

# リギングしてみる

CG制作演習 第4回 Blender 2.9 簡易資料

# リギング

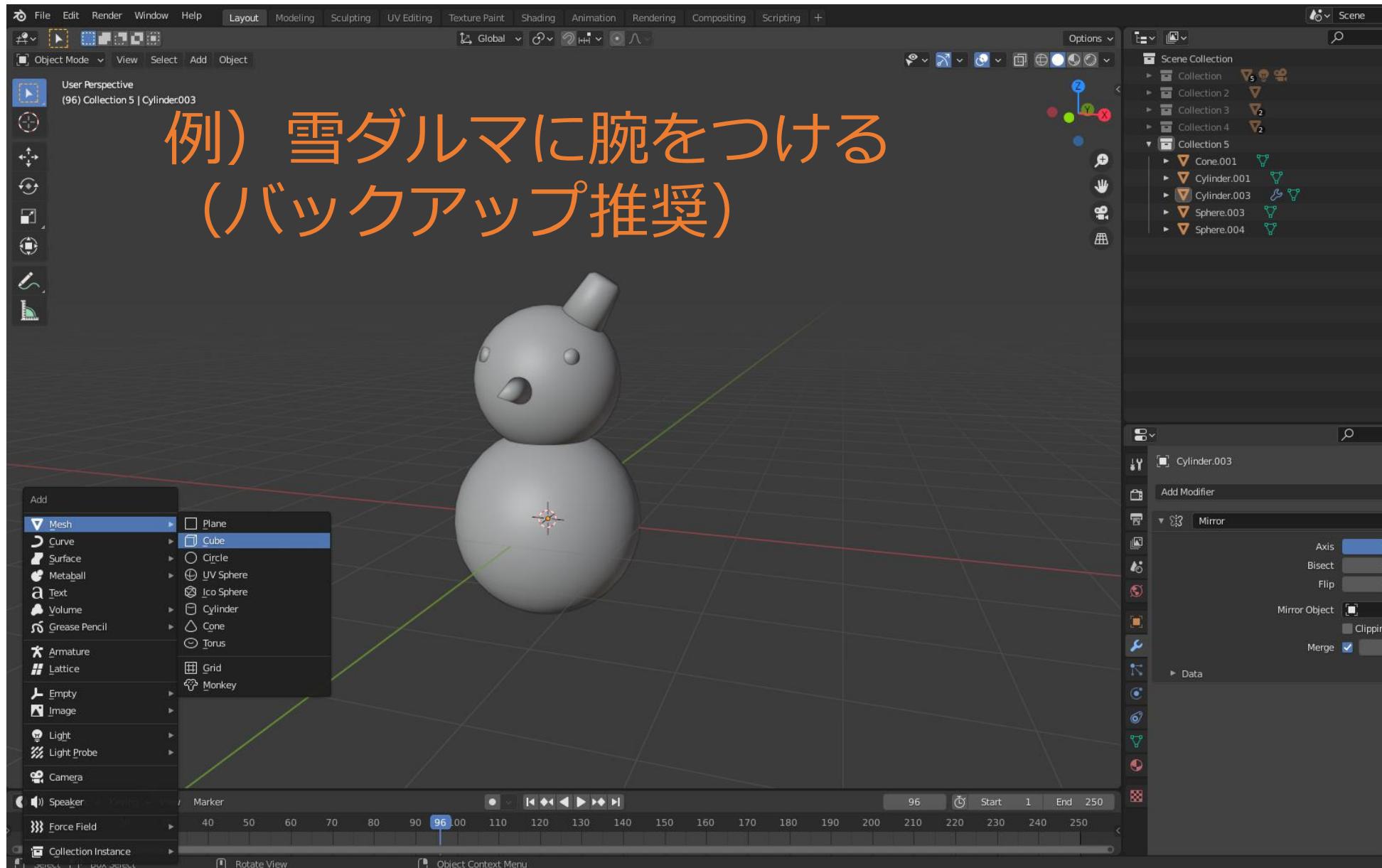
- 3Dモデルに骨（ボーン）を入れる
- ボーンを変形させてポーズをとらせることが出来る



# 参考

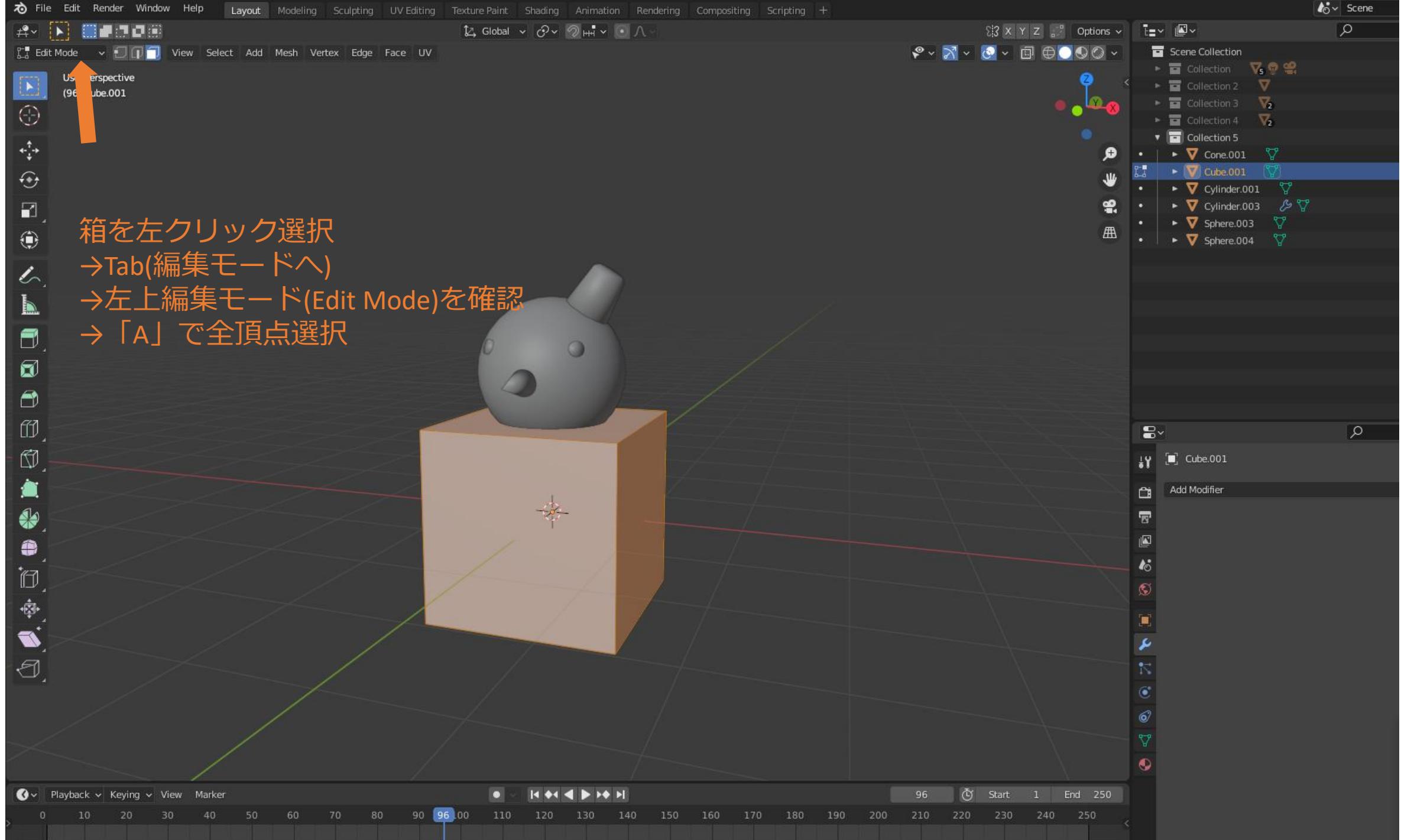
- <https://www.youtube.com/watch?v=VM3hib0h2ZI>
  - ・ メッシュのくっつき方がおかしい時の修正方法も解説しています
- <https://www.youtube.com/watch?v=X04ktjEVHLw>
  - ・ ボーン付きモデルにアニメーションをつける方法

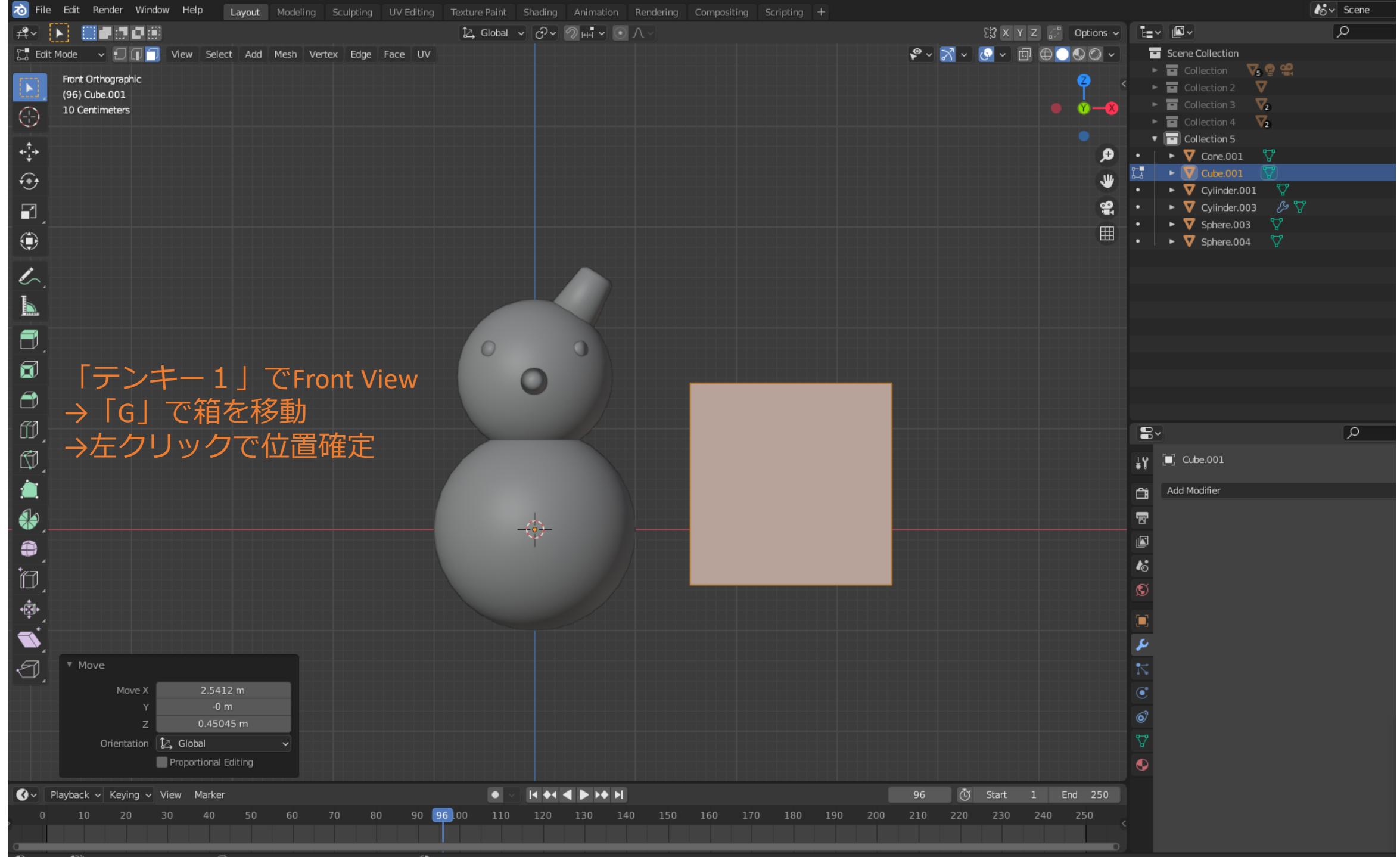
# ポーズをとらせる3Dモデルを用意する



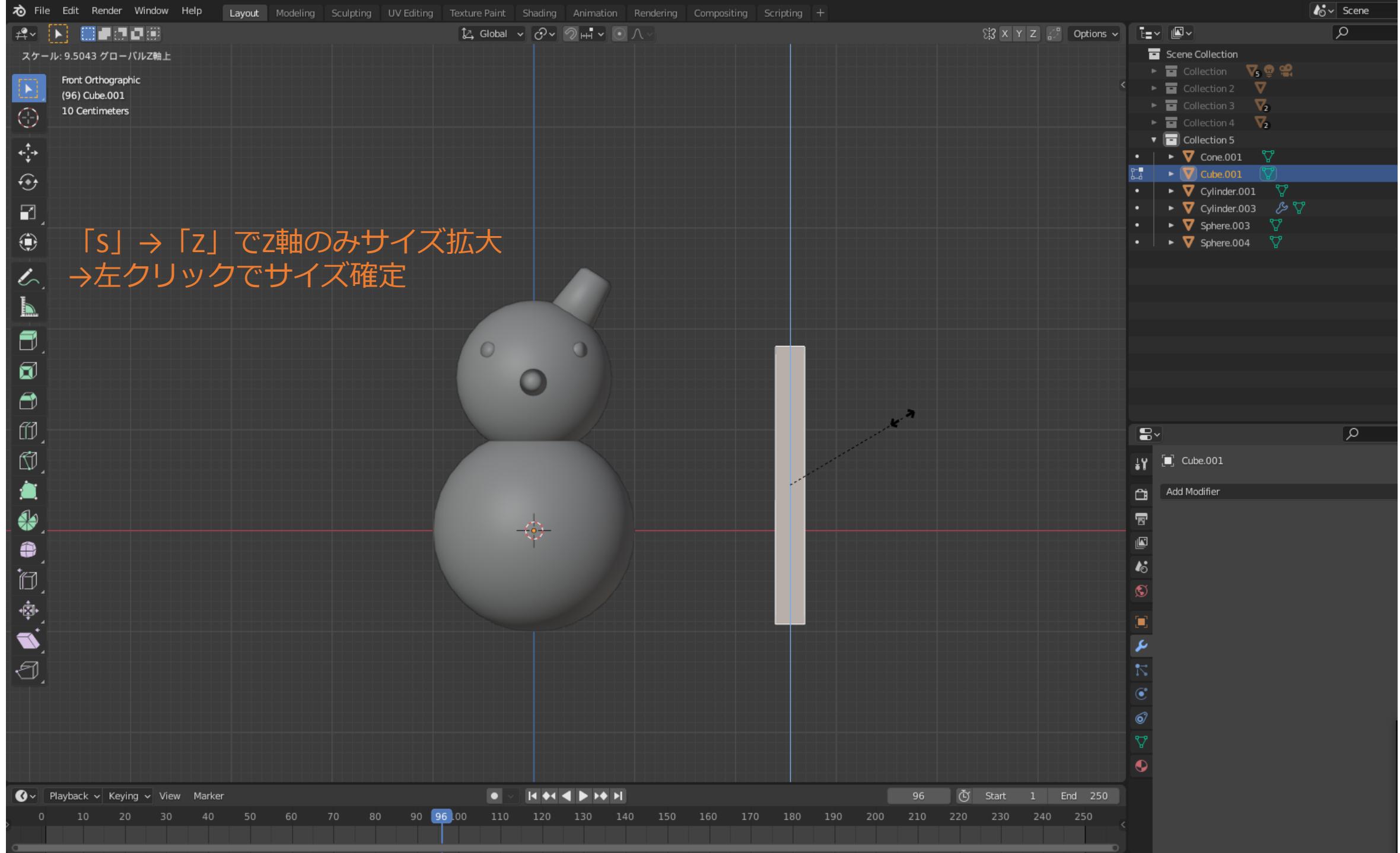
# ポーズをとらせる3Dモデルを用意する

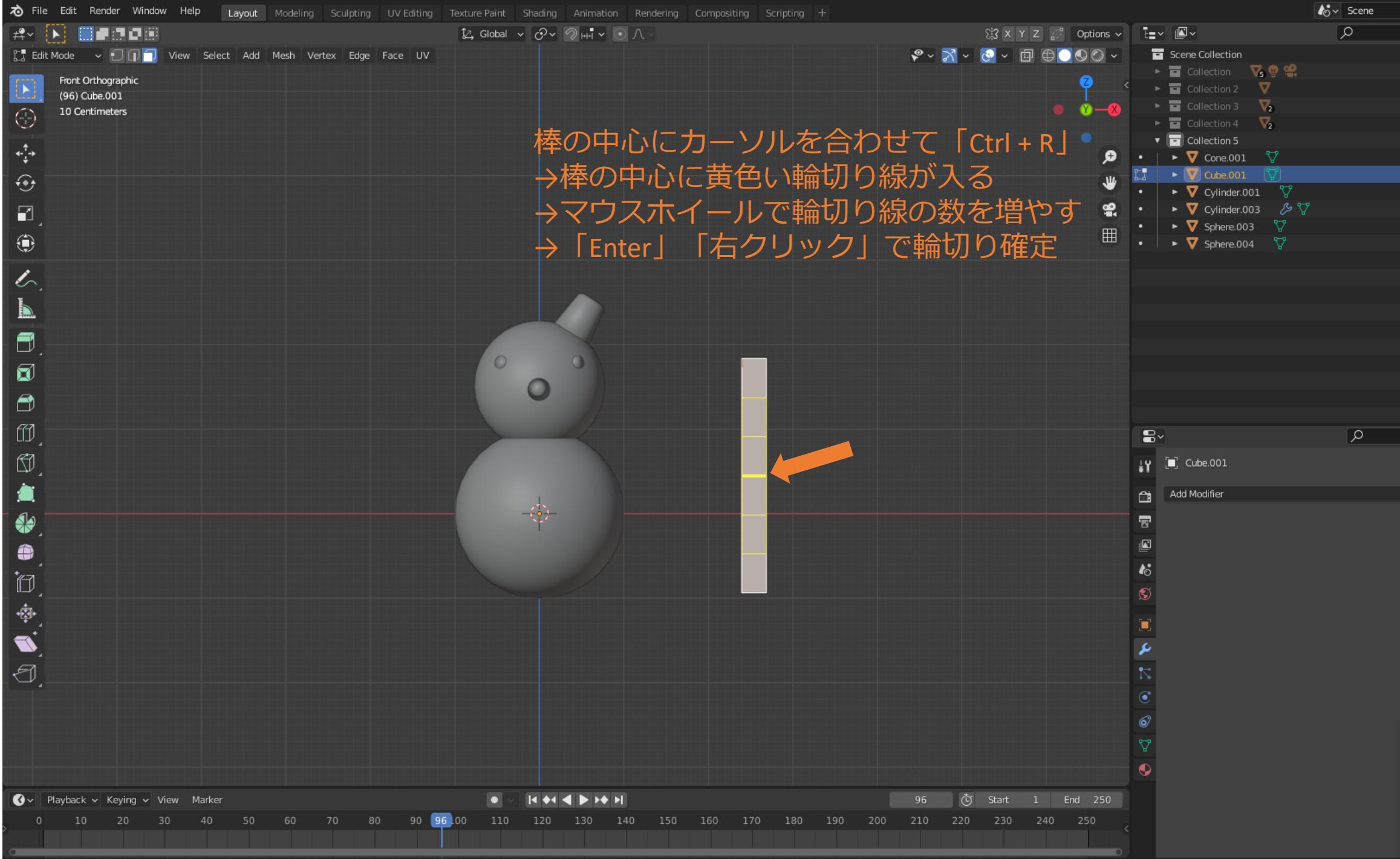


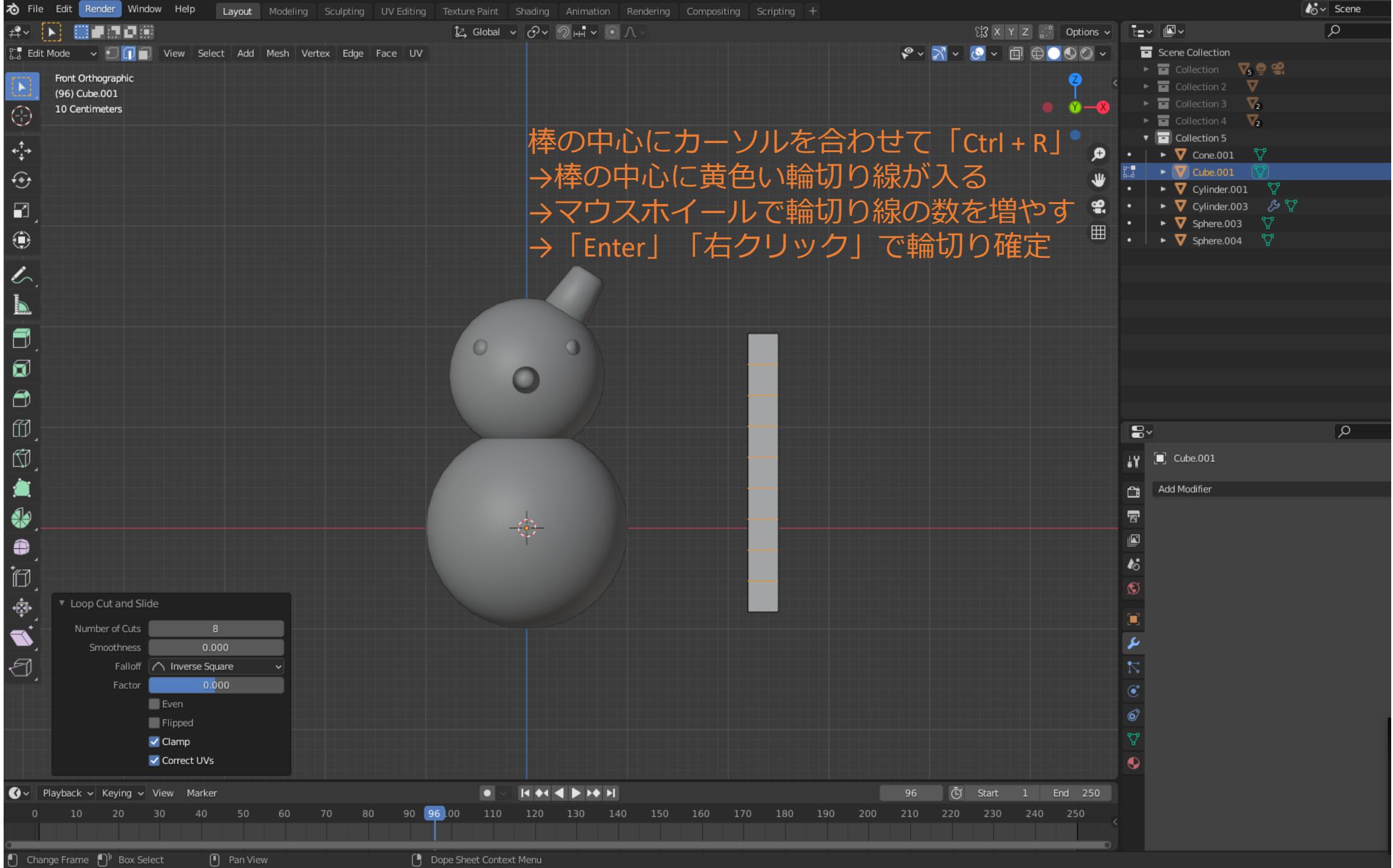


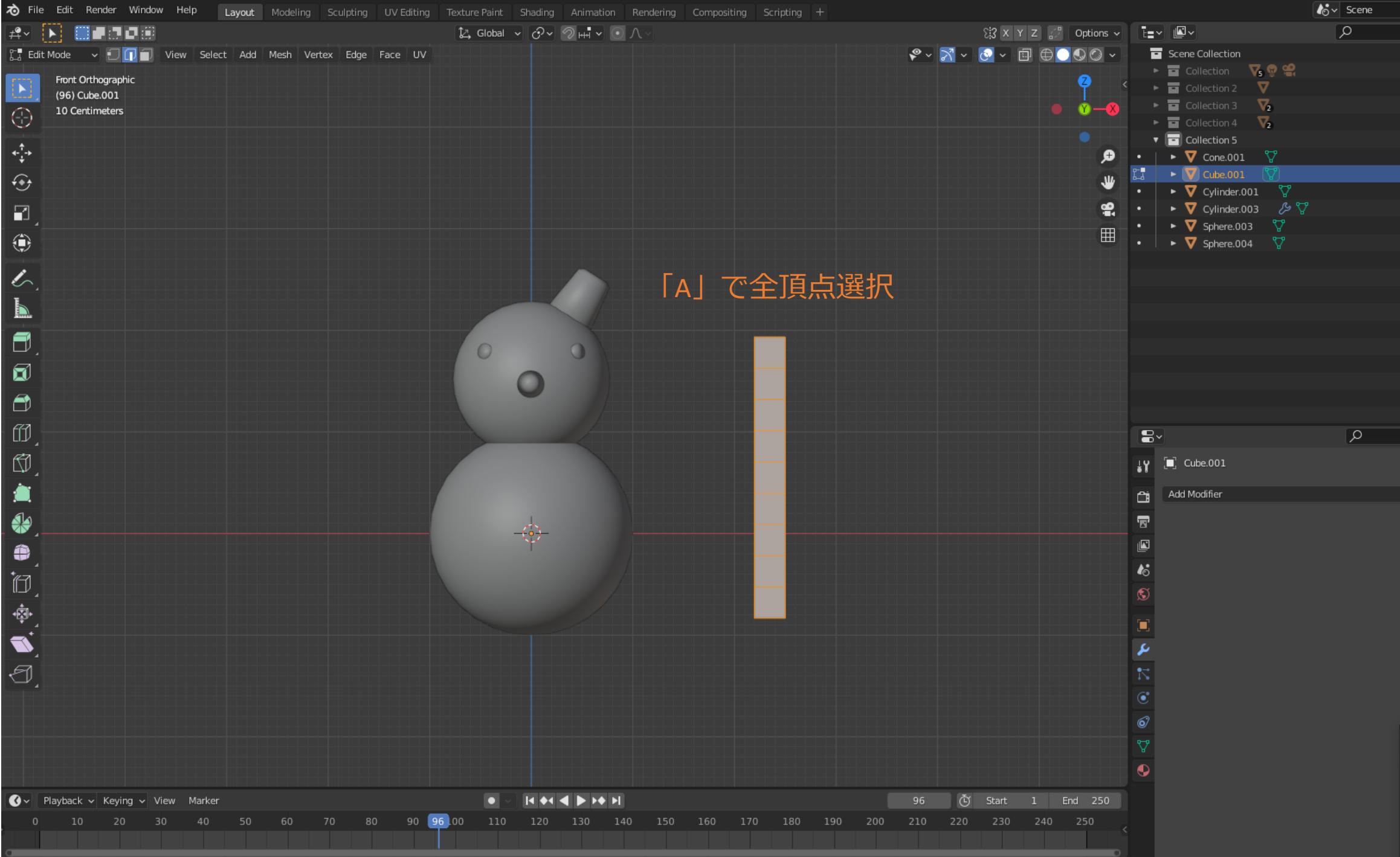




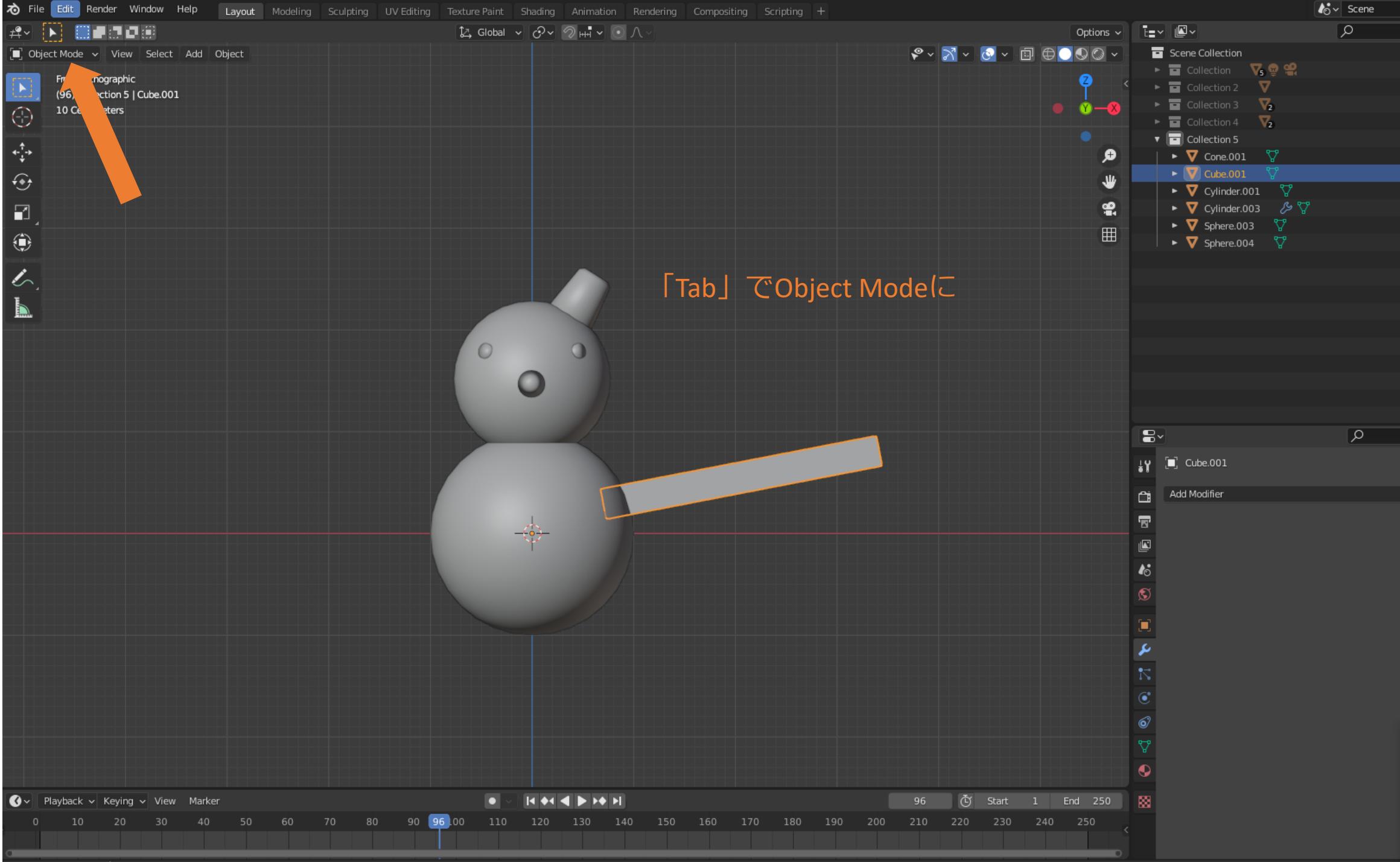
















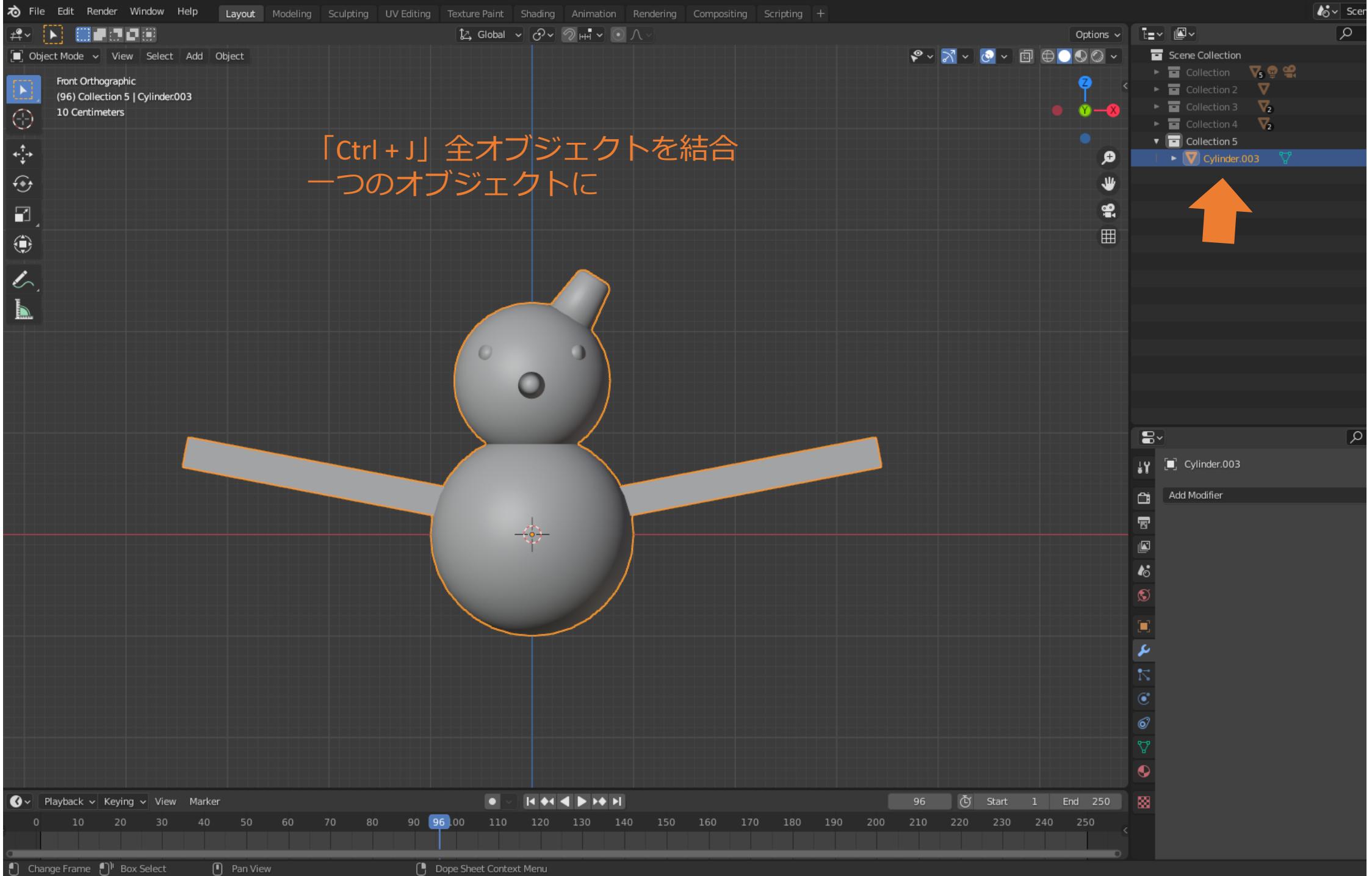
モディファイアのプロパティ  
→Add Modifier  
→Mirror

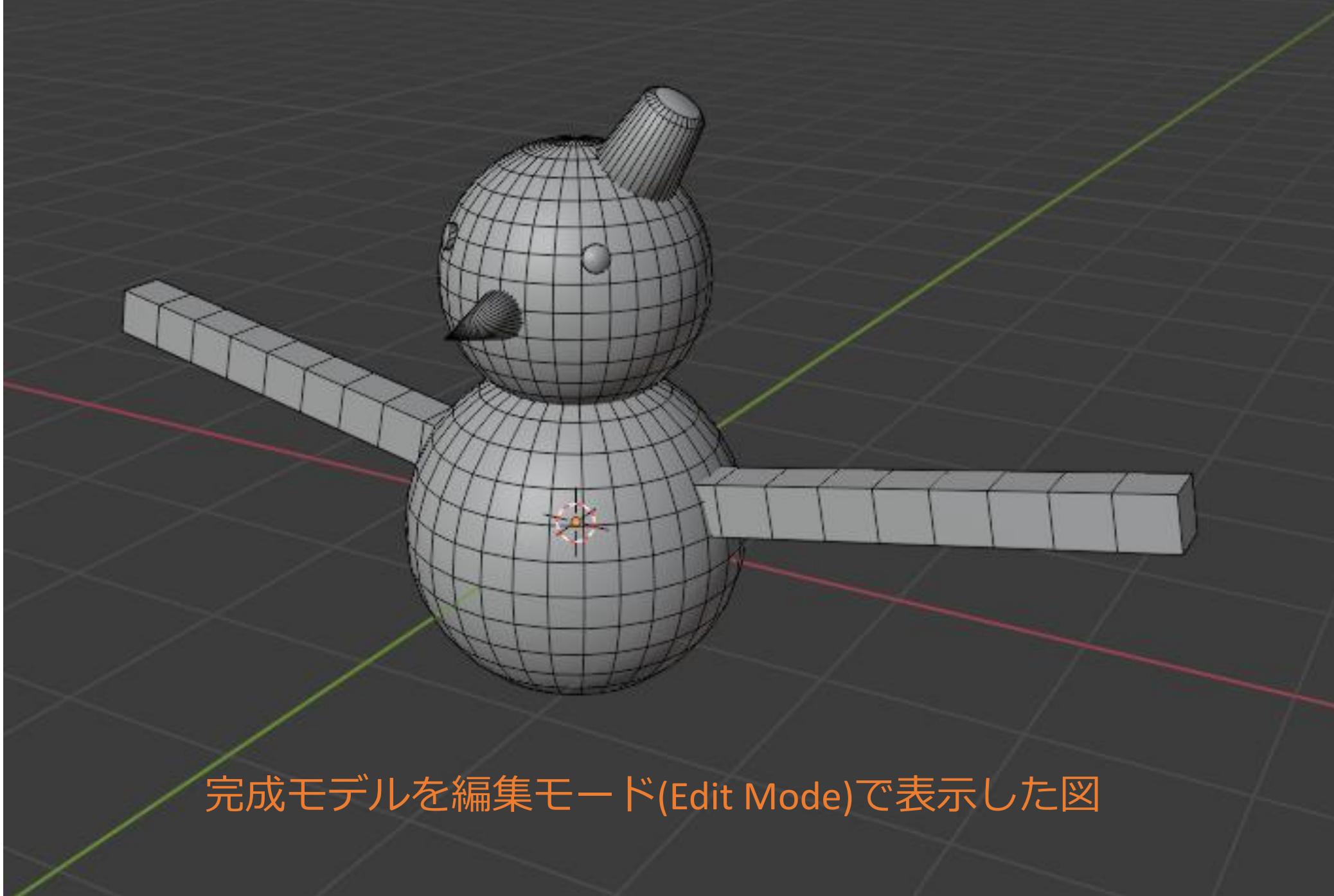






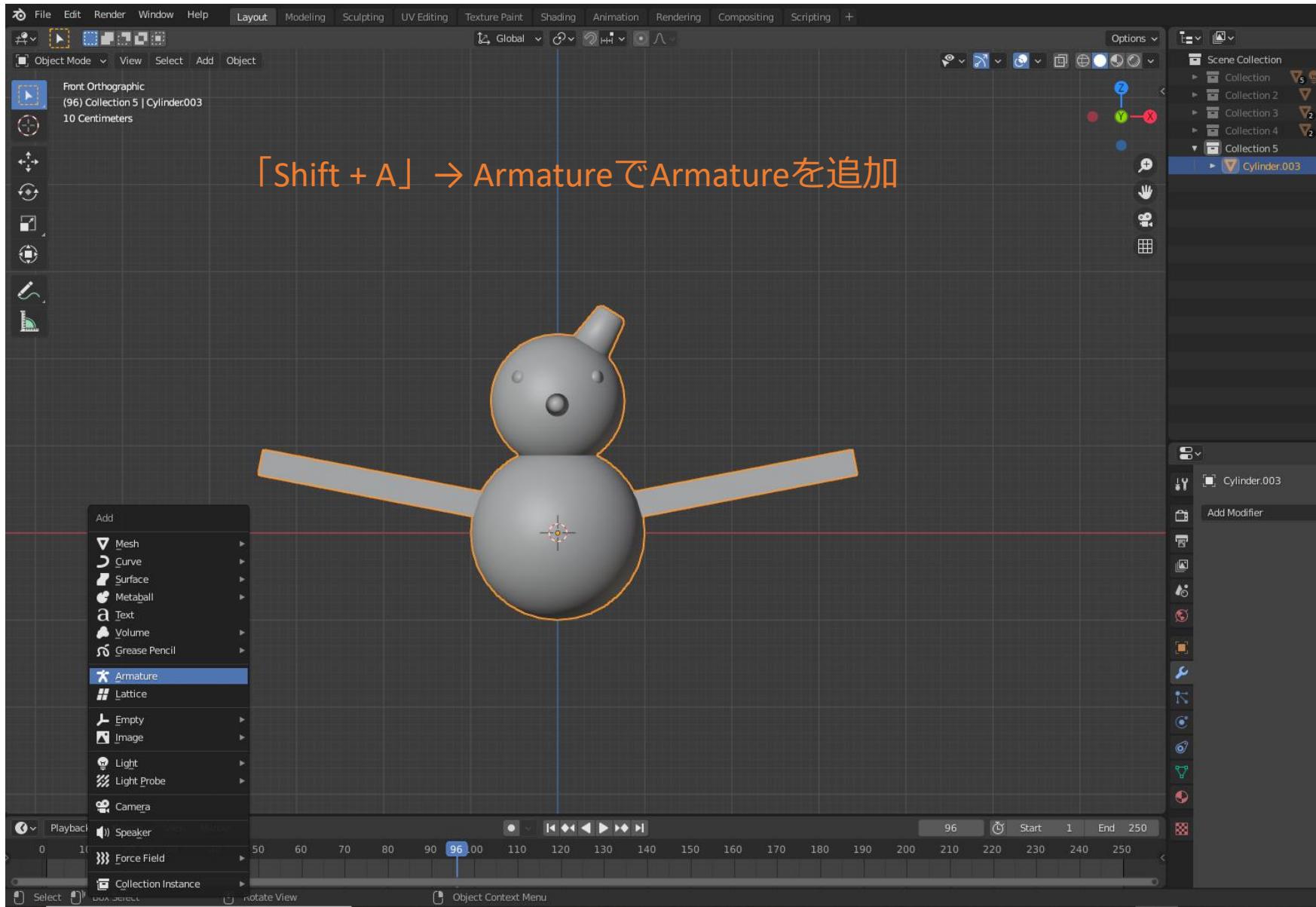


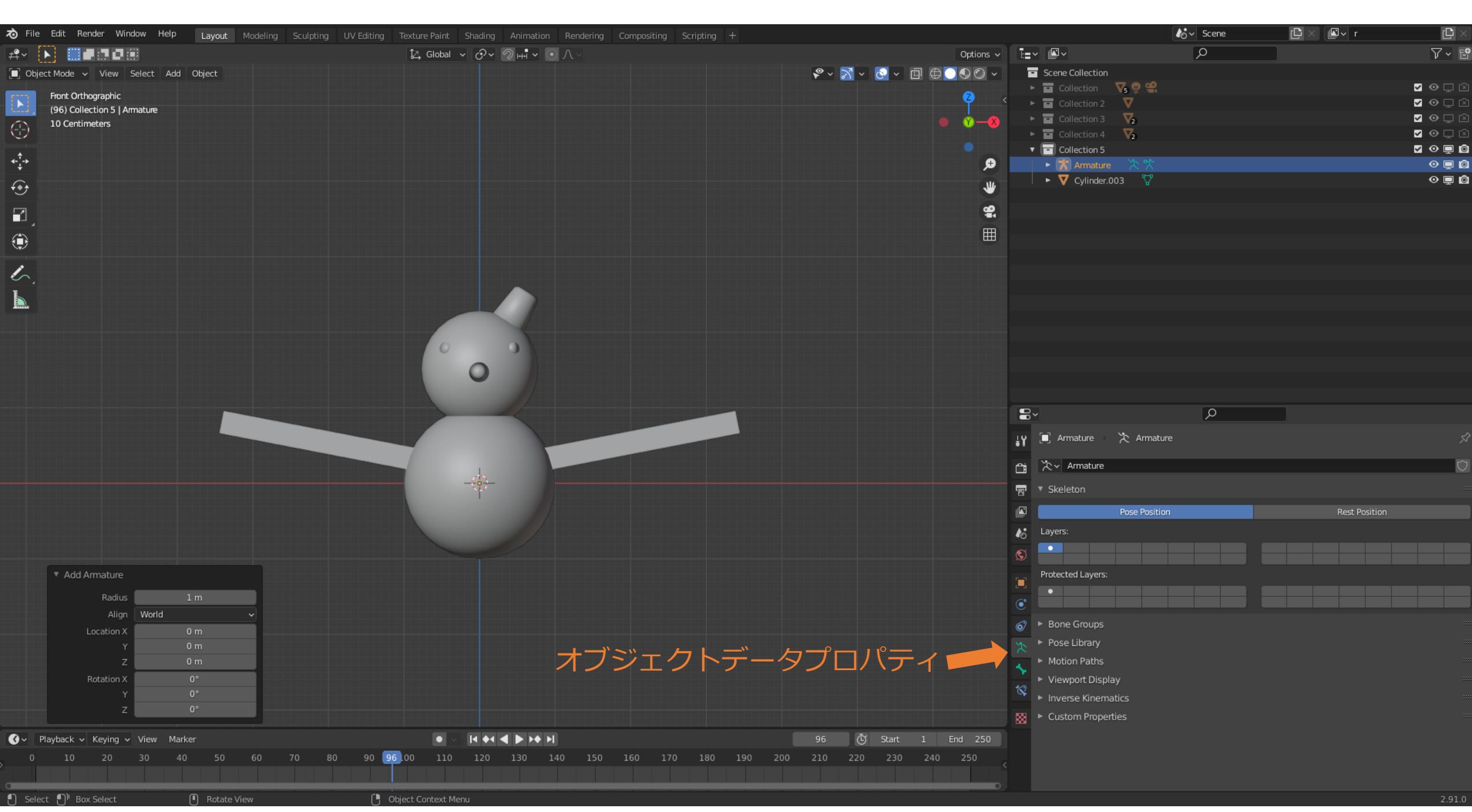


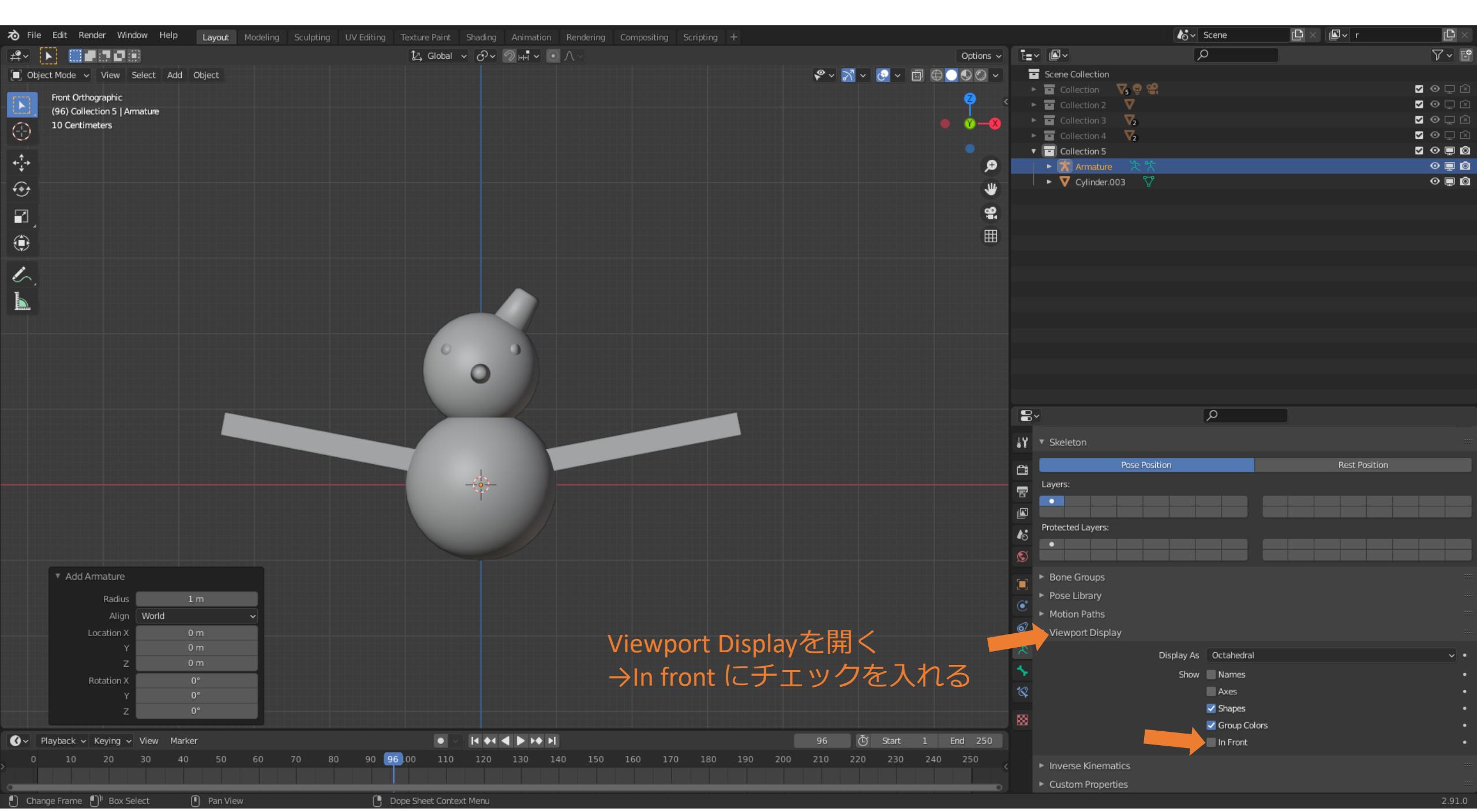


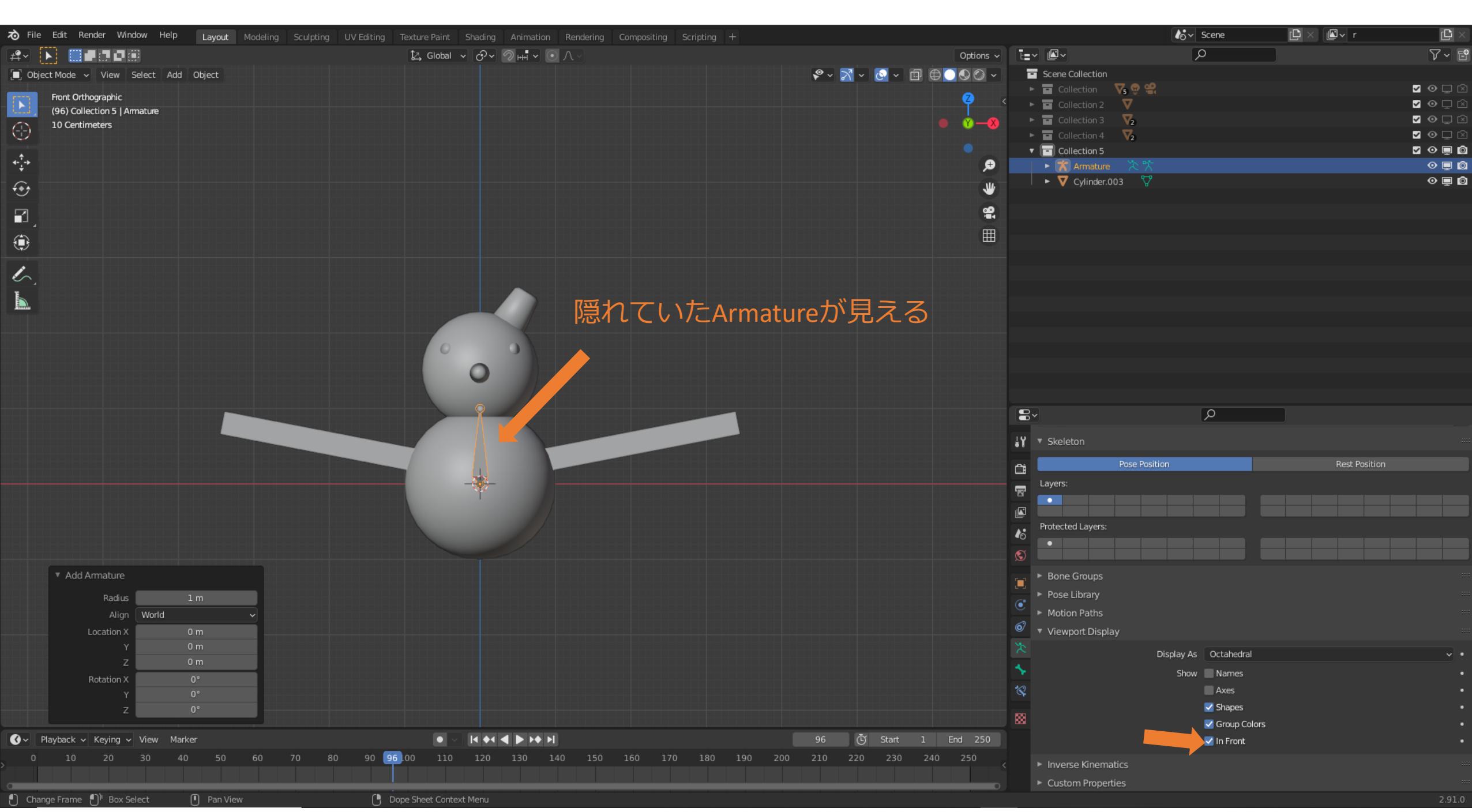
完成モデルを編集モード(Edit Mode)で表示した図

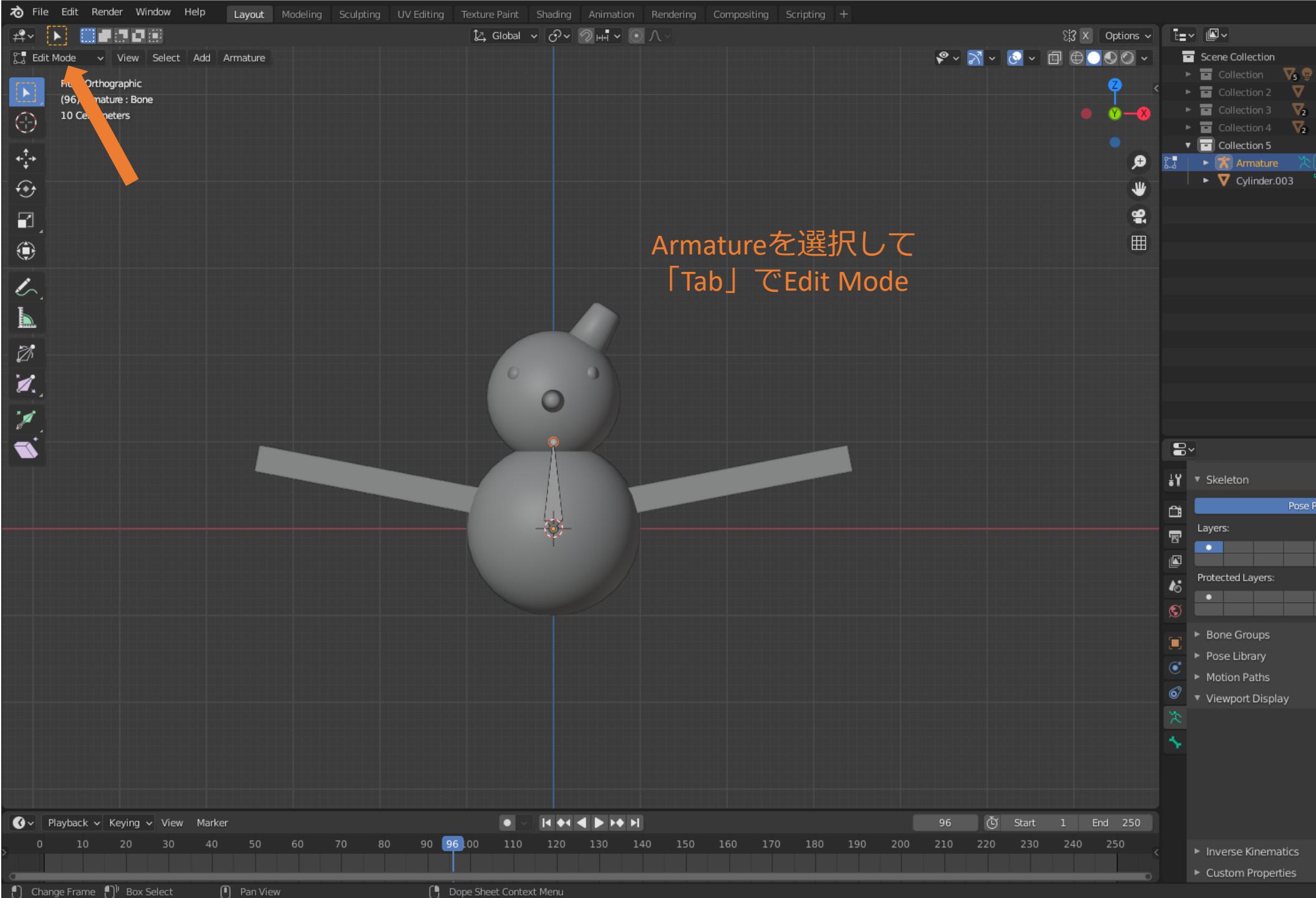
# ボーン（骨）を入れる



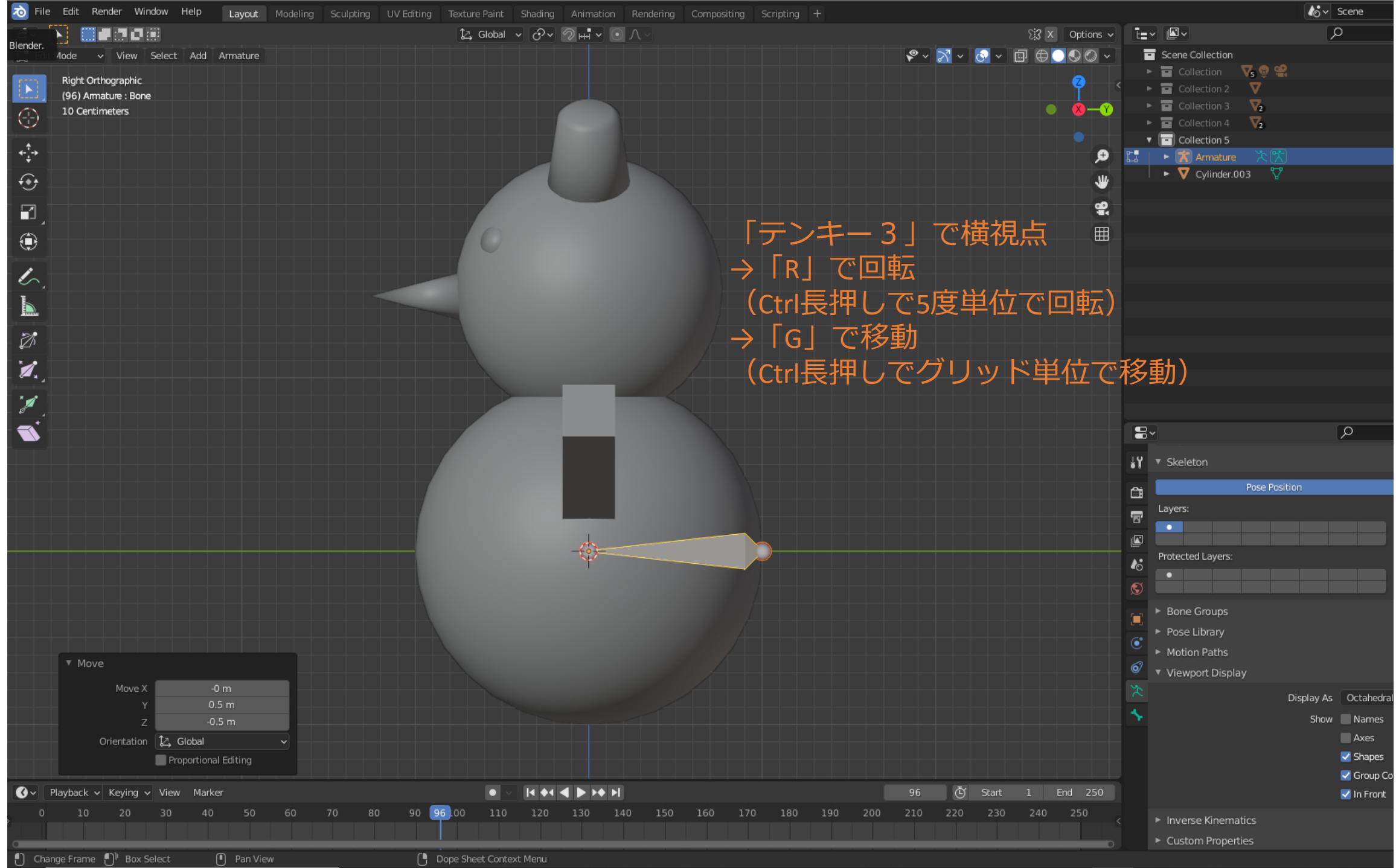


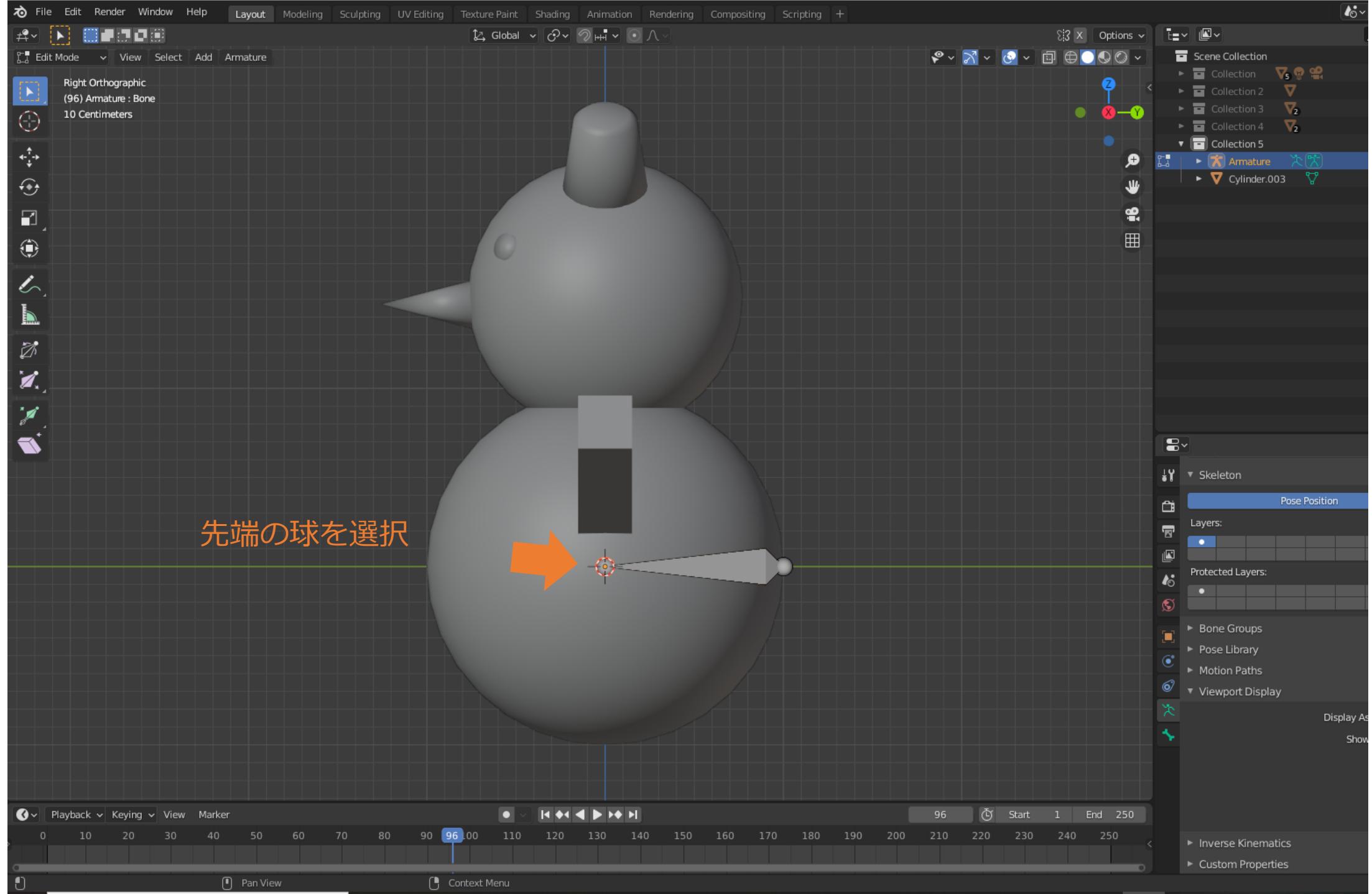


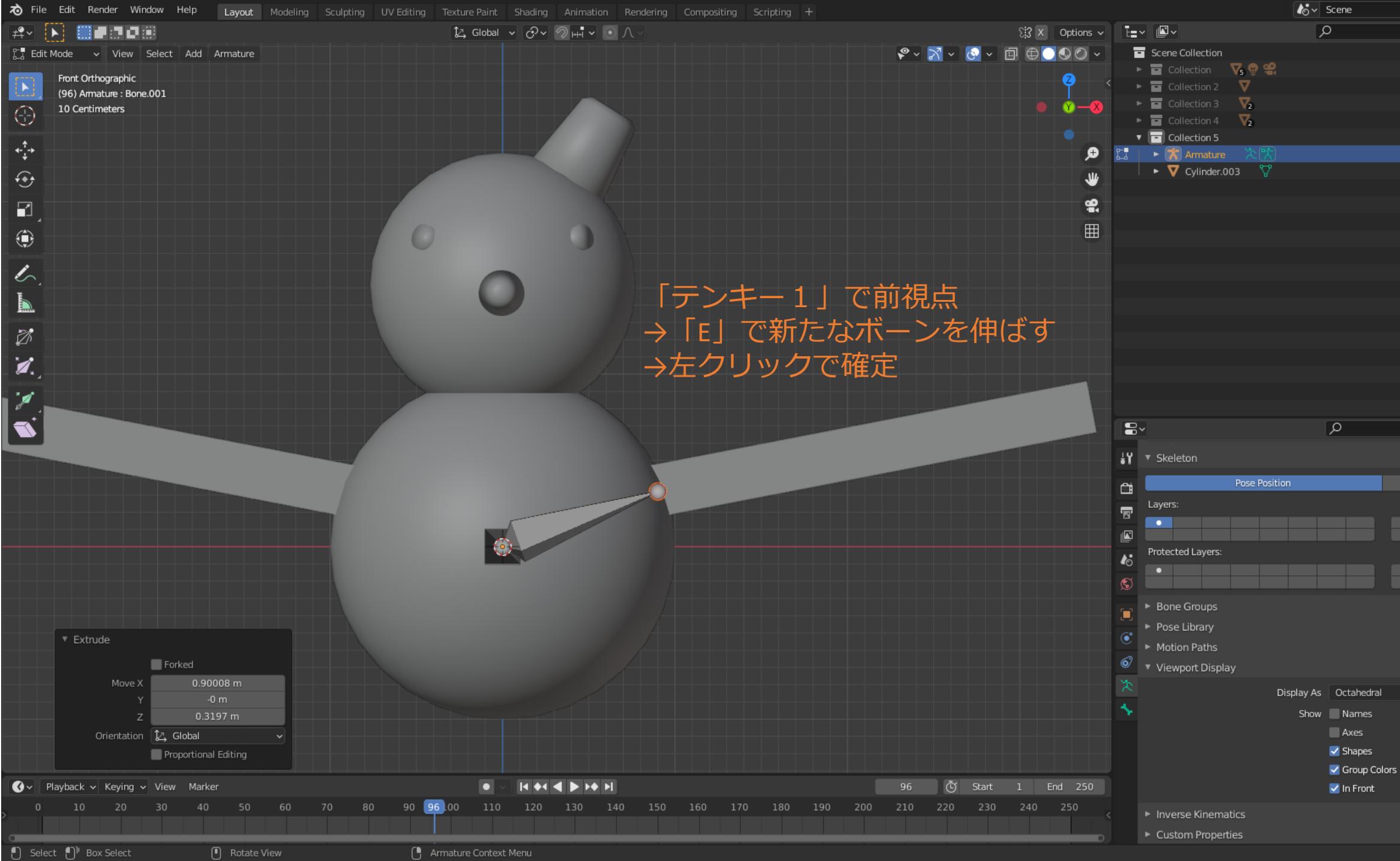








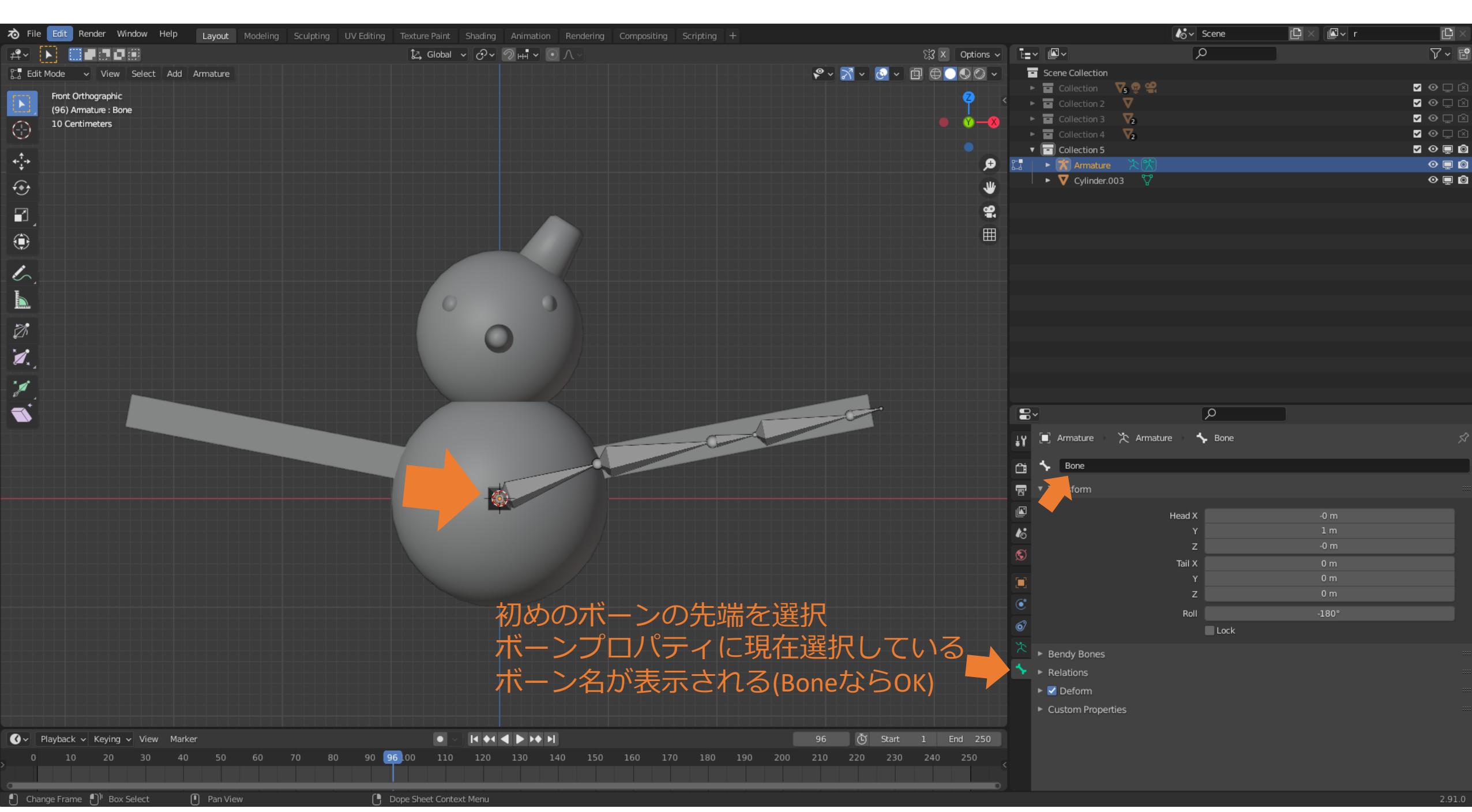




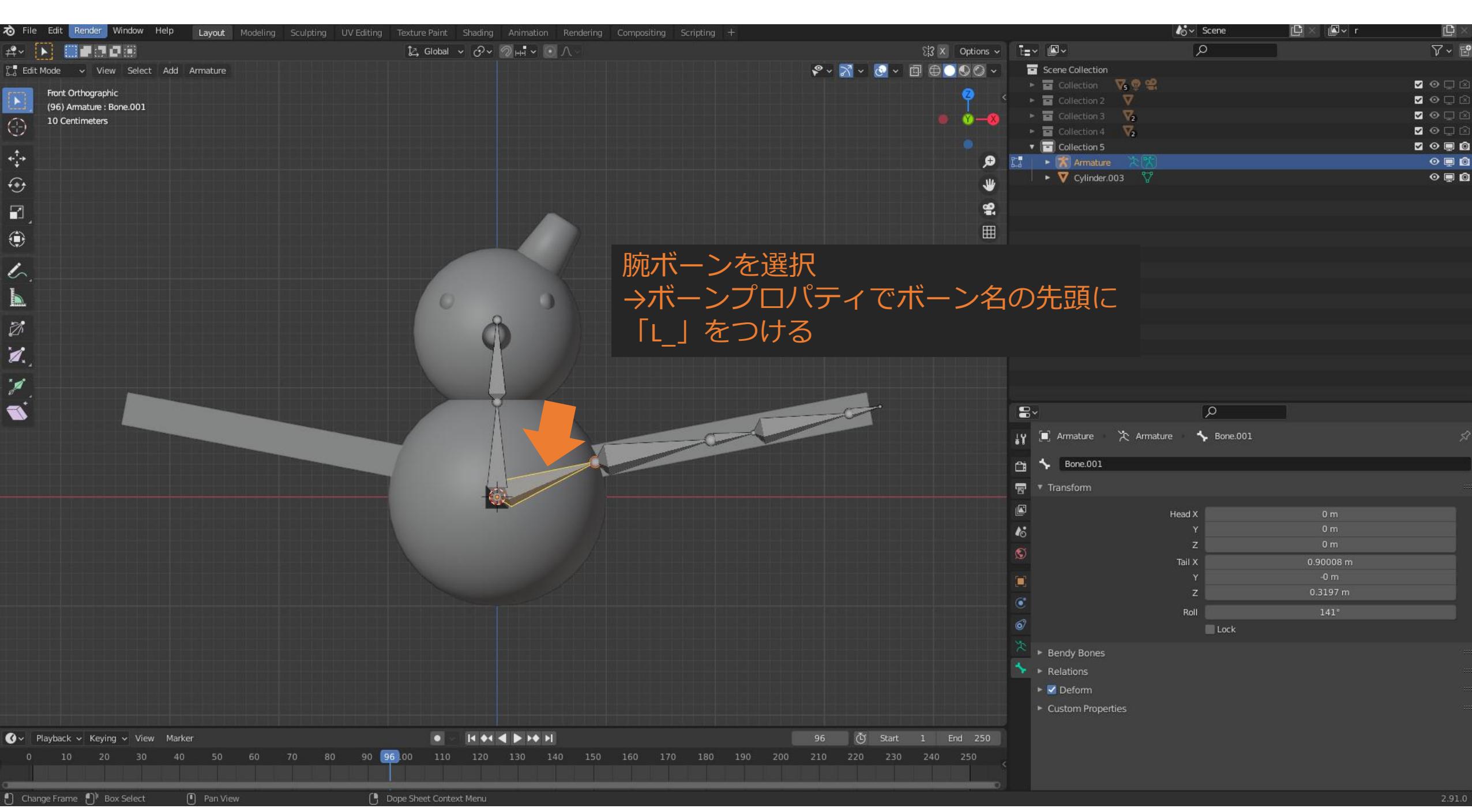


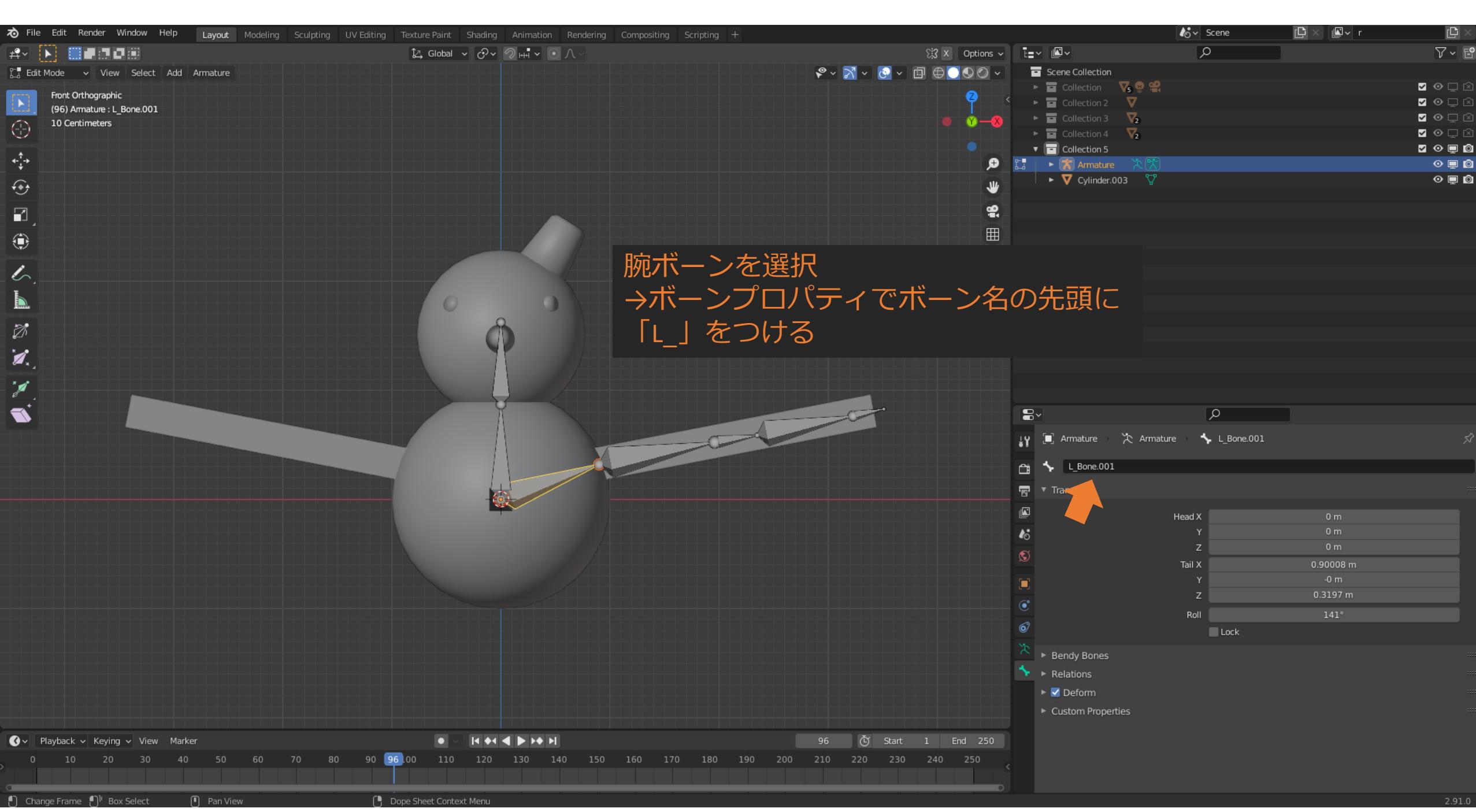


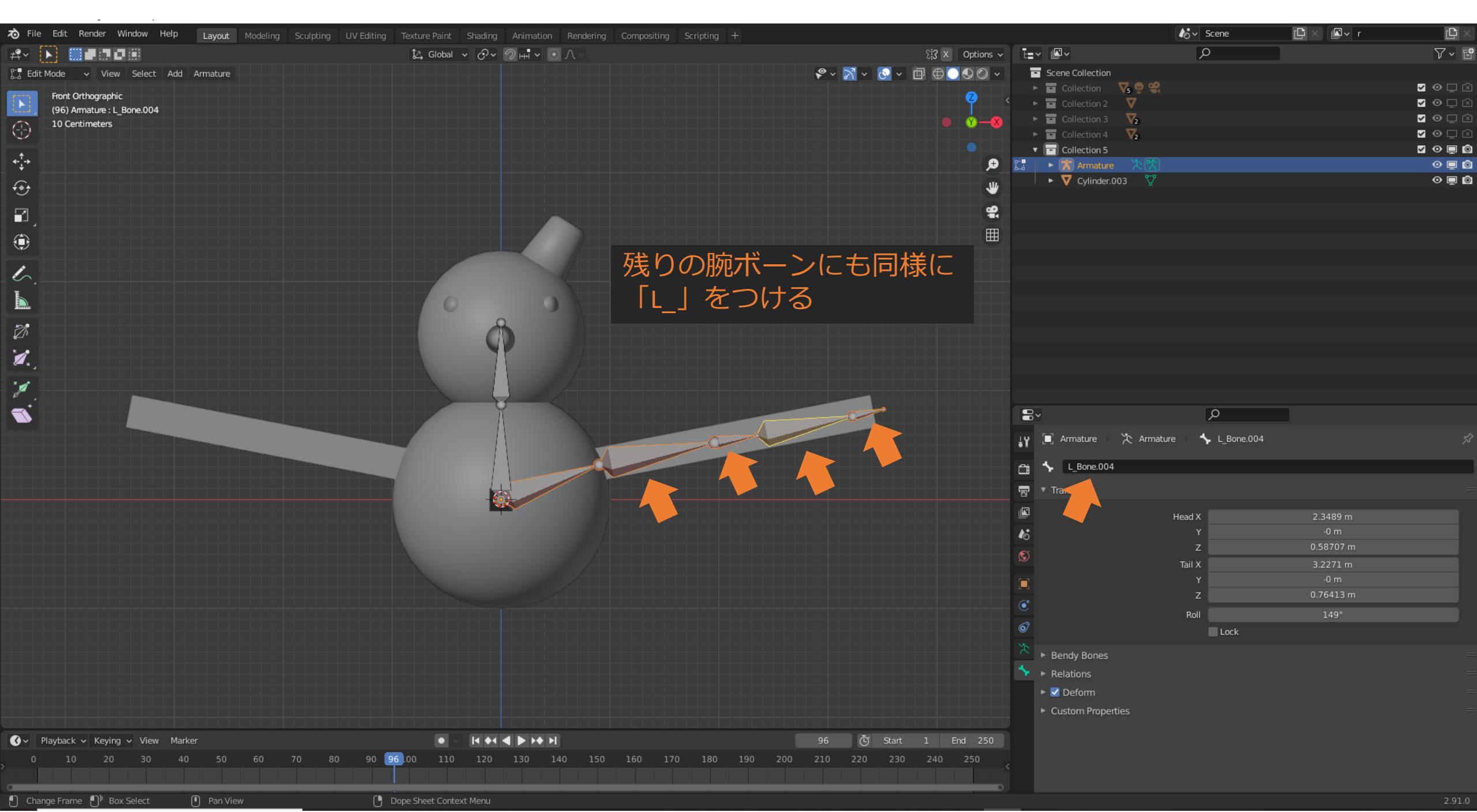
雪だるまと位置が  
あつてゐるか確認

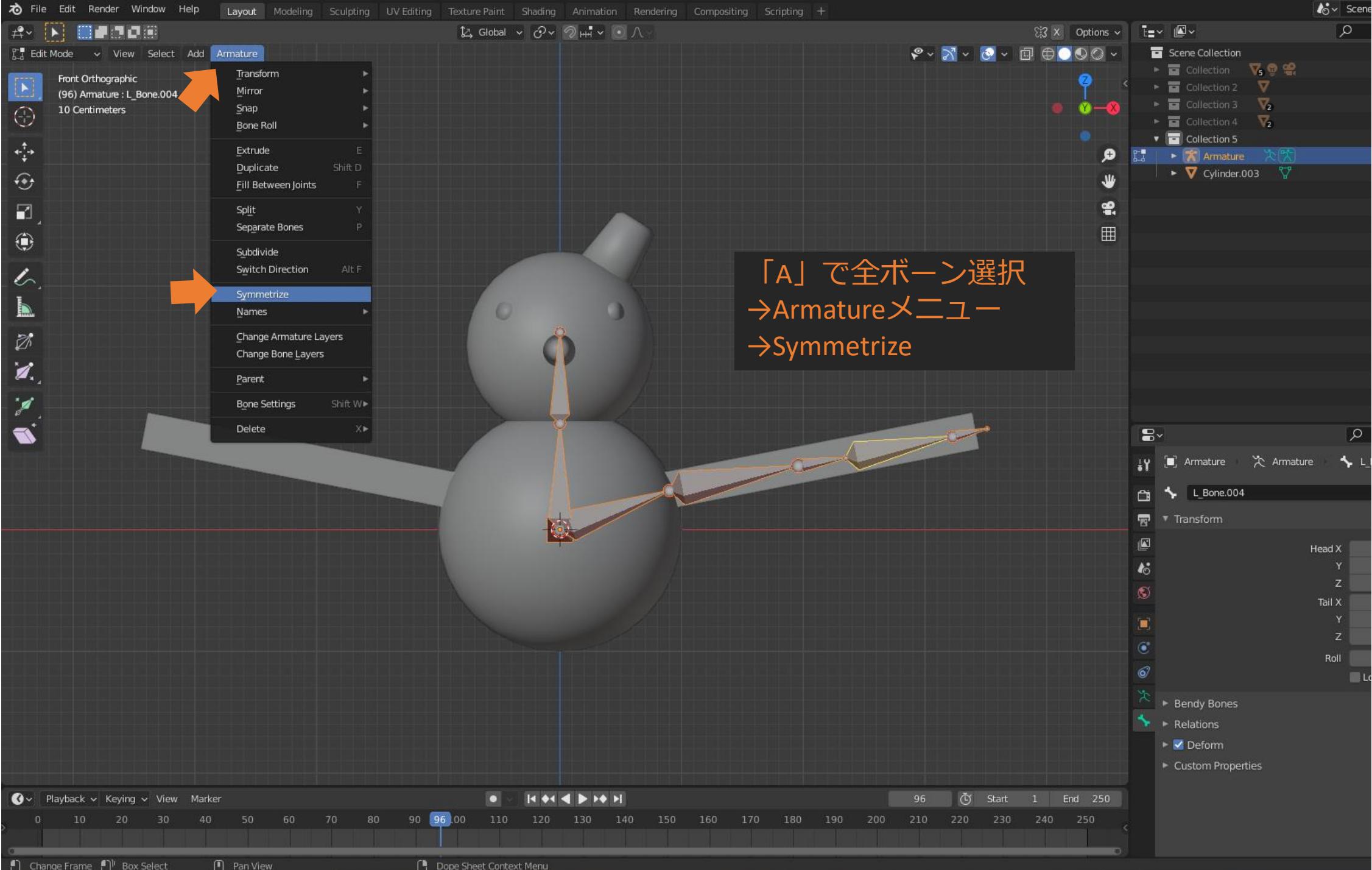








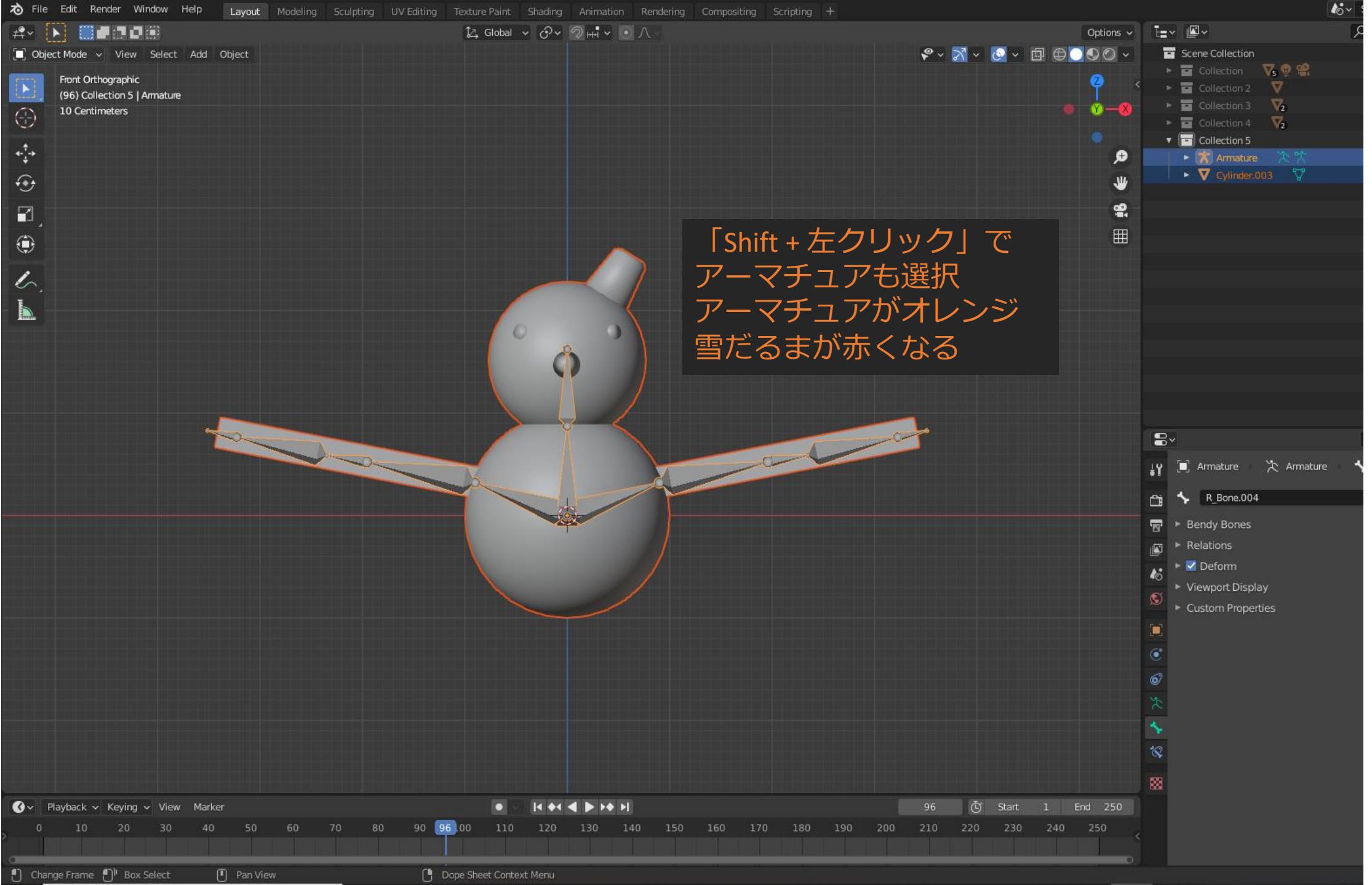


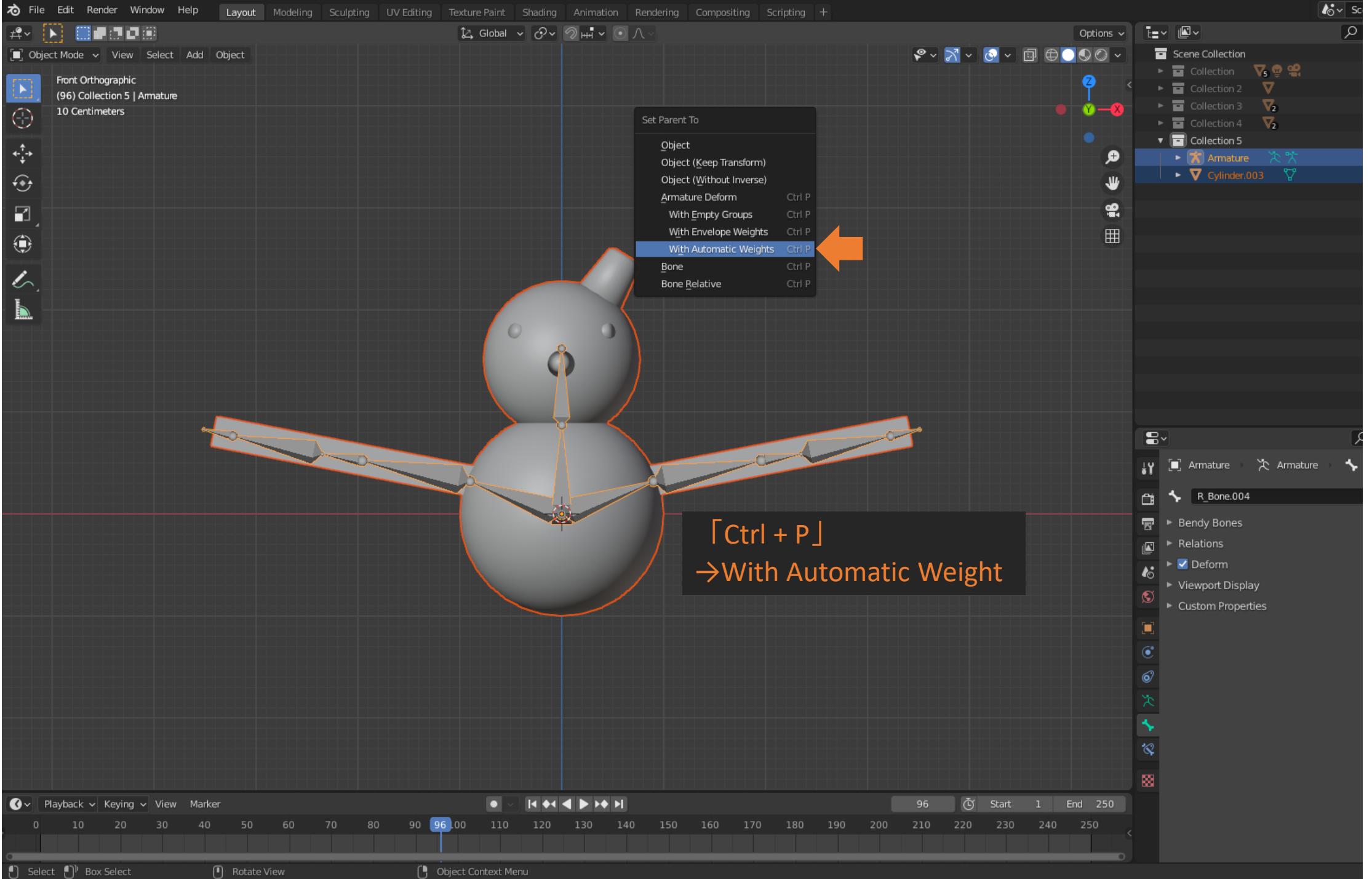


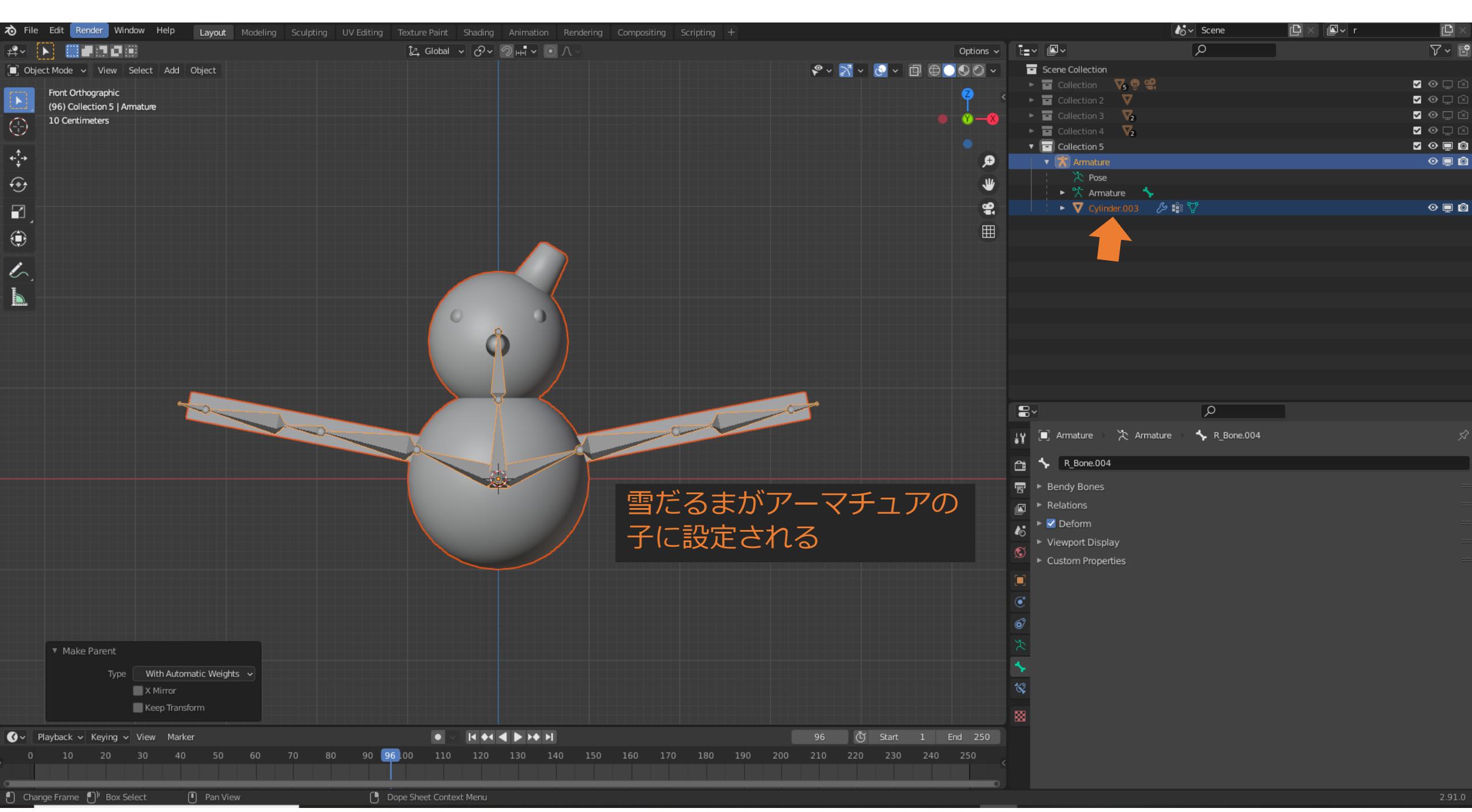


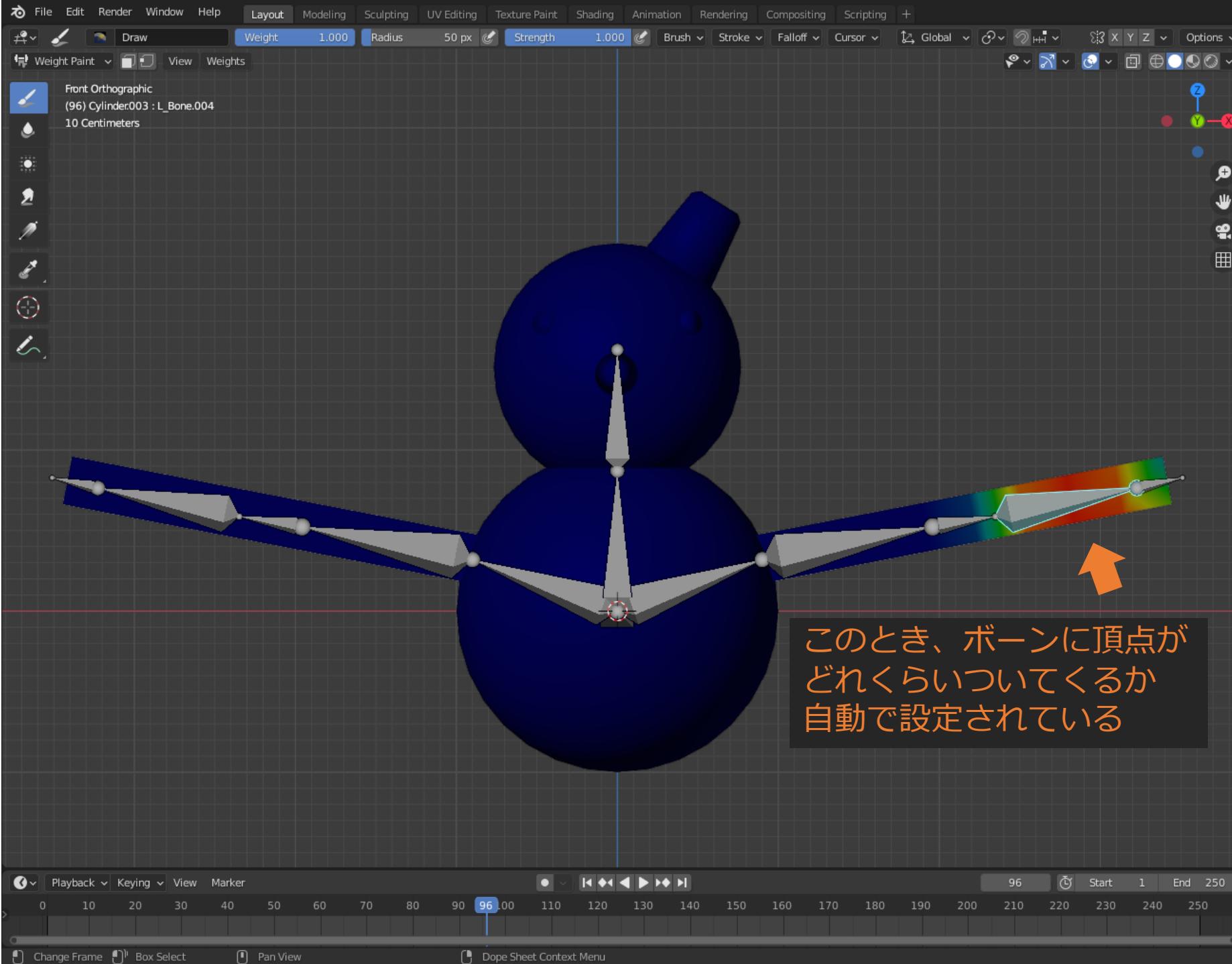




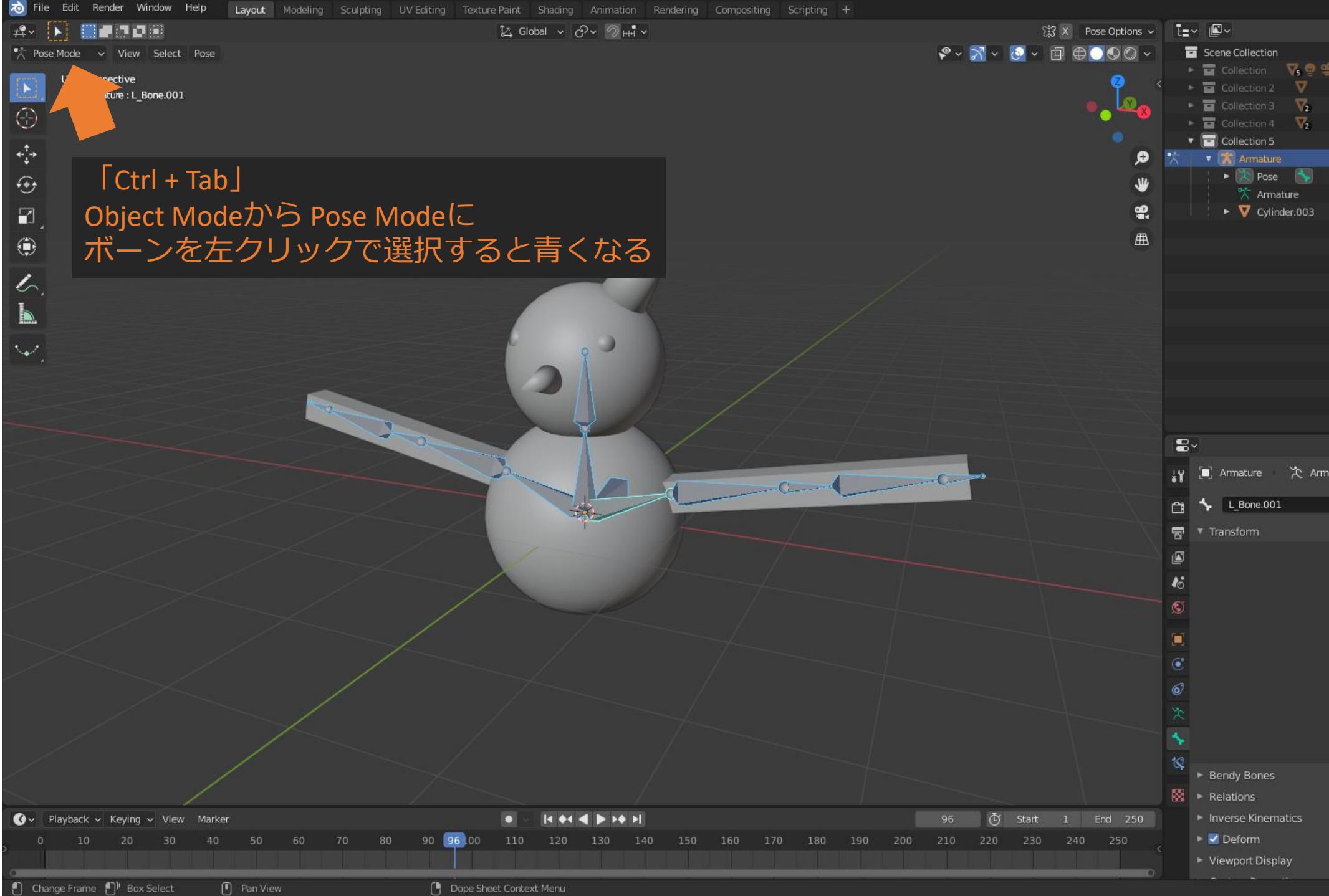






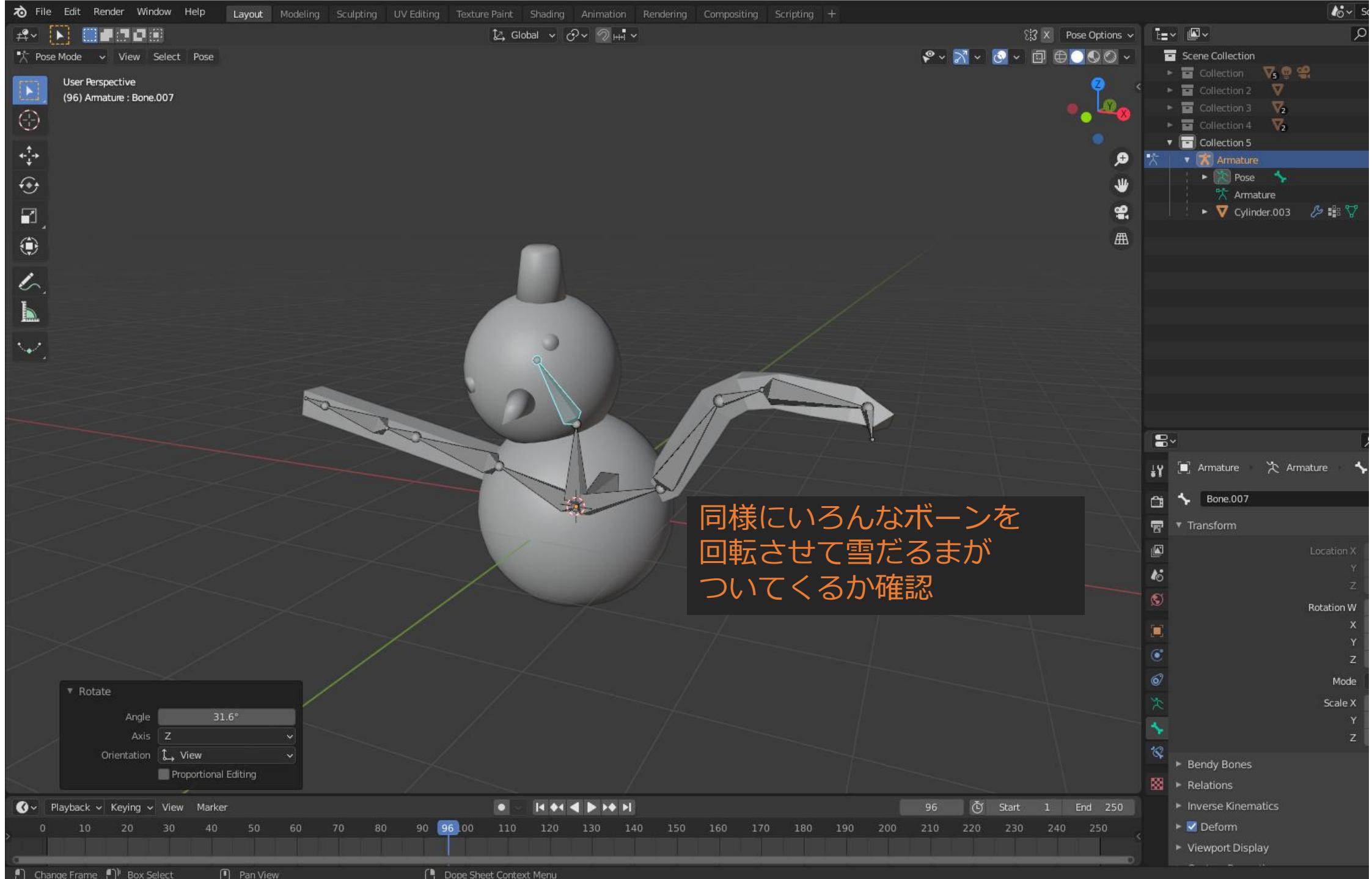




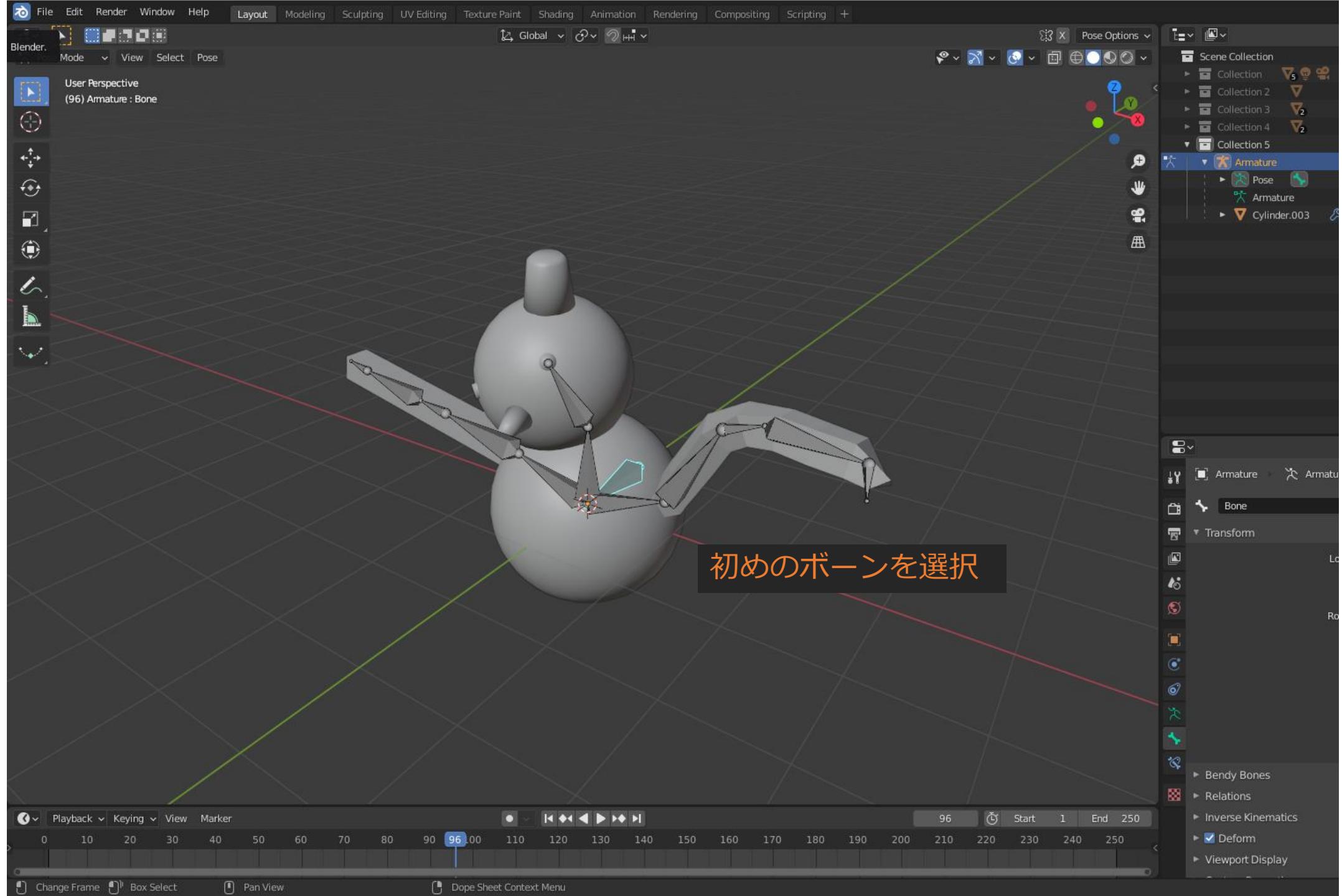




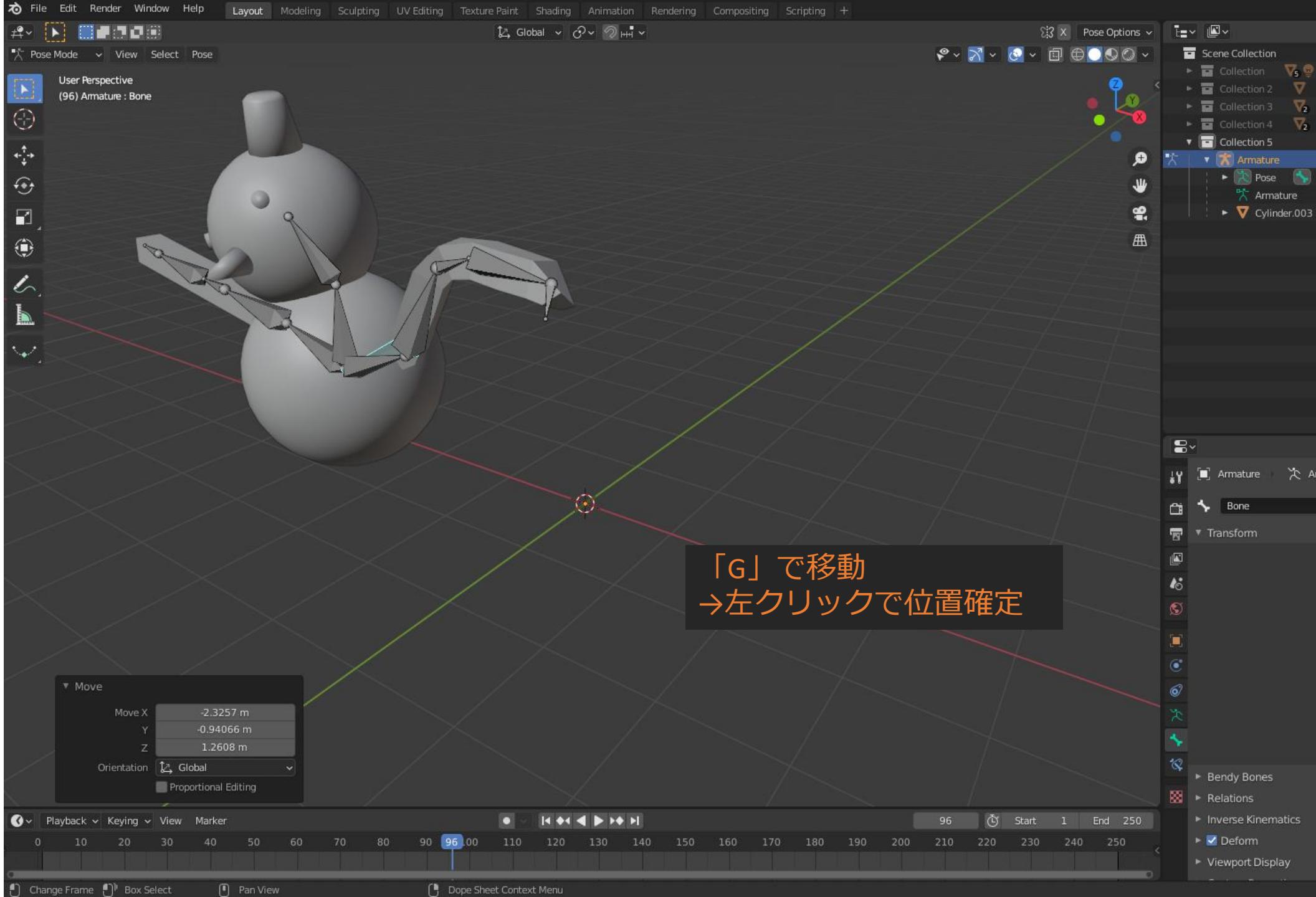




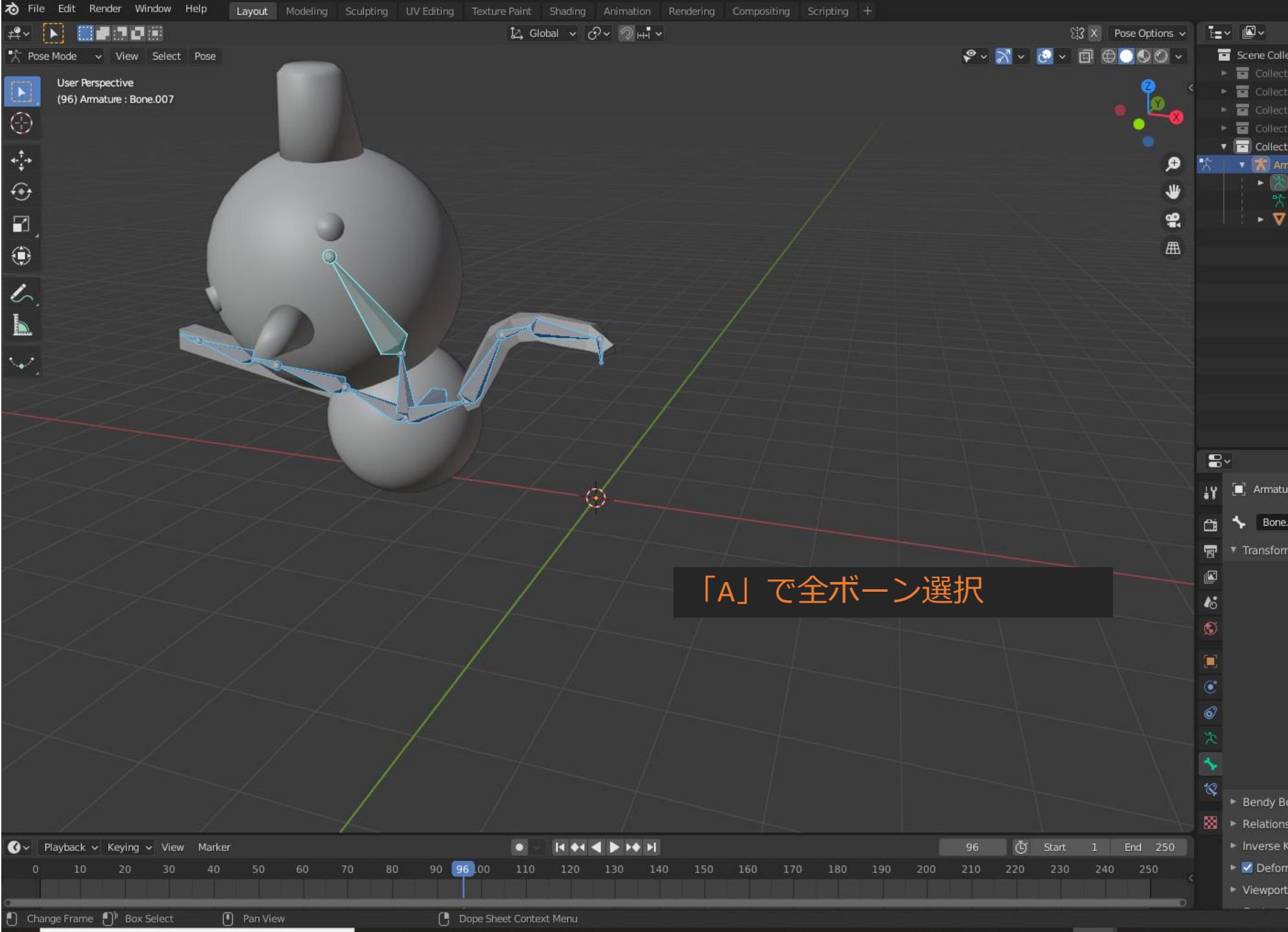
同様にいろんなボーンを  
回転させて雪だるまが  
ついてくるか確認

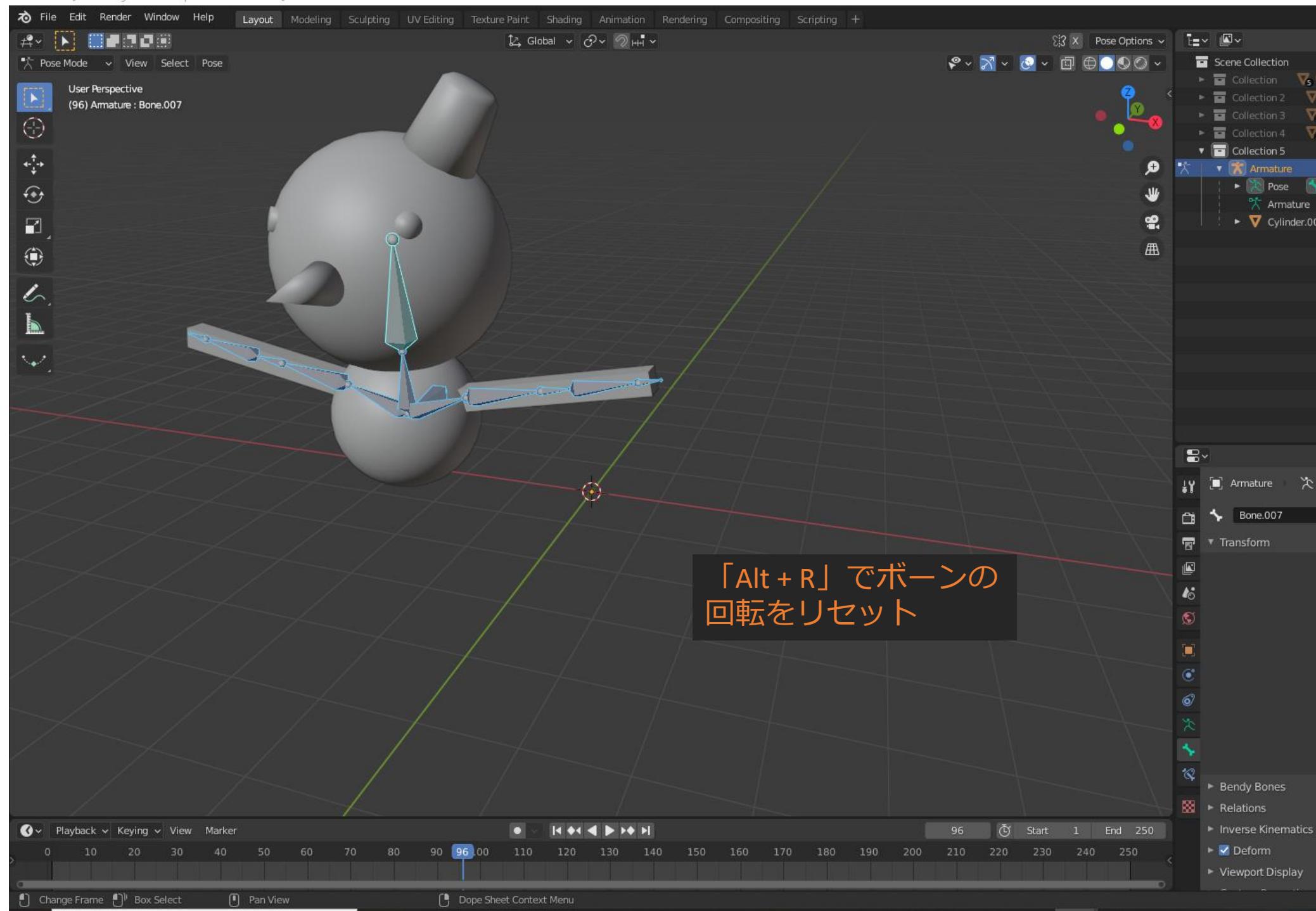


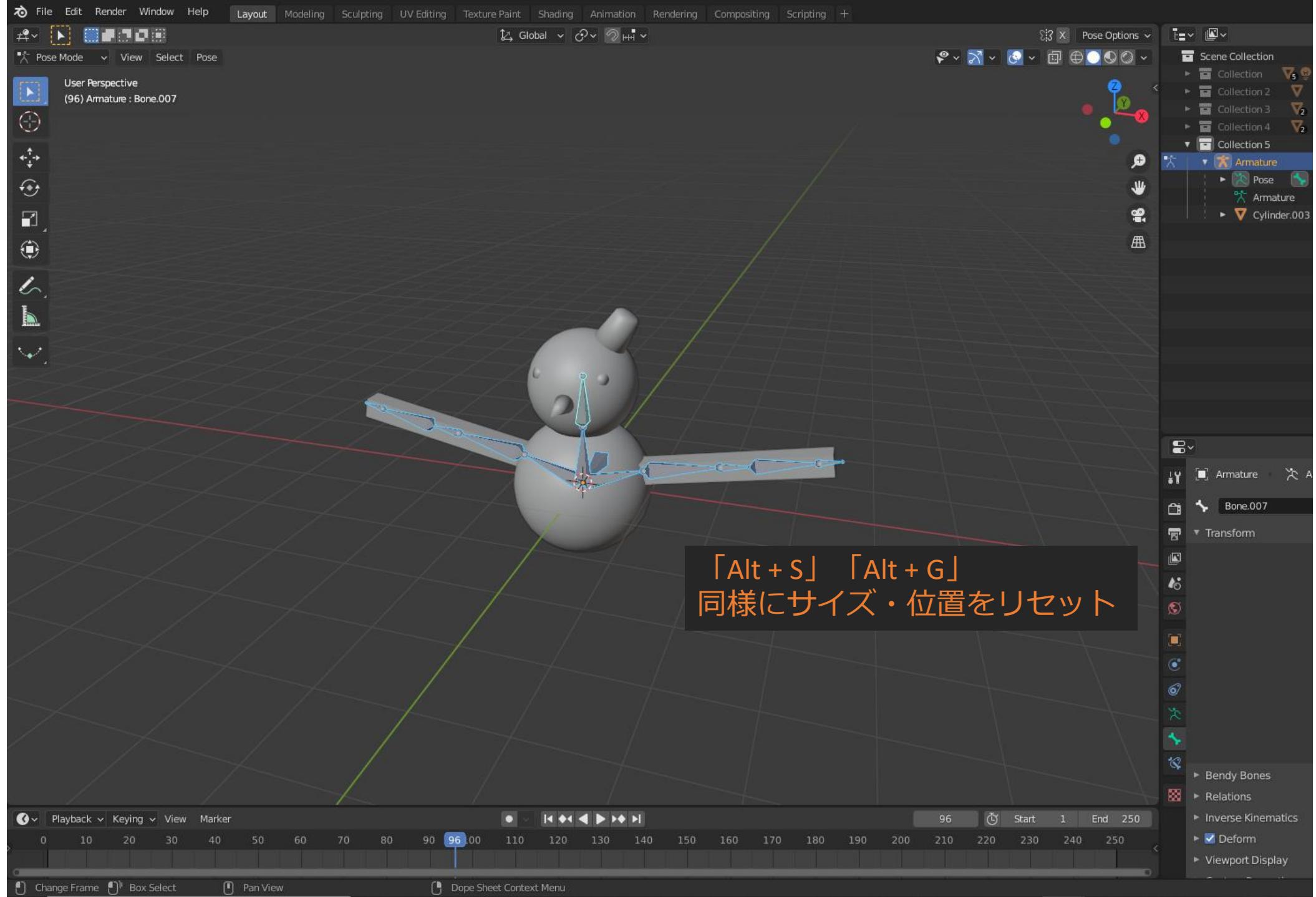
初めのボーンを選択

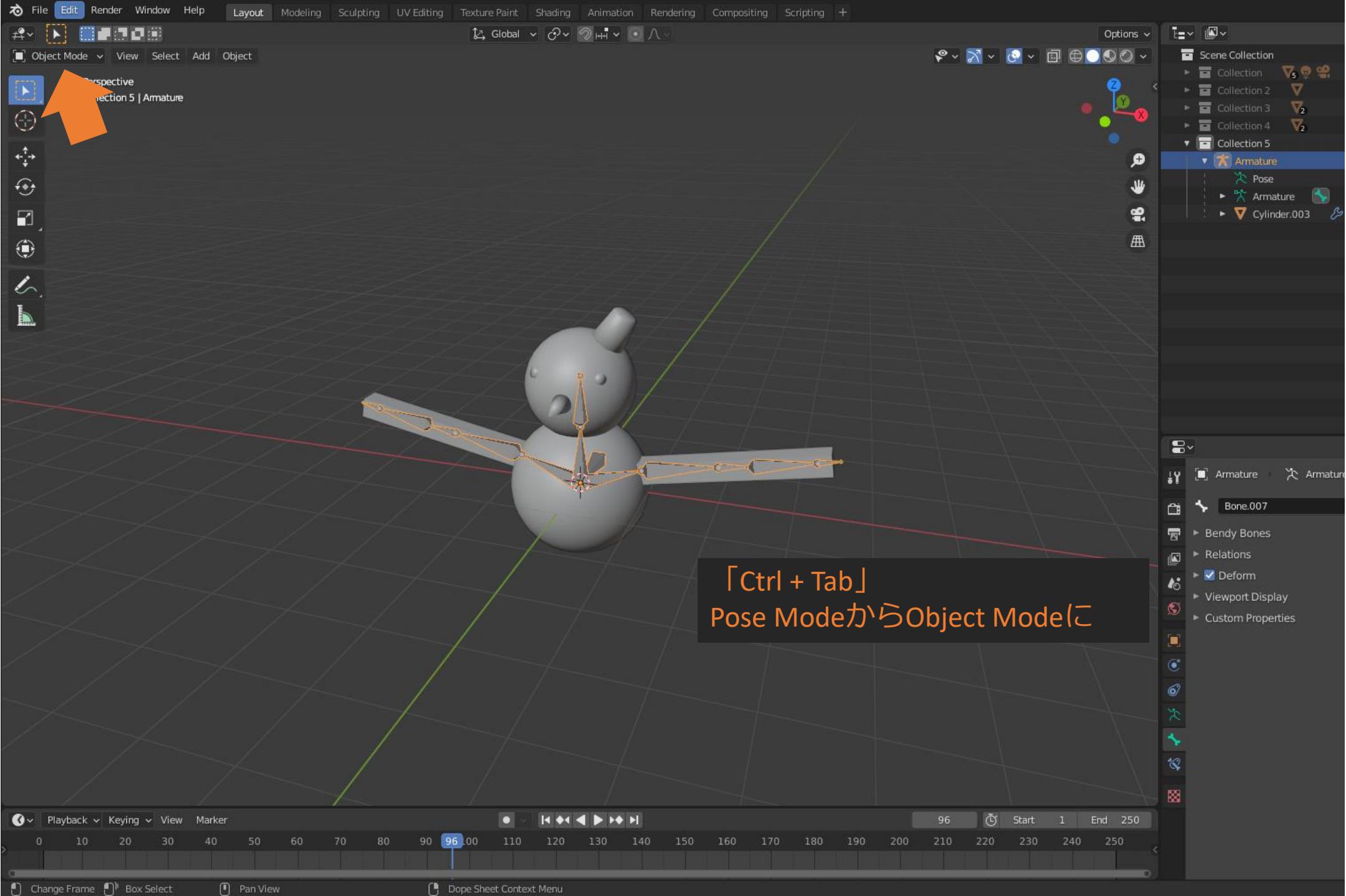












# 参考

- <https://www.youtube.com/watch?v=VM3hib0h2ZI>
  - ・ メッシュのくっつき方がおかしい時の修正方法も解説しています
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