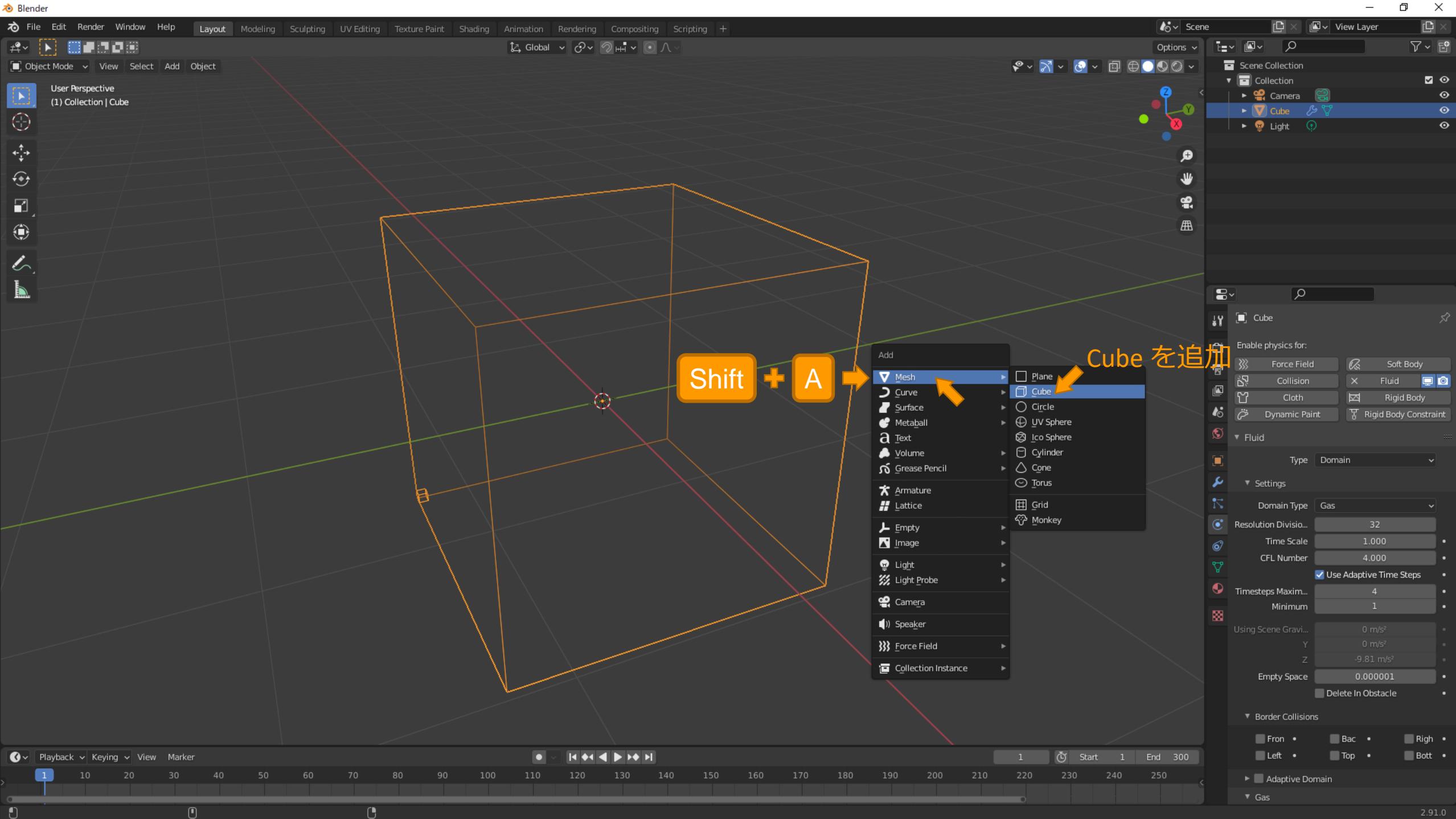


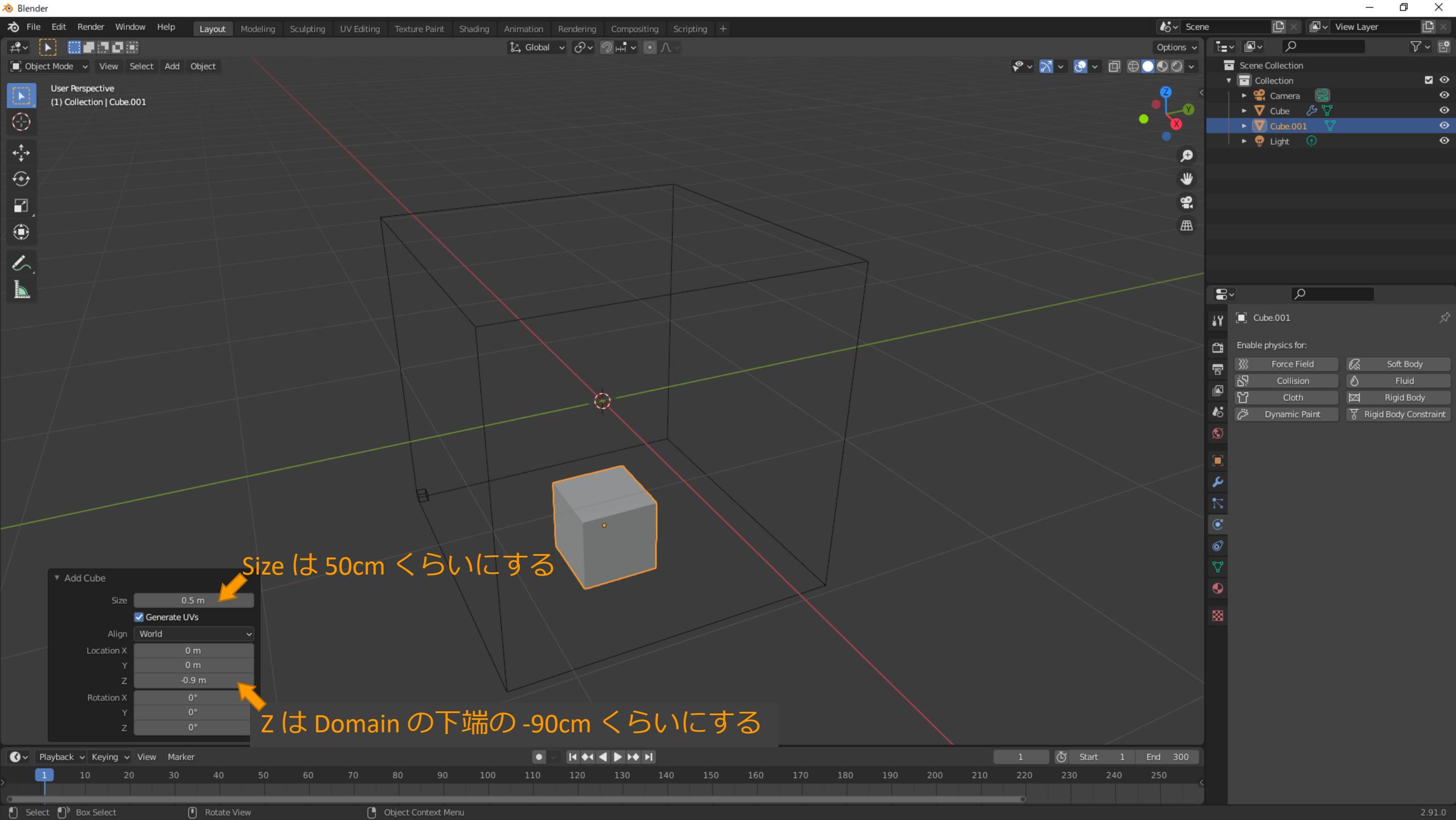


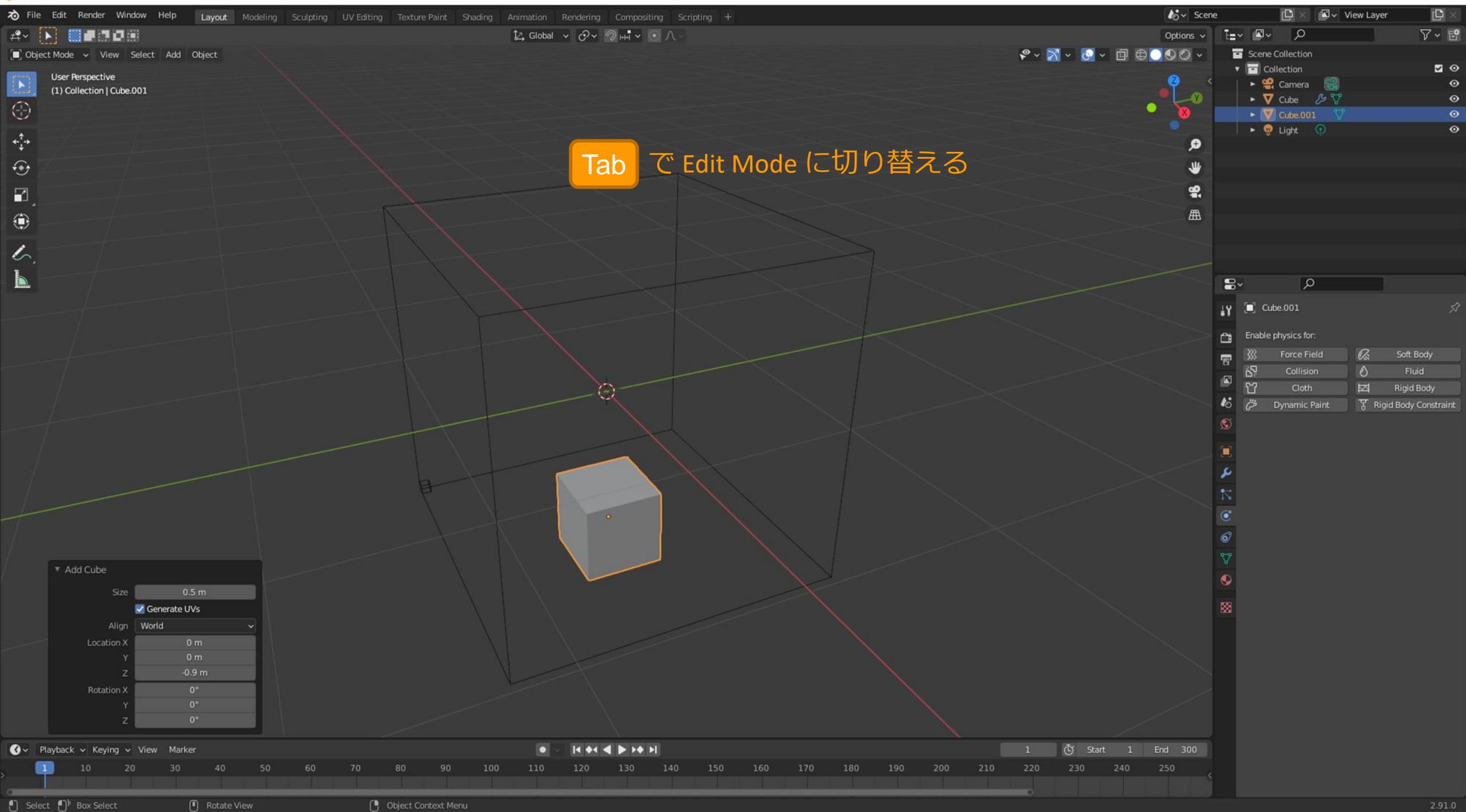












Blender 2.91.0

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

Global View Options

Edit Mode View Select Add Mesh Vertex Edge Face UV

User Perspective (1) Cube.001

S Z

3D Viewport with a cube selected. The cube is highlighted with orange outlines and a small orange dot on its top face. A green line and a red line are drawn on the grid, intersecting at a point on the cube's front face. The cube is positioned in the center of the 3D space.

Scene

Scene Collection Collection Camera Cube Cube.001 Light

Cube.001

Enable physics for:

Force Field	Soft Body
Collision	Fluid
Cloth	Rigid Body
Dynamic Paint	Rigid Body Constraint

Playback Keying View Marker

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

1 Start 1 End 300

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

Global Options

Scale: 0.4718 along global Z

User Perspective (1) Cube.001

3D Viewport

Scene Collection

- Collection
- Camera
- Cube
- Cube.001
- Light

Cube.001

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

高さを調整

Playback Keying View Marker

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

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

2.91.0

Blender 2.91.0

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

Edit Mode View Select Add Mesh Vertex Edge Face UV Global Options

User Perspective (1) Cube.001

Enter または

0.4 くらい

Resize

Scale X	1.000
Y	1.000
Z	0.400

Orientation Global Proportional Editing

Playback Keying View Marker

1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250 300

Scene Collection Collection Camera Cube Cube.001 Light

Scene Collection Collection Camera Cube Cube.001 Light

Cube.001

Enable physics for:

Force Field	Soft Body
Collision	Fluid
Cloth	Rigid Body
Dynamic Paint	Rigid Body Constraint

Call Menu

Box Select Rotate View

2.91.0

