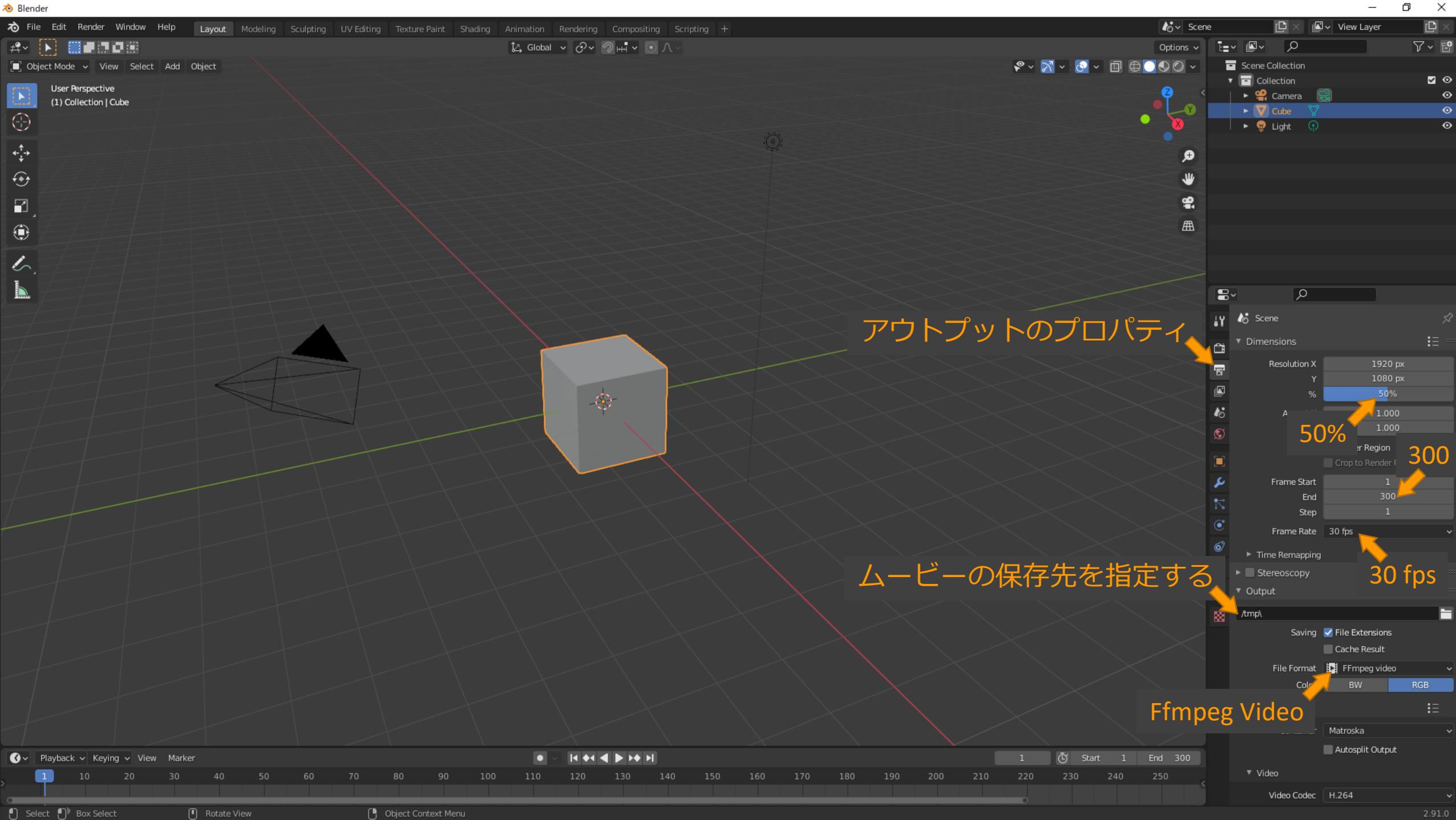


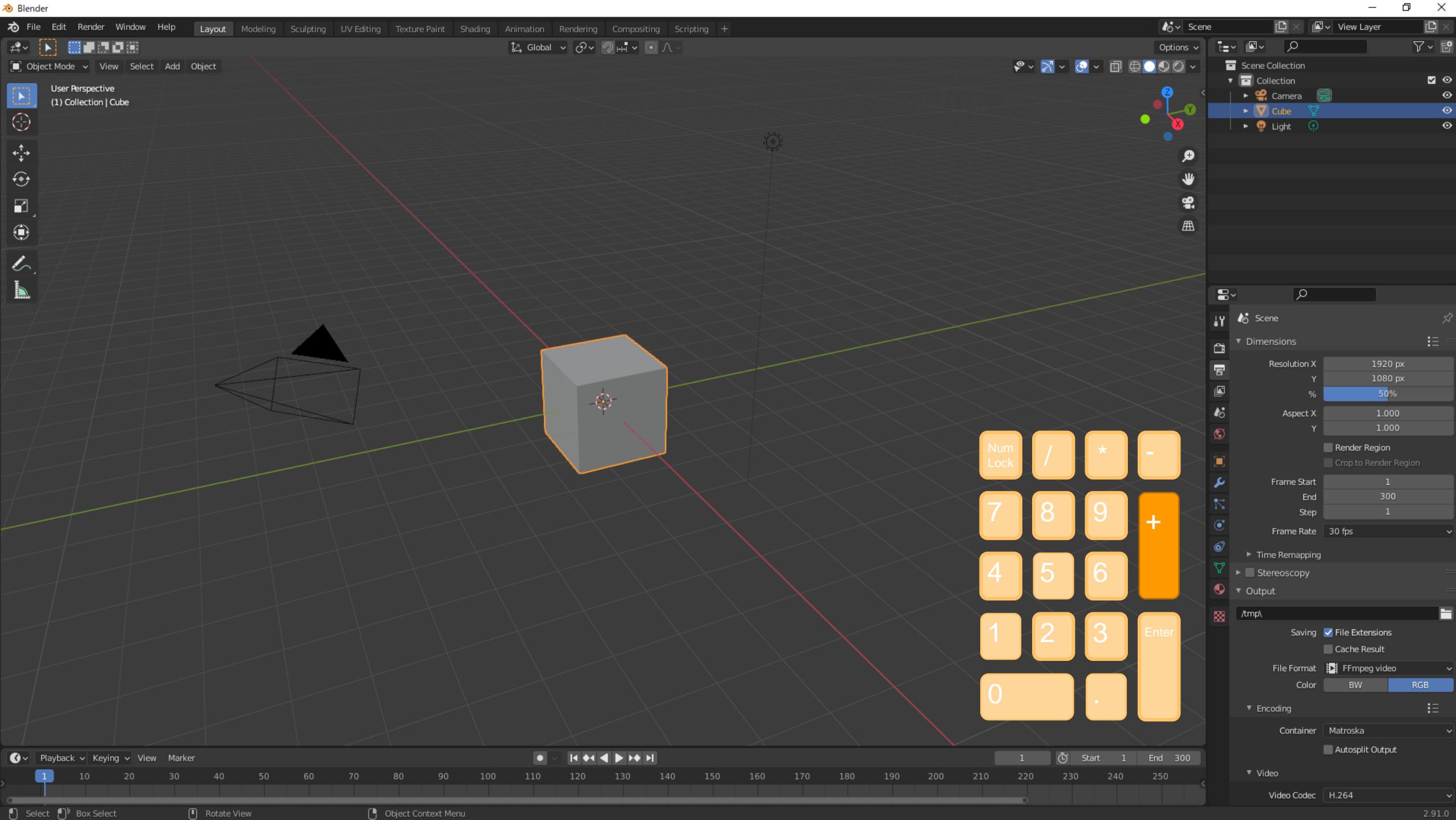
煙

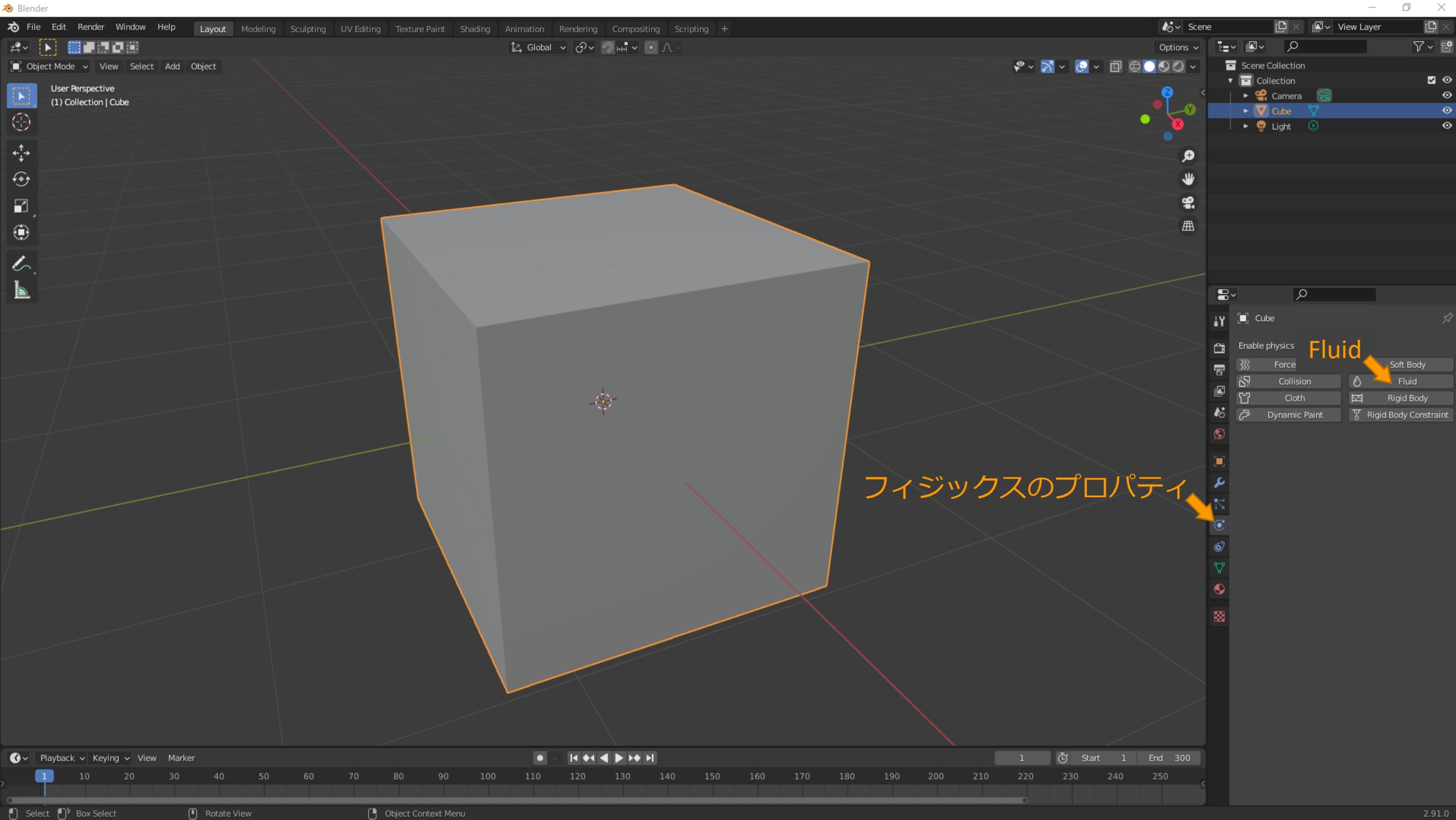
Smoke

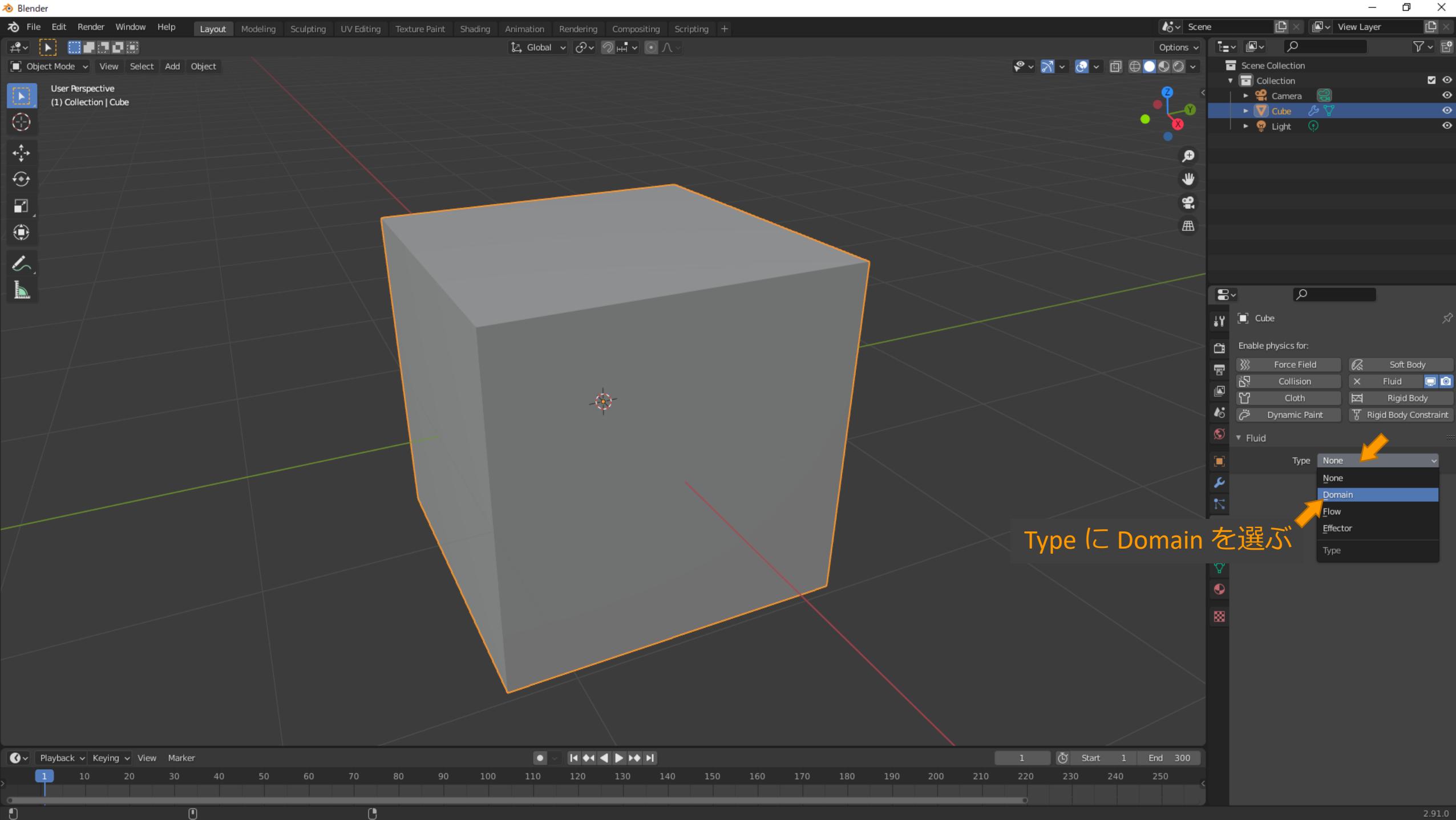


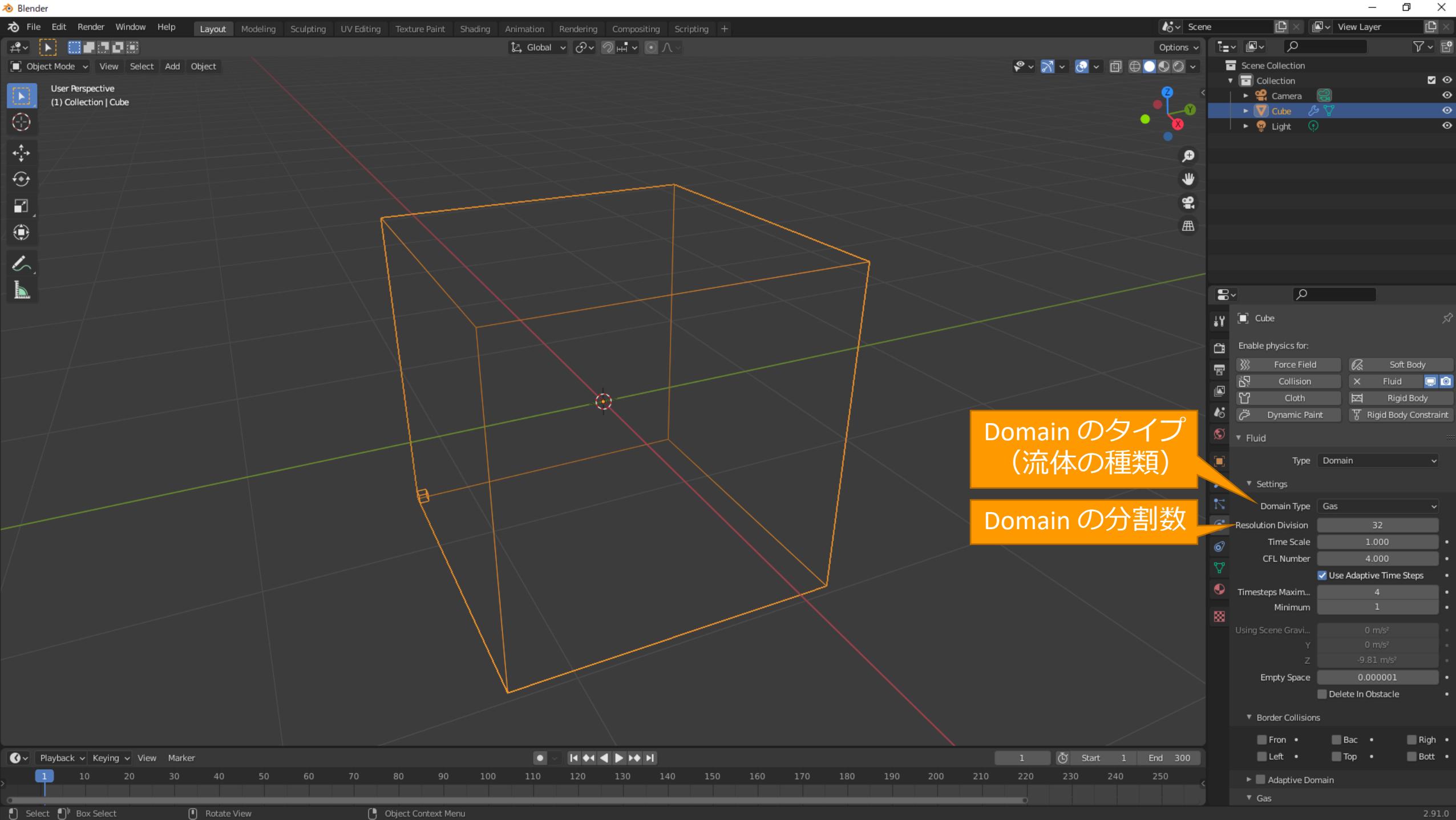
流体シミュレーションの手順

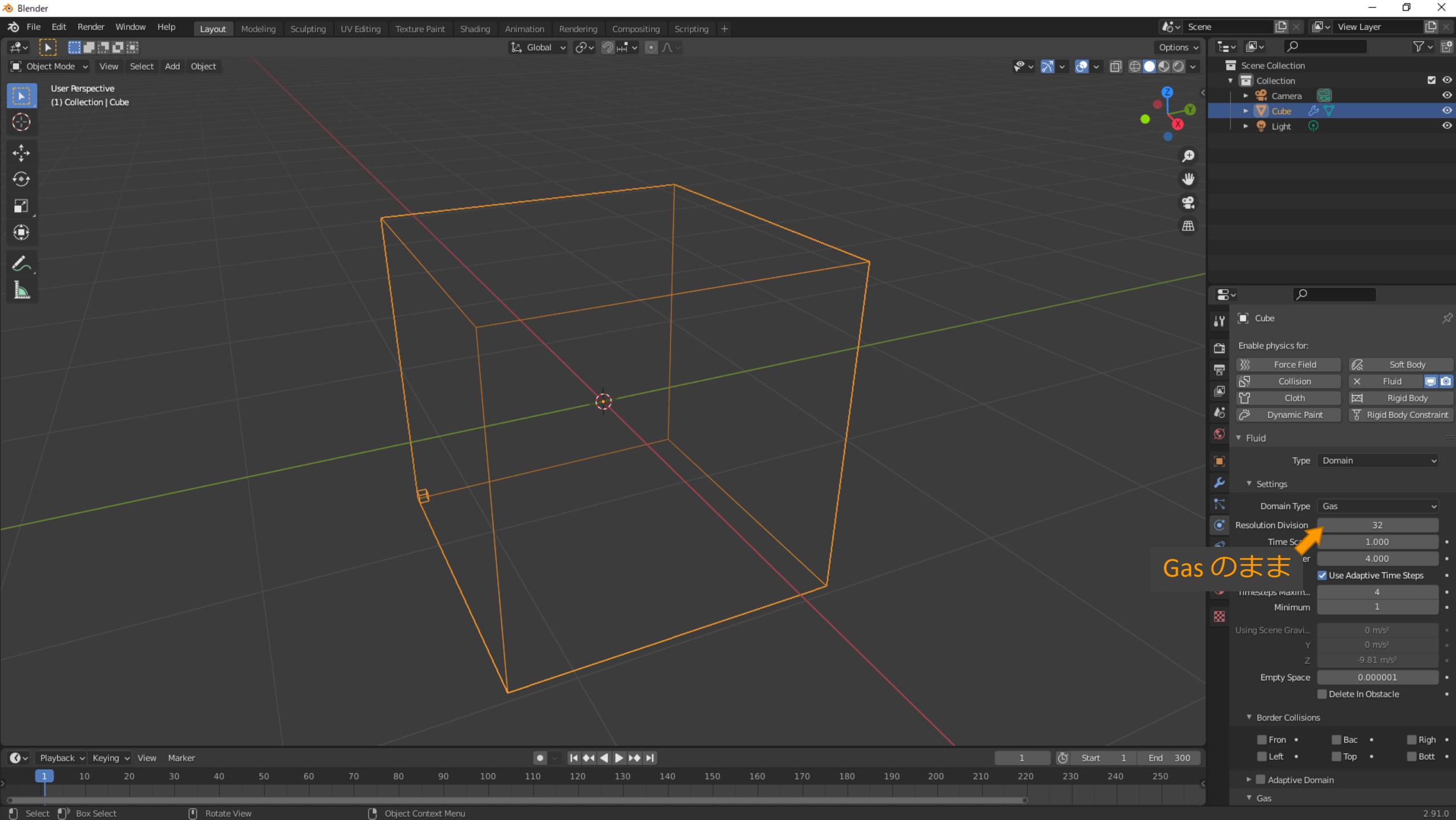
1. Domain (シミュレーション空間) を設定する
2. Flow (流体の流入オブジェクト) を作る
3. Effector (流体に干渉するオブジェクト) を作る
4. 流体の Material (材質) を設定する
5. (一旦保存する)
6. Bake する
7. レンダリングする

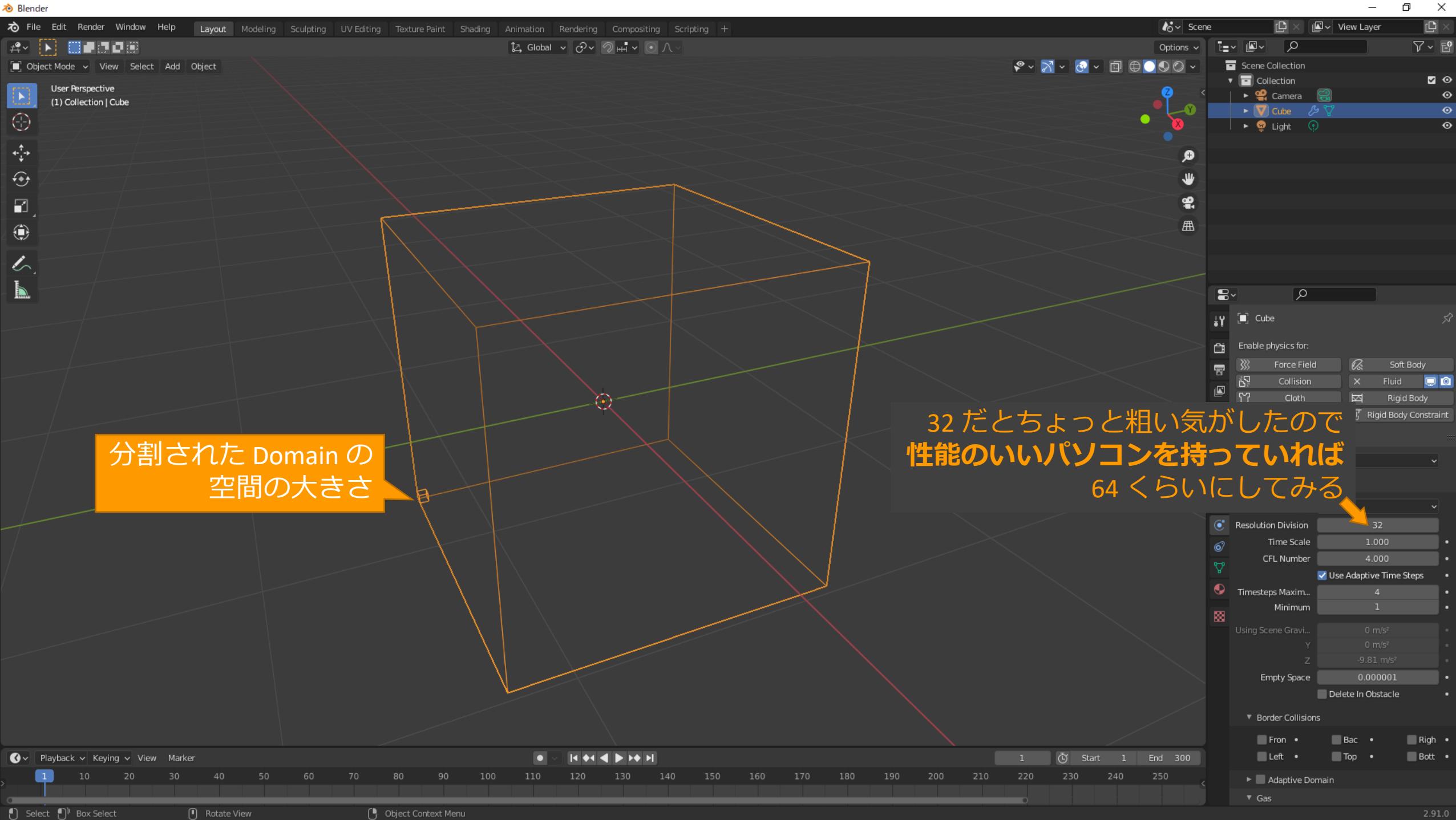


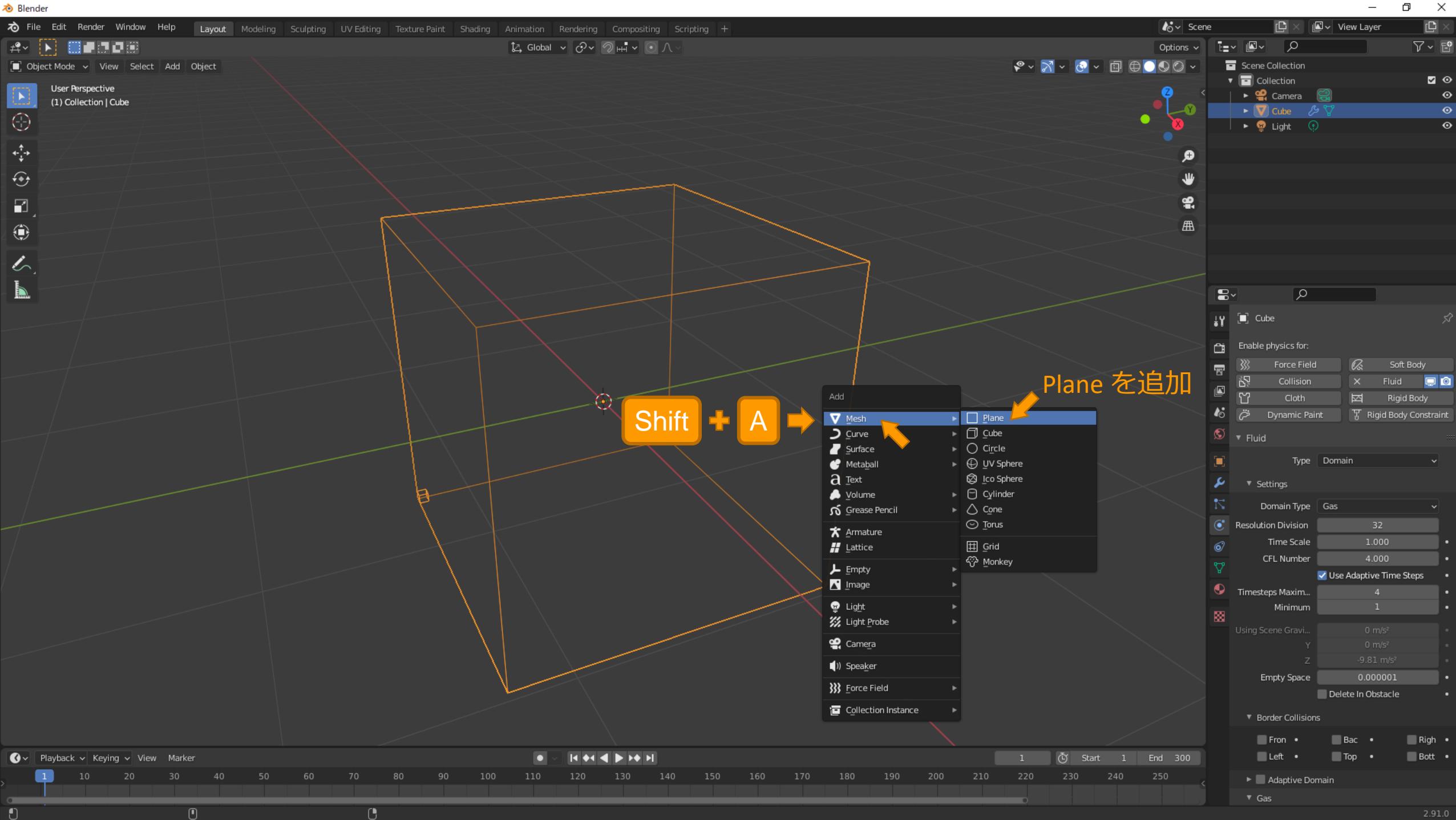


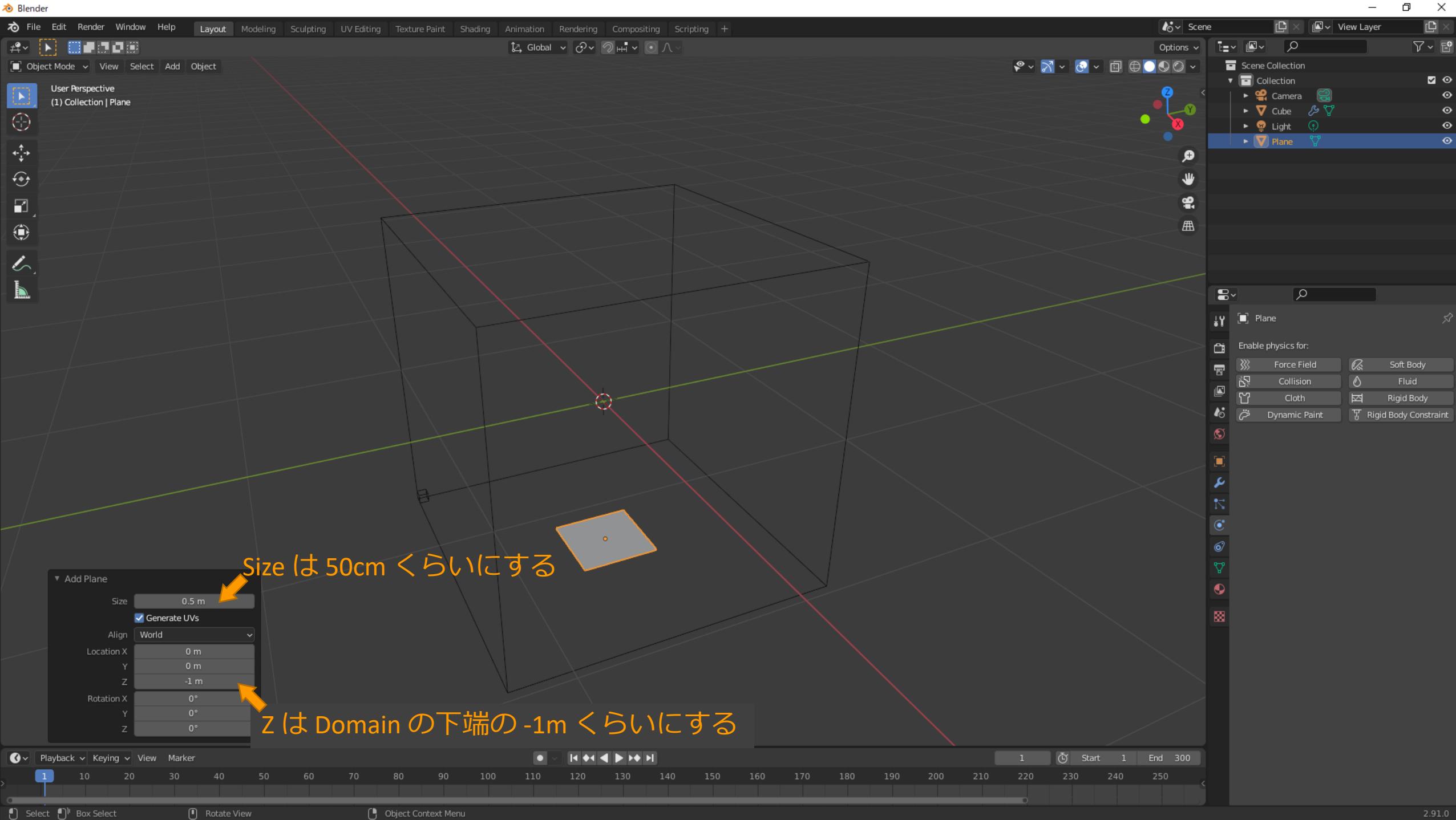


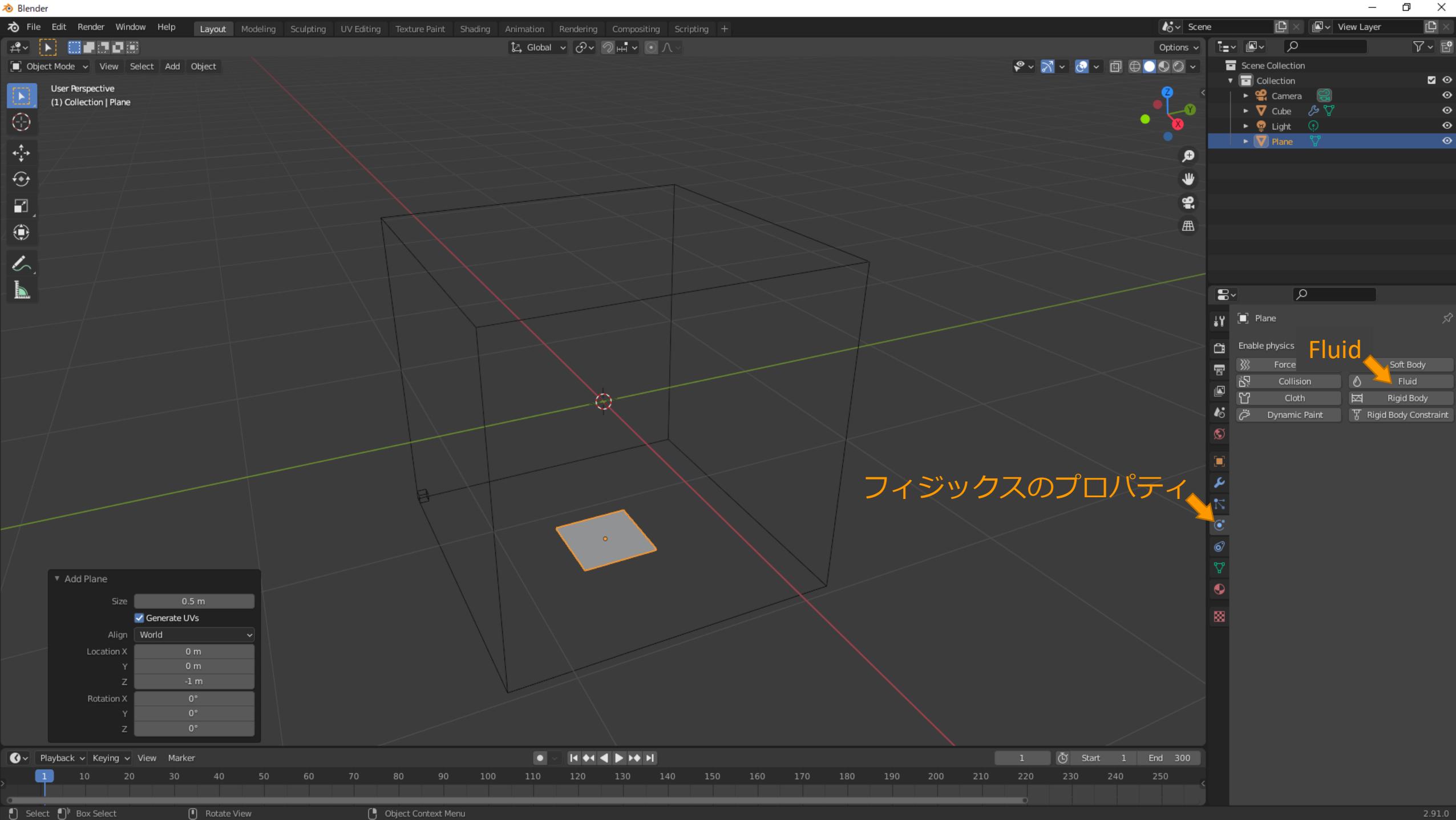


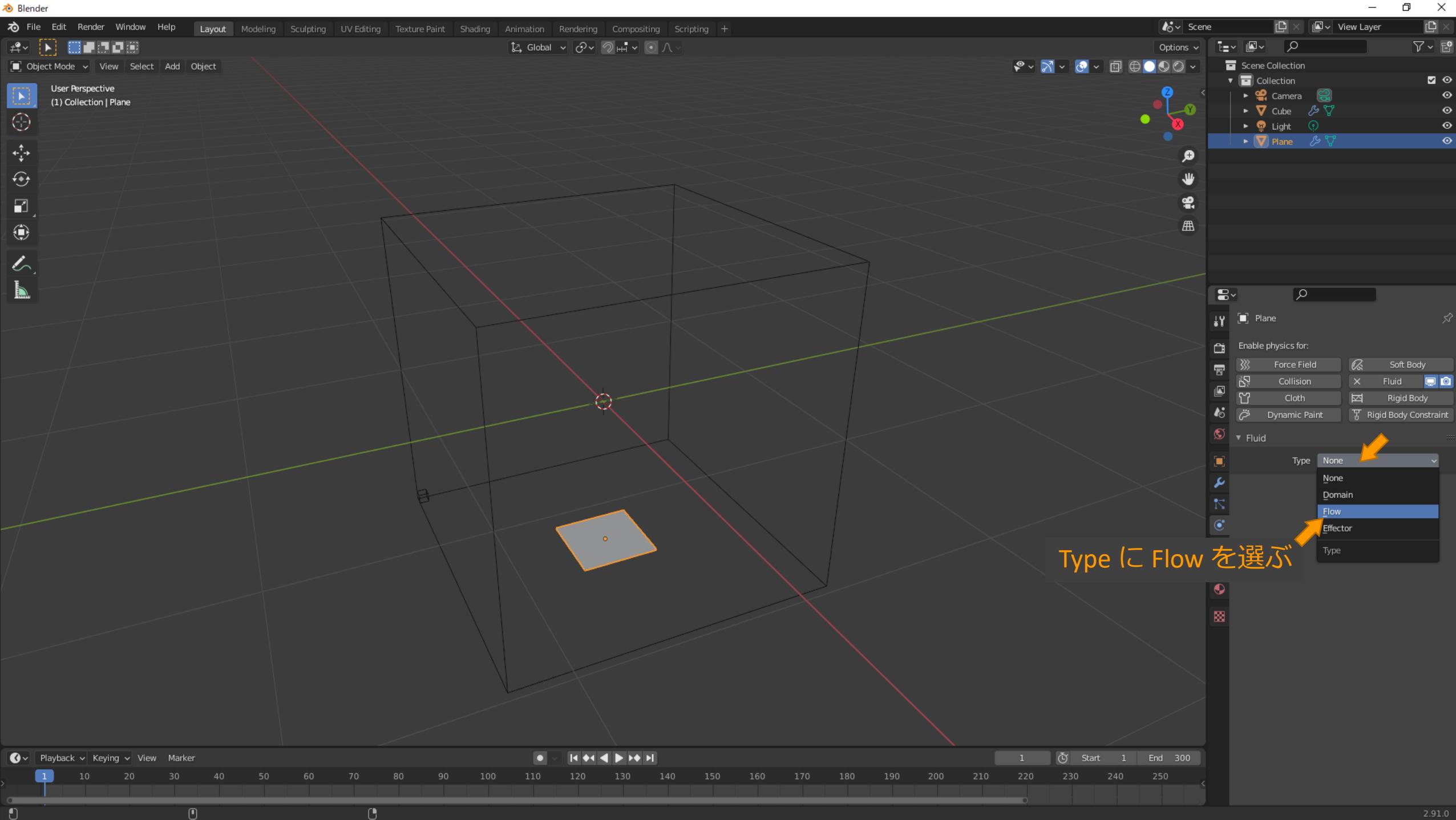


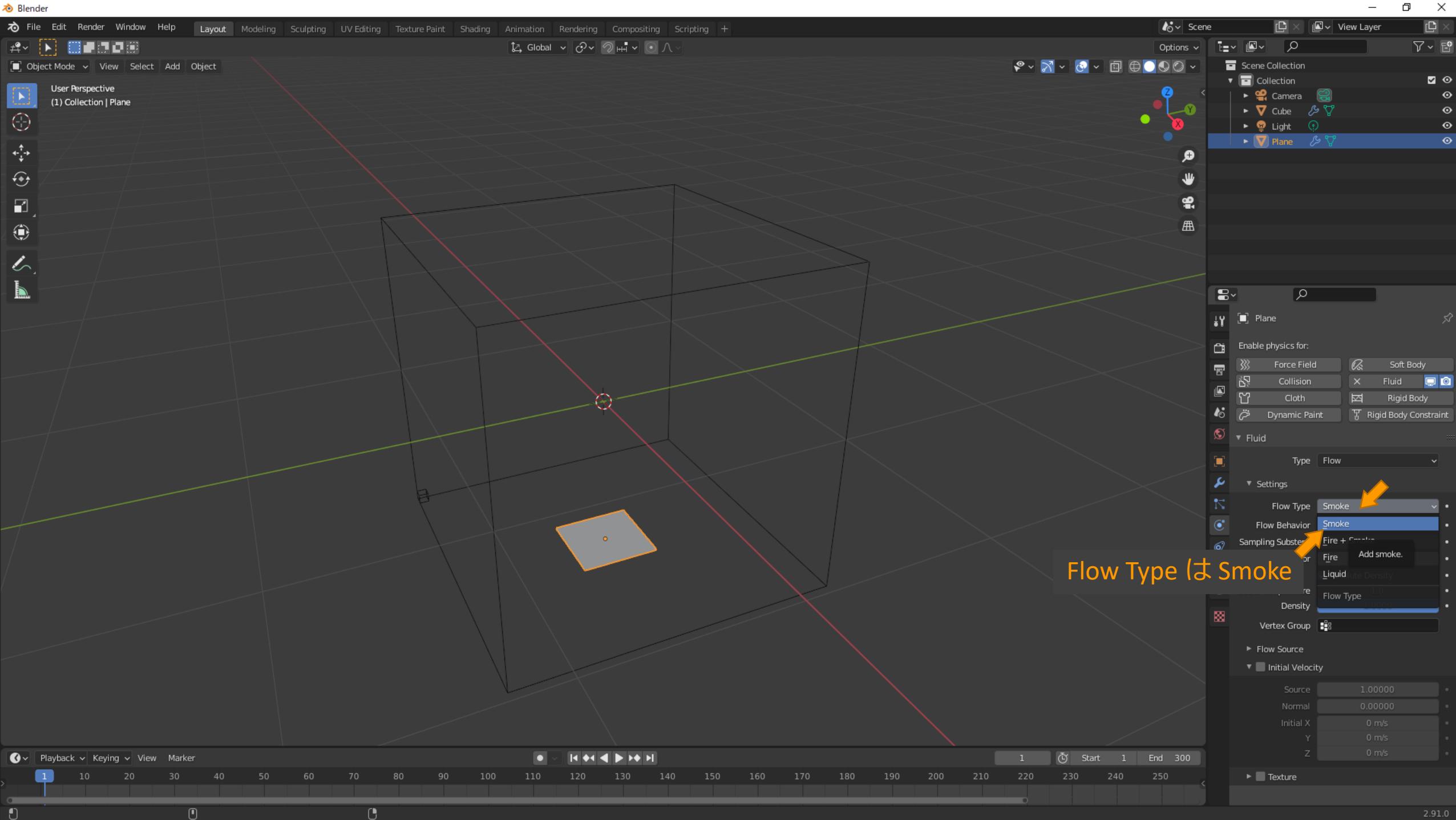


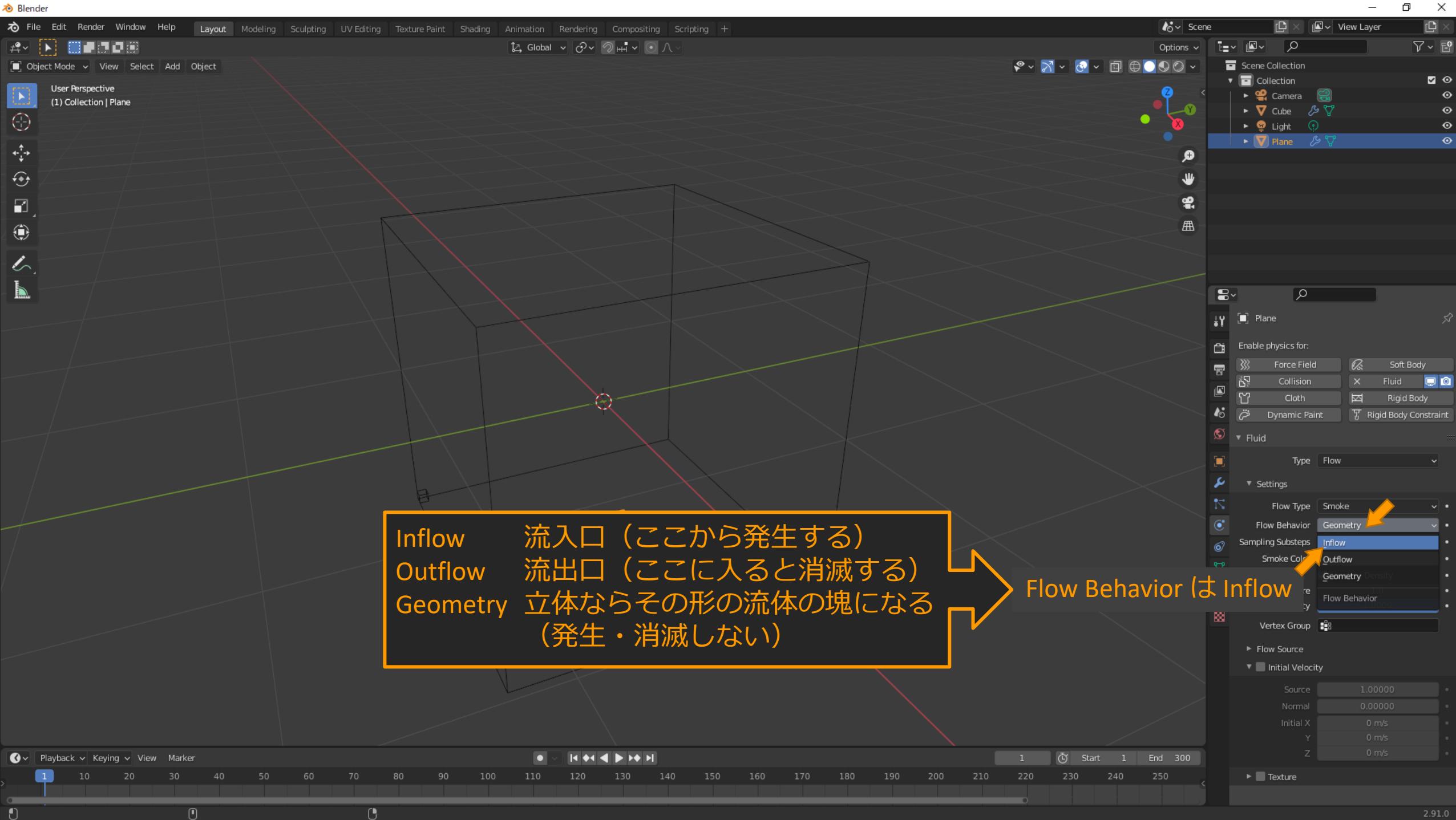


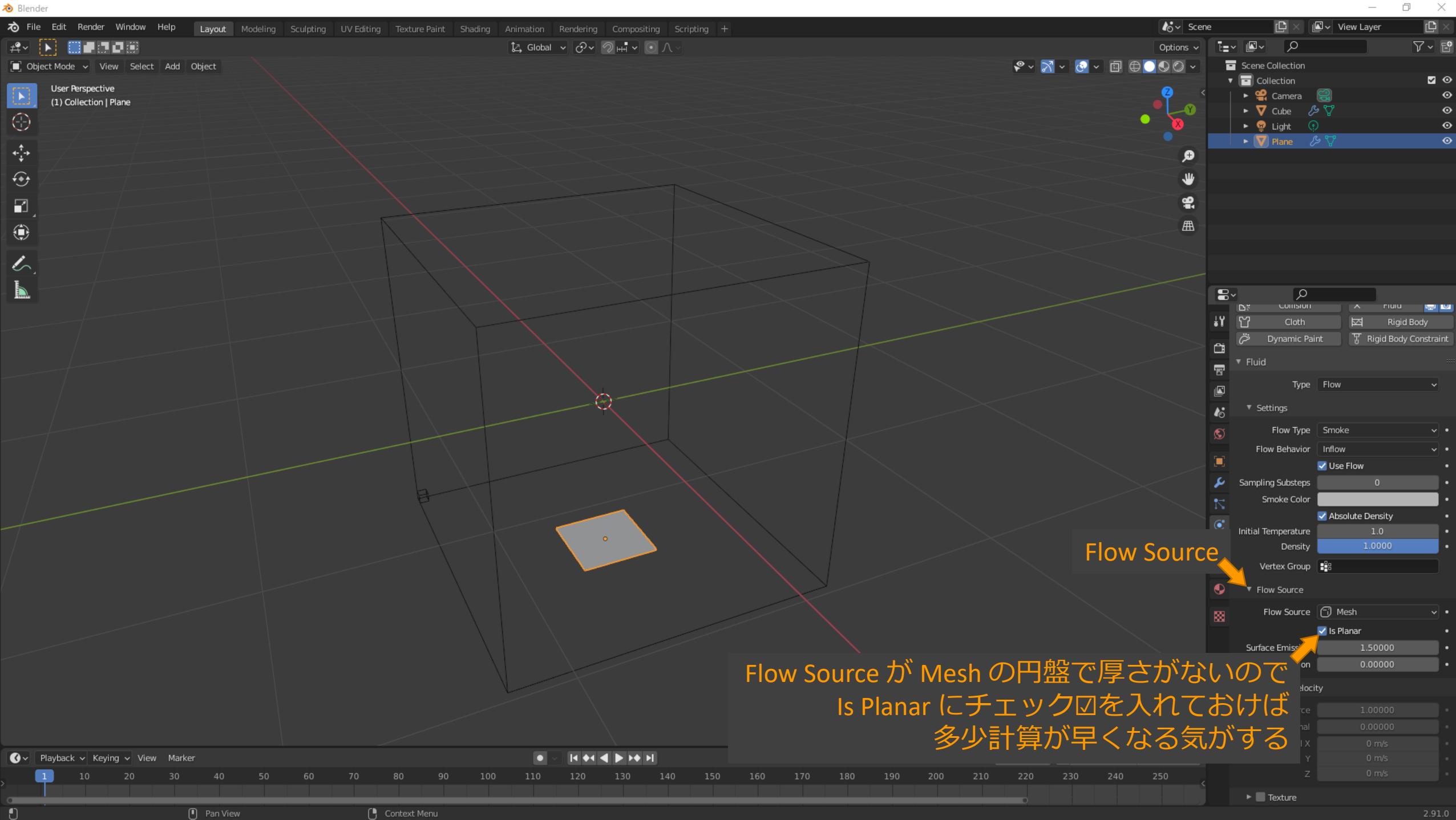


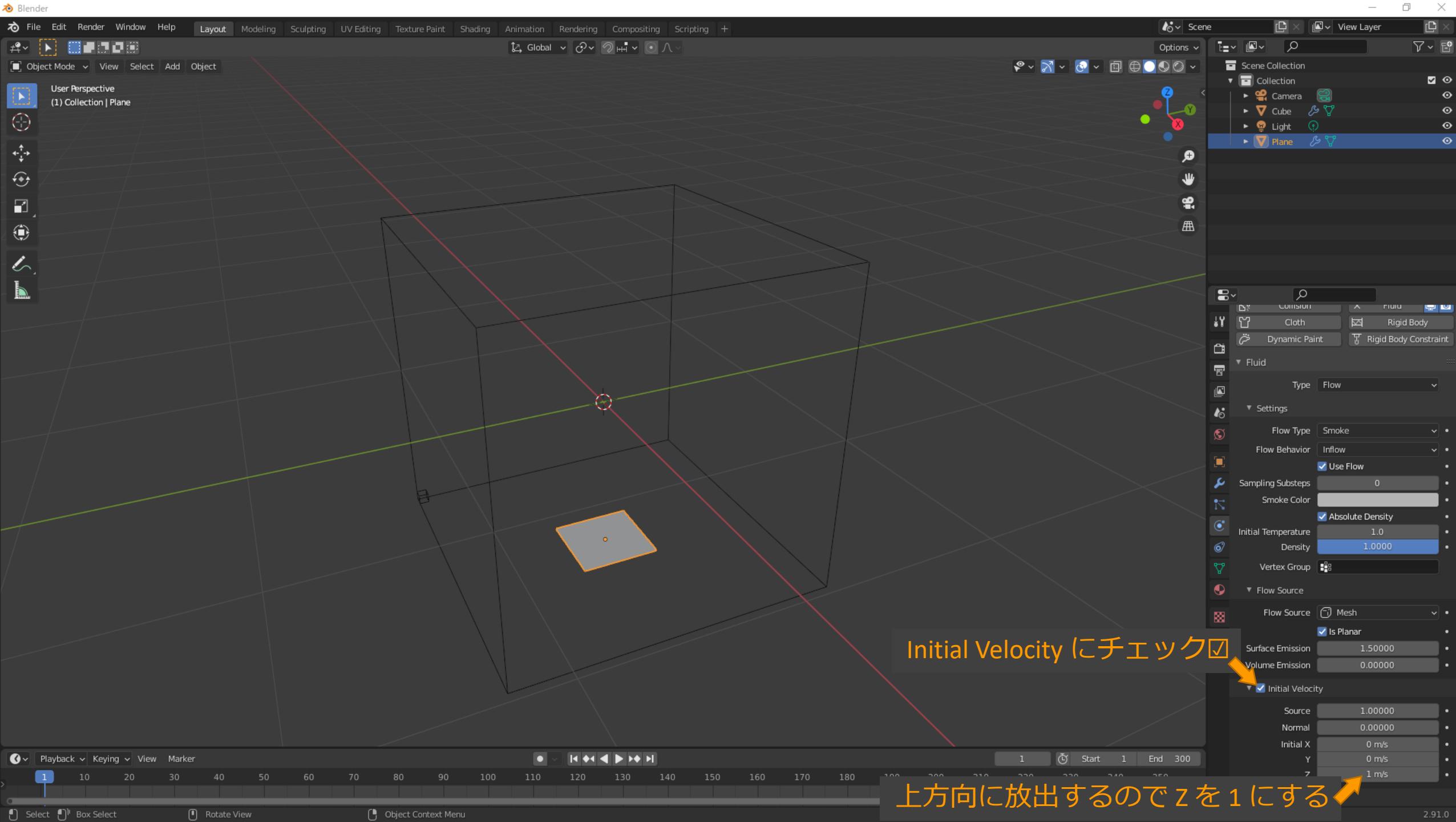


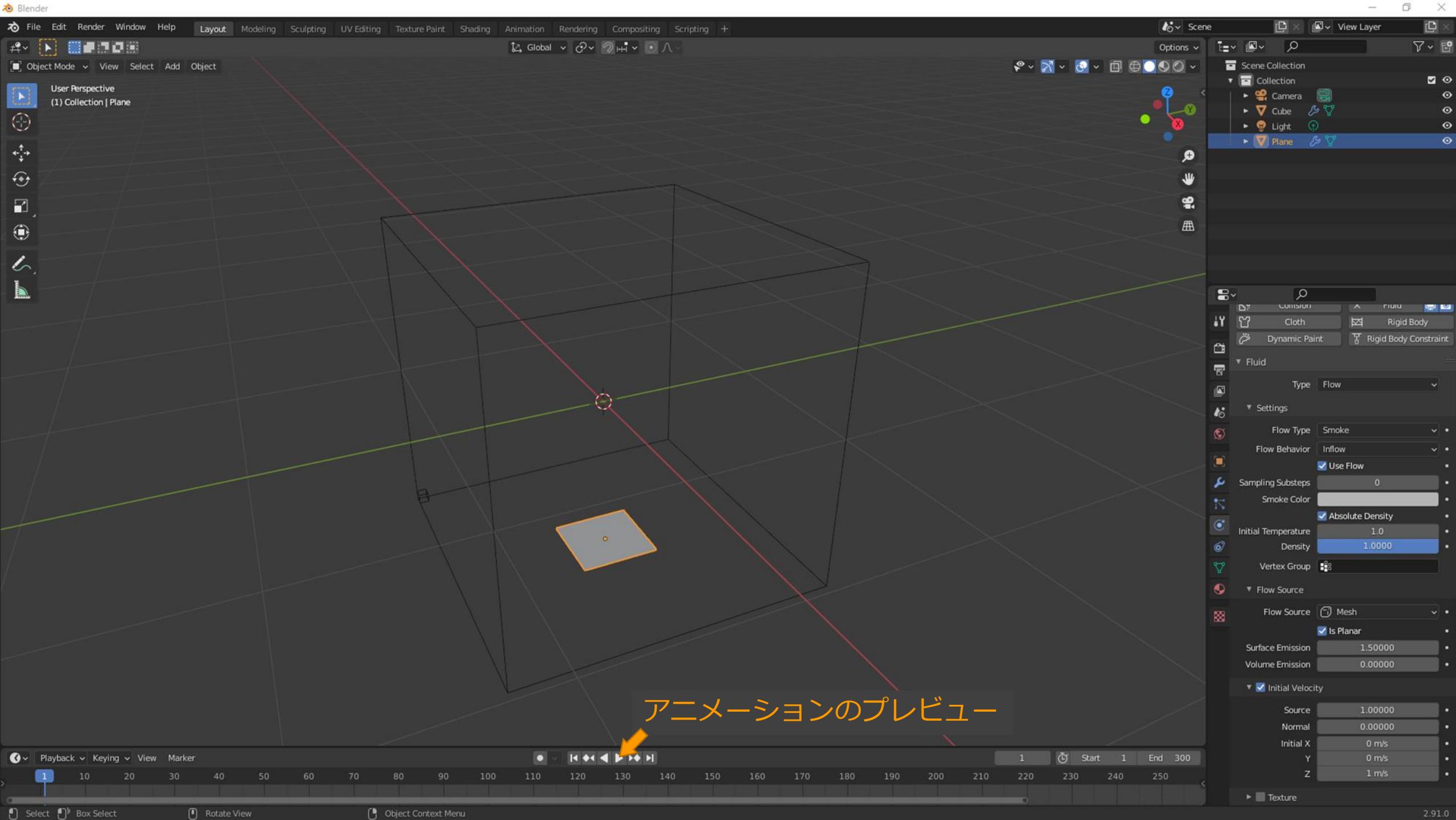


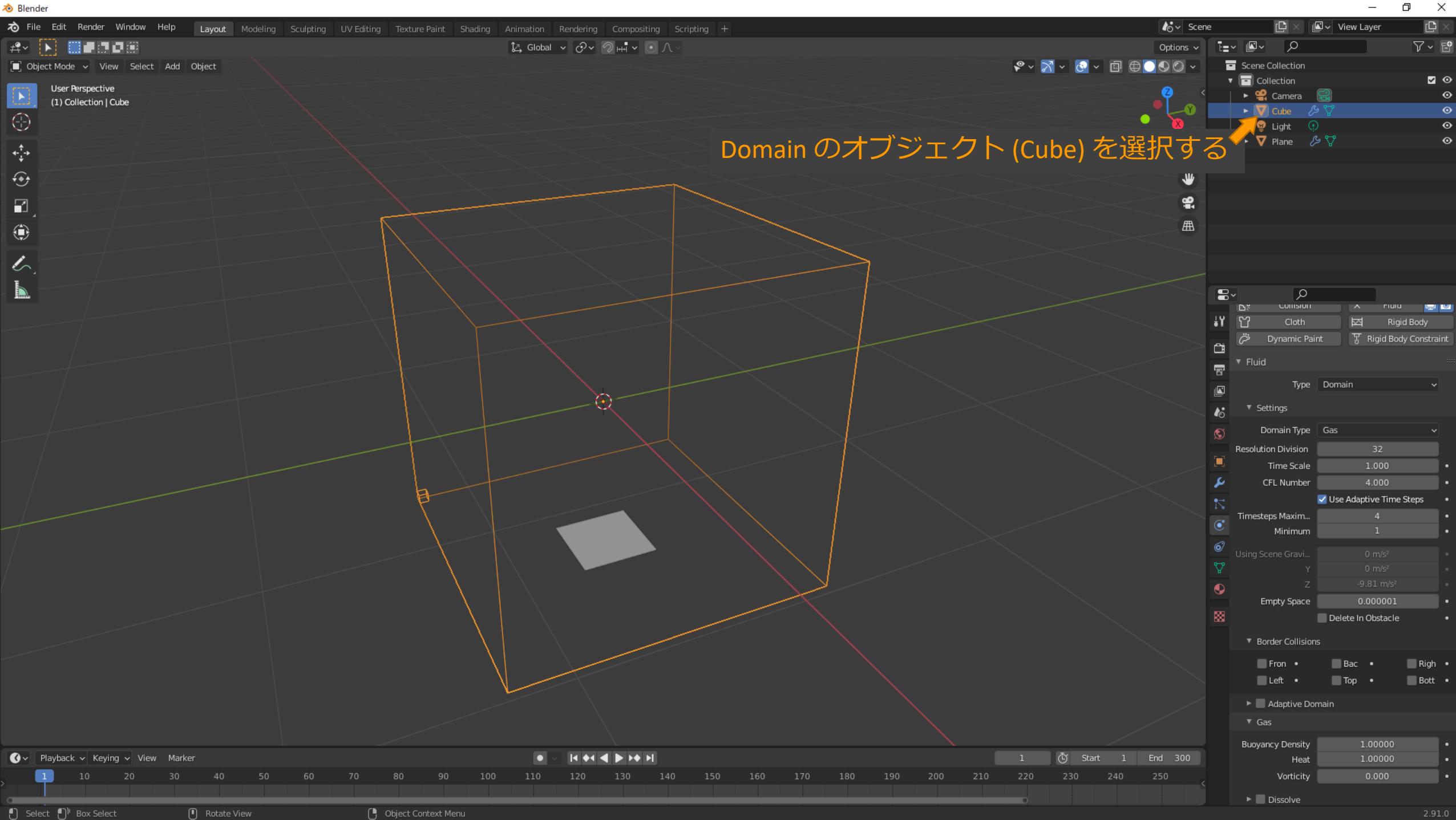


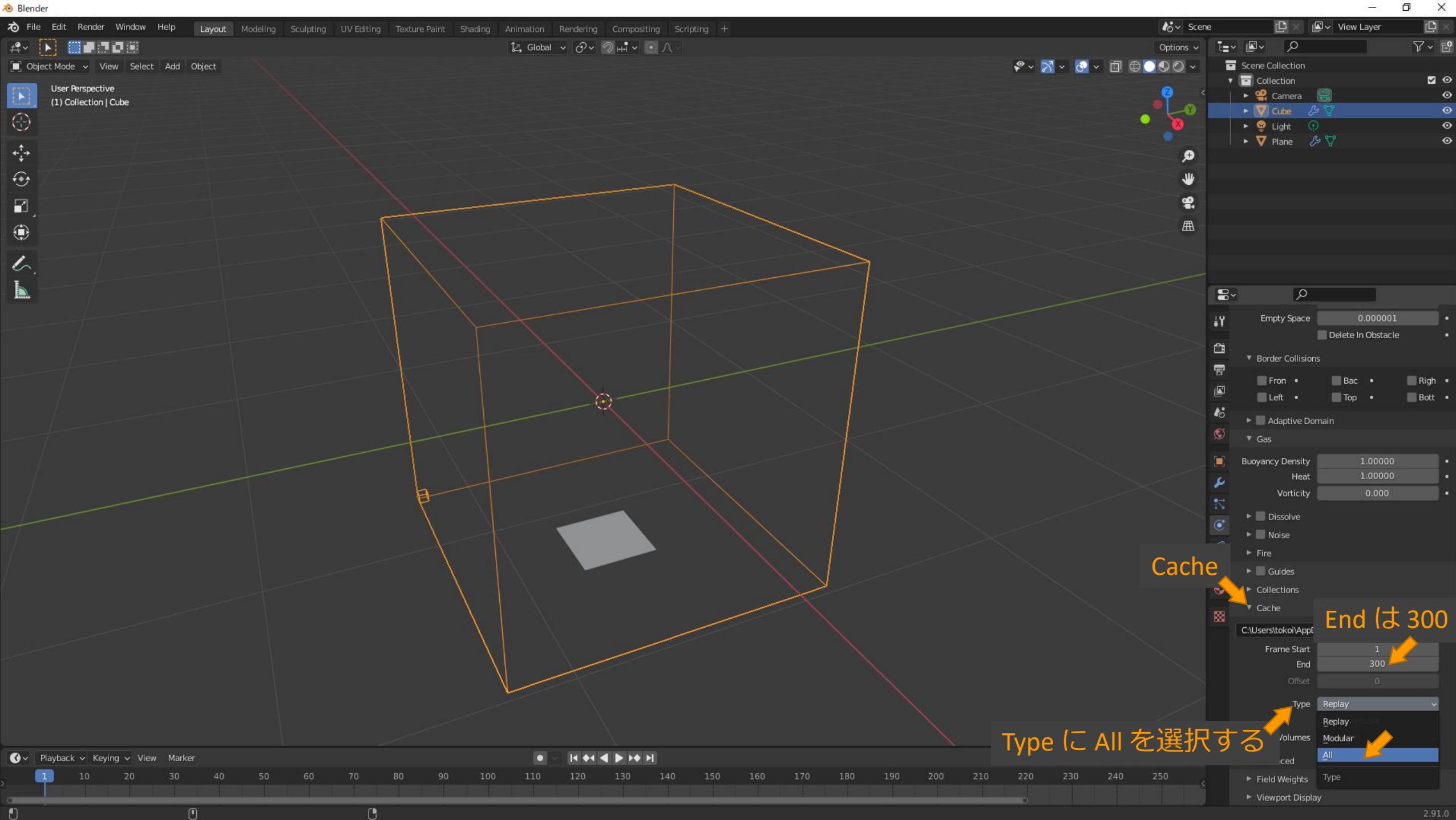


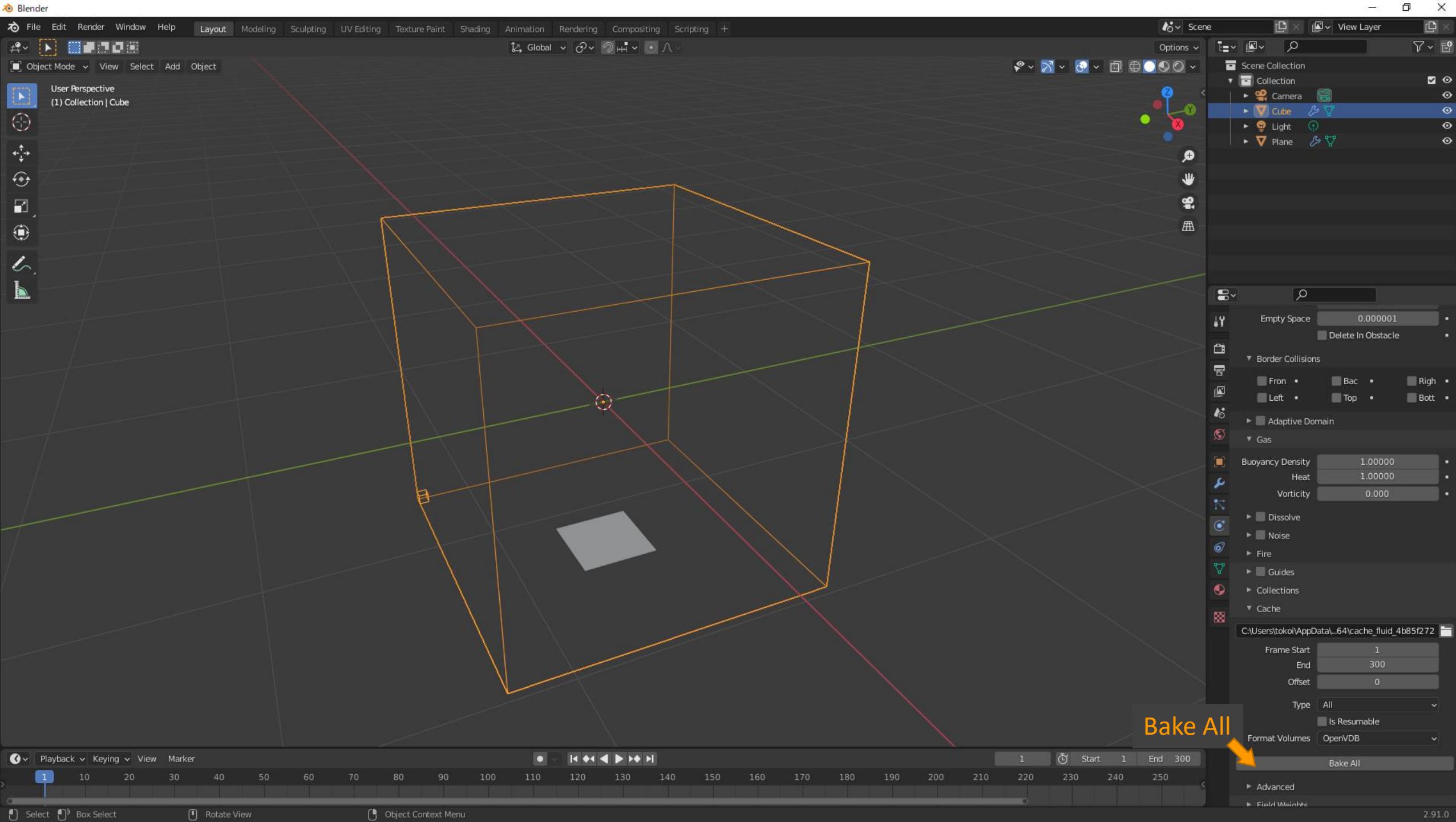


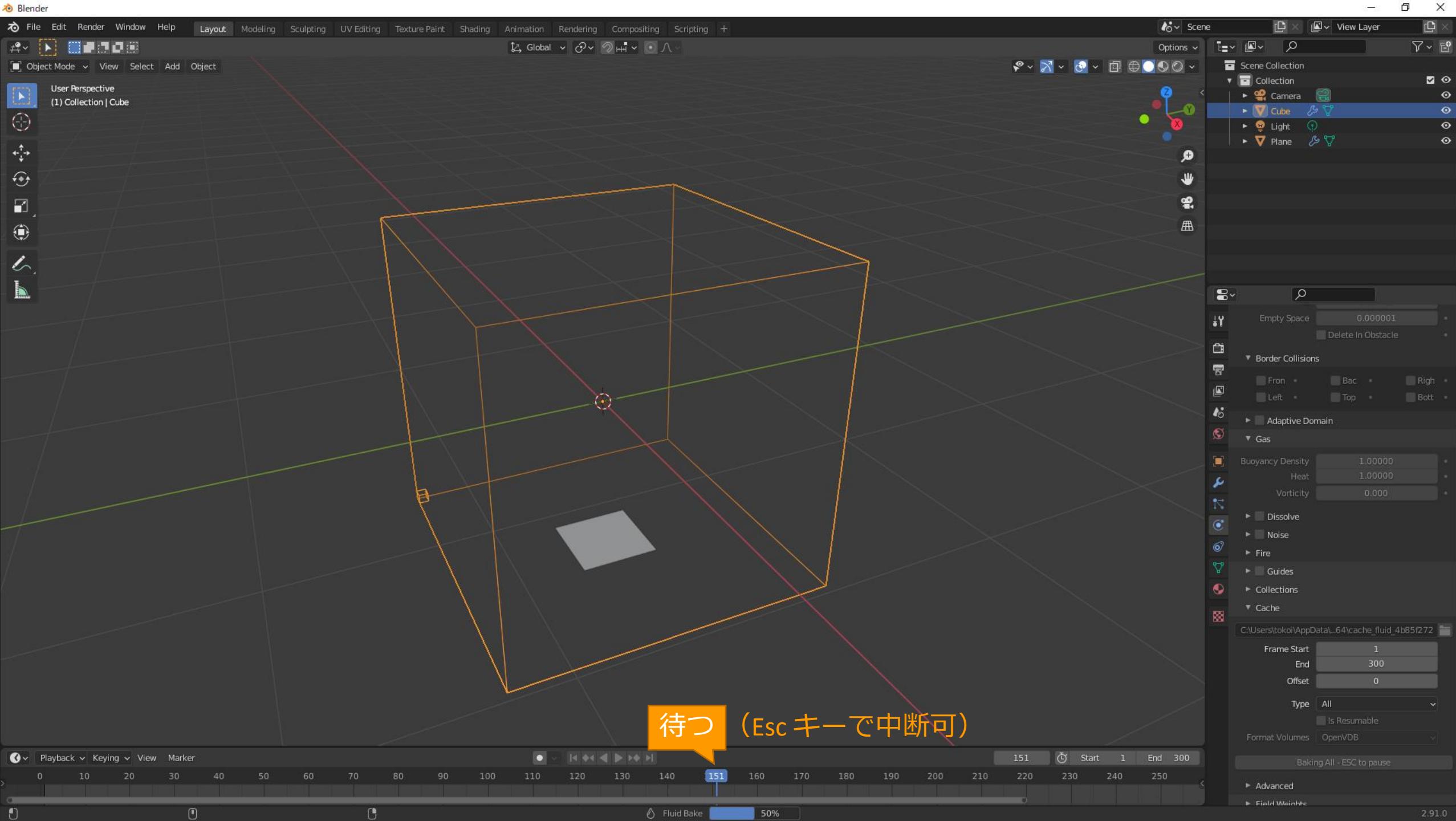




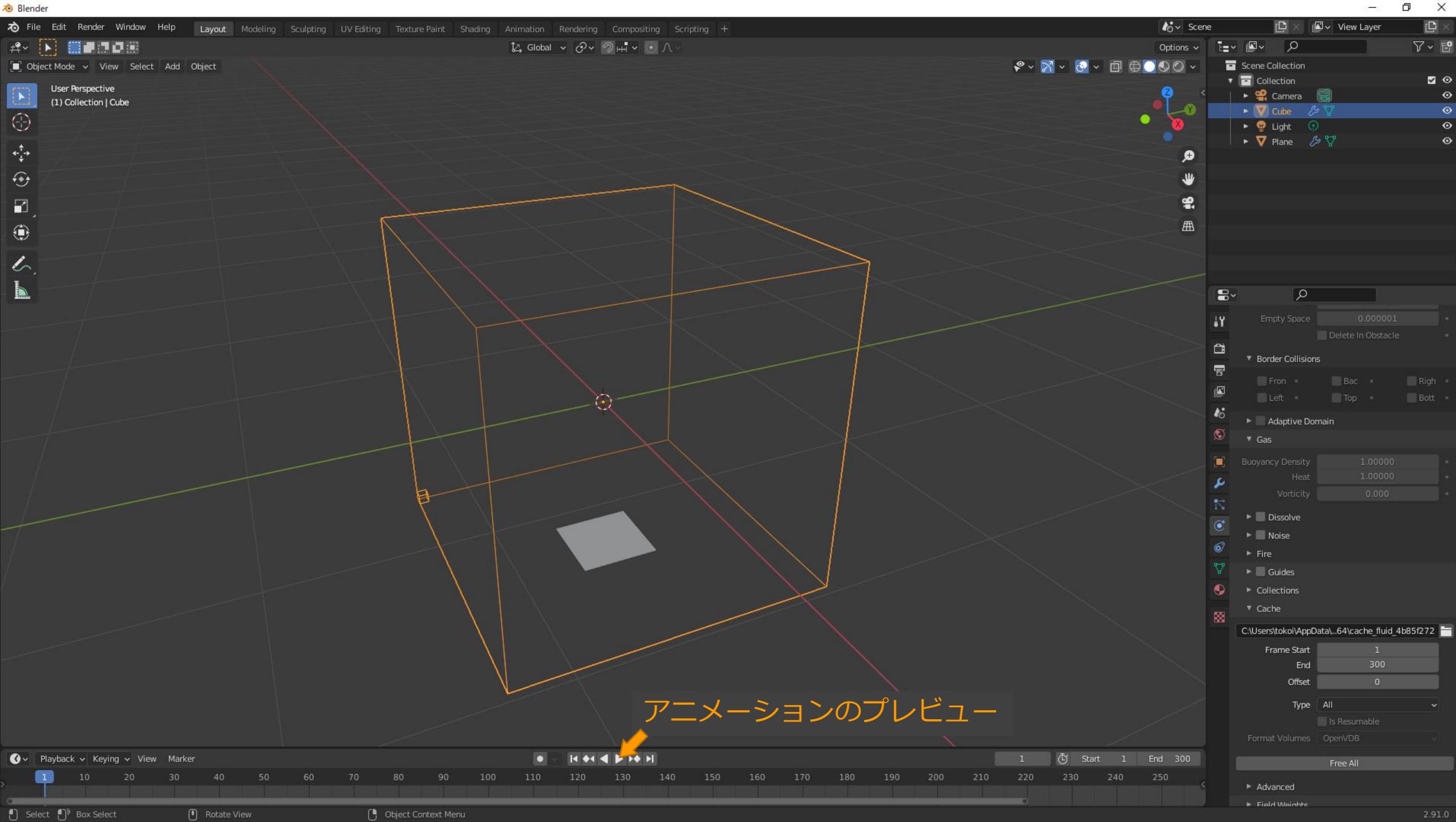


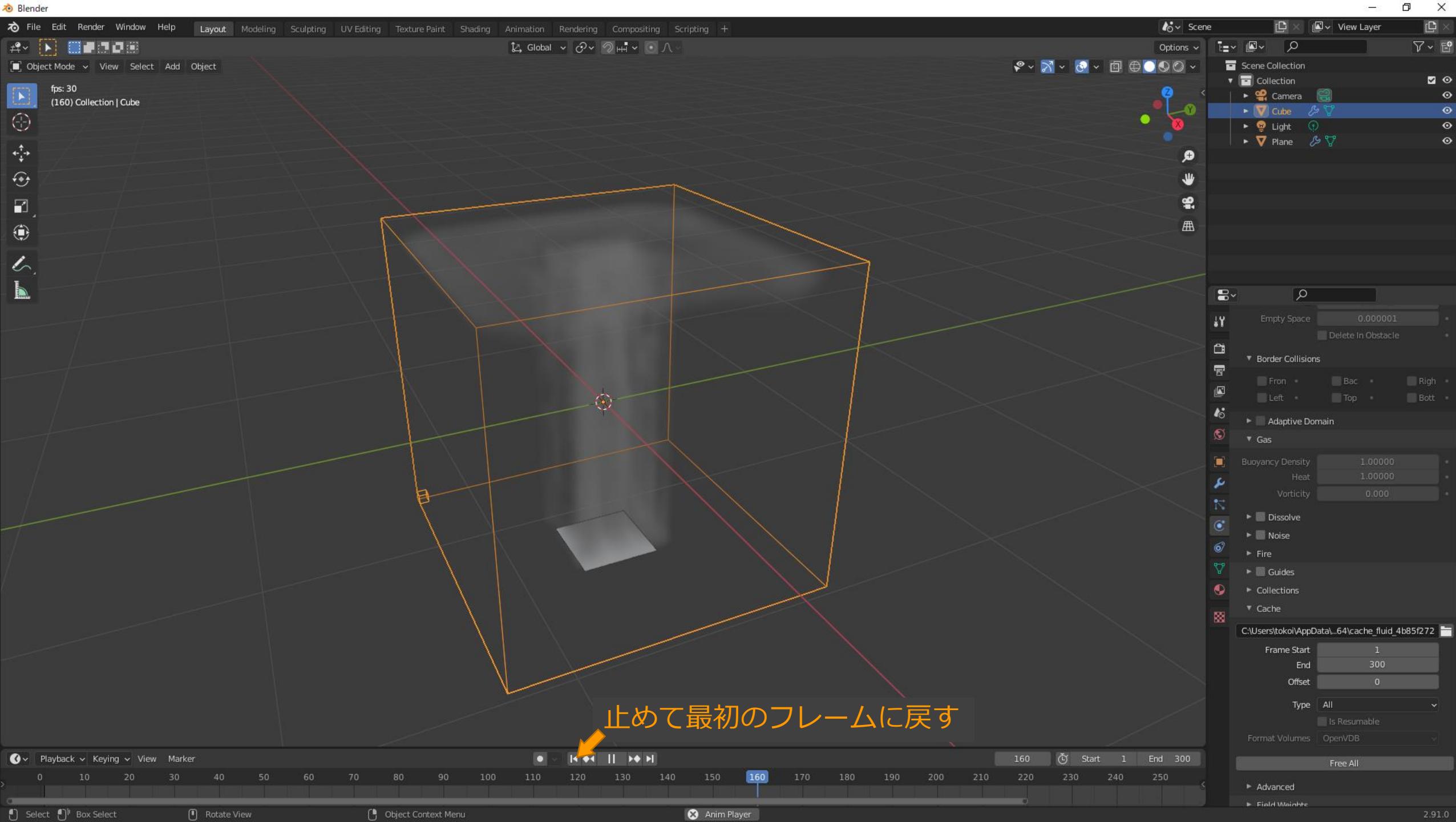


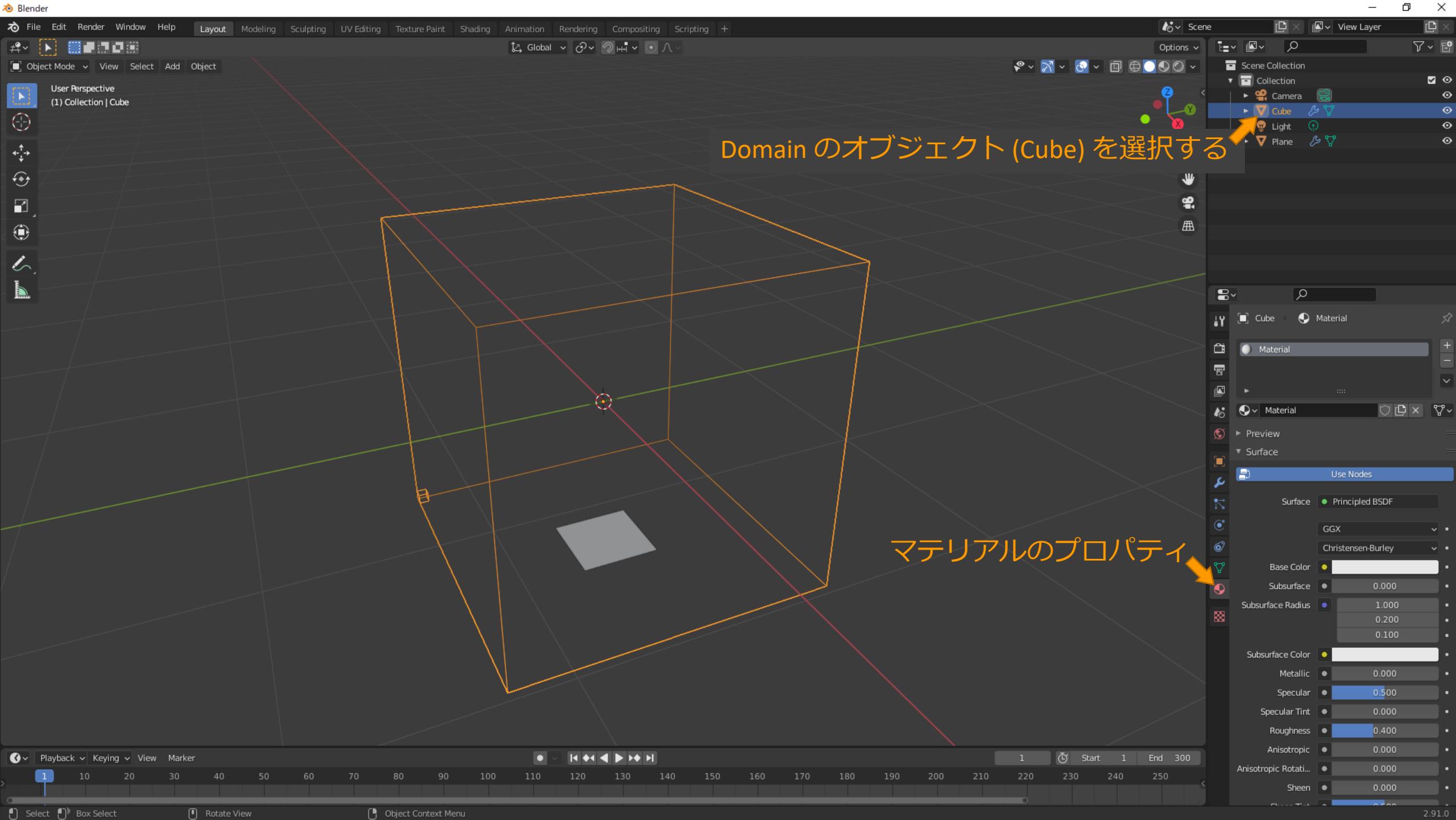


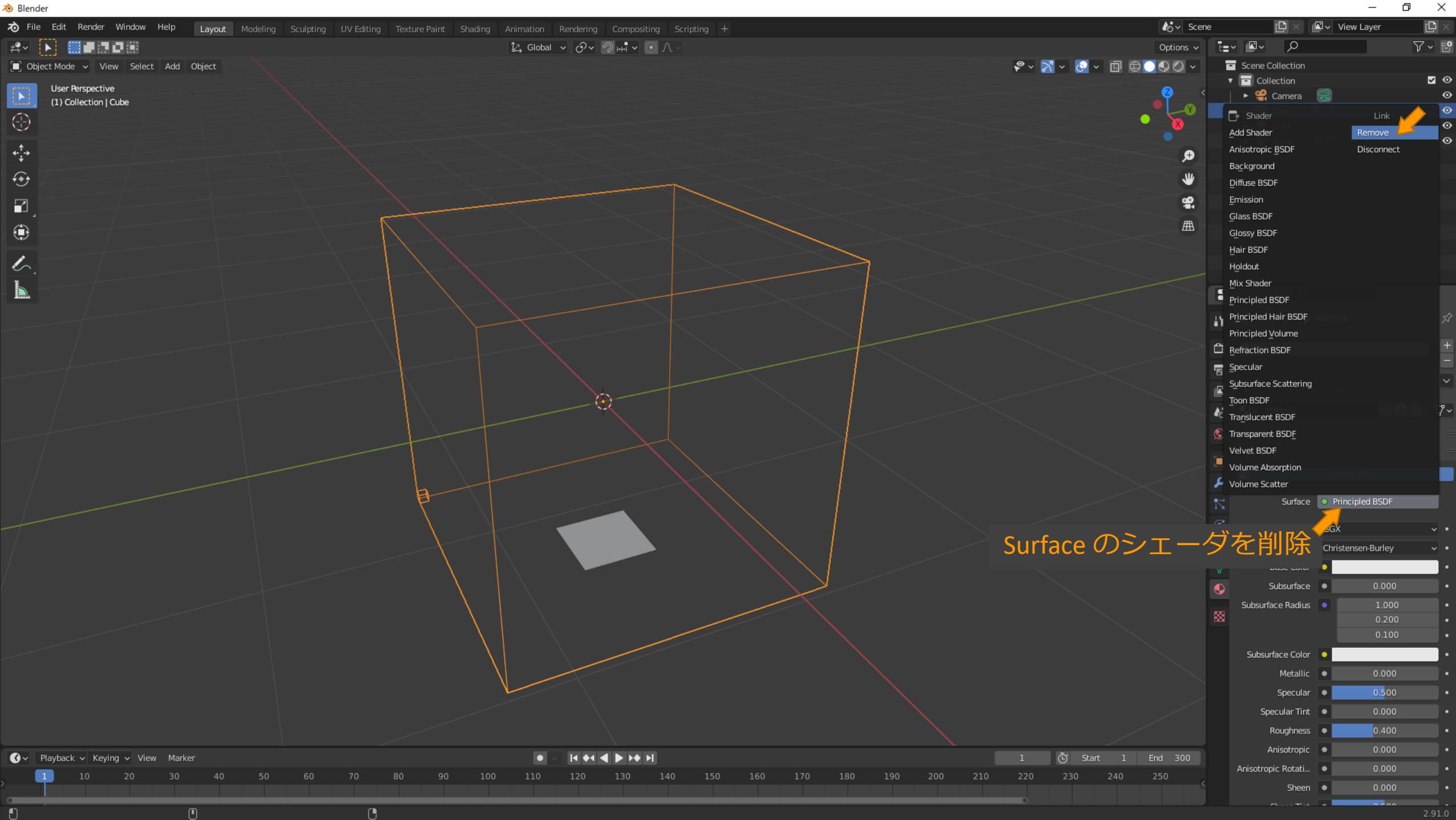


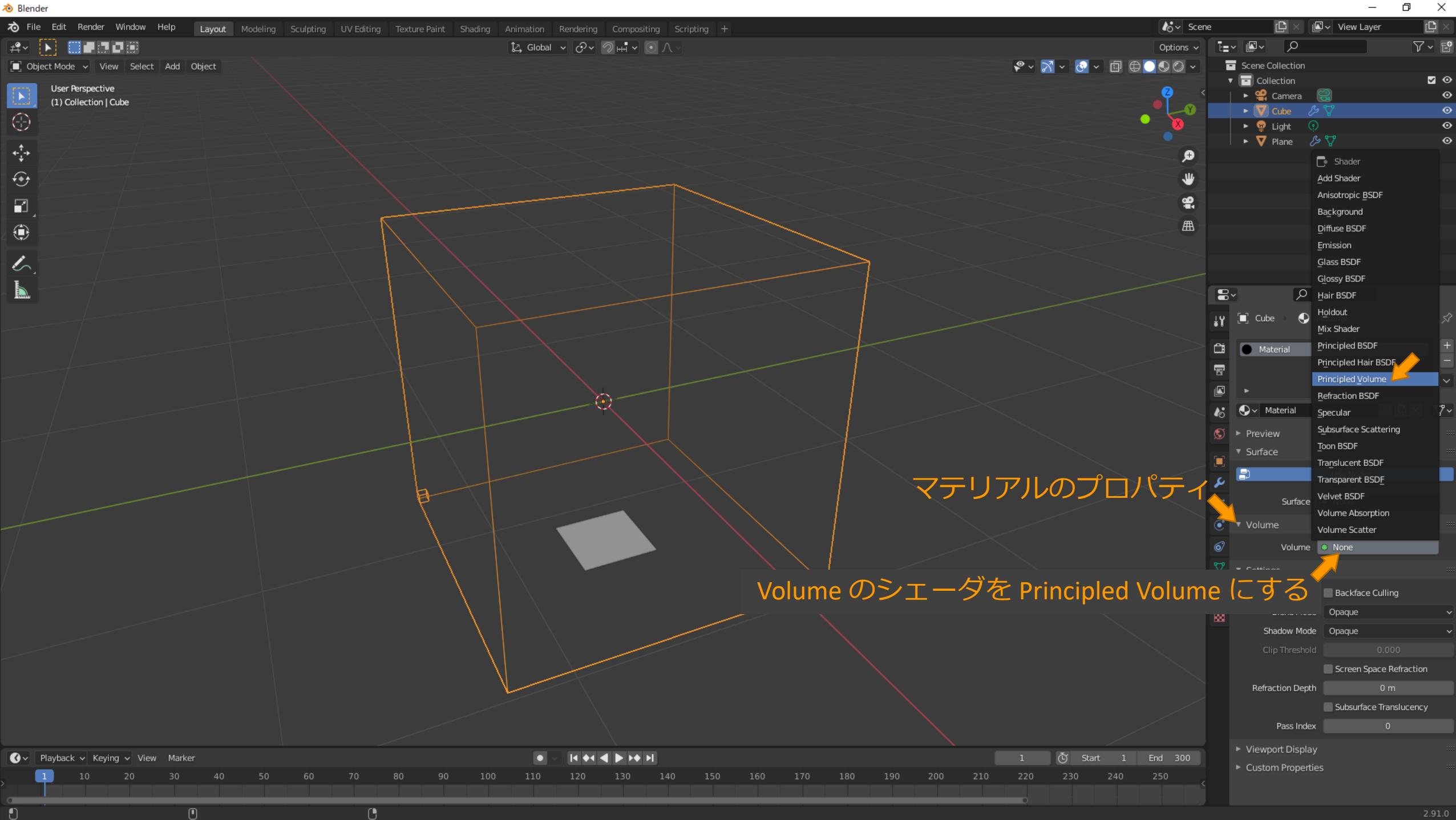
待つ (Esc キーで中断可)

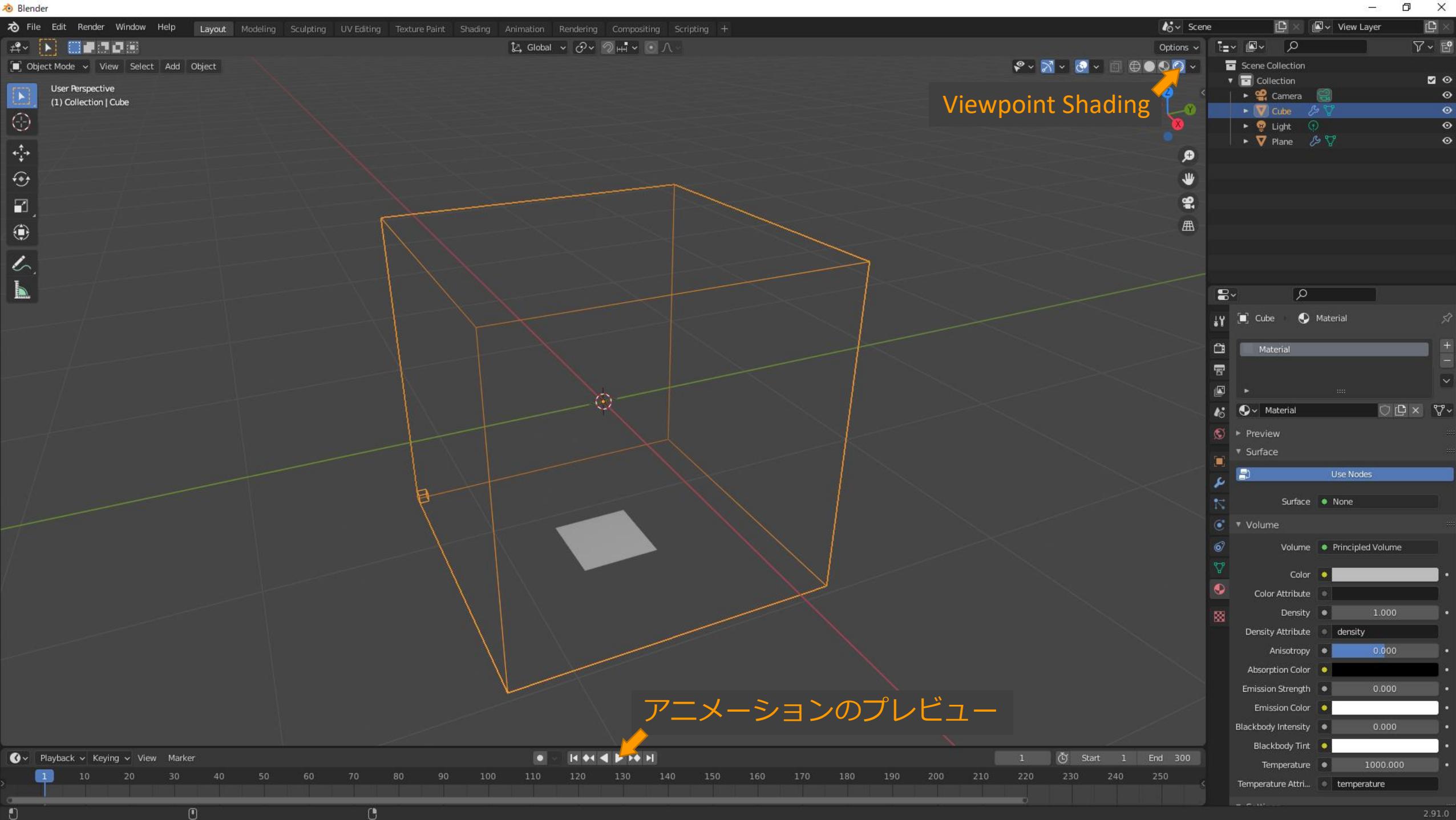


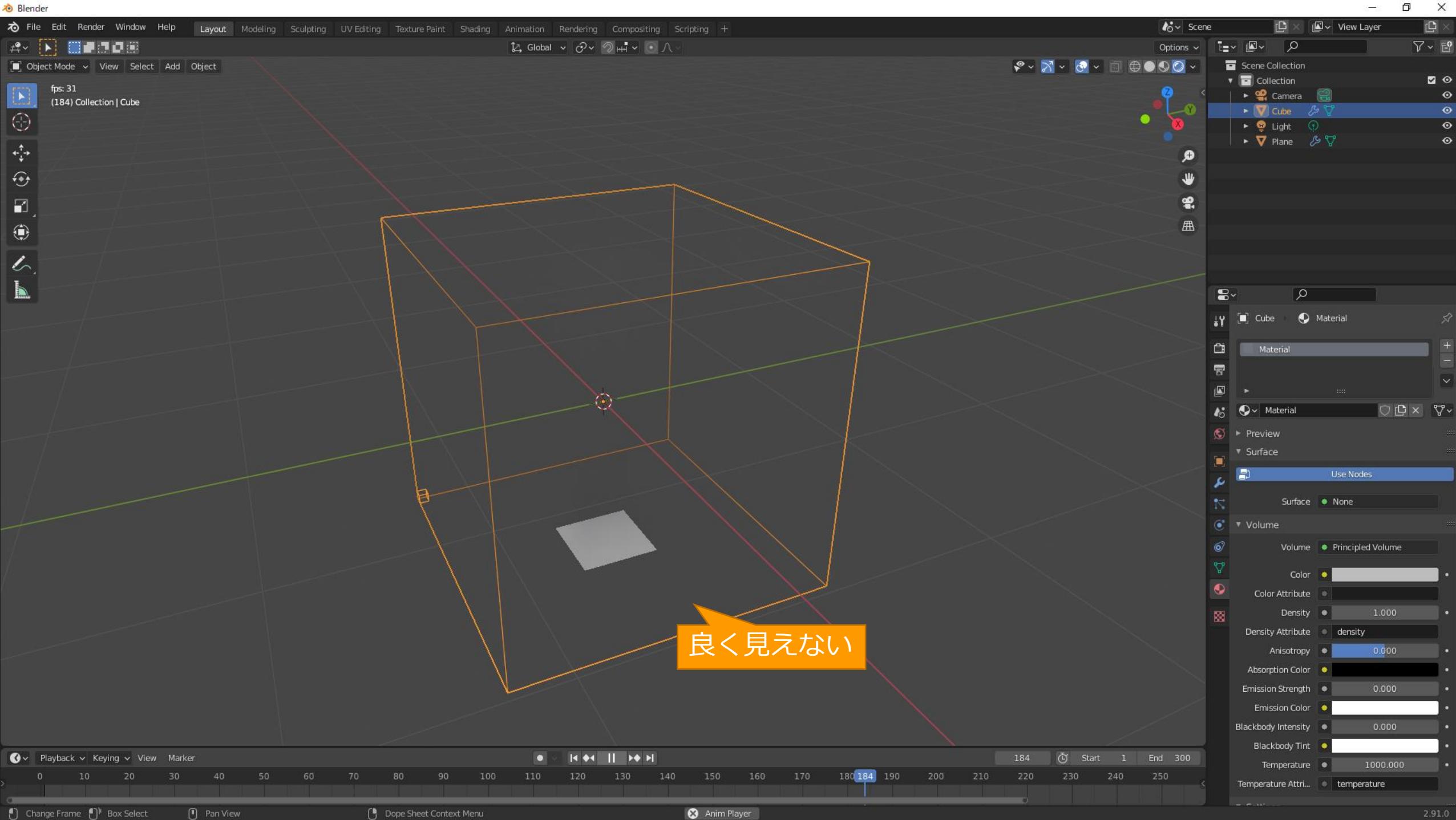












良く見えない

