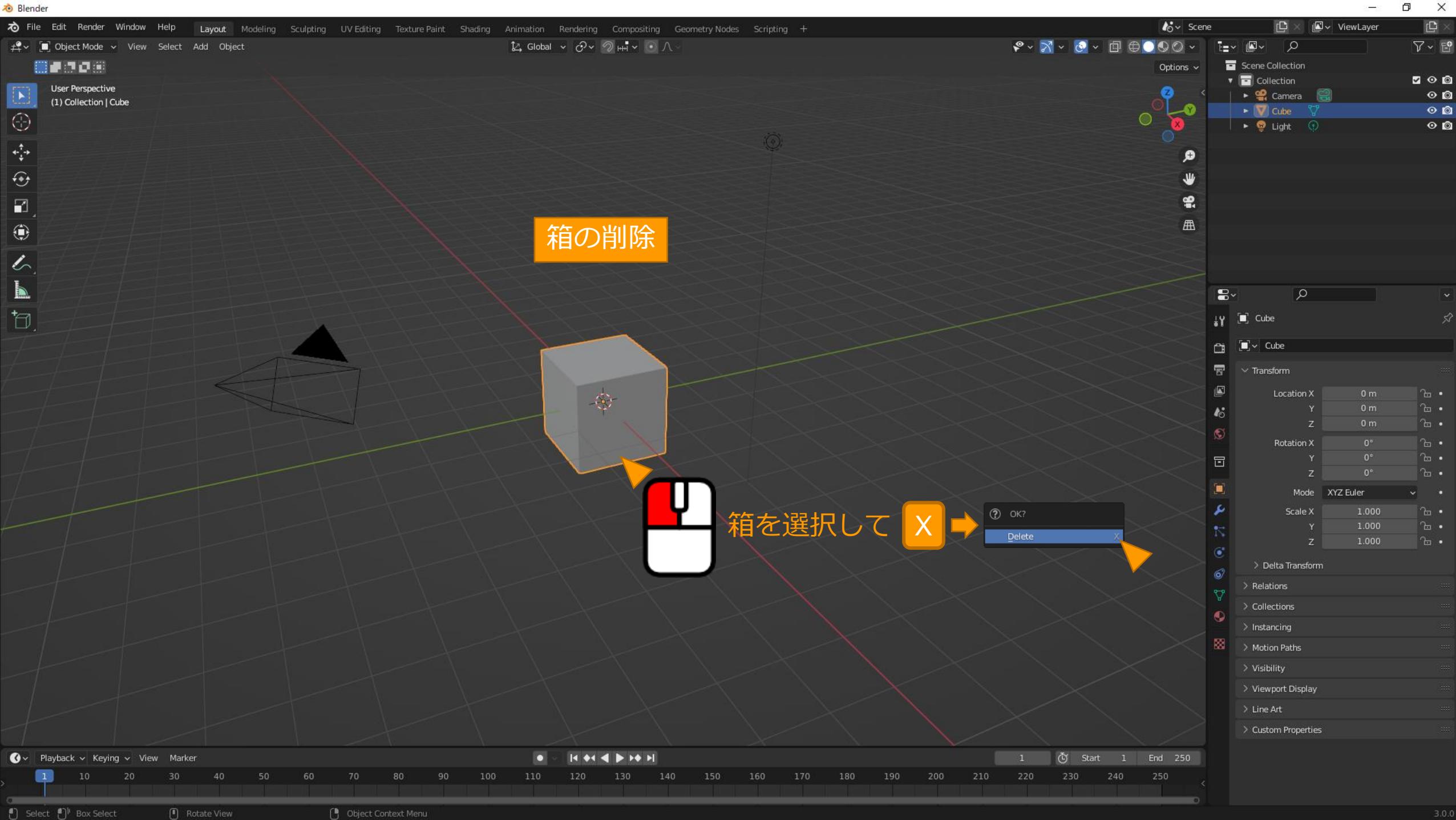
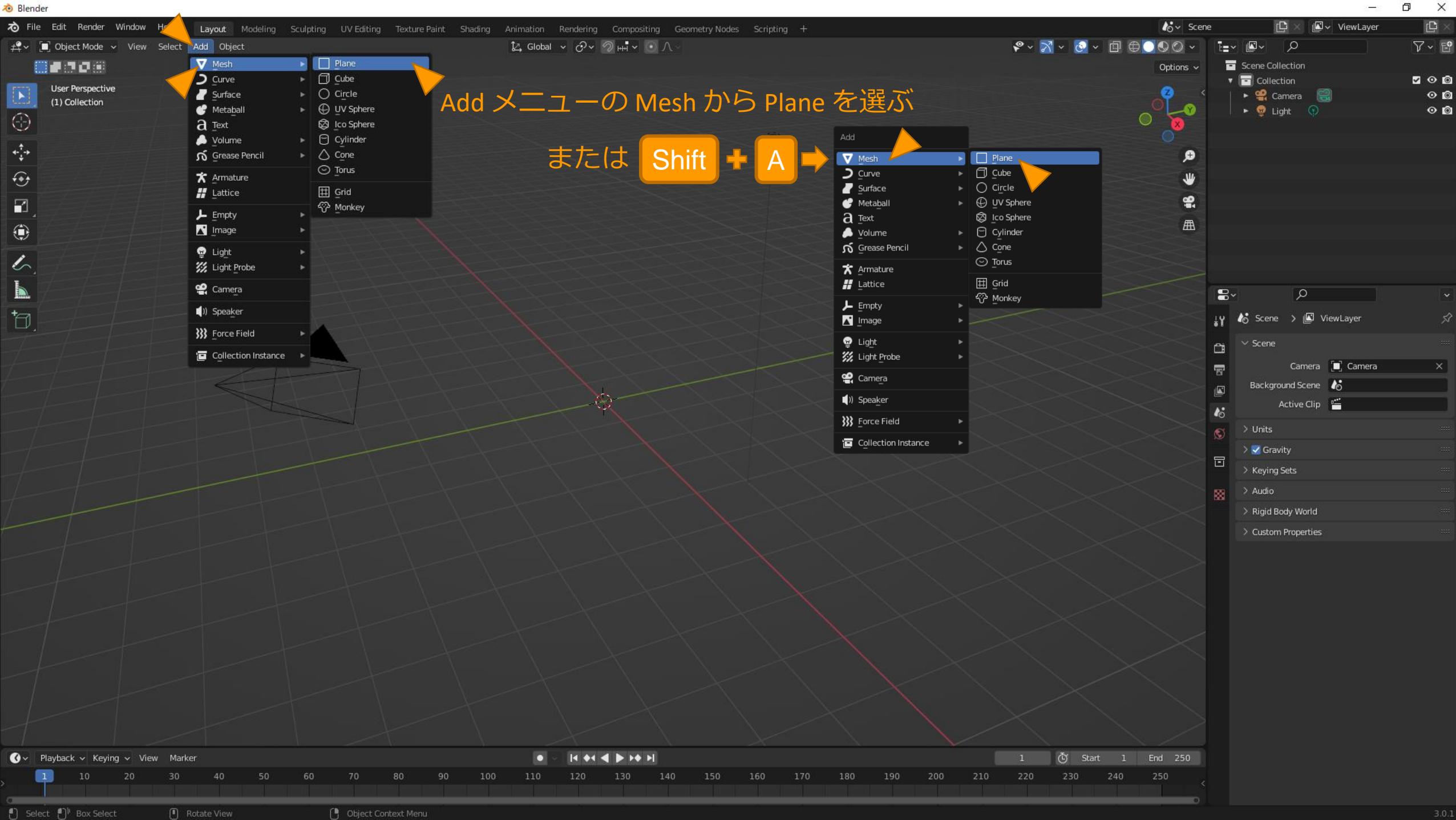


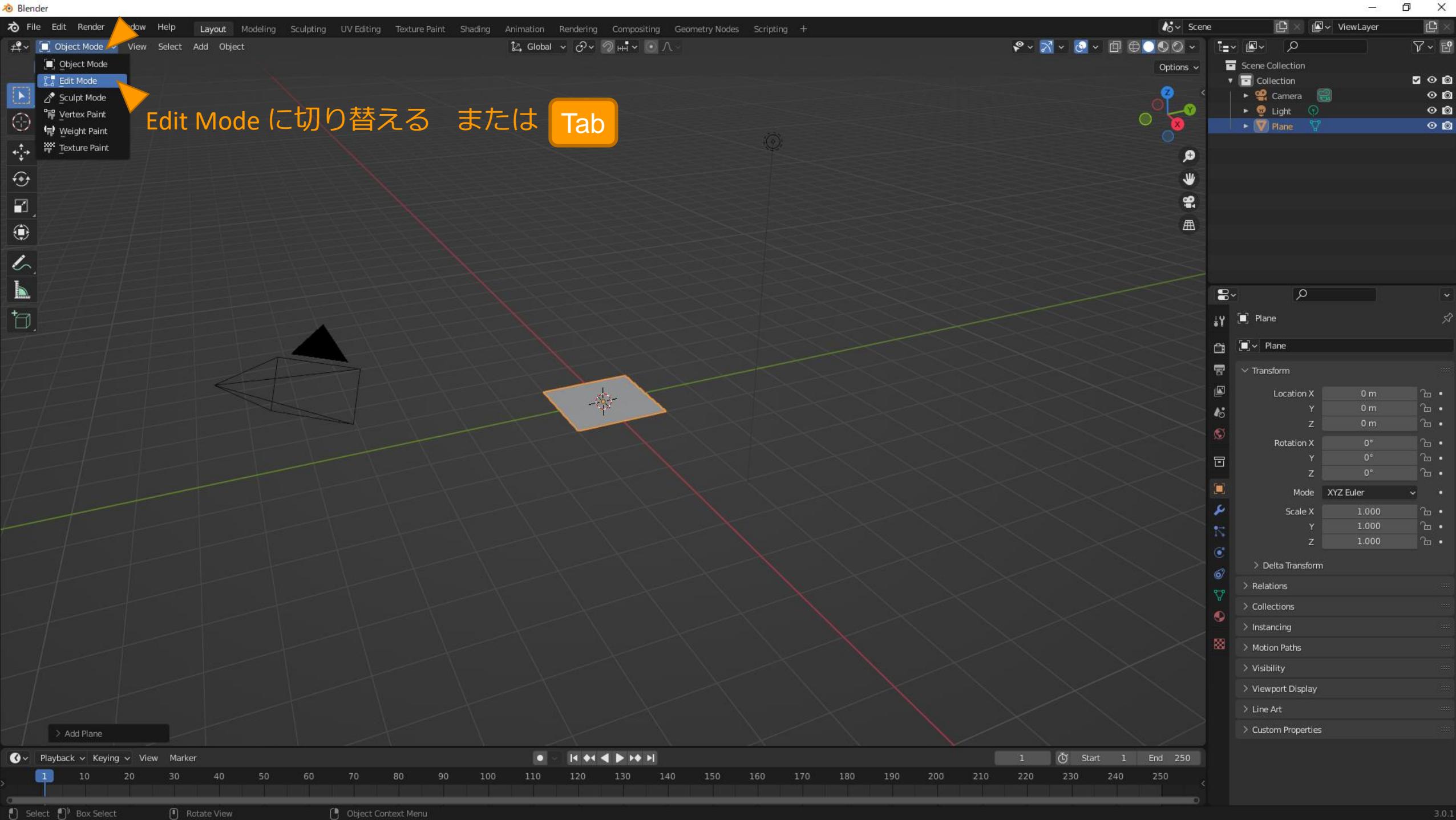
螺旋階段を作る

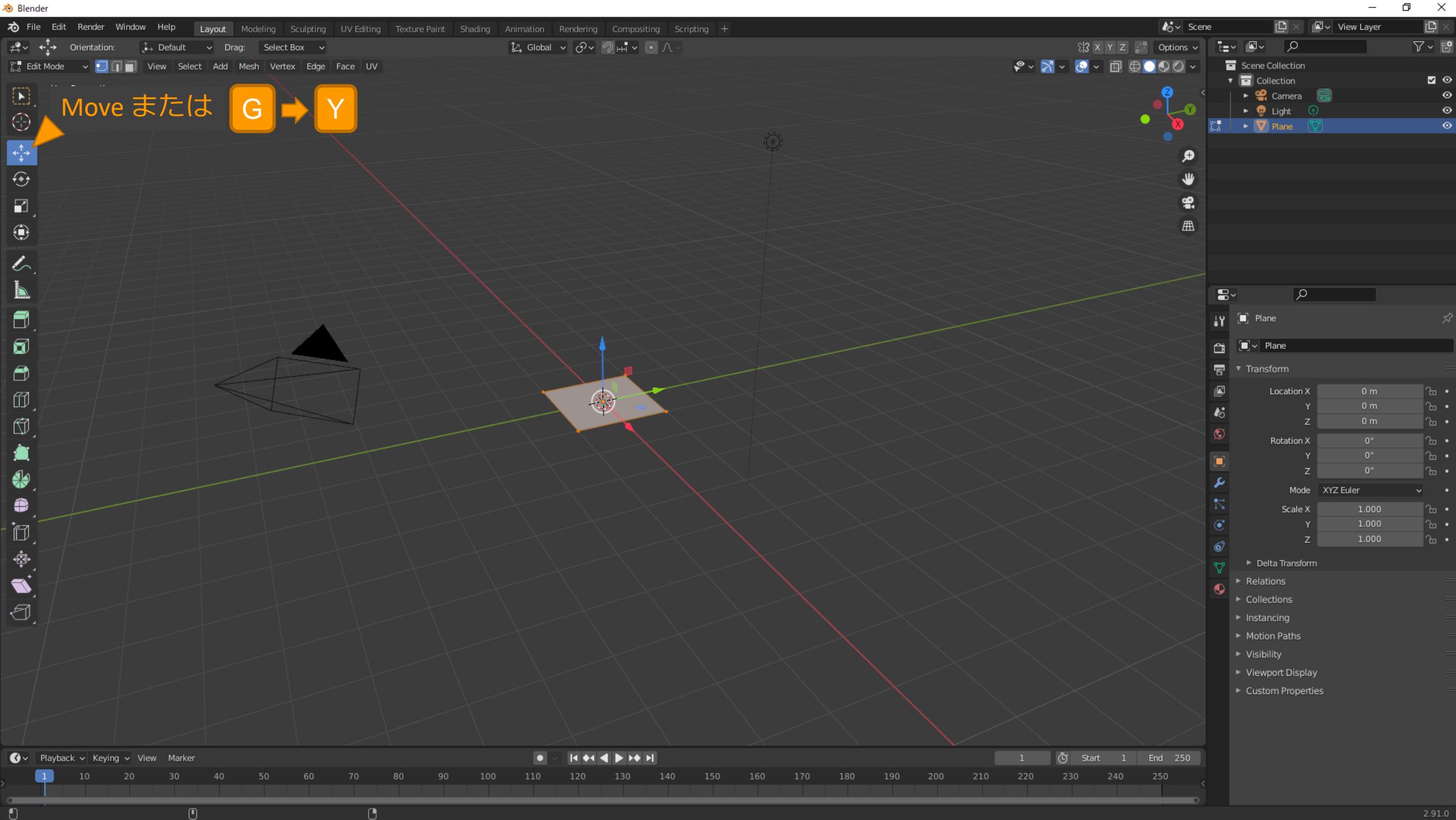
スクリューモディファイアとアレイモディファイア

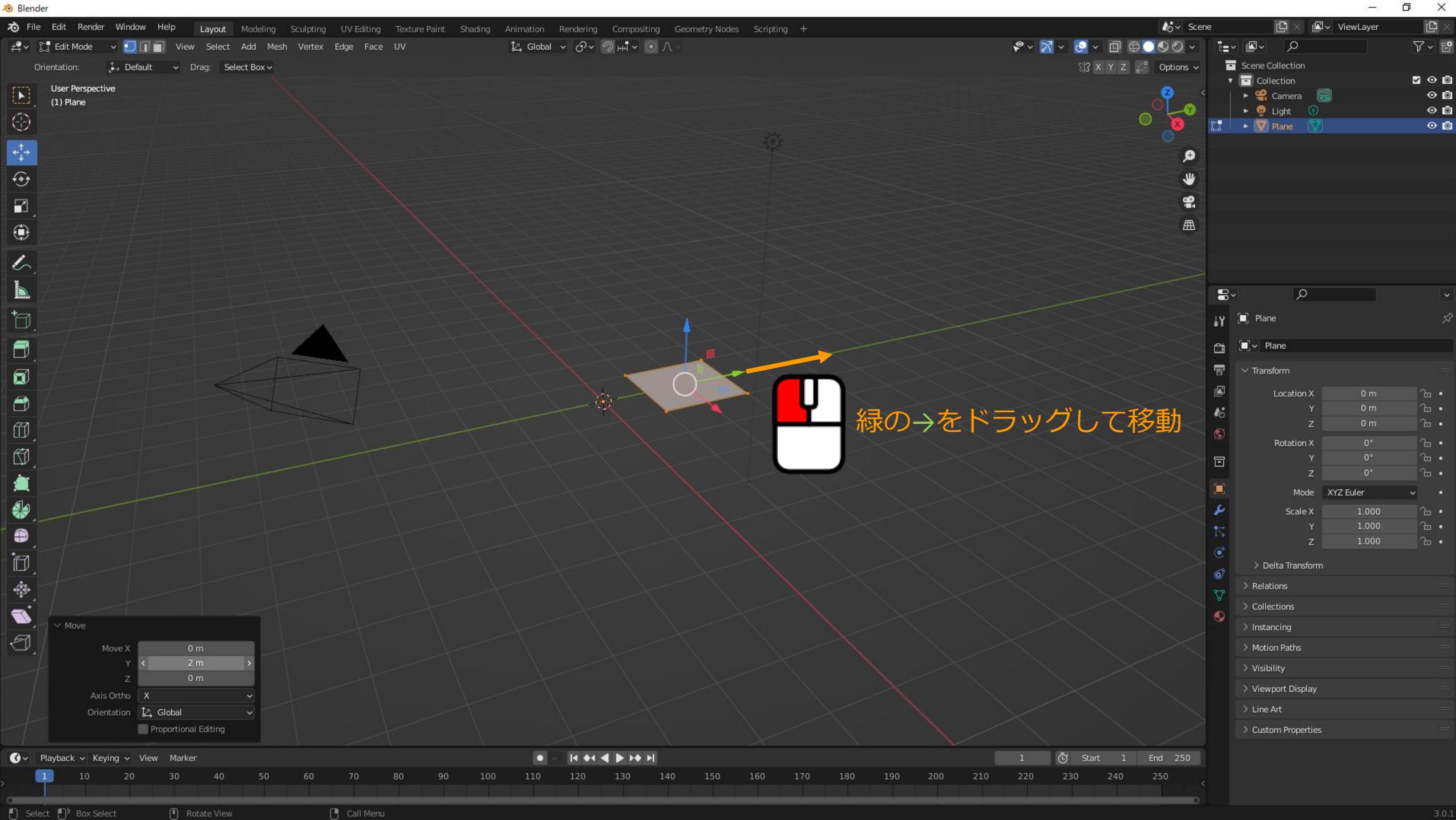


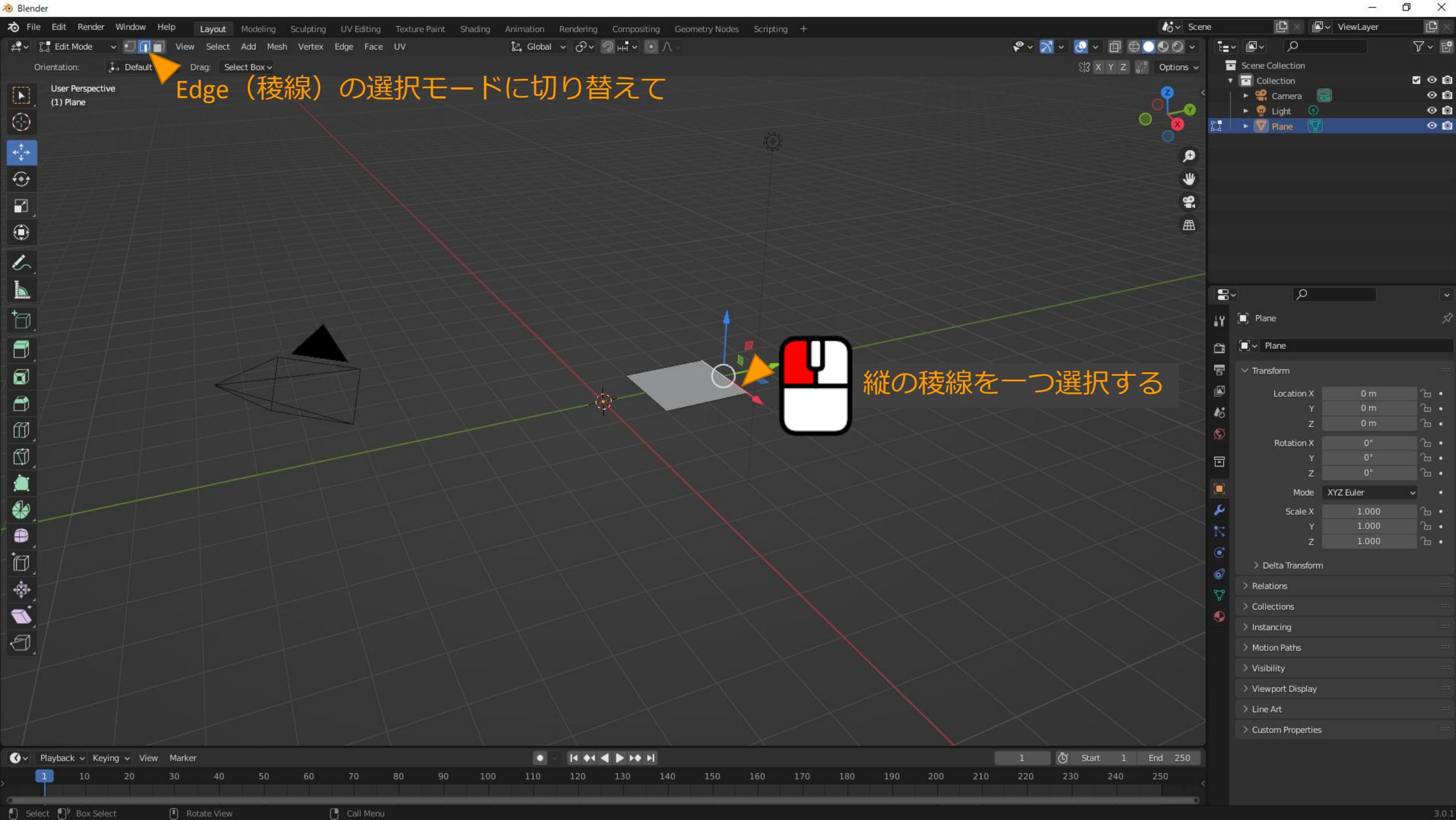


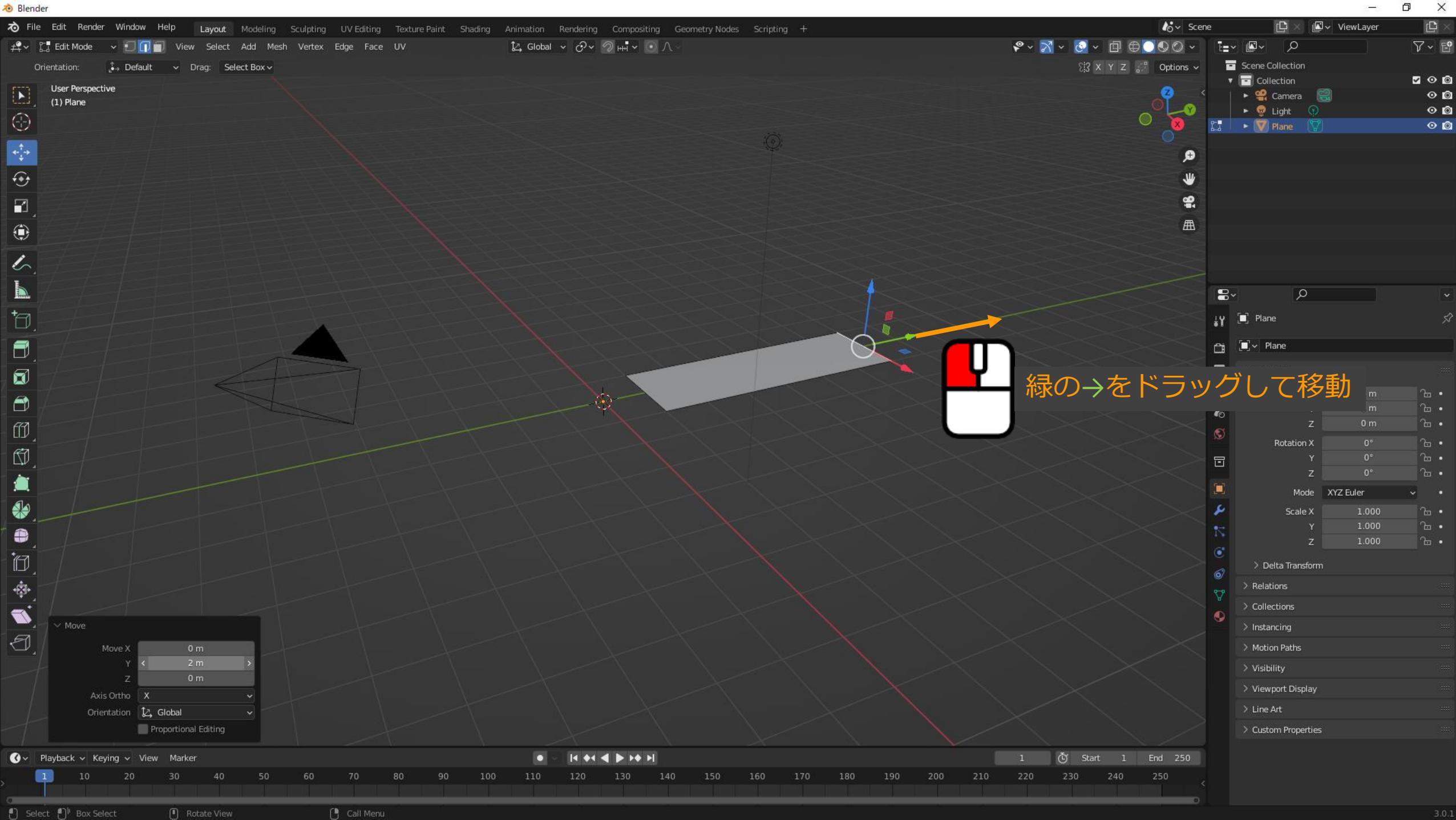


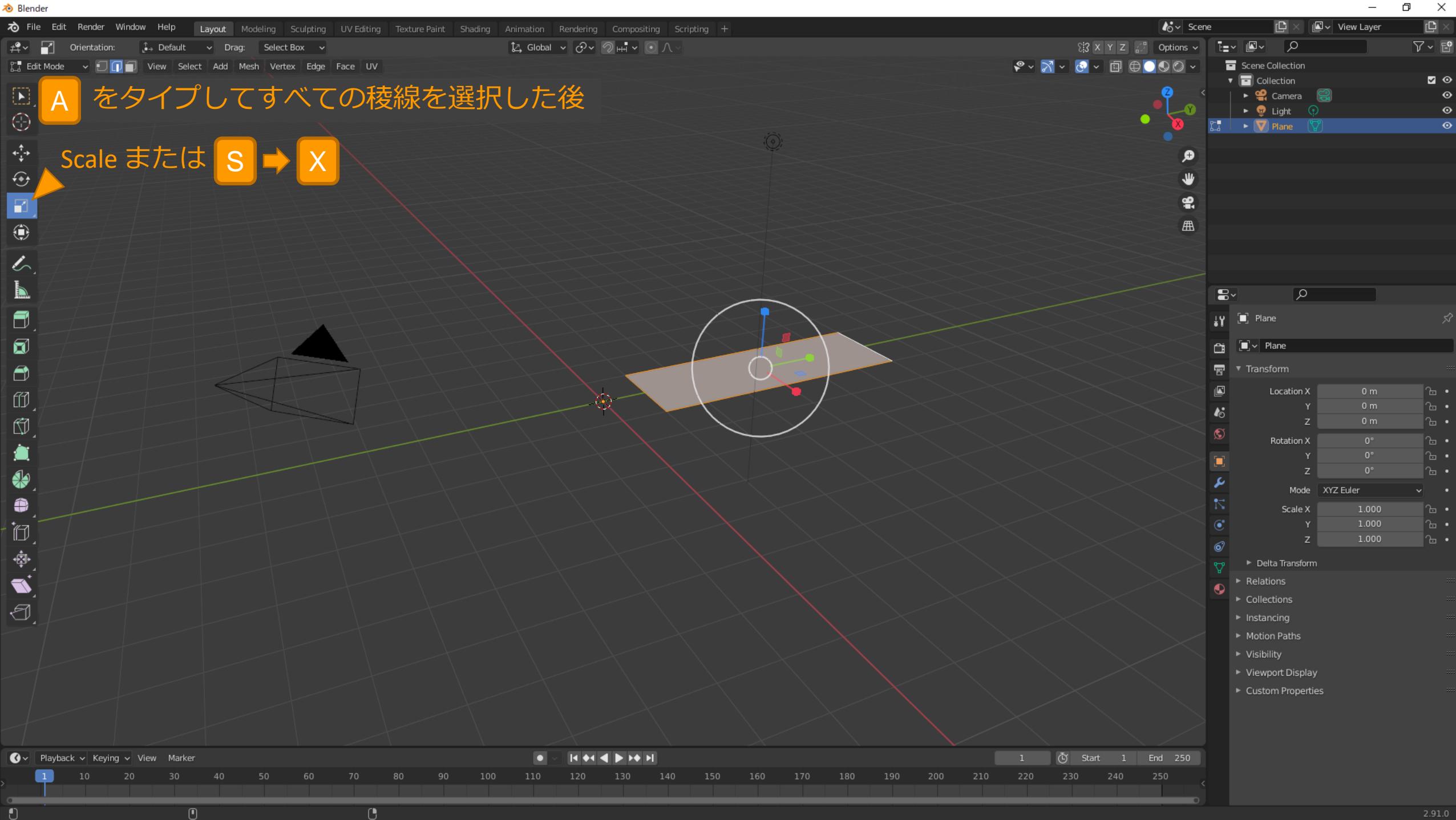


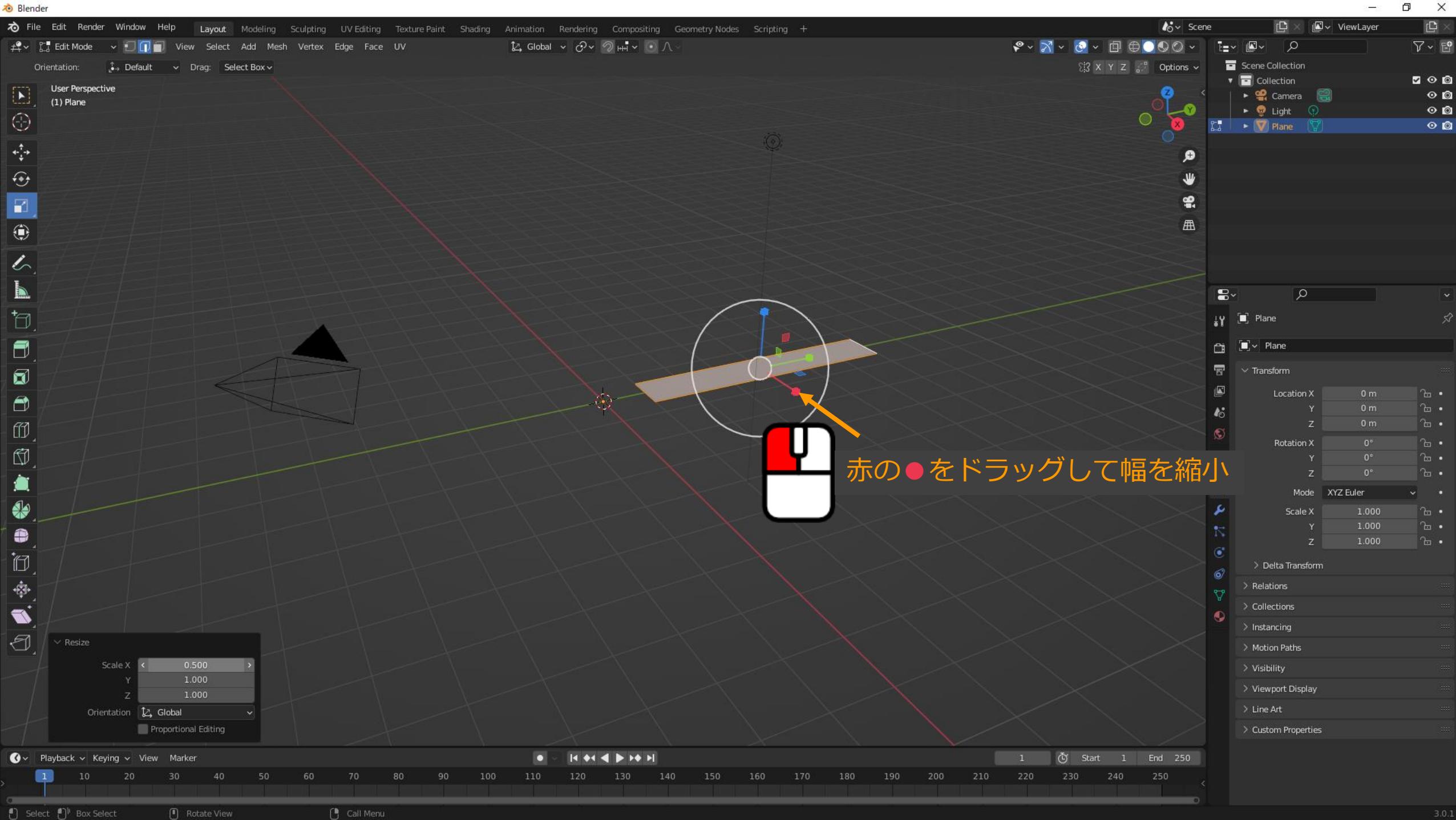


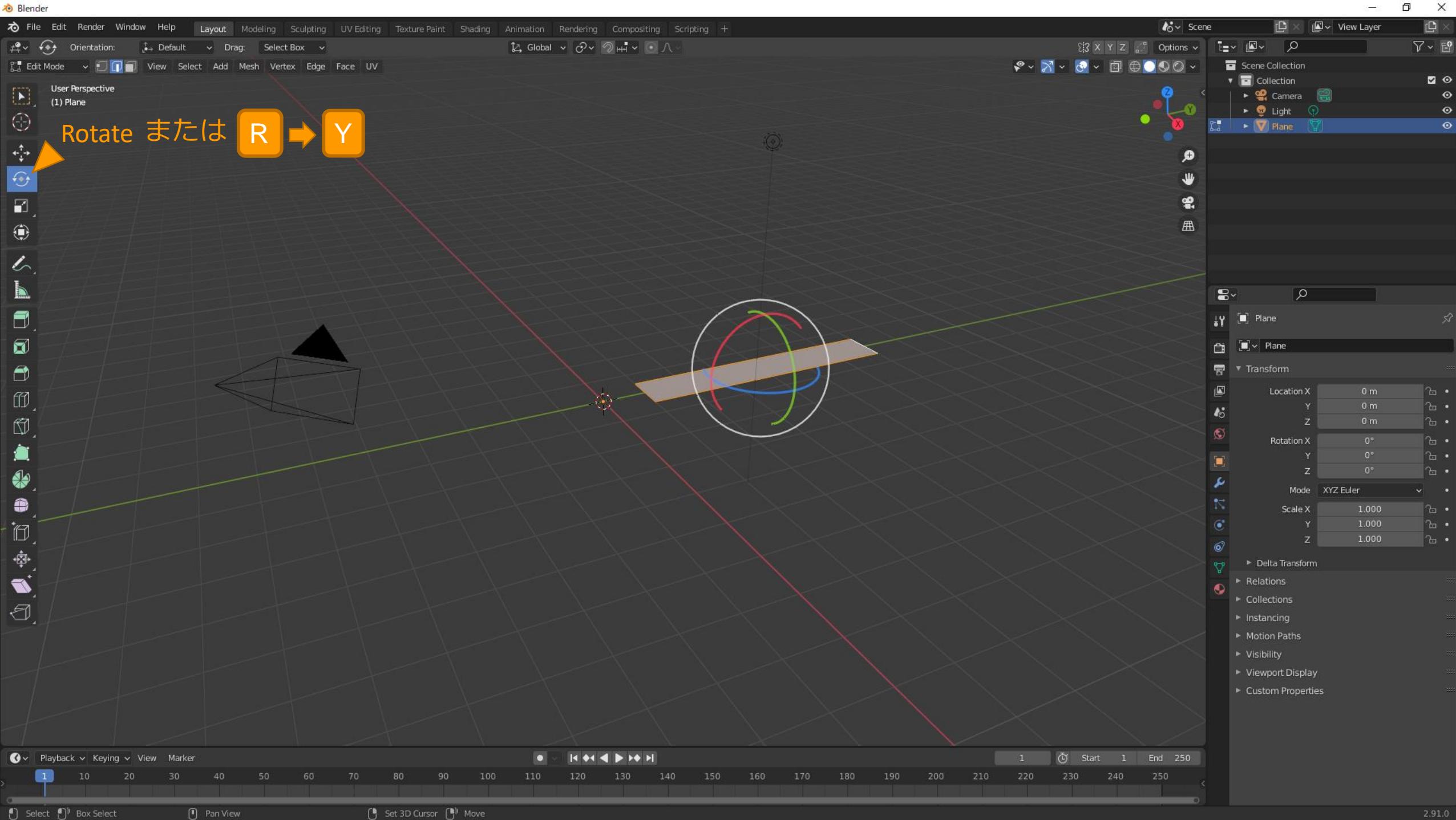


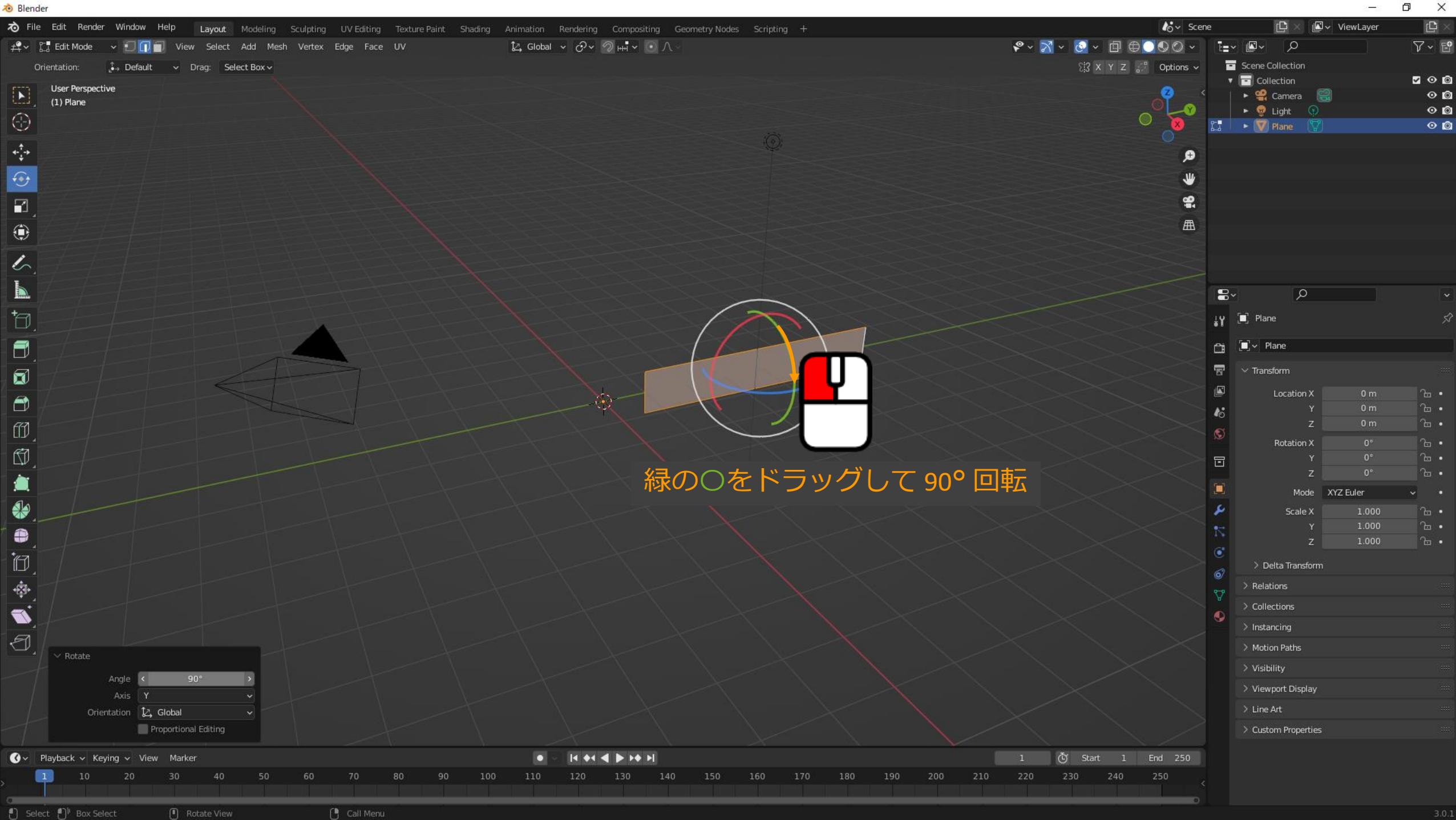


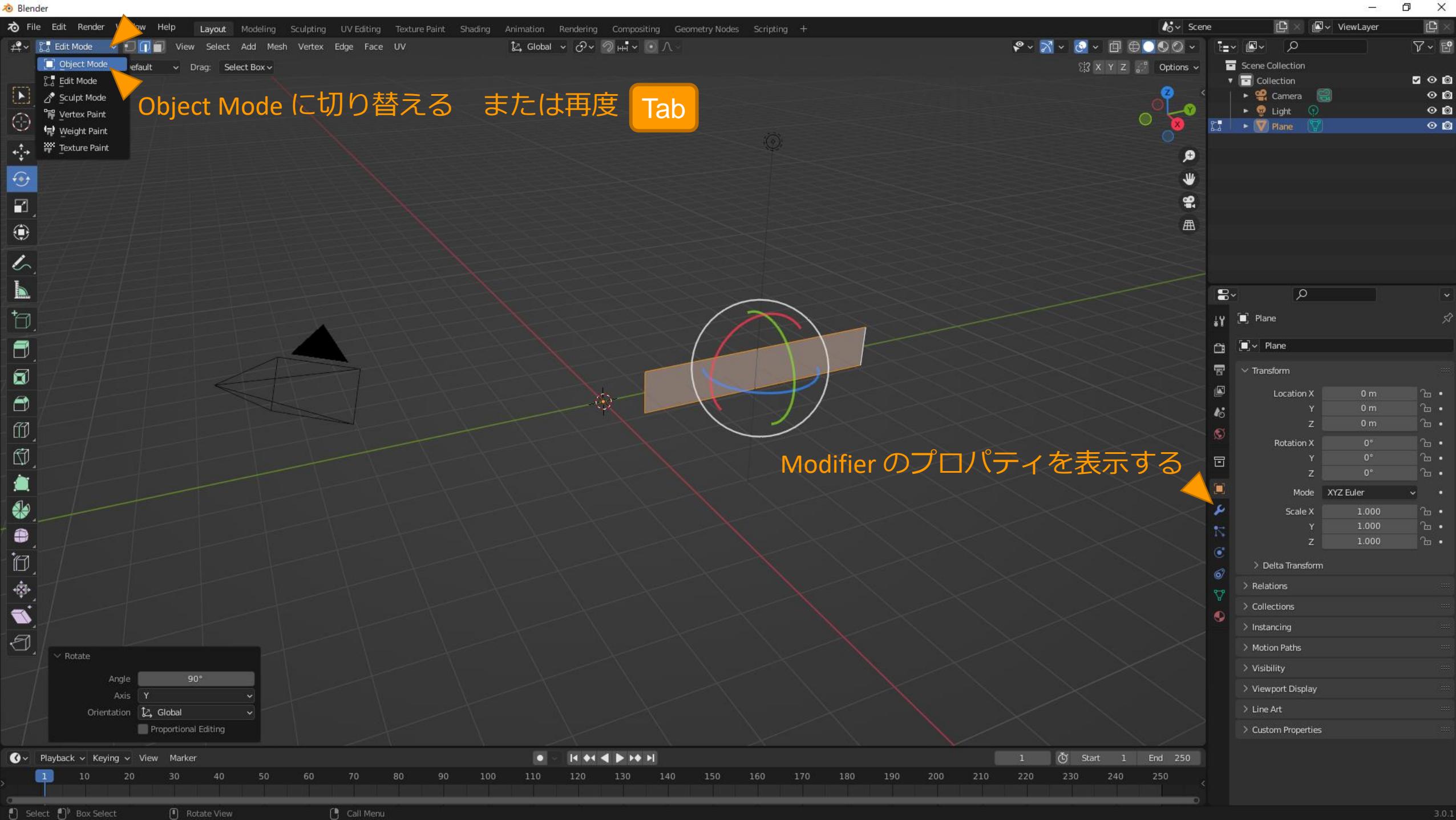


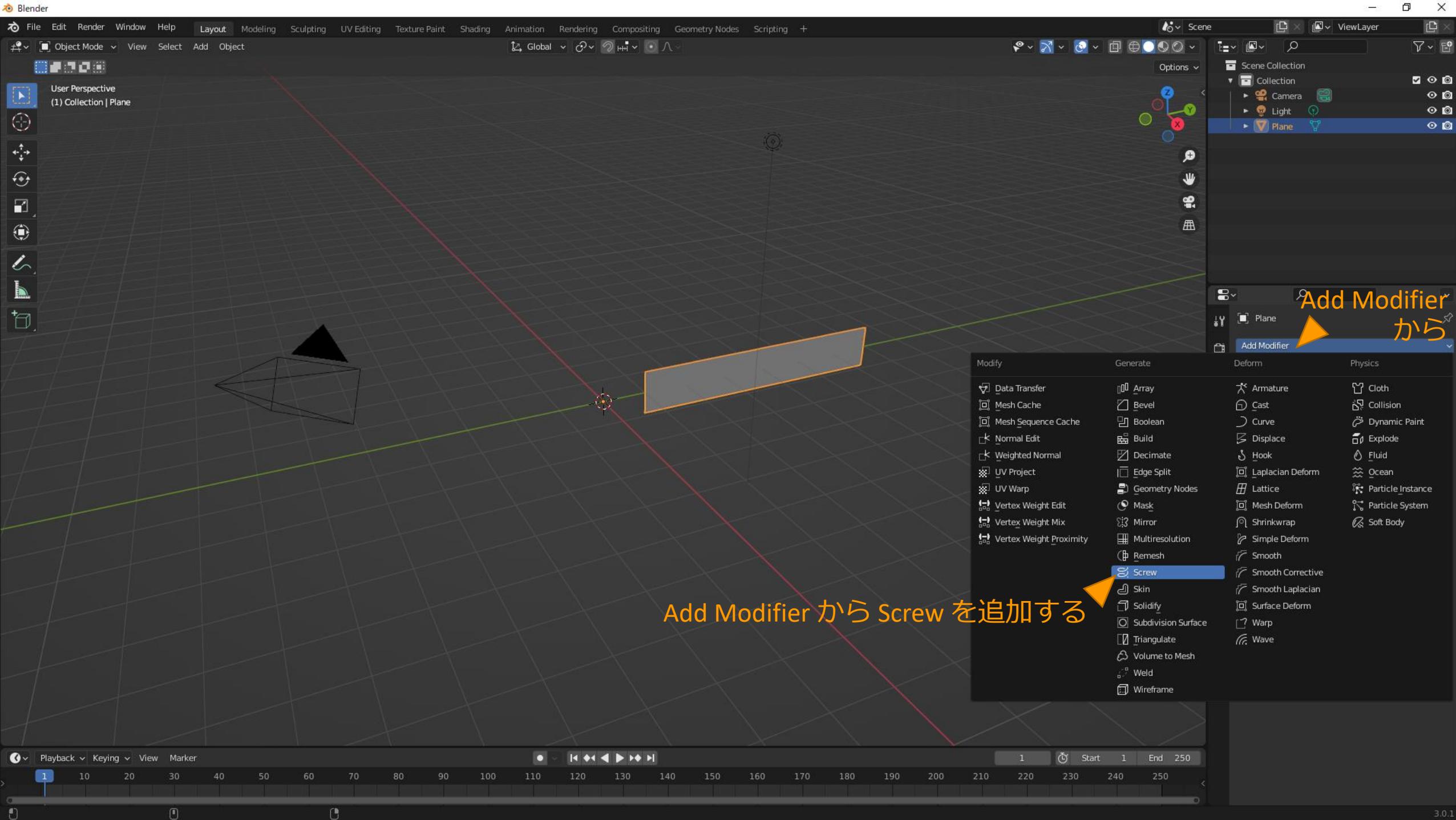


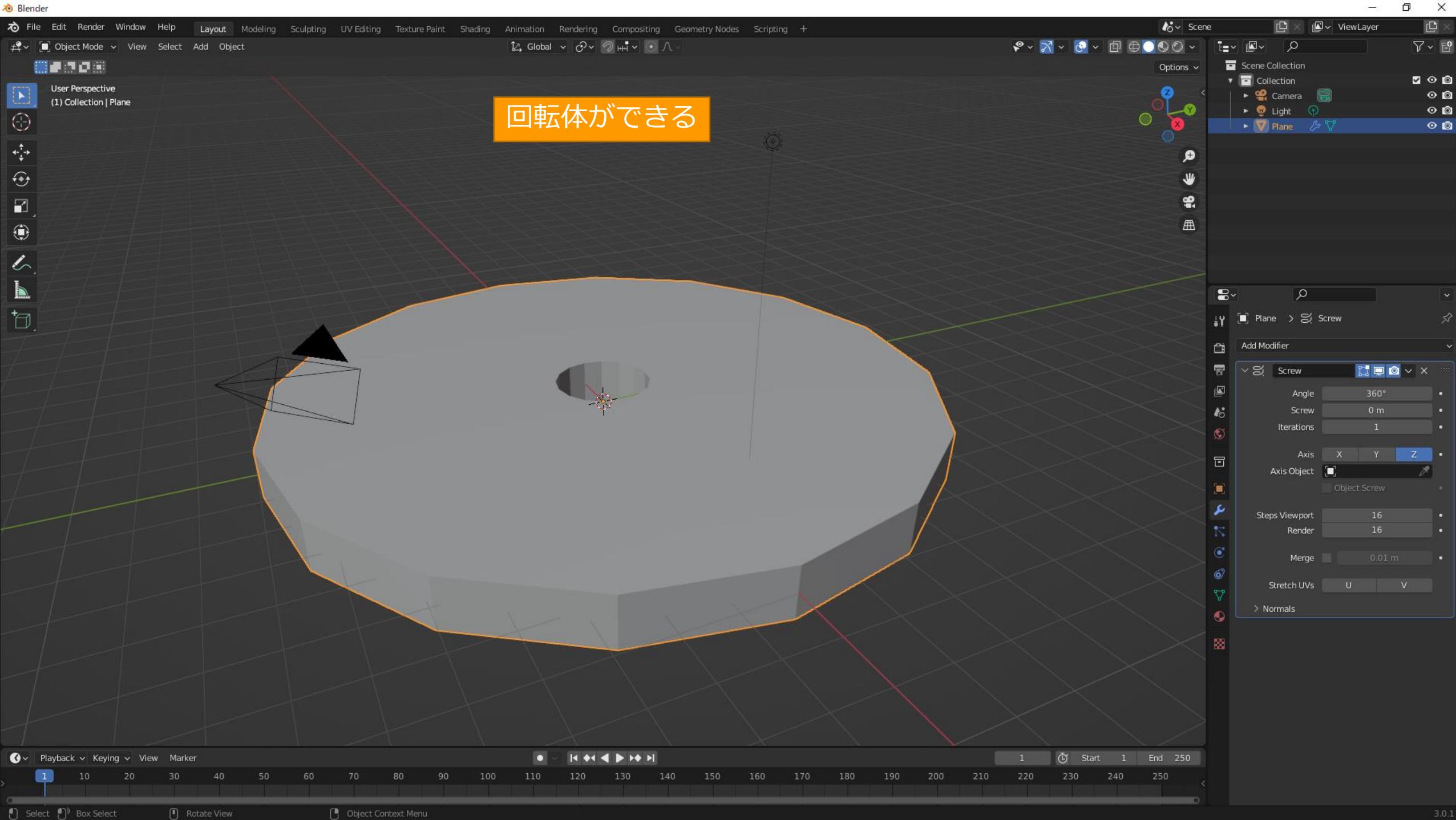


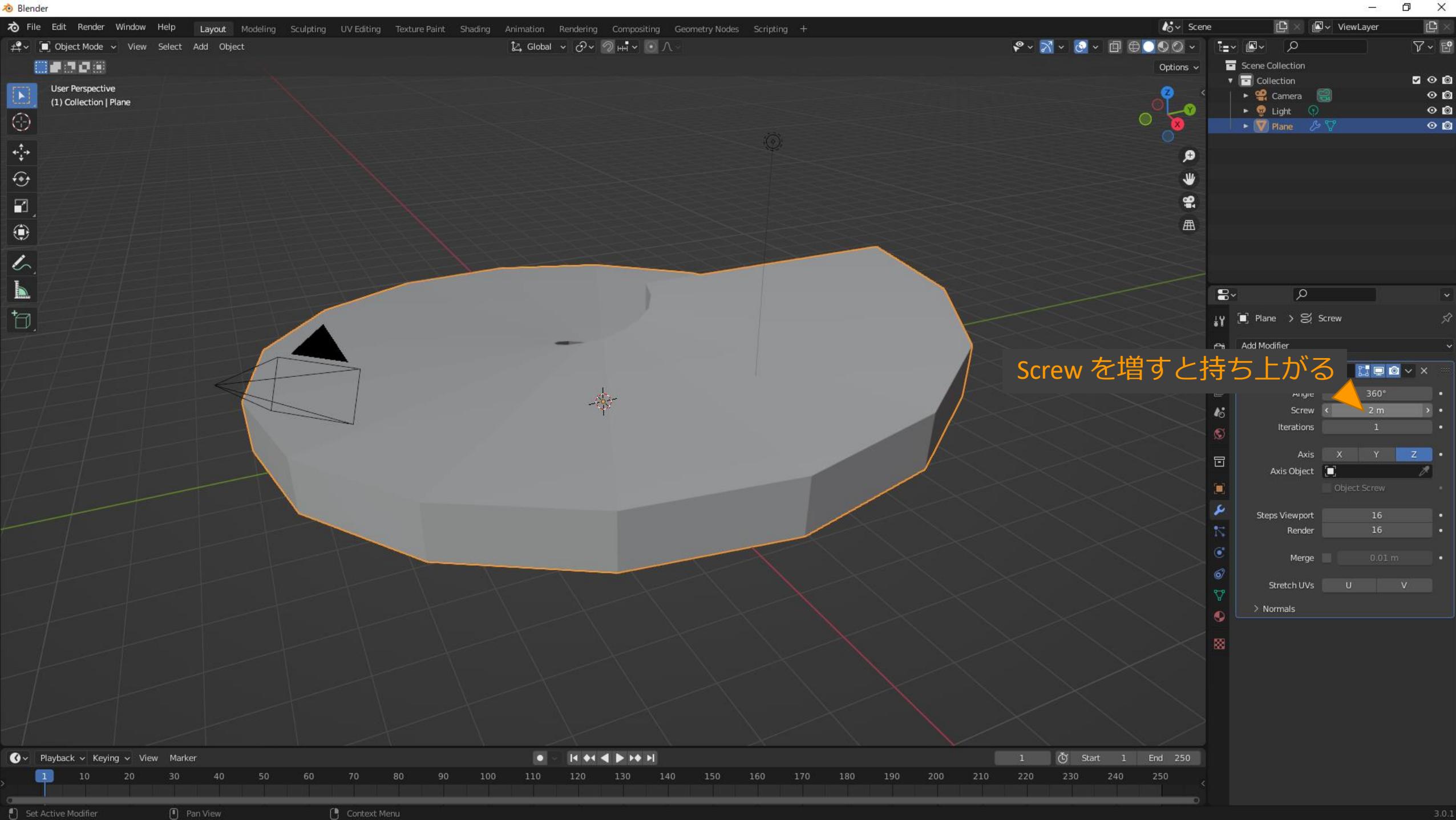


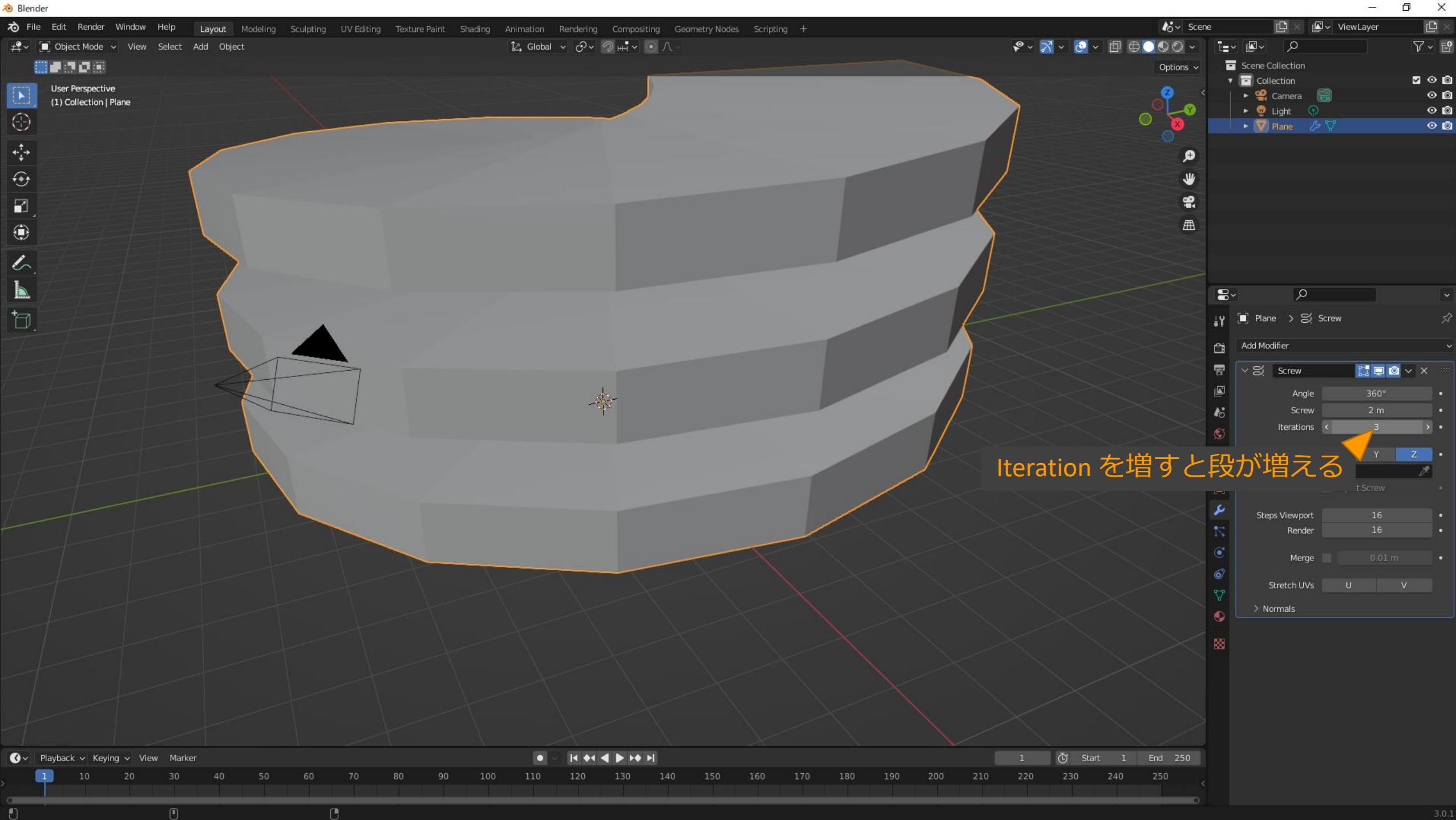


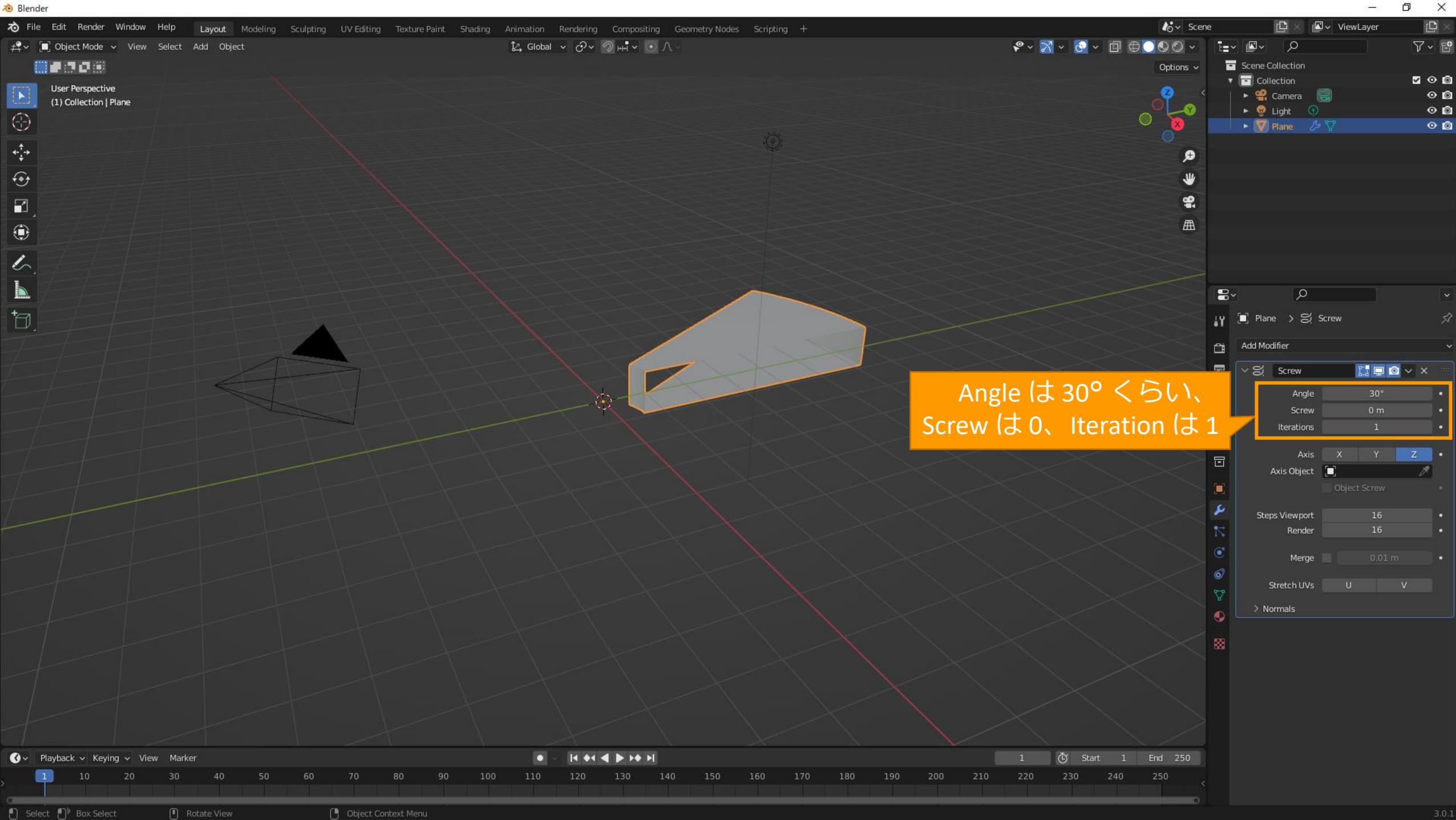


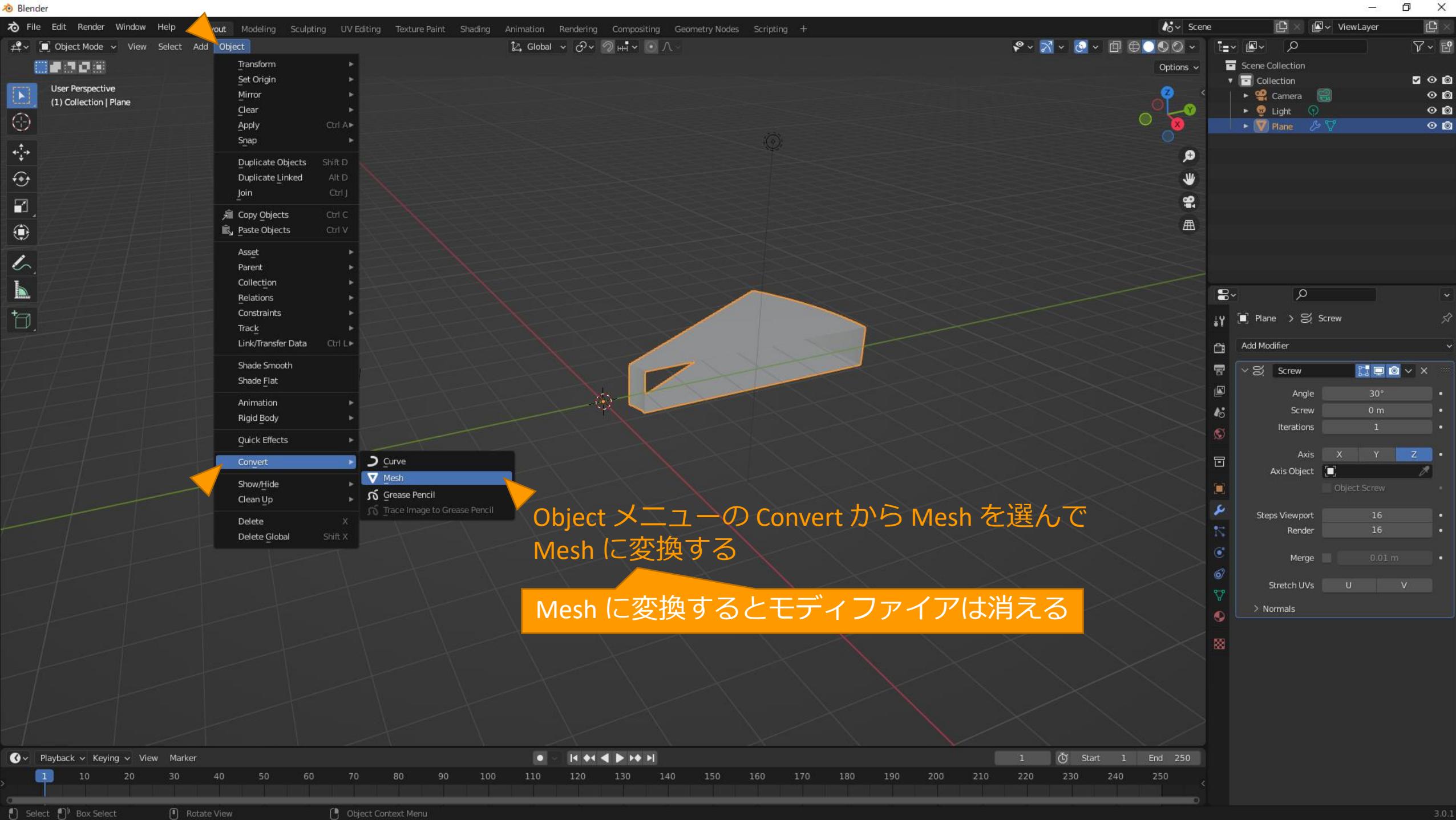


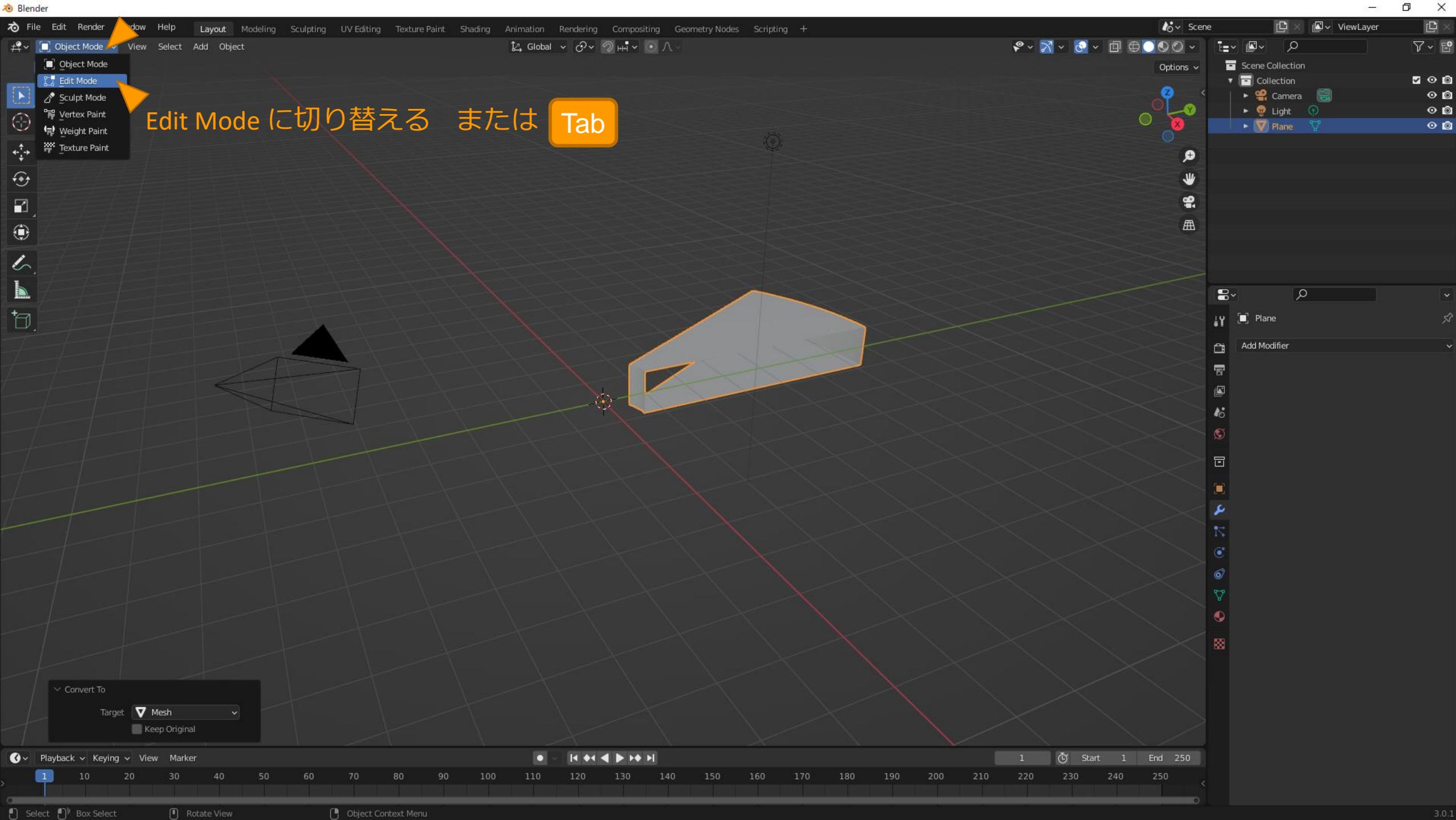


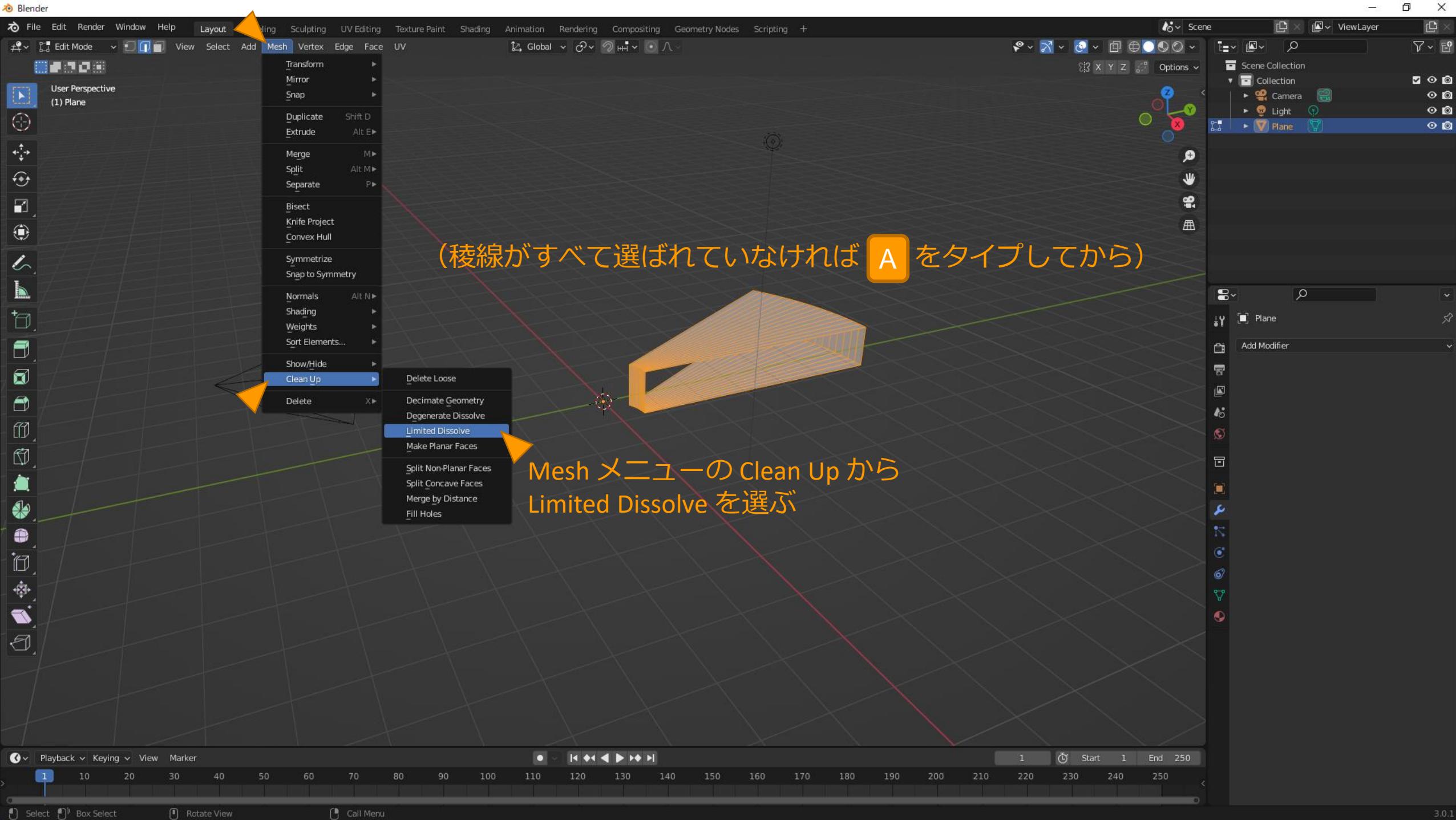


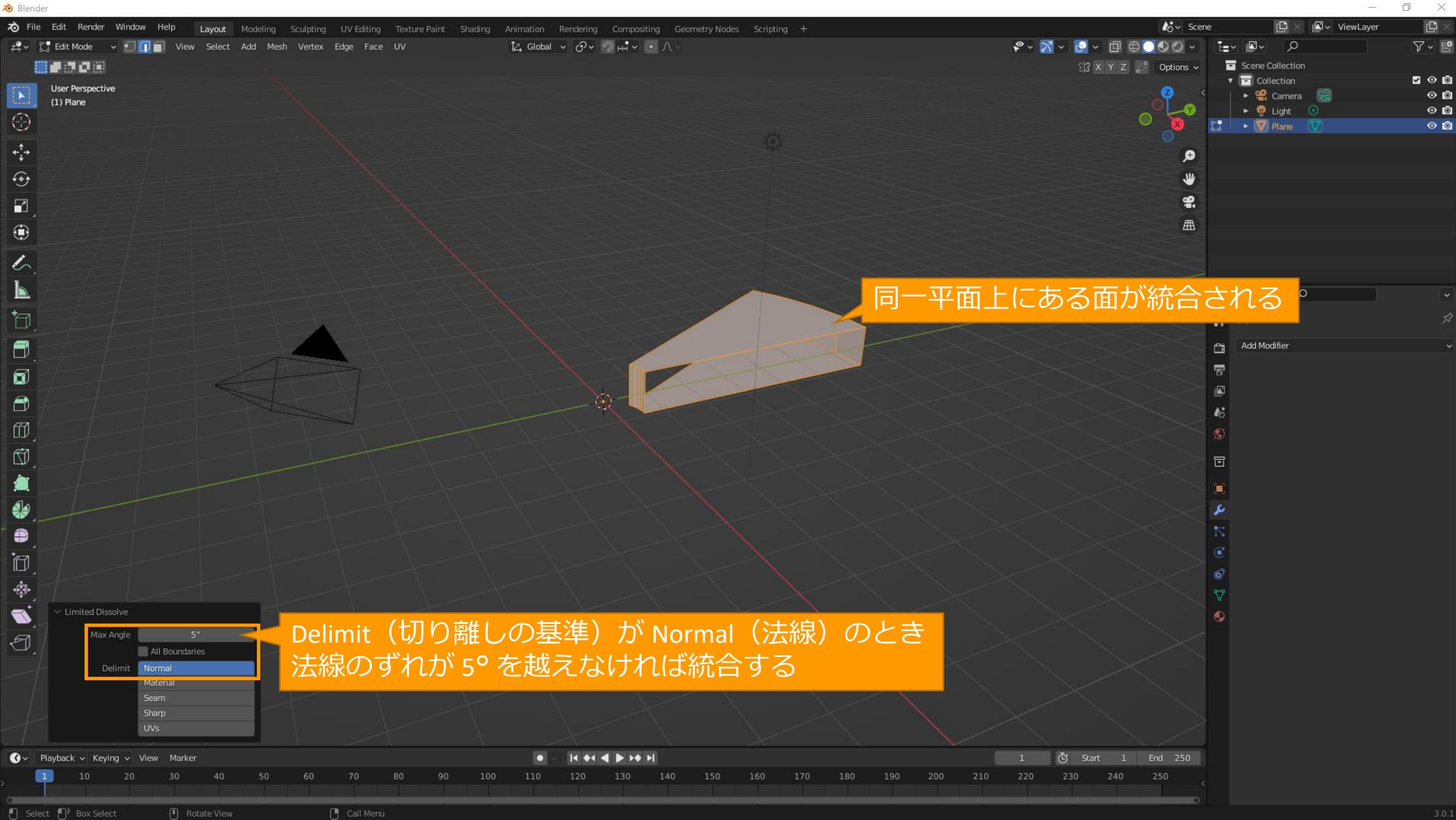


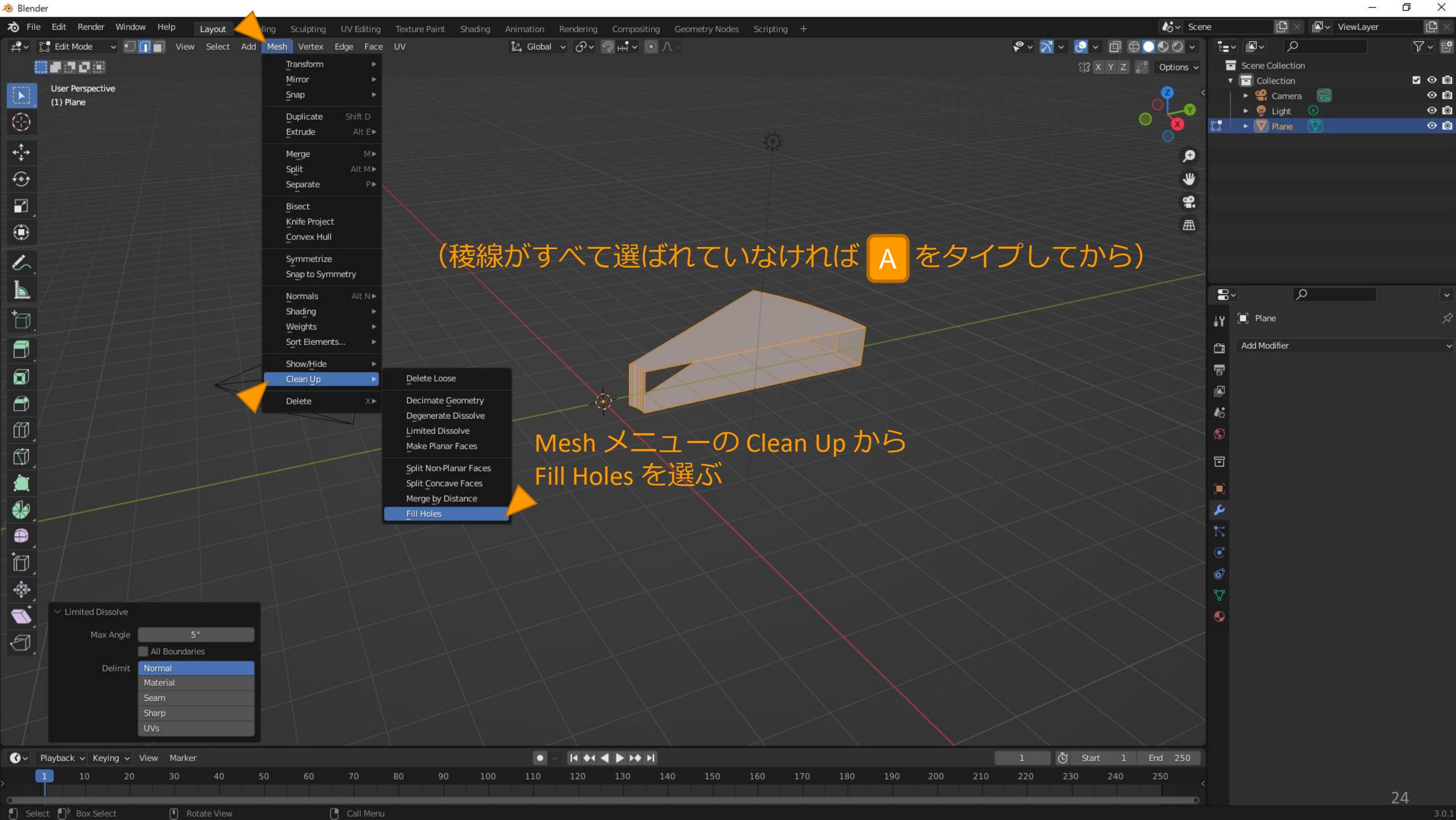


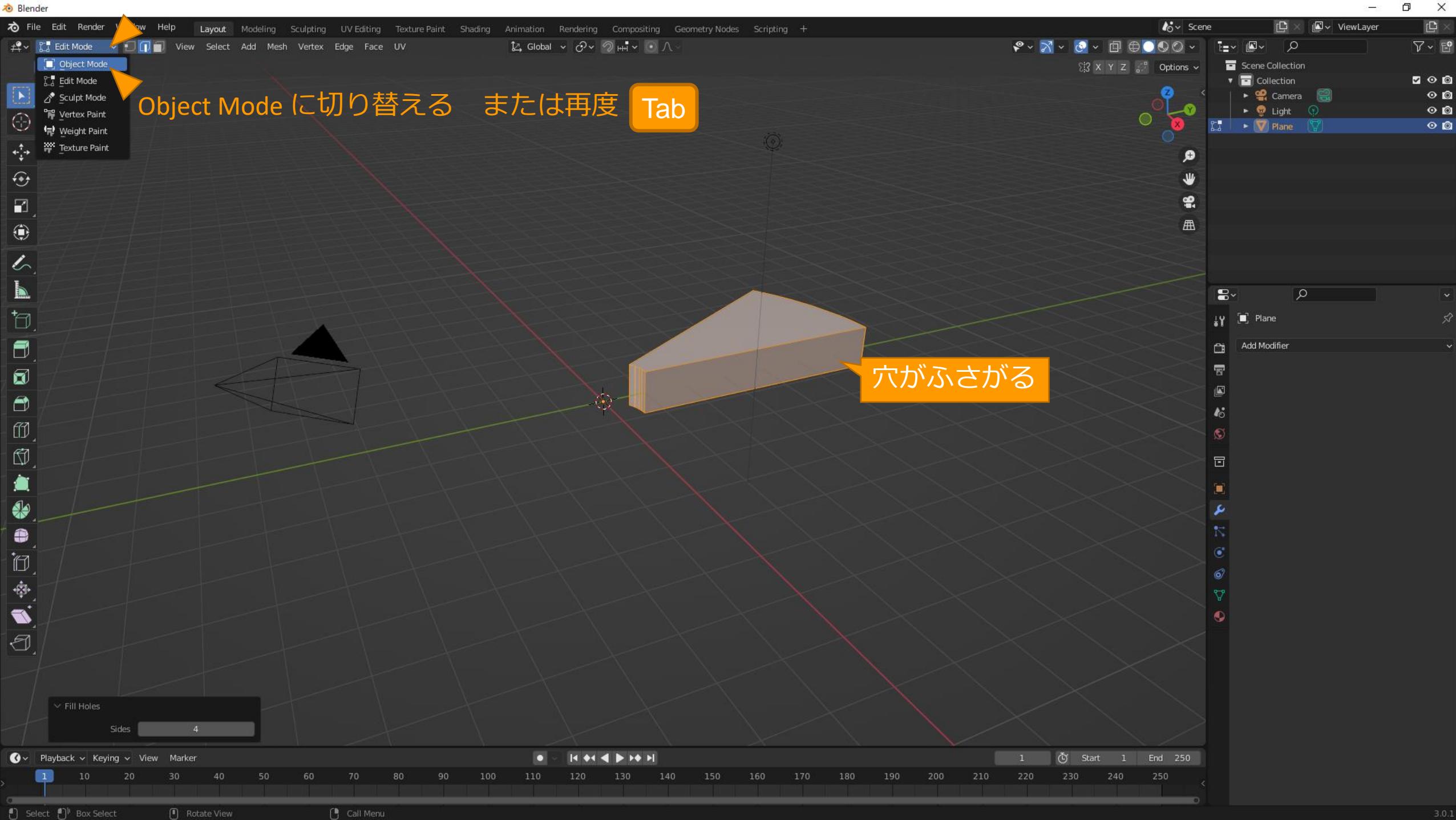


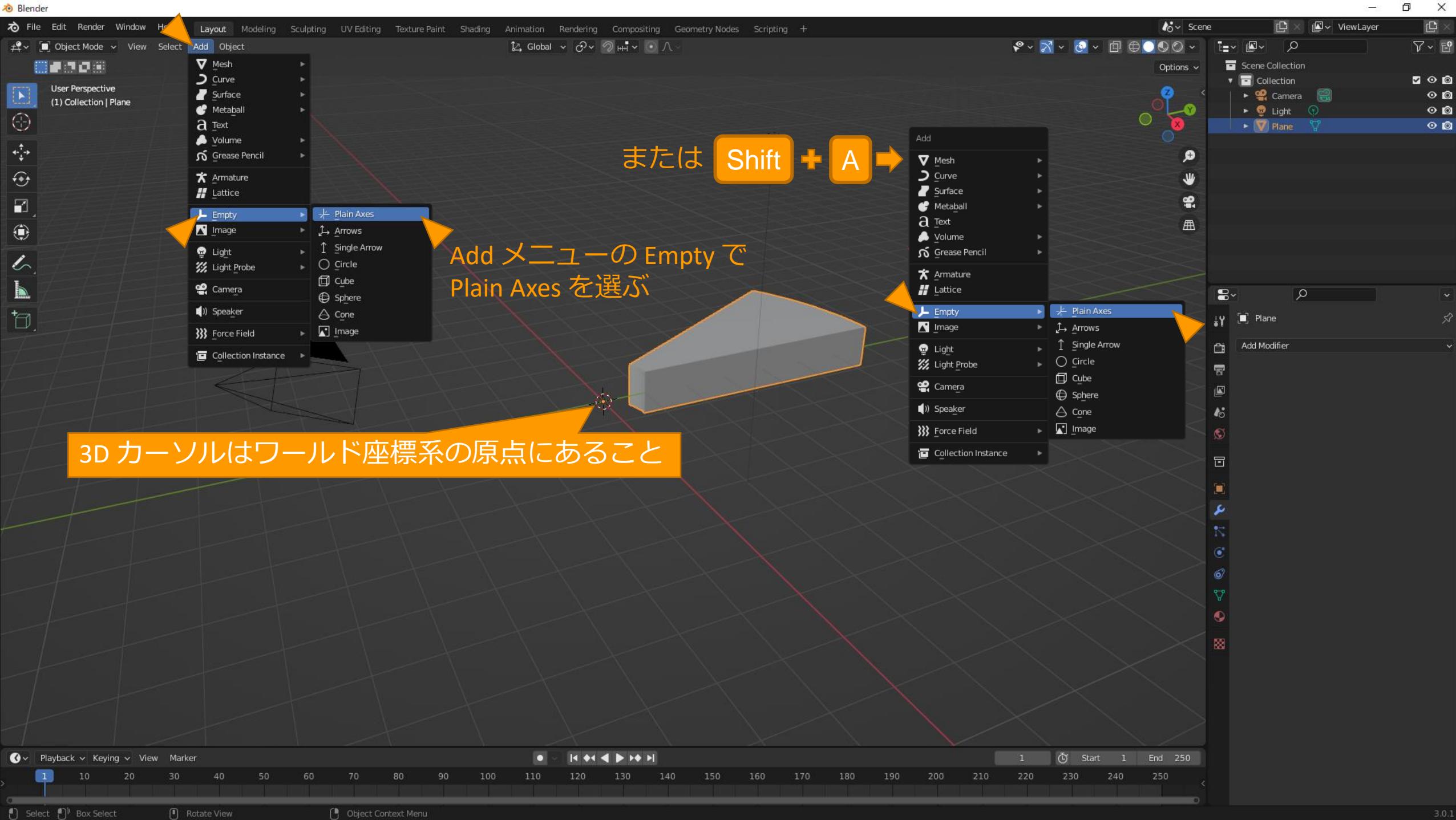


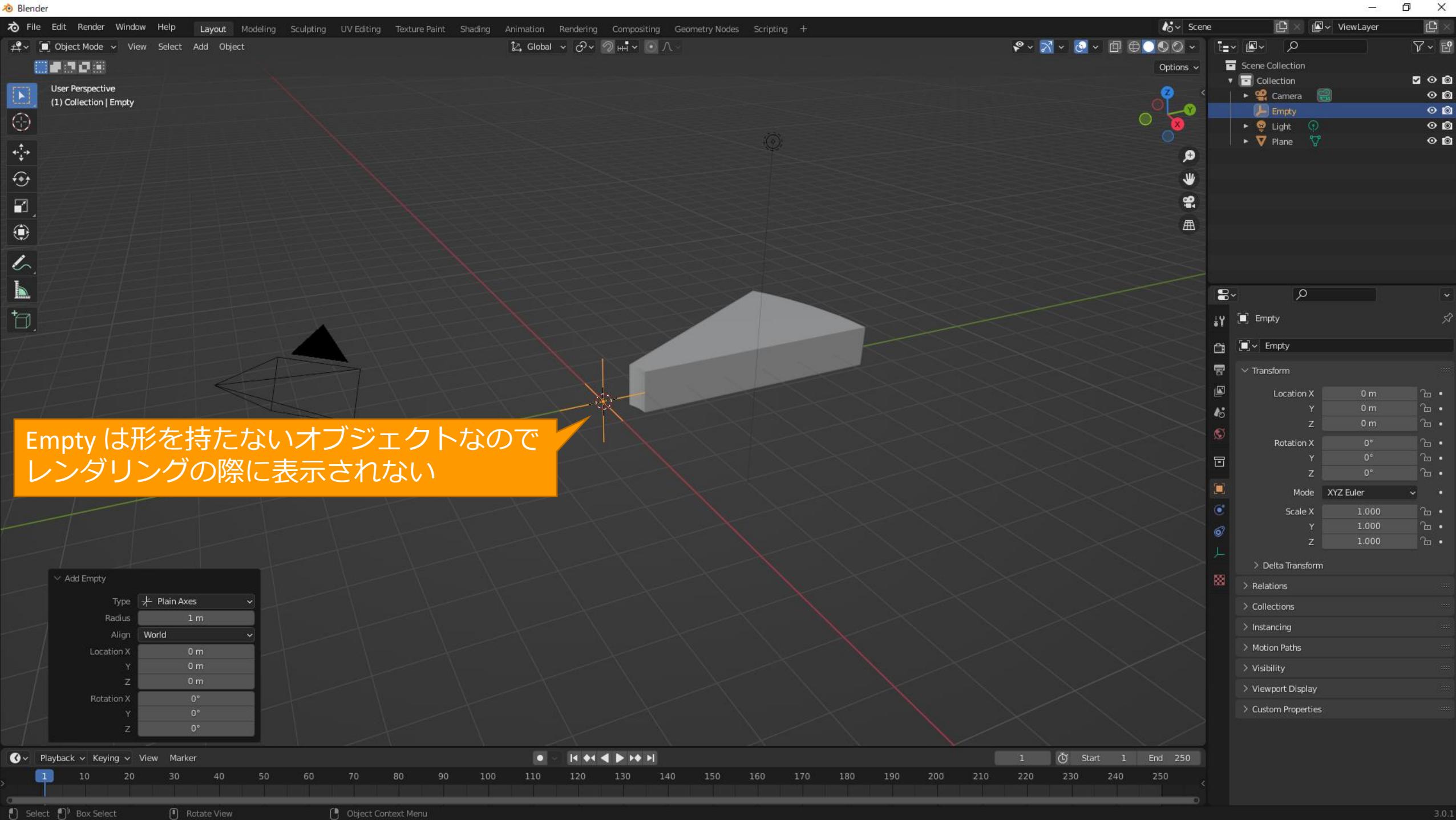


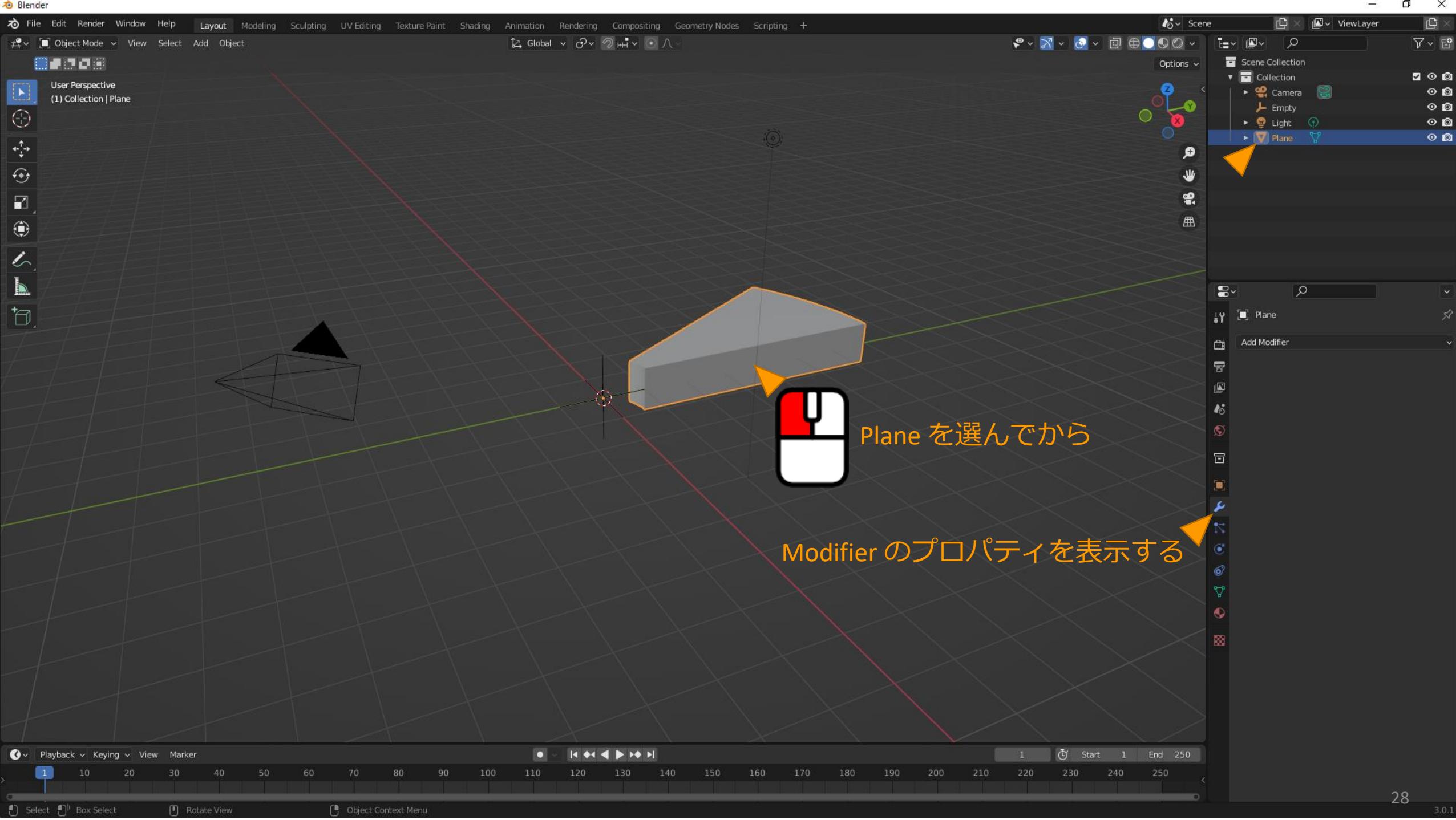


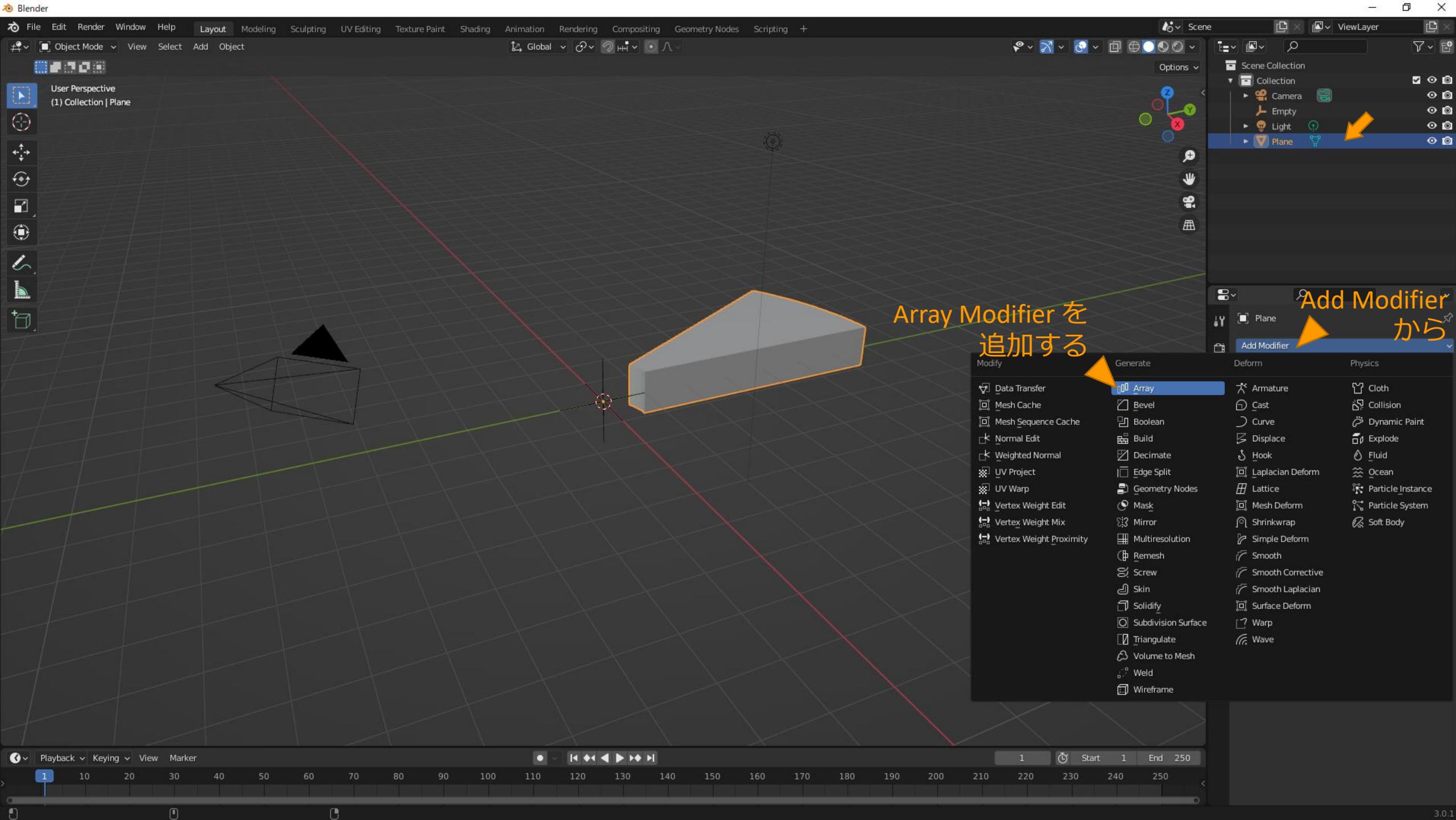


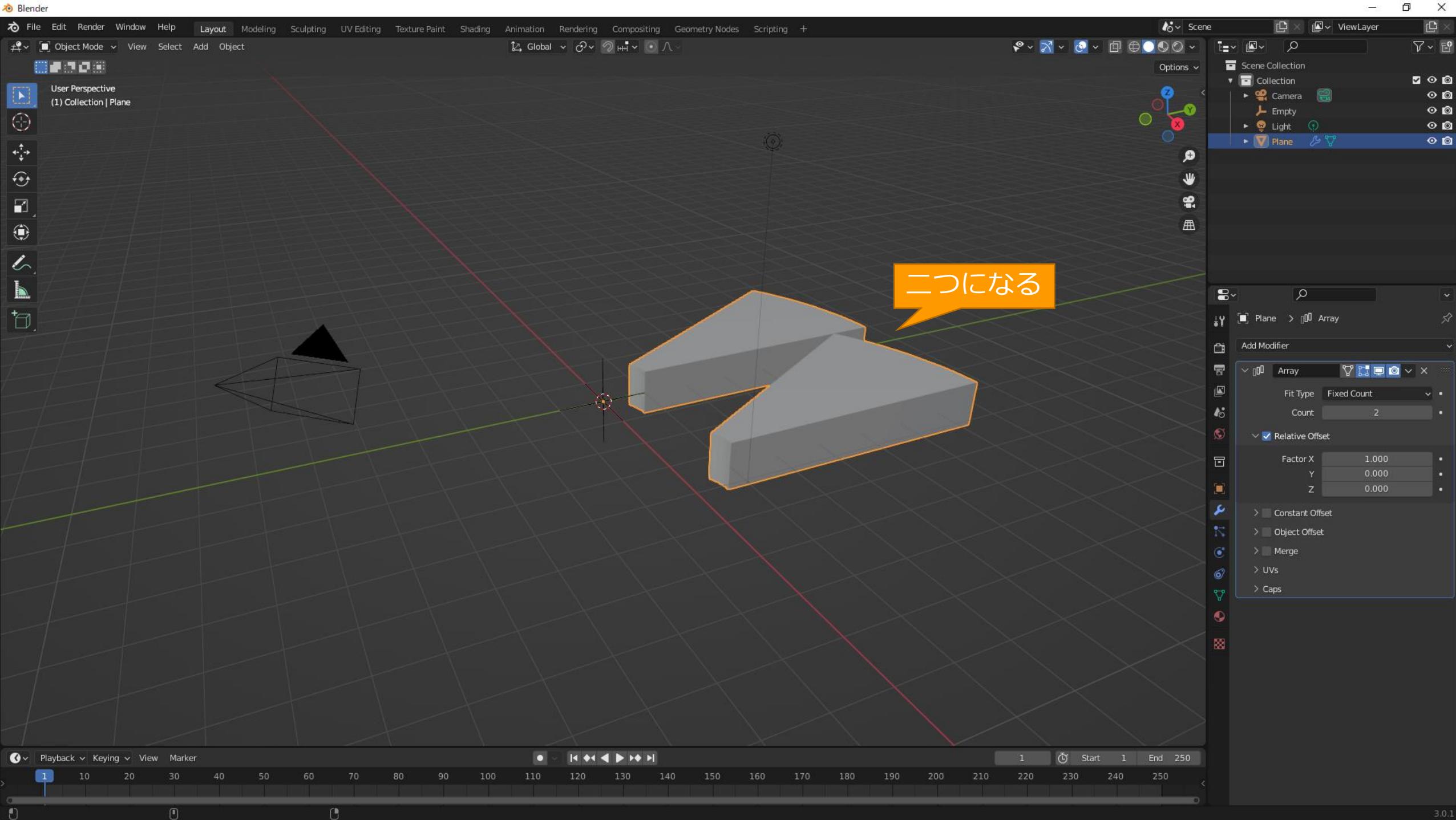


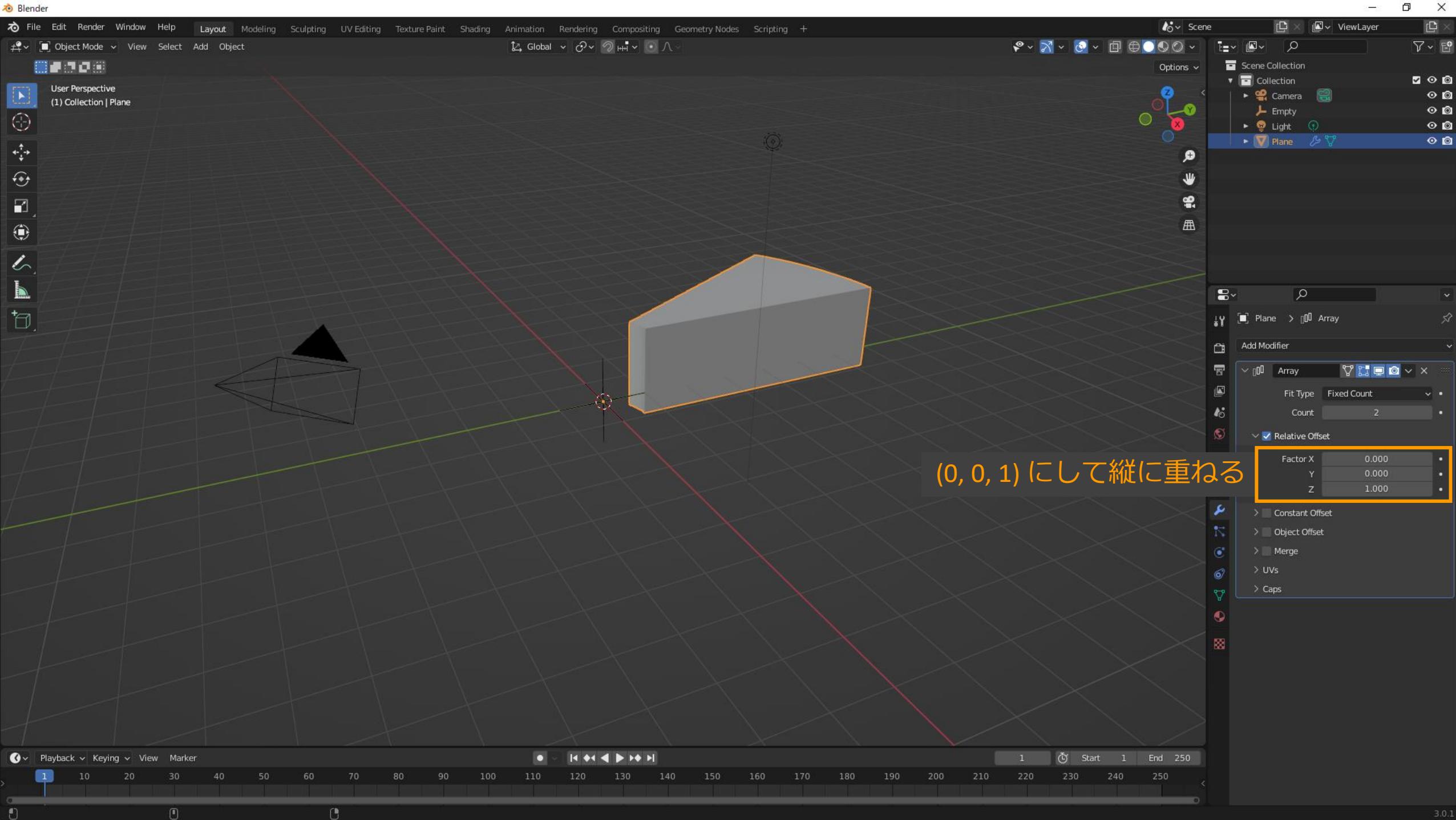


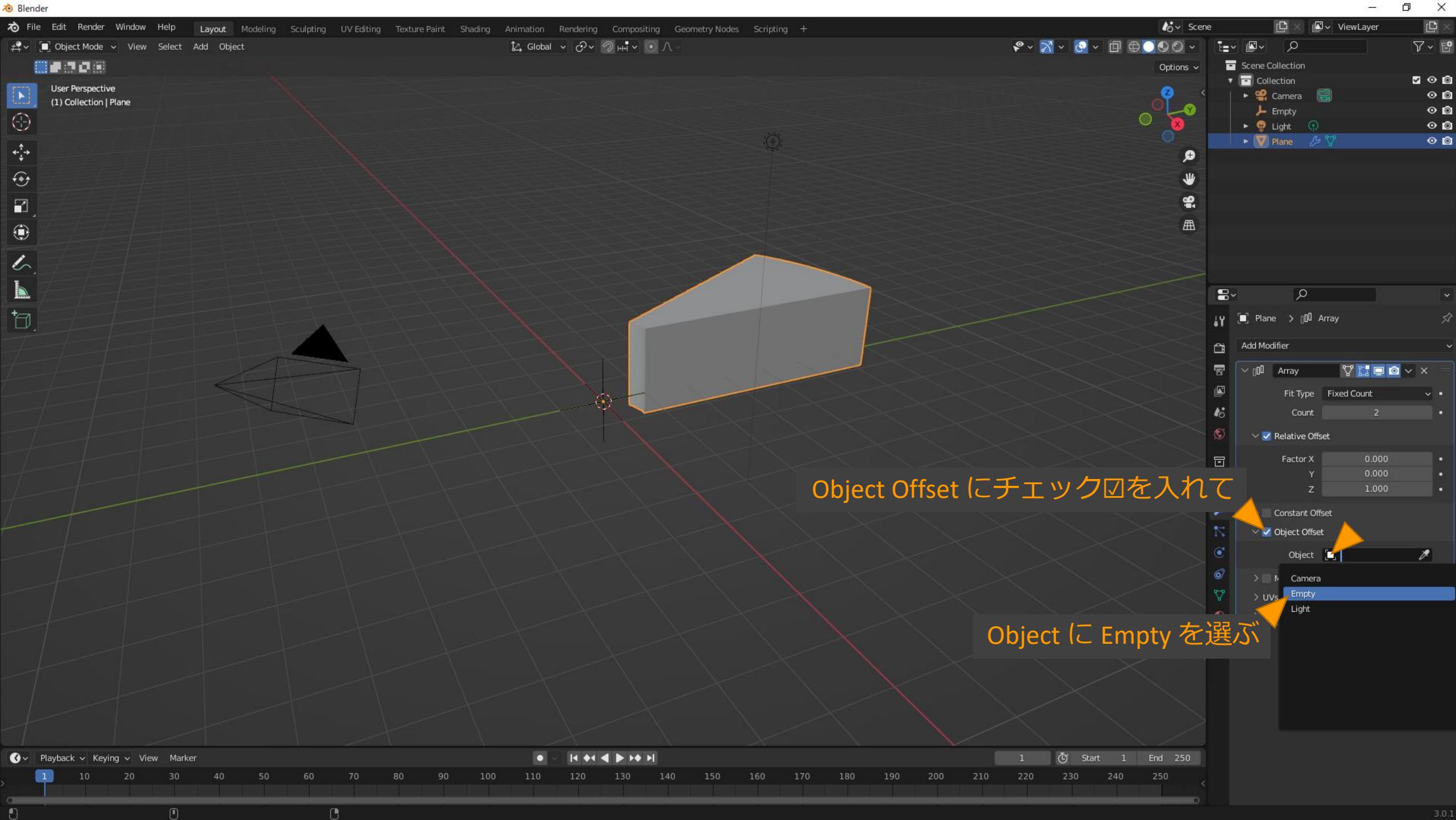


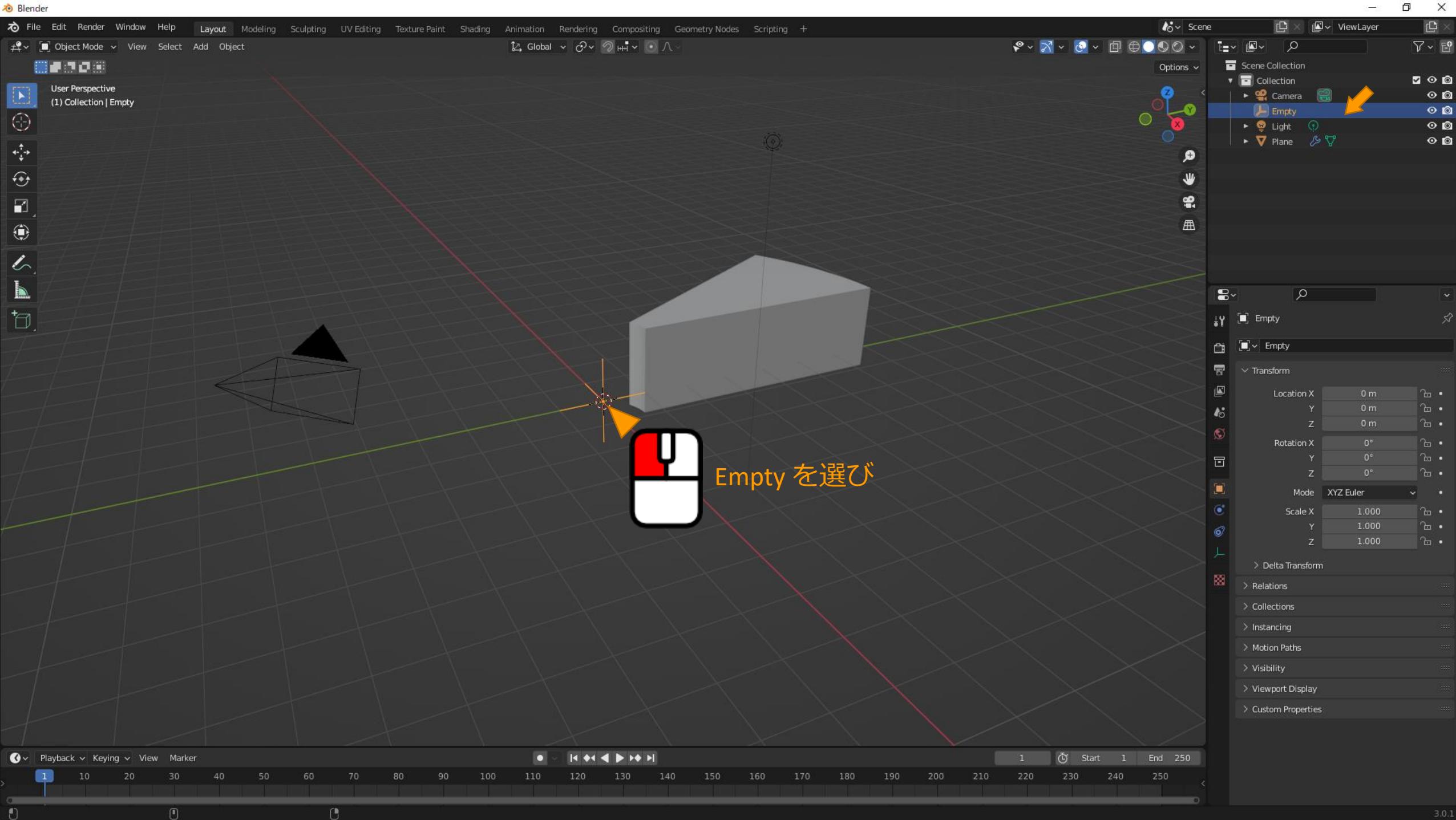












Blender

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

Orientation: Default Drag: Select Box

User Perspective
(1) Collection | Empty

Rotate (回転)

青の○をドラッグして
30° くらい回転

Playback Keying View Marker

Scene

Scene Collection
Collection
Camera
Empty
Light
Plane

Empty

Transform

Location X	0 m
Y	0 m
Z	0 m
Rotation X	0°
Y	0°
Z	30°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Angle: 30°
Axis: Z
Orientation: Global
Proportional Editing

Start: 1 End: 250

3.0.1

