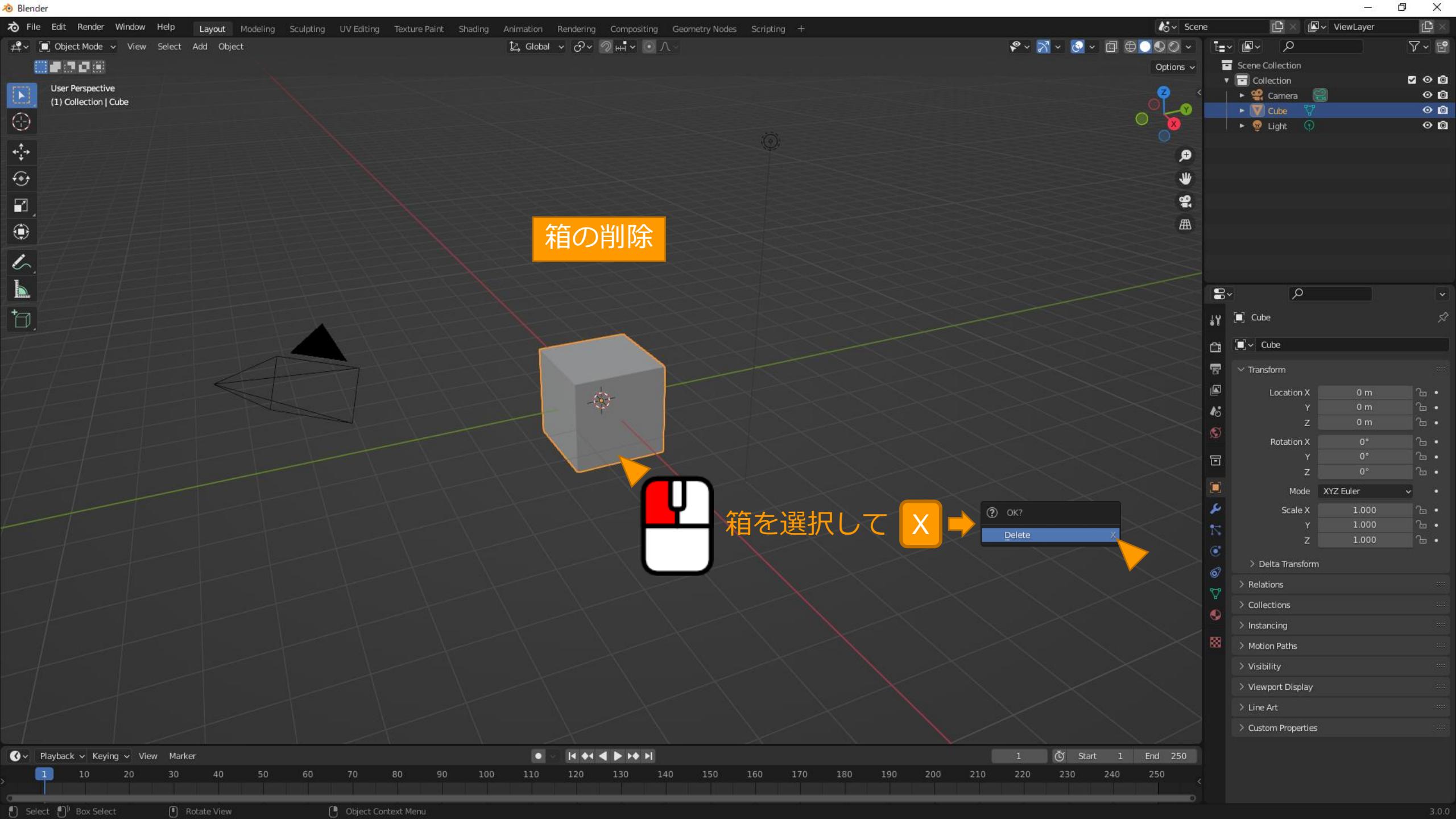
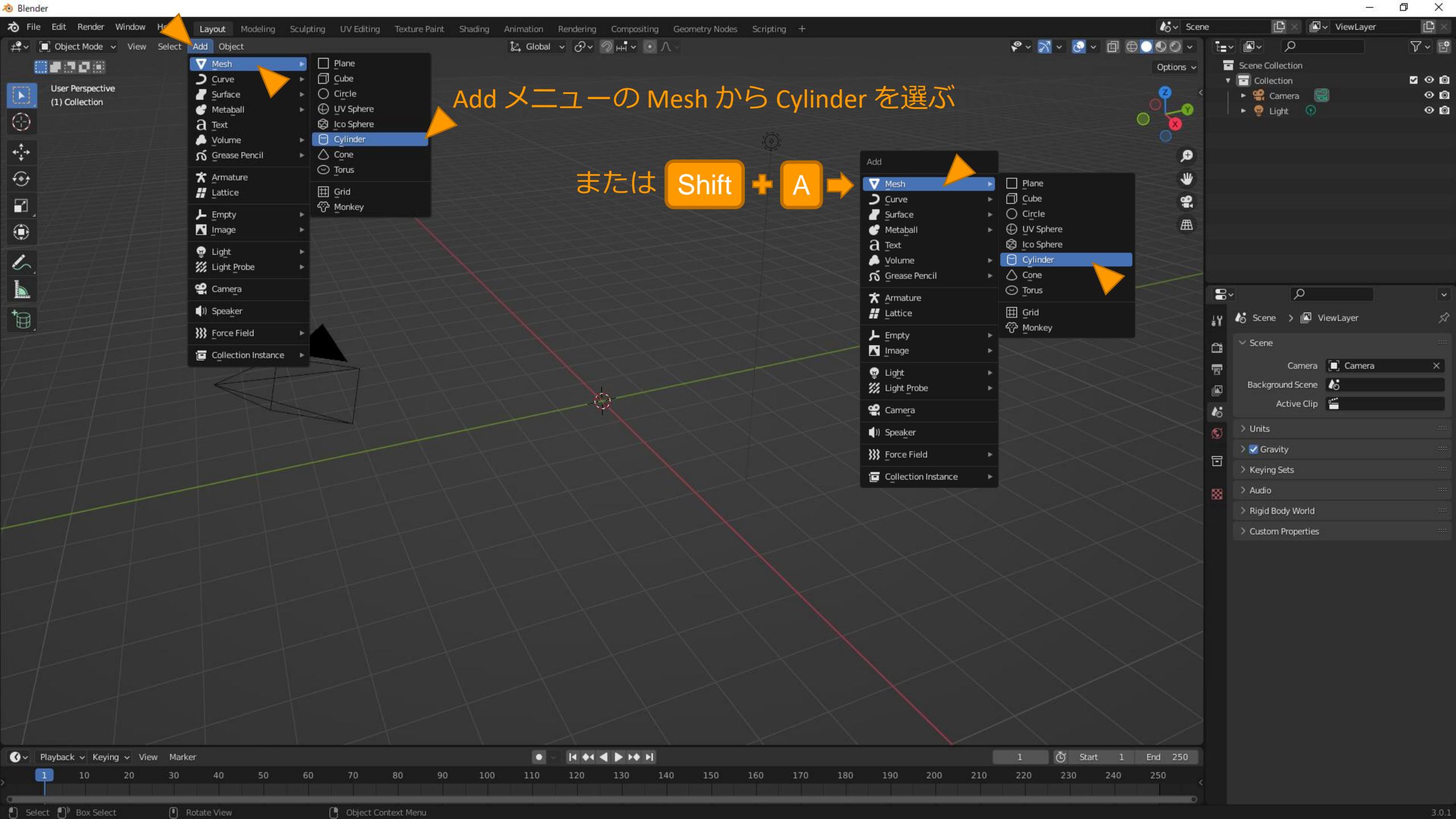


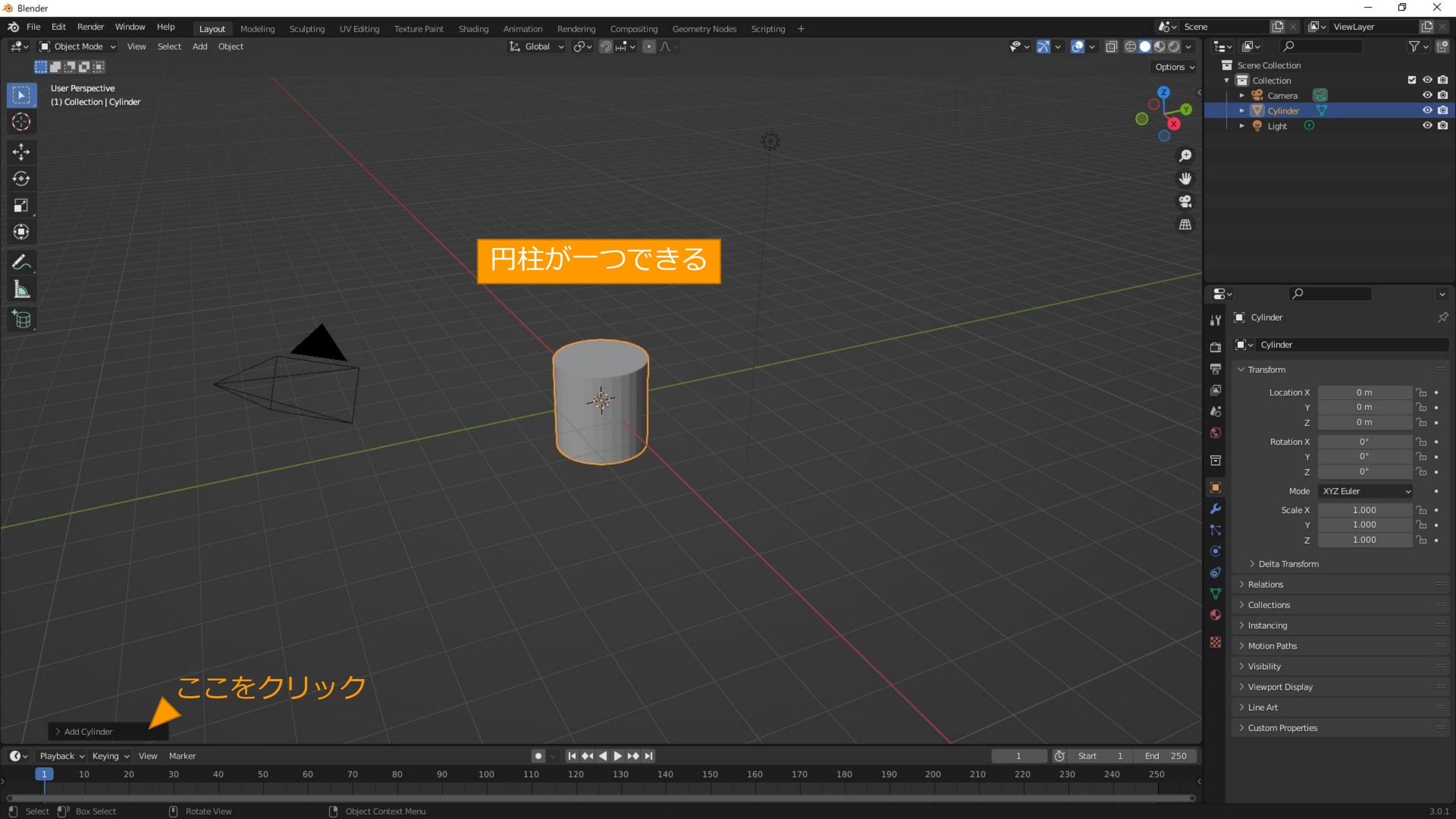
ビンを作つてラベルを貼る

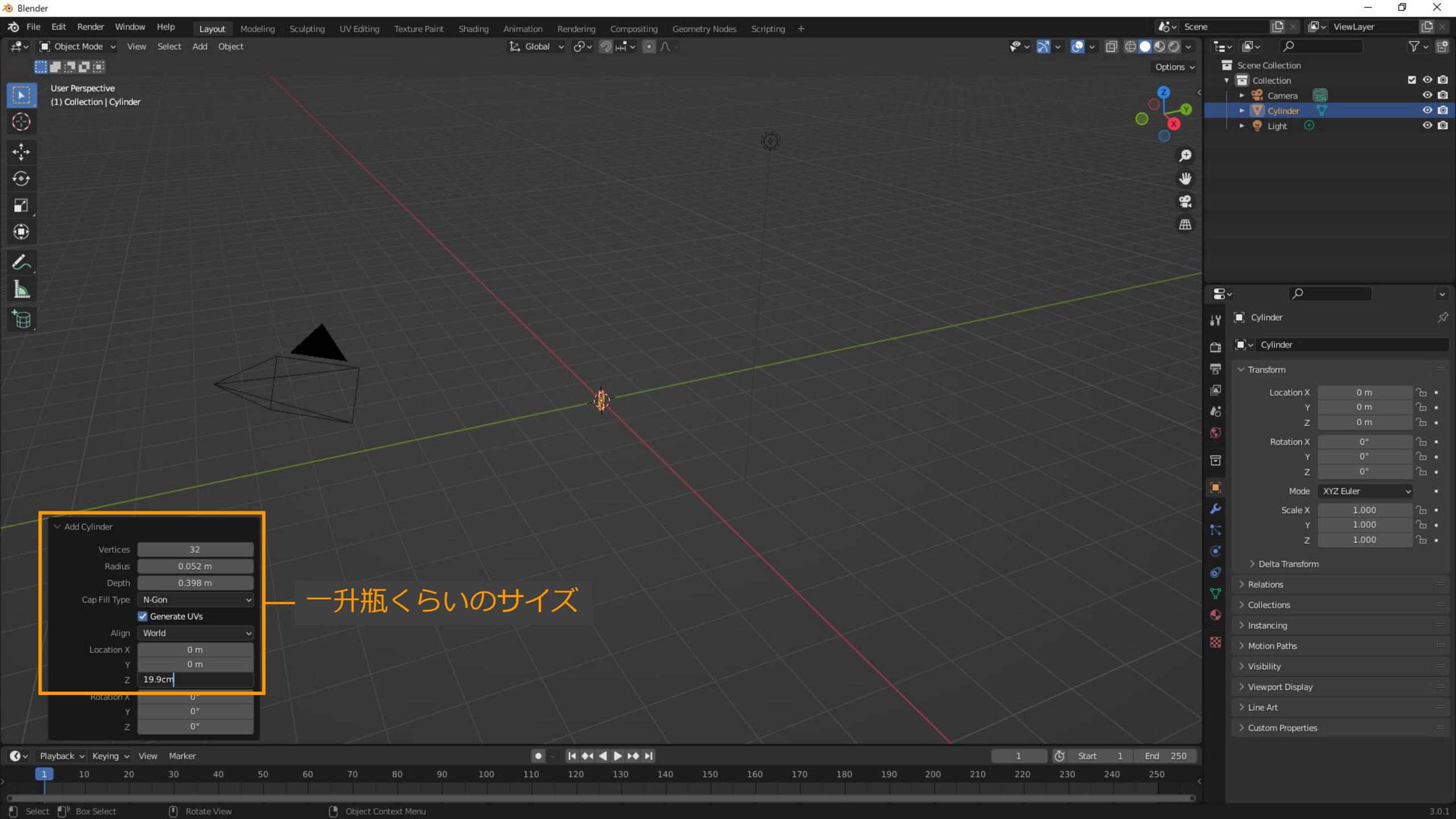
Blender











Blender 3.0.1

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

Scene

User Perspective (1) Collection | Cylinder

Options

Scene Collection

Collection

Camera

Cylinder

Light

Transform

Location X: 0 m, Y: 0 m, Z: 0.199 m

Rotation X: 0°, Y: 0°, Z: 0°

Mode: XYZ Euler

Scale X: 1.000, Y: 1.000, Z: 1.000

Delta Transform

Relations

Collections

Instancing

Motion Paths

Visibility

Viewport Display

Line Art

Custom Properties

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

1 Start 1 End 250

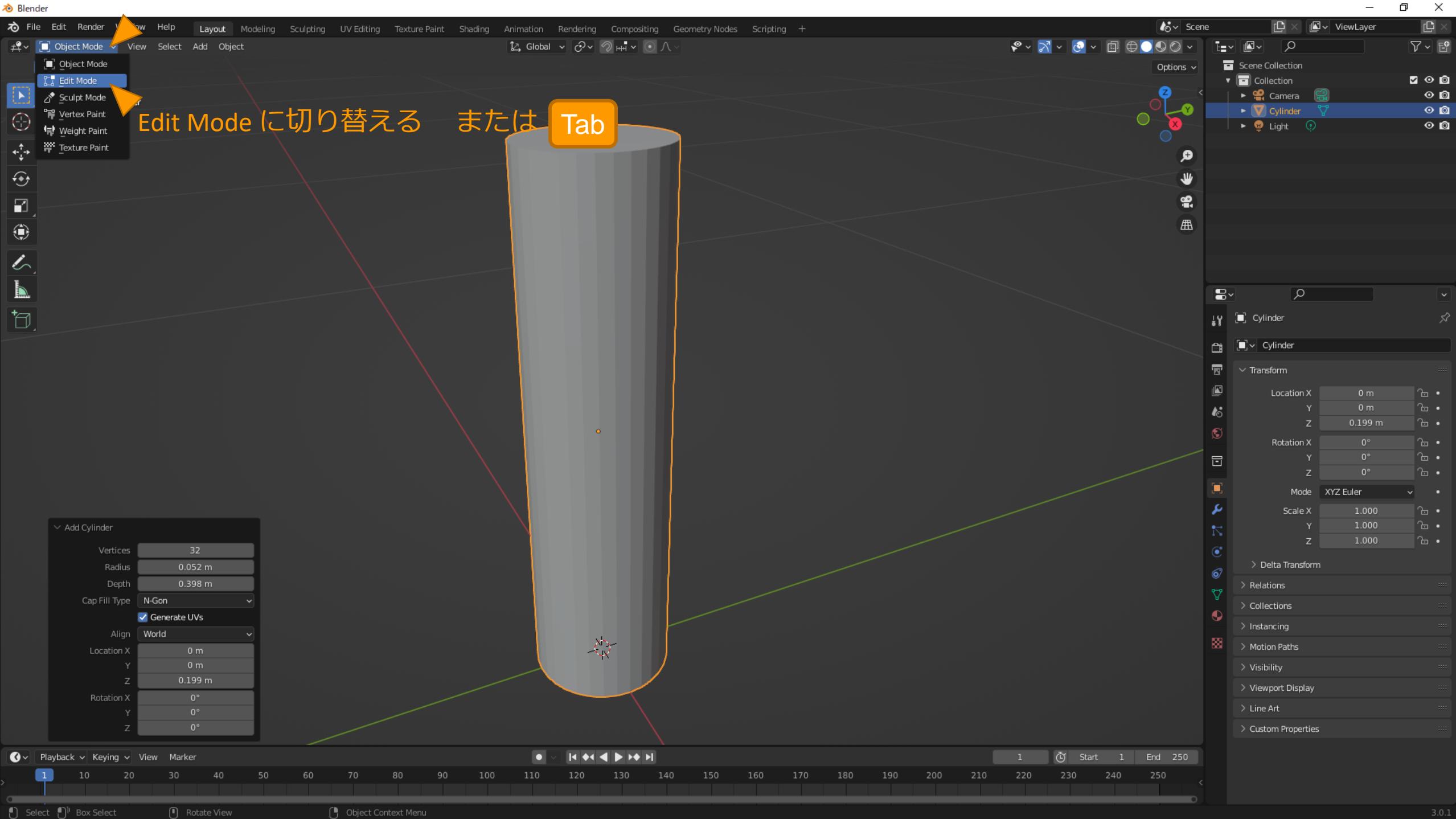
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

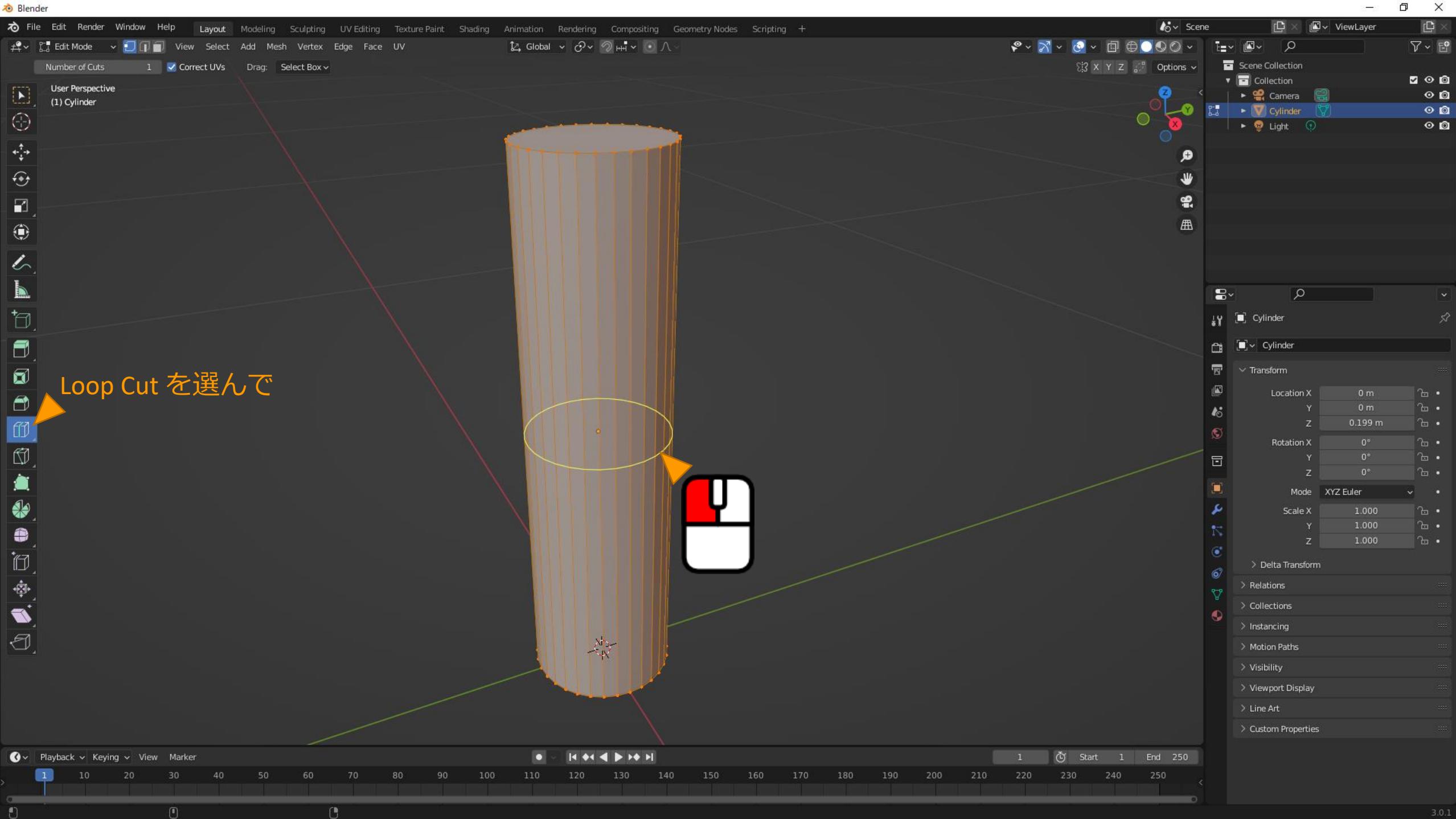
Box Select

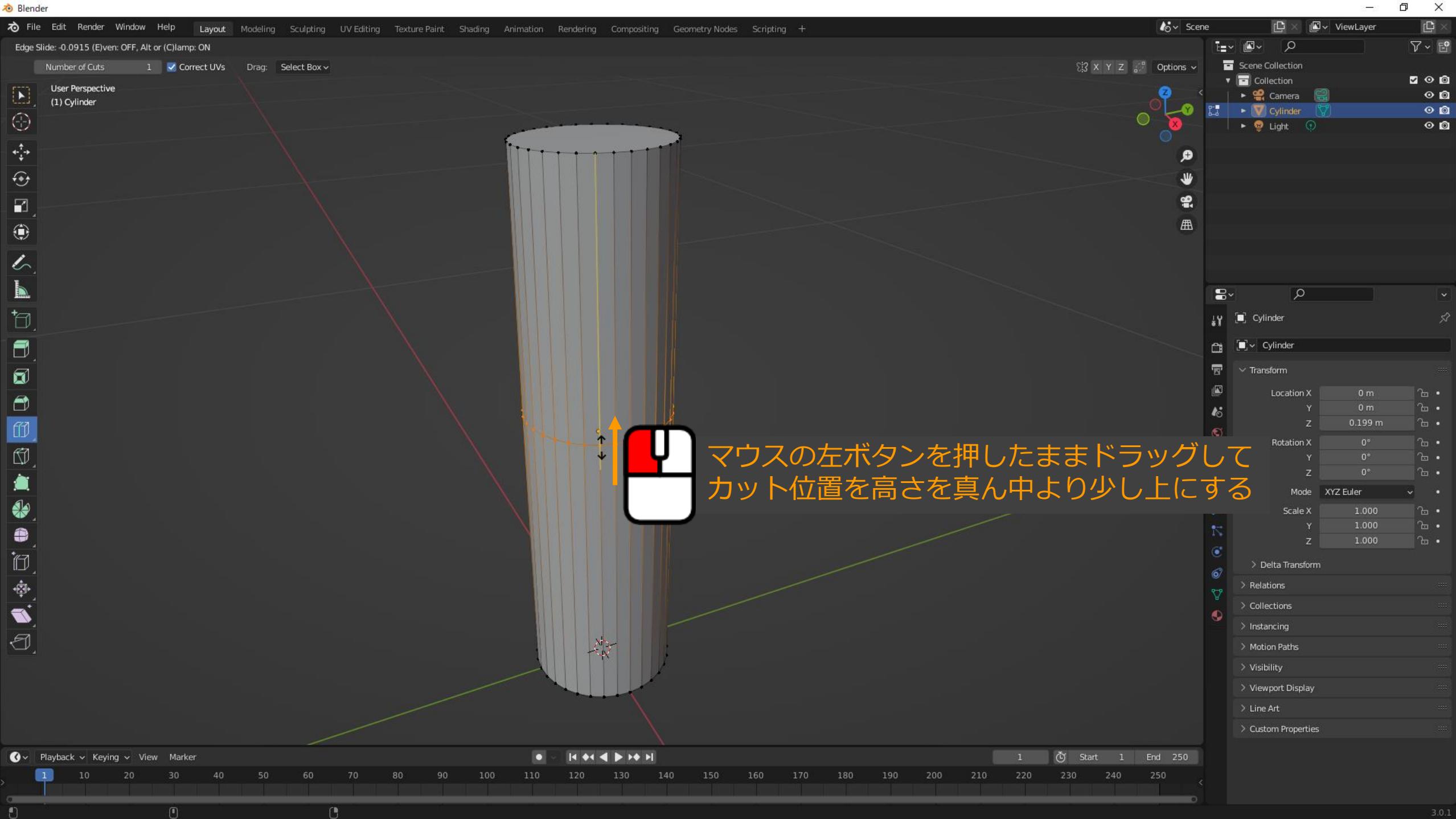
Rotate View

Object Context Menu

虫メガネ Q アイコンや手のひら P アイコンを左ボタンでドラッグして見やすい表示にする







Blender

Edge Slide: 0.0000 (E)ven: OFF, Alt or (C)lamp: ON

Number of Cuts: 1 Correct UVs Drag: Select Box

User Perspective
(1) Cylinder

Scene Collection
Collection
Camera
Cylinder
Light

引続き Loop Cut で残りの部分の
真ん中あたりをカットする

Loop Cut and Slide

- Number of Cuts: 1
- Smoothness: 0.000
- Falloff: Inverse Square
- Factor: -0.091
- Even
- Flipped
- Clamp
- Correct UVs

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

1 Start 1 End 250

3.01

Blender

Edge Slide: -0.4158 (E)ven: OFF, Alt or (C)lamp: ON

Number of Cuts: 1 Correct UVs Drag: Select Box

User Perspective (1) Cylinder

Scene Collection
Collection
Camera
Cylinder
Light

さらに Loop Cut で残りの部分の上から 1/3 くらいのところをカットする

Playback View Marker

Loop Cut and Slide Box Select Rotate View Call Menu

3.0.1

Transform

Location X	0 m
Y	0 m
Z	0.199 m
Rotation X	0°
Y	0°
Z	0°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Delta Transform
Relations
Collections
Instancing
Motion Paths
Visibility
Viewport Display
Line Art
Custom Properties

Blender

Edge Slide: 0.8732 (E)ven: OFF, Alt or (C)lamp: ON

Number of Cuts: 1 Correct UVs Drag: Select Box

User Perspective (1) Cylinder

Loop Cut and Slide

- Number of Cuts: 1
- Smoothness: 0.000
- Falloff: Inverse Square
- Factor: -0.414
- Even
- Flipped
- Clamp
- Correct UVs

Scene

Scene Collection

- Collection
- Camera
- Cylinder
- Light

Options

Transform

- Location X: 0 m
- Y: 0 m
- Z: 0.199 m
- Rotation X: 0°
- Y: 0°
- Z: 0°
- Mode: XYZ Euler
- Scale X: 1.000
- Y: 1.000
- Z: 1.000

Relations

Collections

Instancing

Motion Paths

Visibility

Viewport Display

Line Art

Custom Properties

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 1 End 250

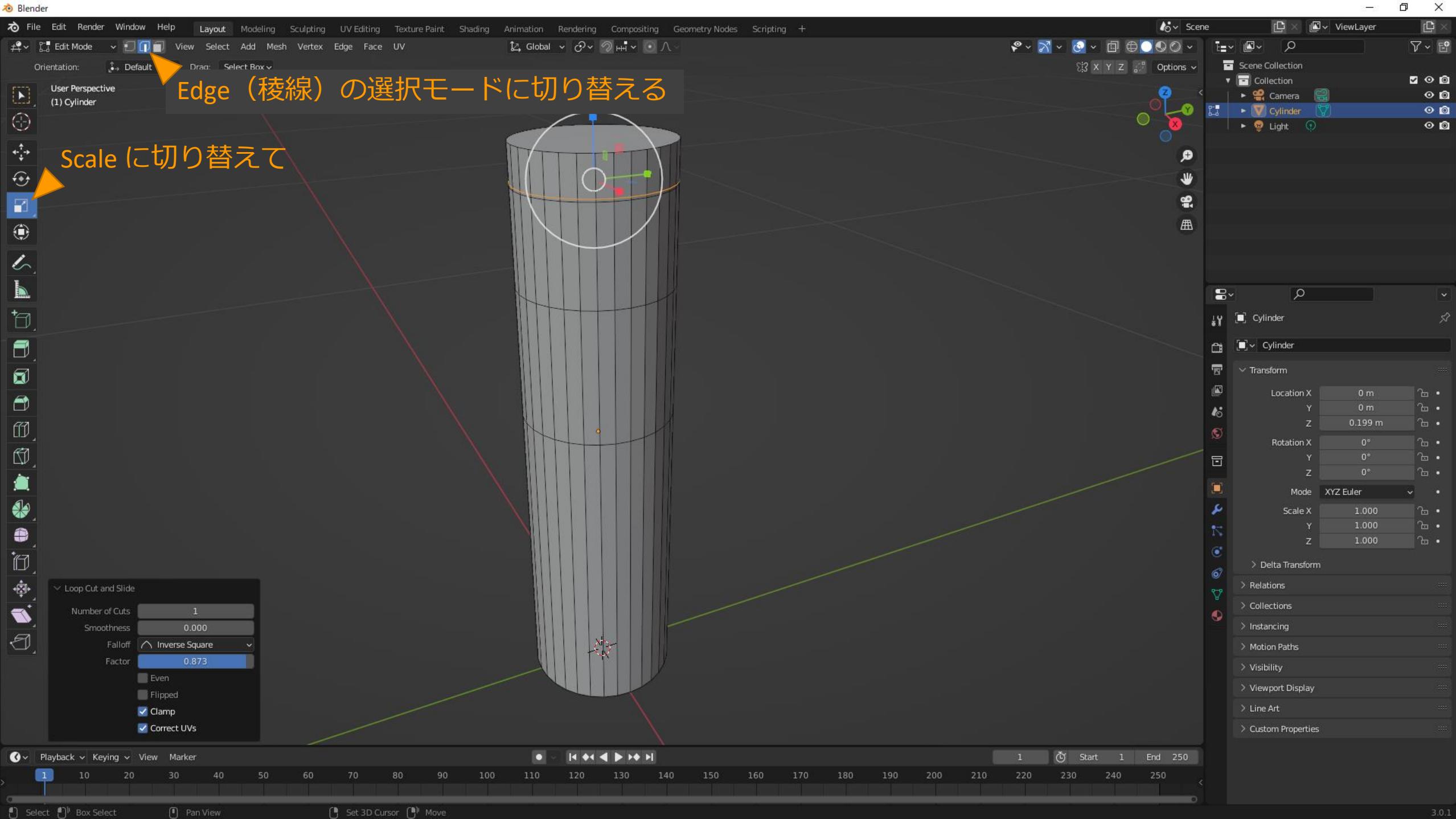
Loop Cut and Slide

Box Select

Rotate View

Call Menu

3.0.1



Blender の Layout モードで、円柱の頂部の縦のエッジを選択する手順を示すスクリーンショットです。

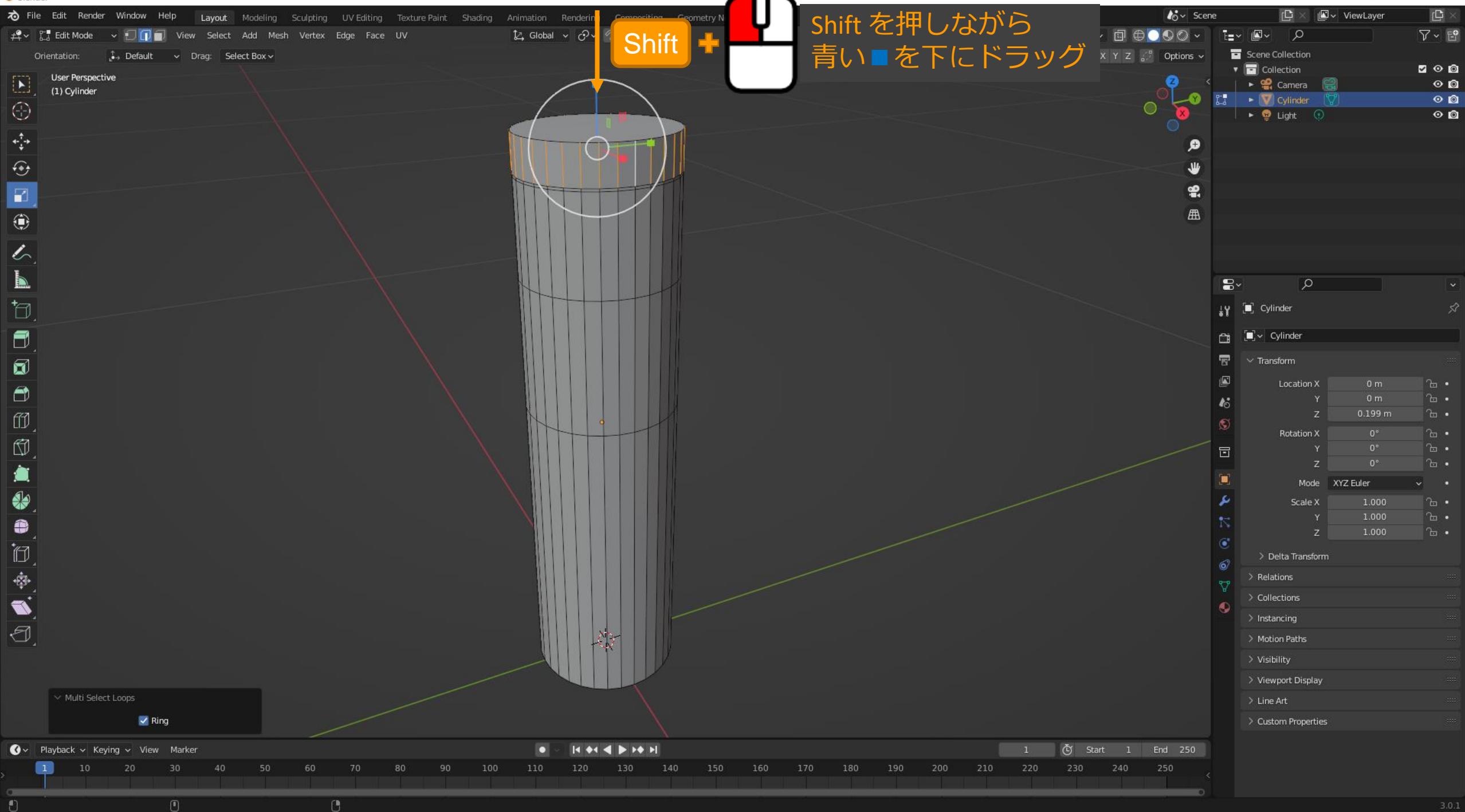
操作手順：

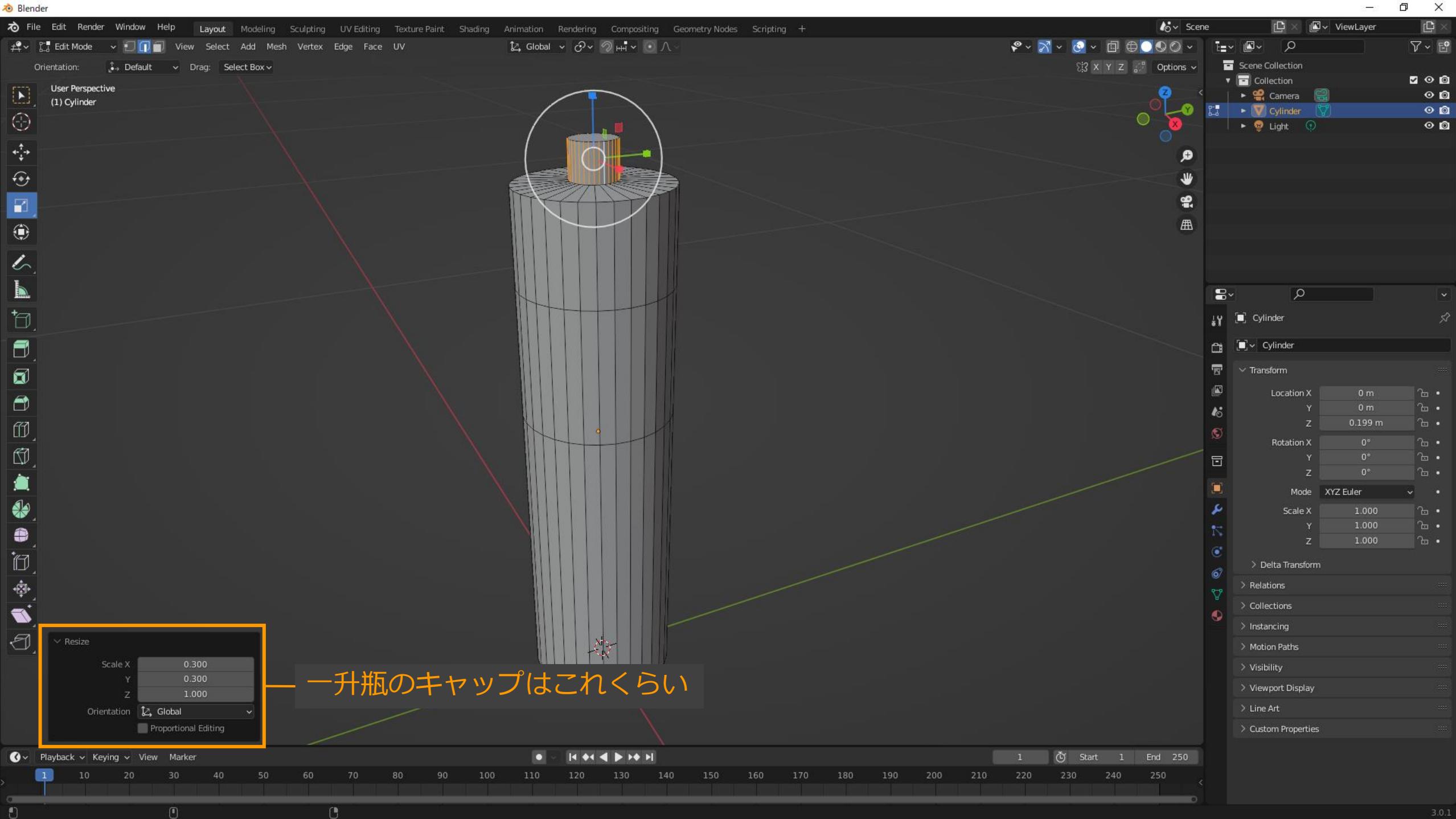
- 選択ツール (Select) を選択する (ショートカットキー: **S**)。
- 「Select Loops」メニューを開く。
- 「Edge Rings」を選択する (ショートカットキー: **Shift + Ctrl + Alt + 左クリック**)。
- 円柱の頂部の縦のエッジをクリックして選択する。

参考情報：

- 選択ツール (Select) のショートカットキー一覧：**S** (Default), **Alt S** (All), **Shift S** (None), **Ctrl S** (Invert), **Shift Ctrl S** (Box Select), **Shift S** (Circle Select), **Shift S** (Lasso Select), **Shift S** (Select Random), **Shift S** (Checker Deselect), **Shift S** (Select Sharp Edges), **Shift S** (Select Similar), **Shift S** (Select All by Trait), **Shift S** (Select More/Less), **Shift S** (Select Loops), **Shift S** (Select Linked), **Shift S** (Side of Active), **Shift S** (Select Mirror)。
- 選択ツール (Select) のショートカットキー一覧：**Shift + Ctrl + Alt + 左クリック** (Edge Rings)。

Blender

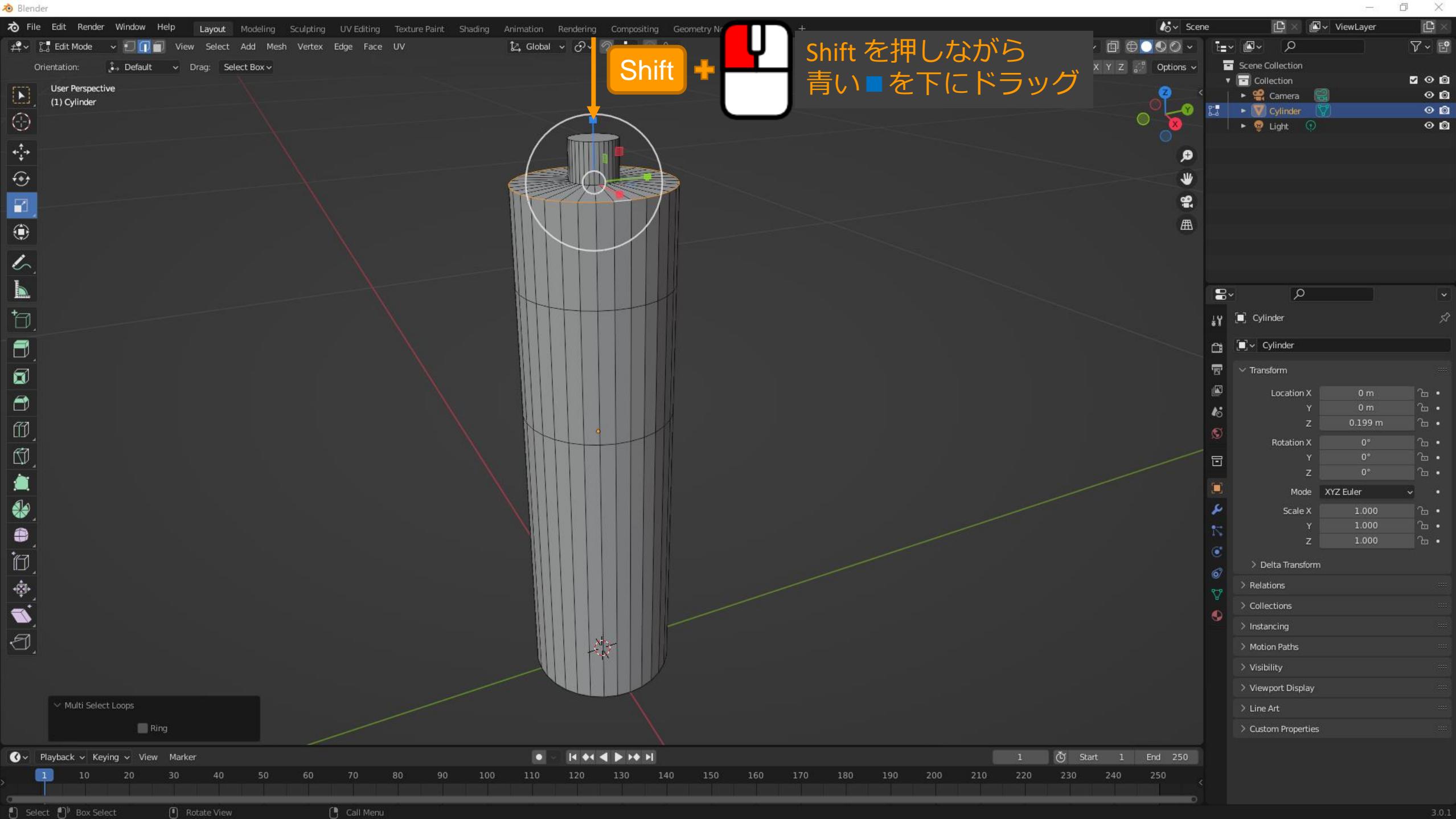


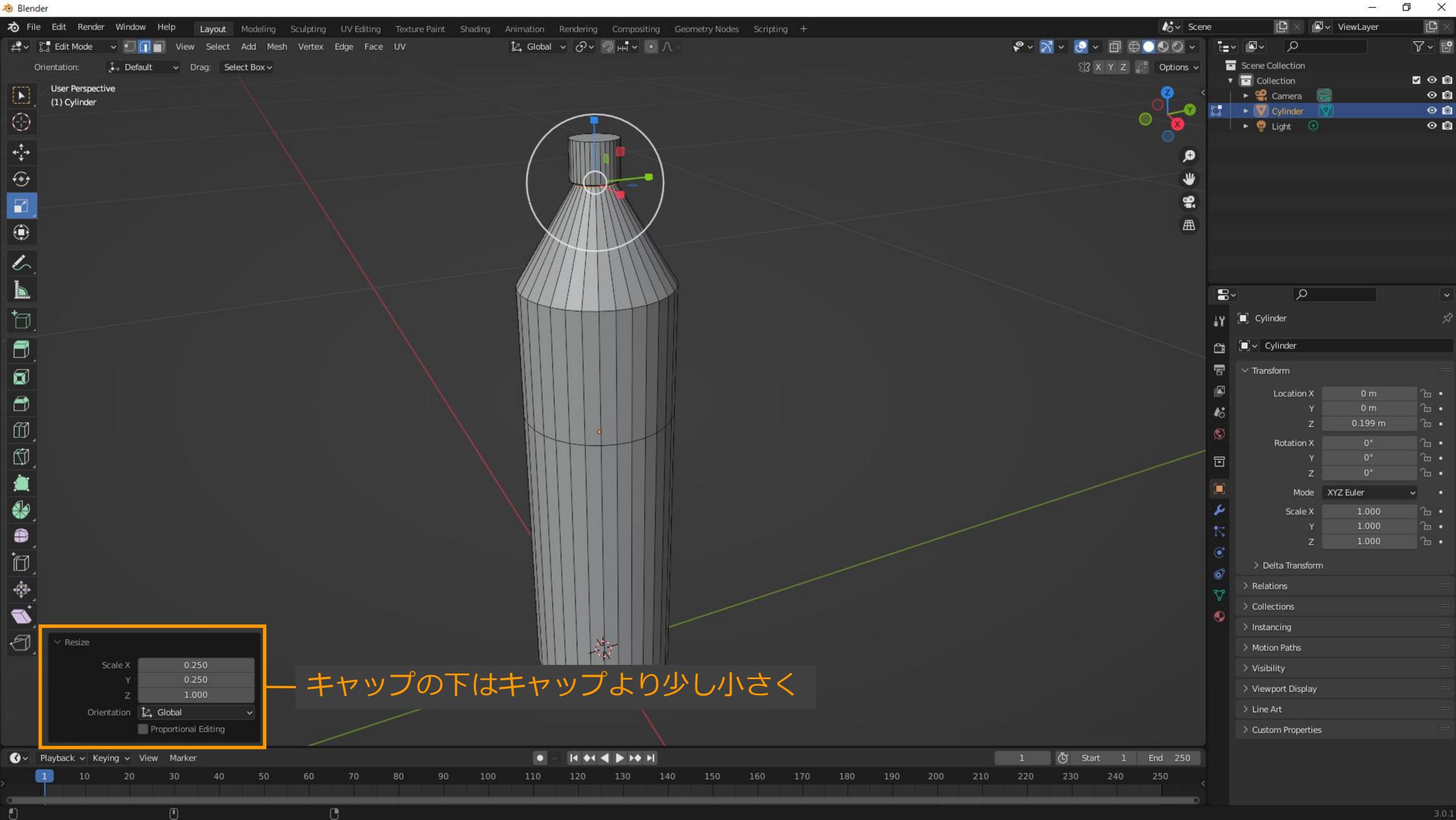


Select メニューの Select Loops から Edge Loops を選ぶ

エッジをどれか 1 本選択してから

または Alt + エッジをクリック



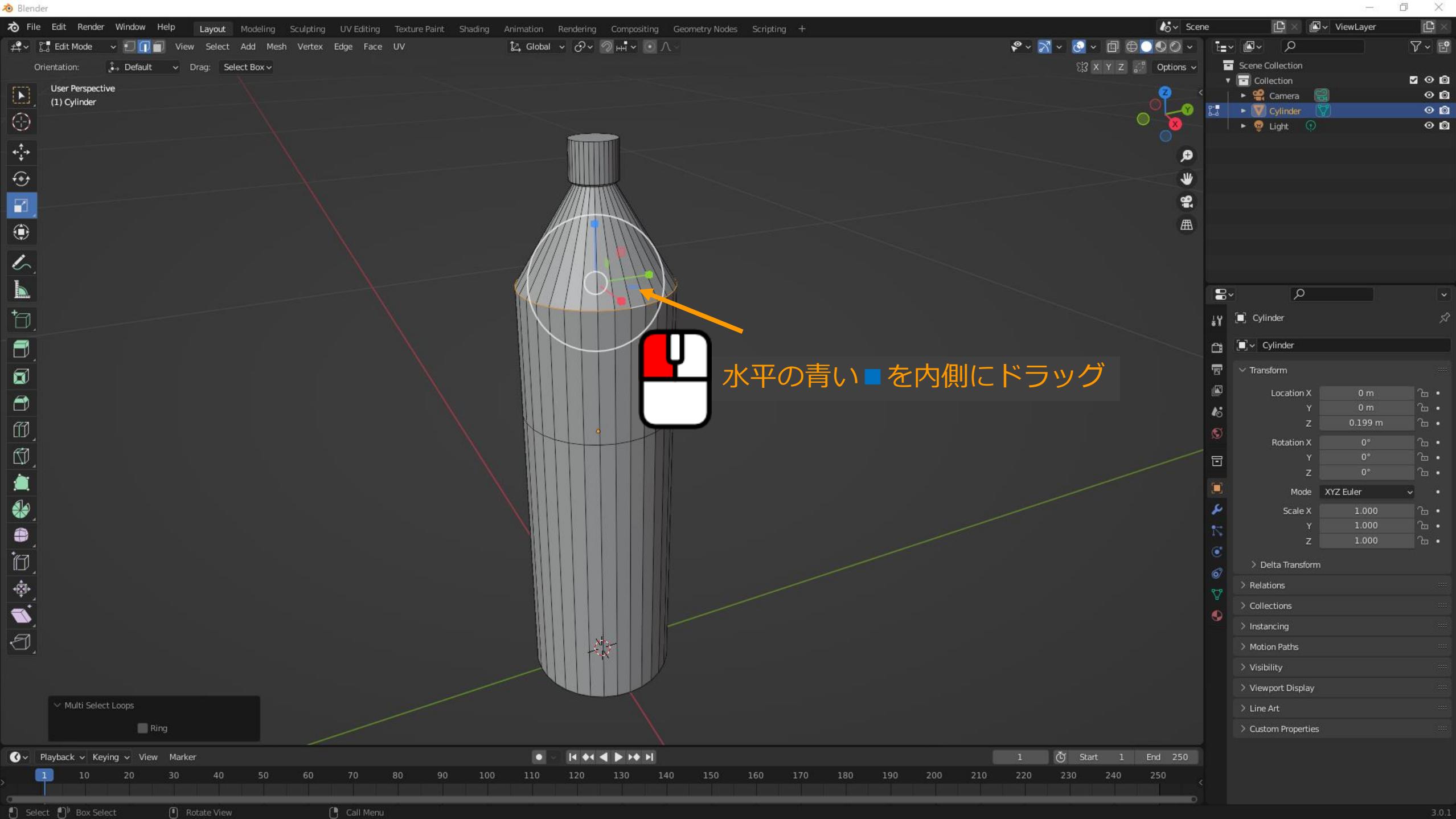


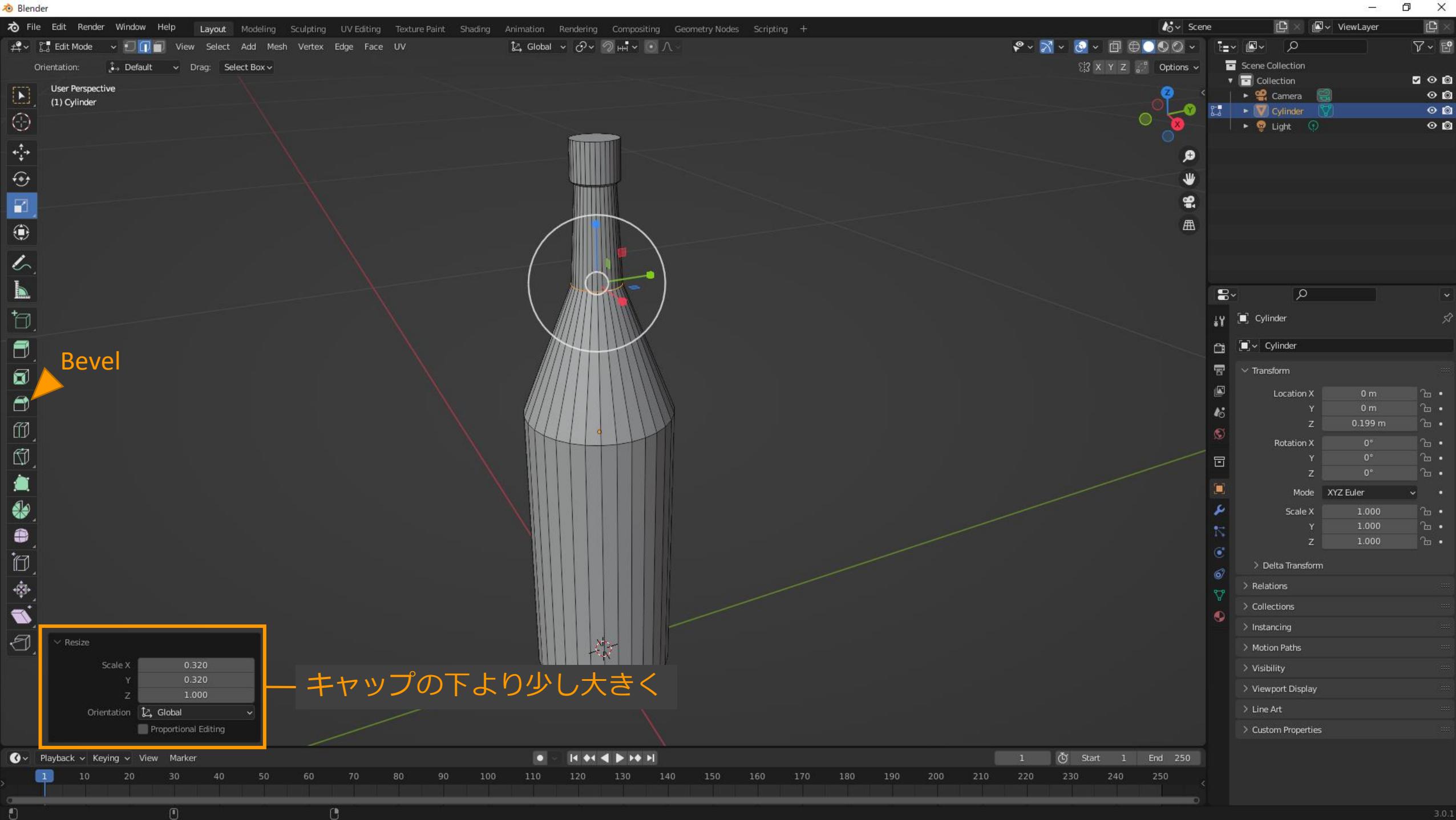
Select メニューの Select Loops から Edge Loops を選ぶ

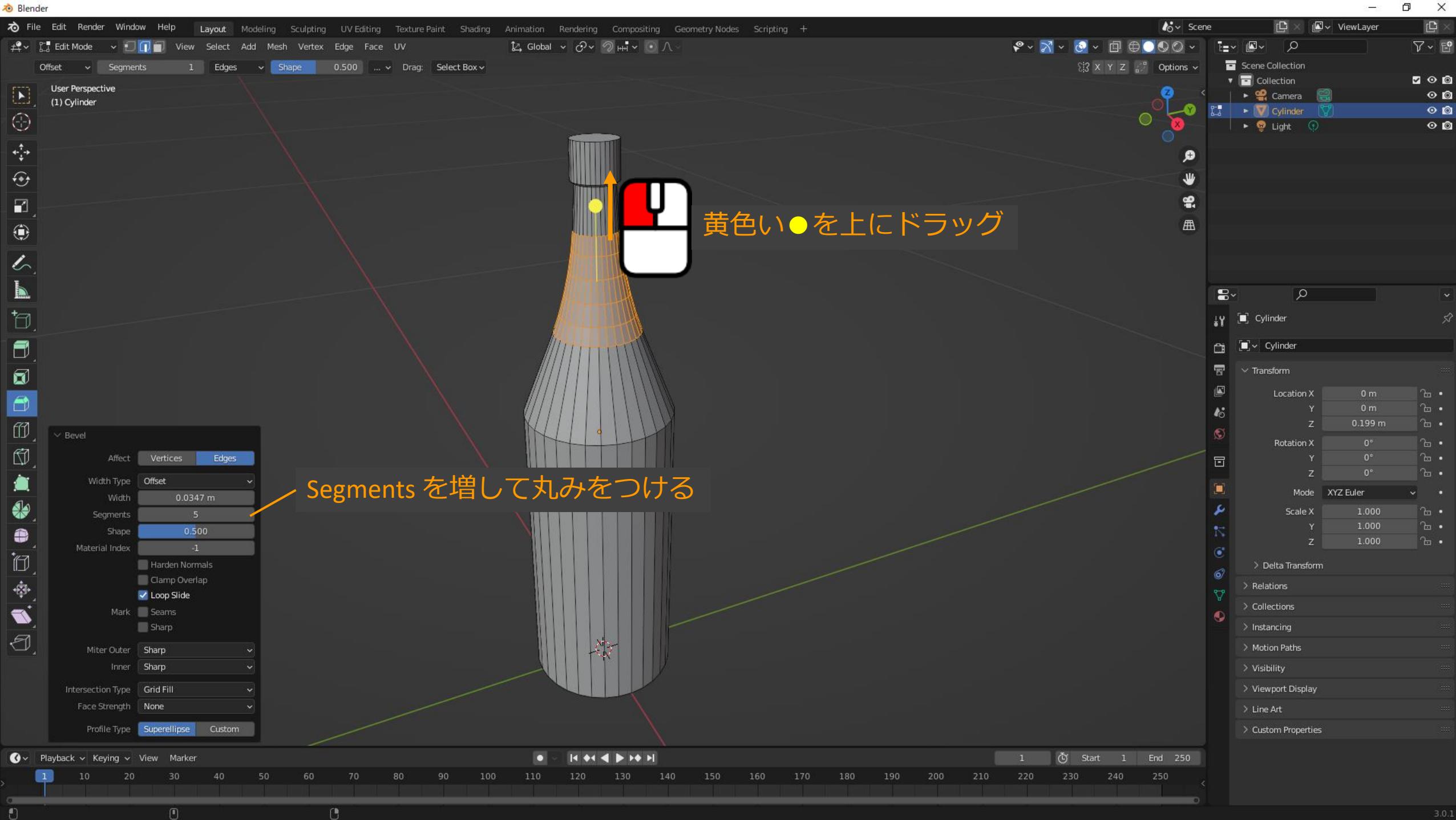
エッジをどれか 1 本選択してから

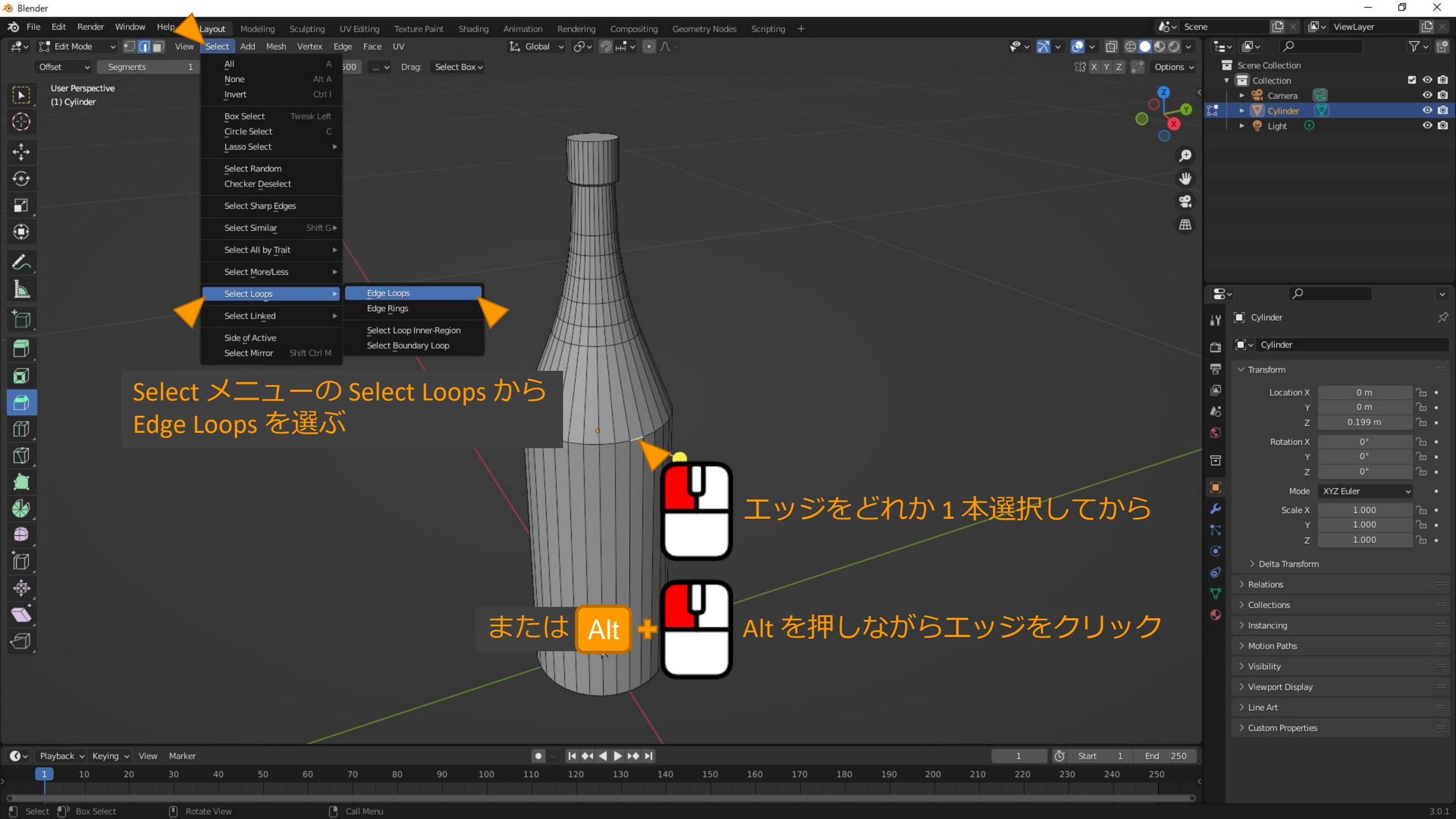
または Alt + エッジをクリック

Alt を押しながらエッジをクリック

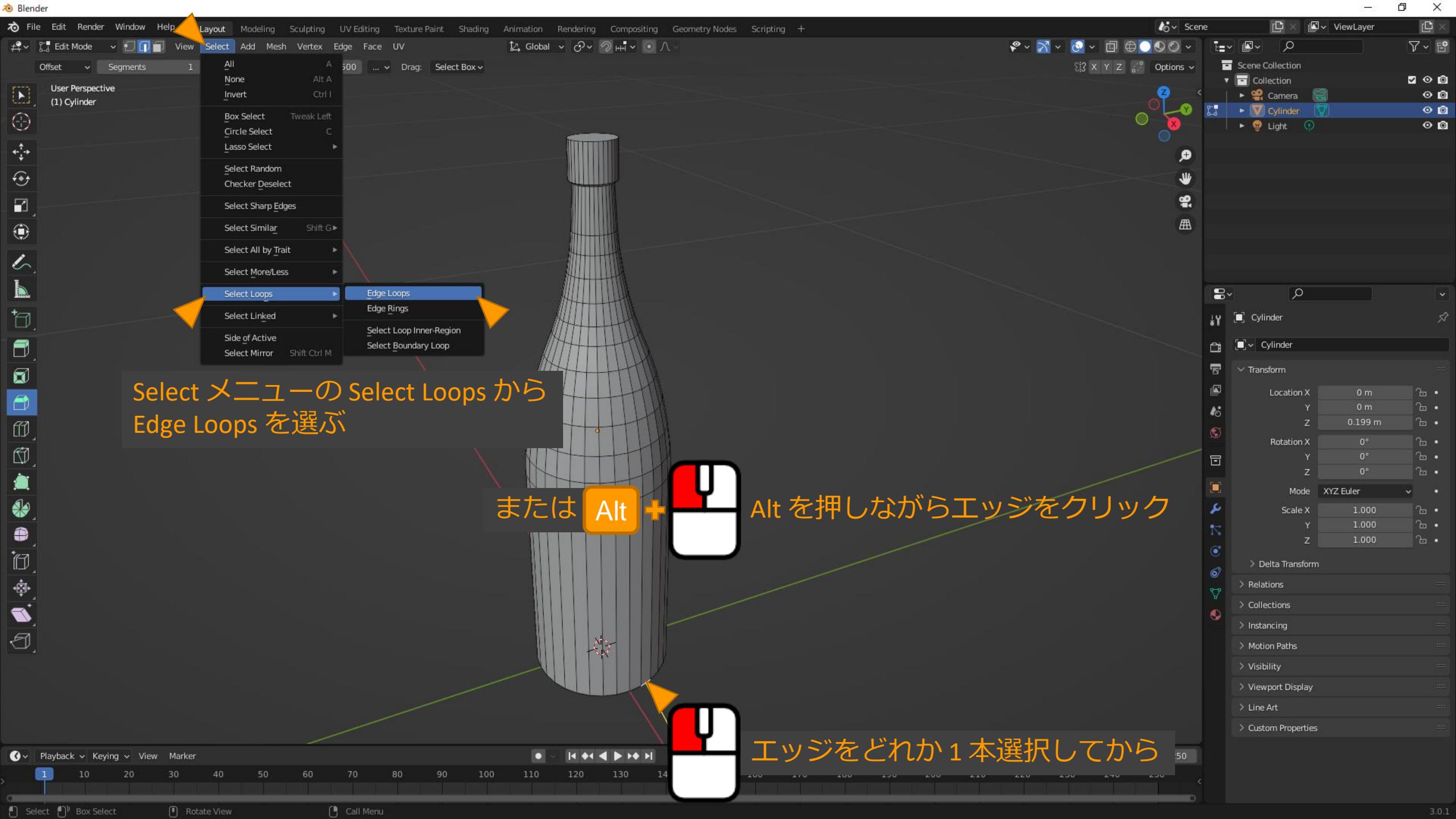


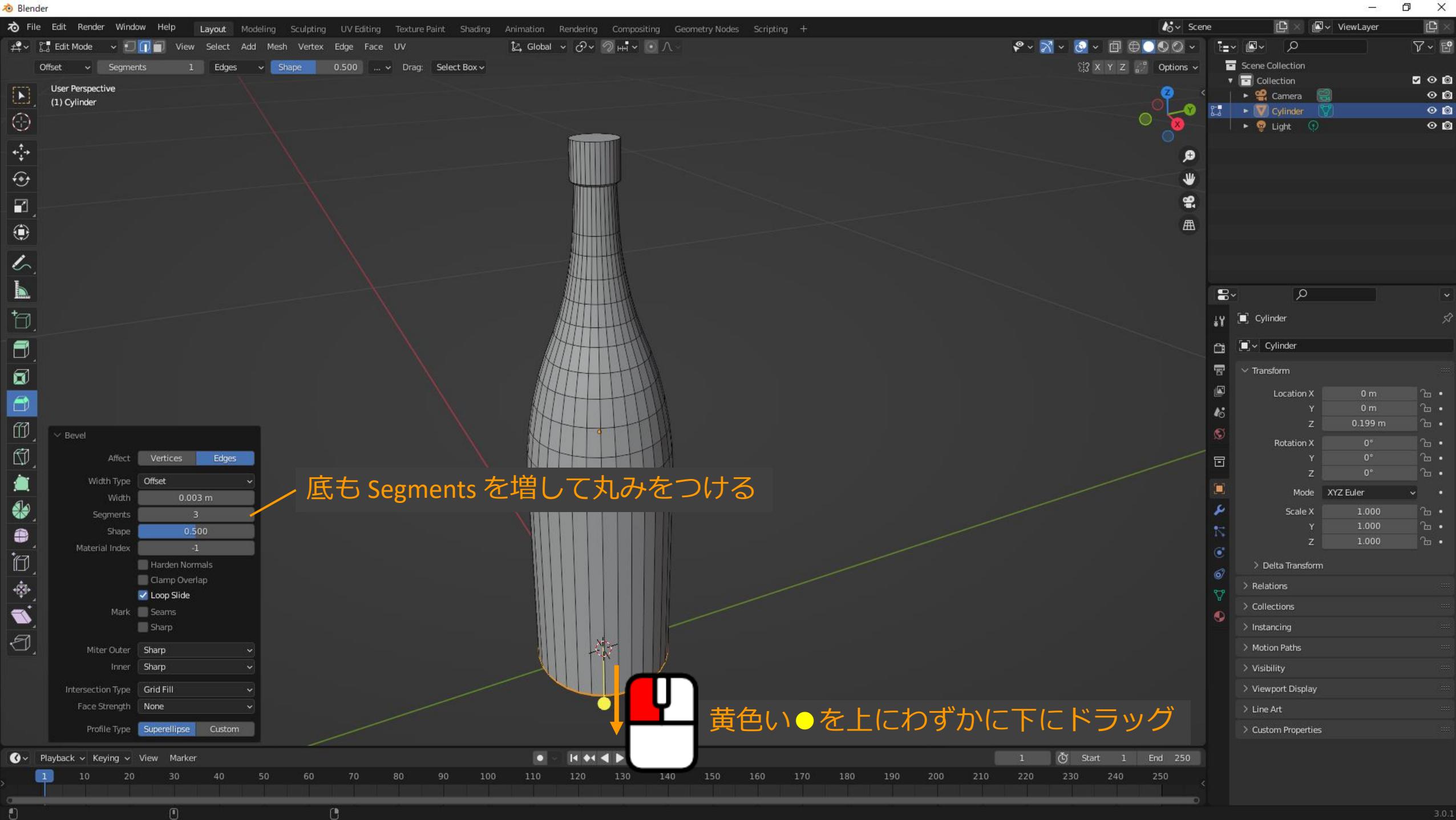


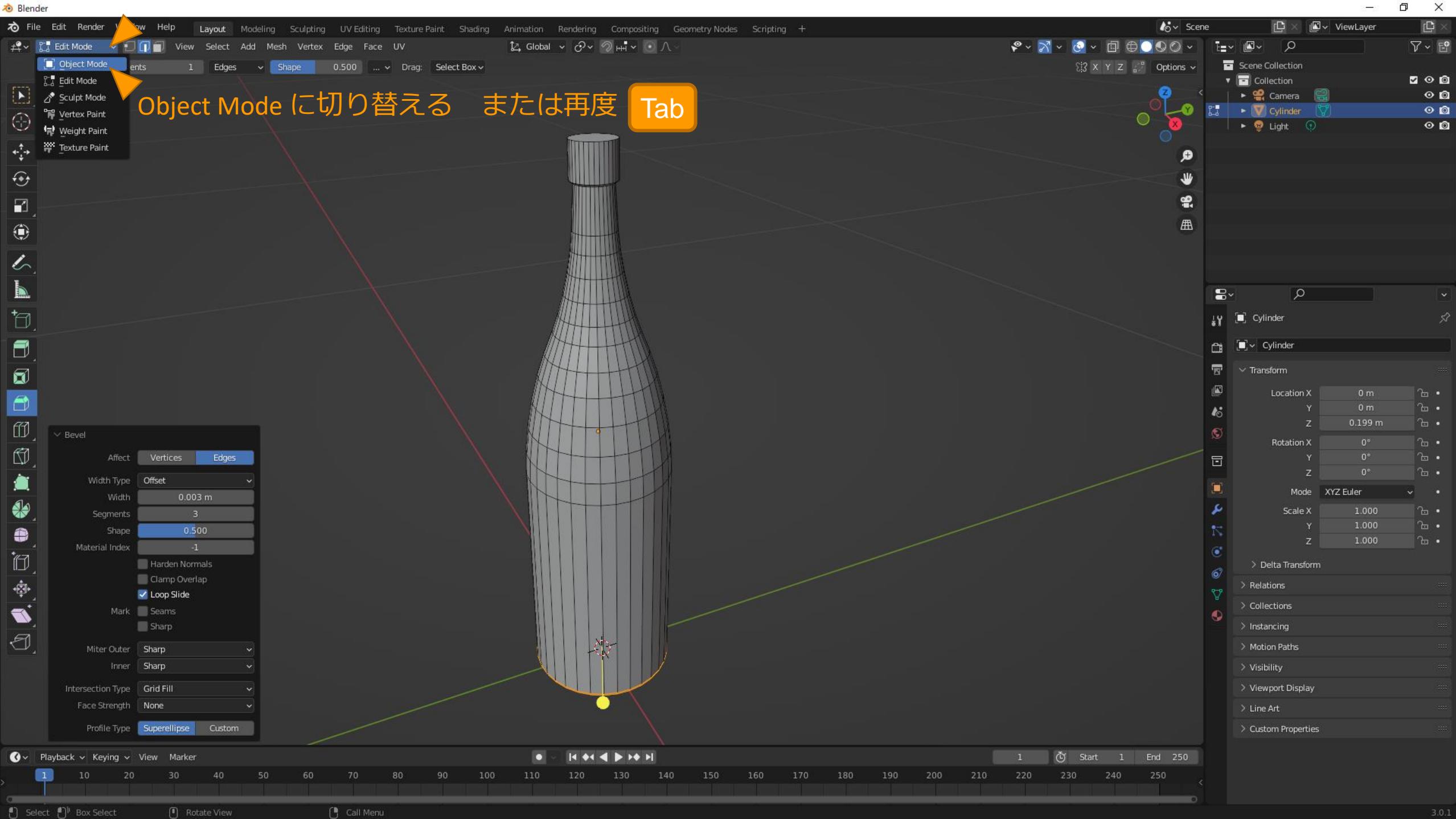


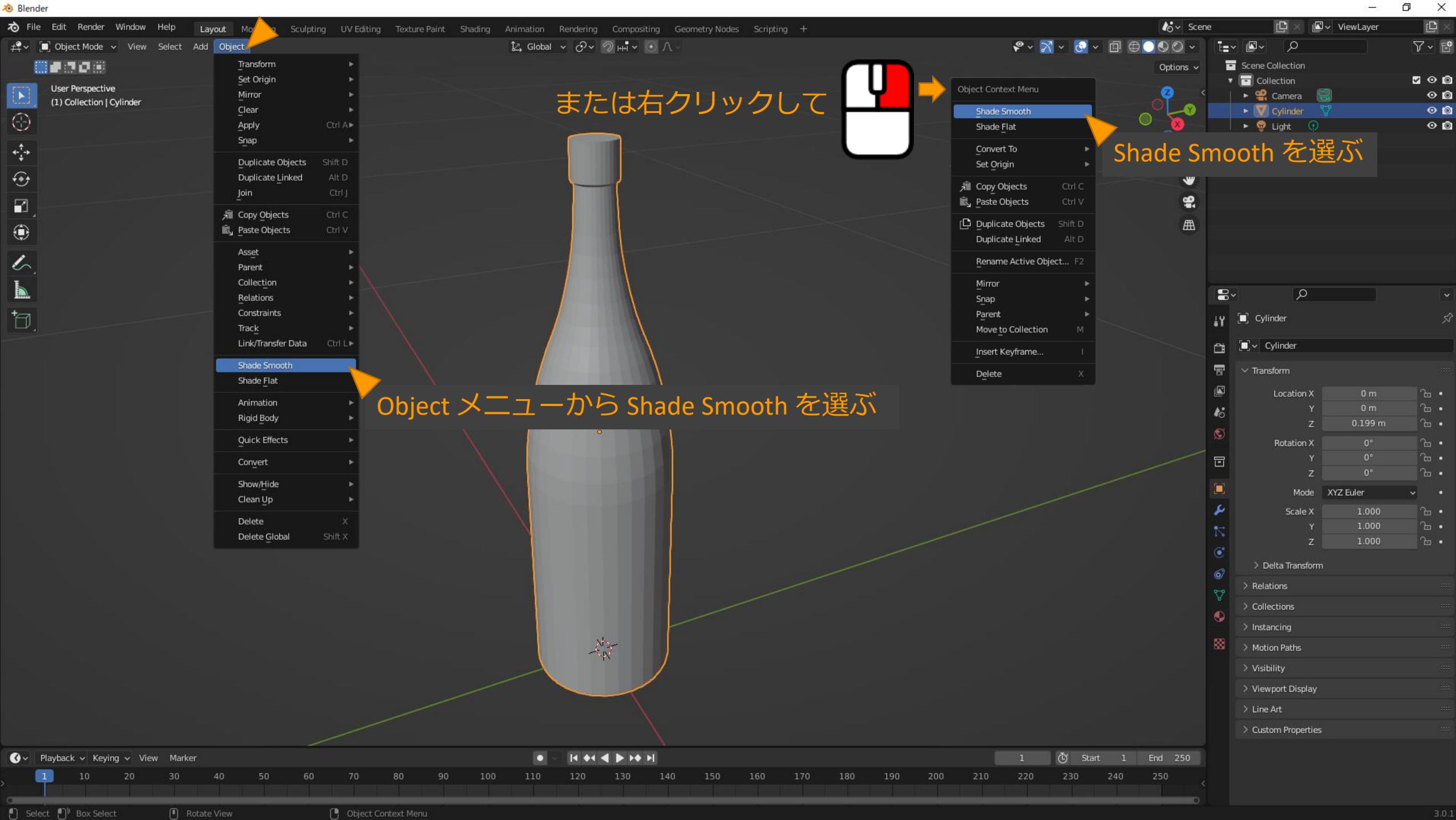


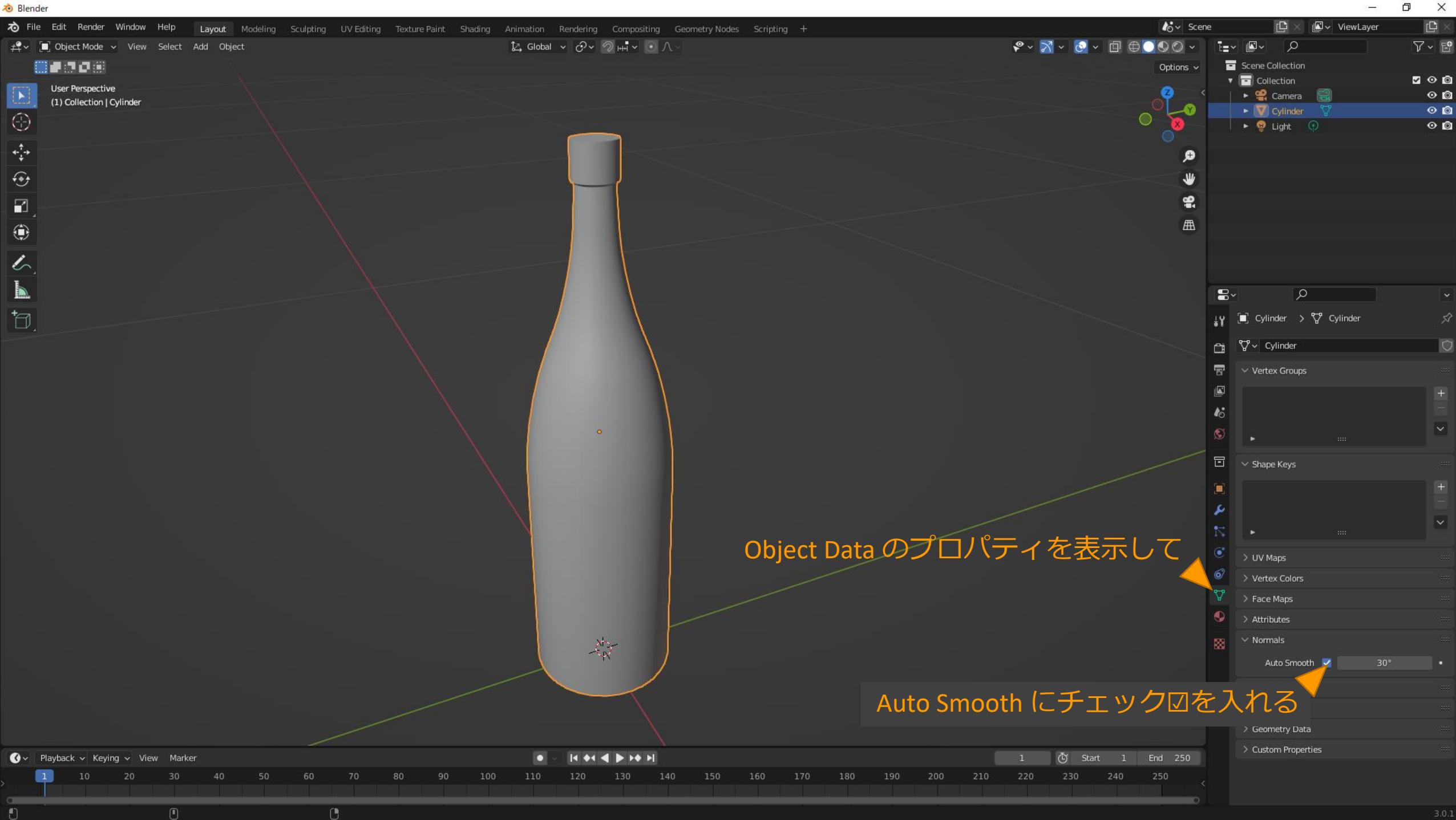


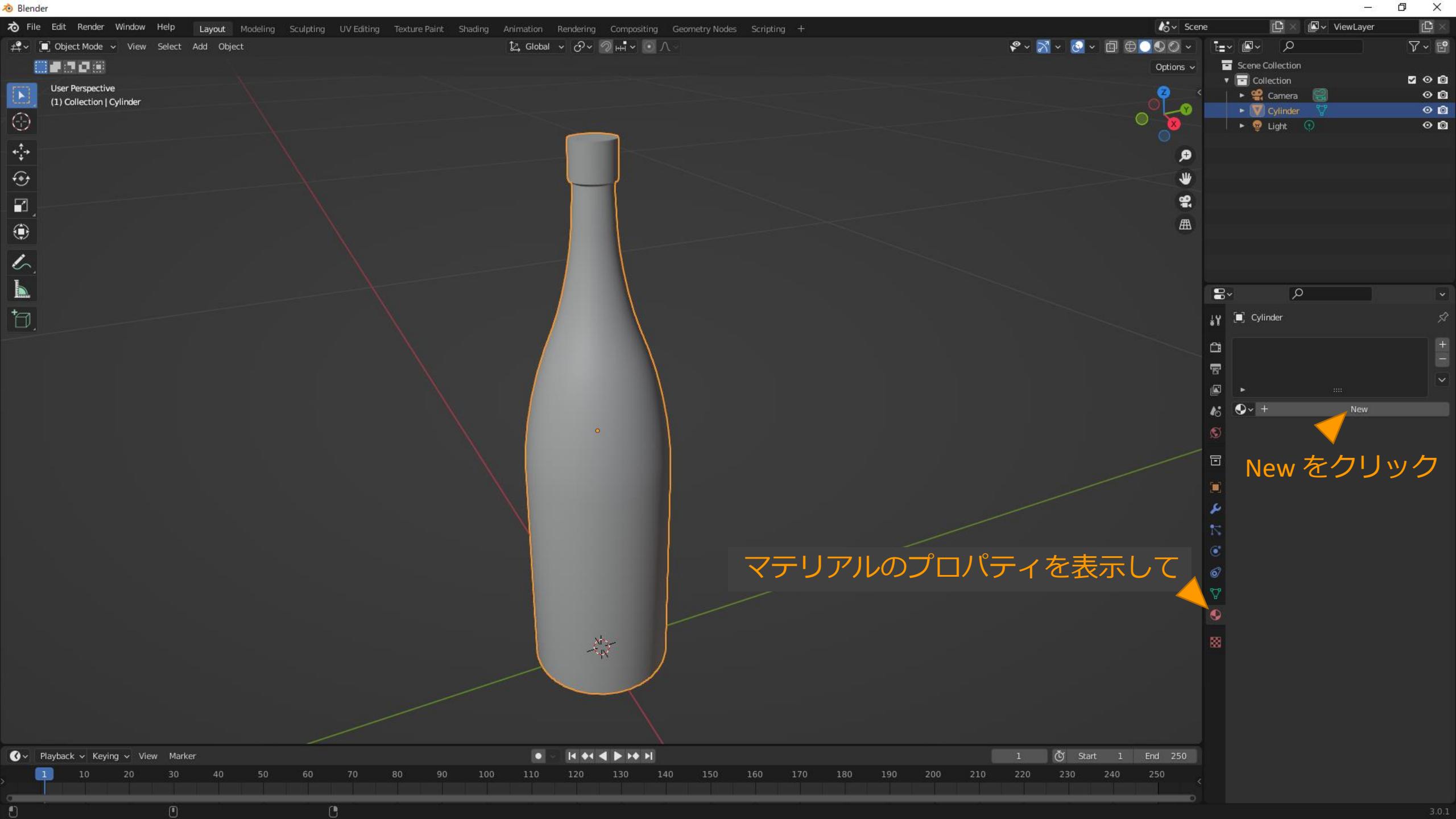




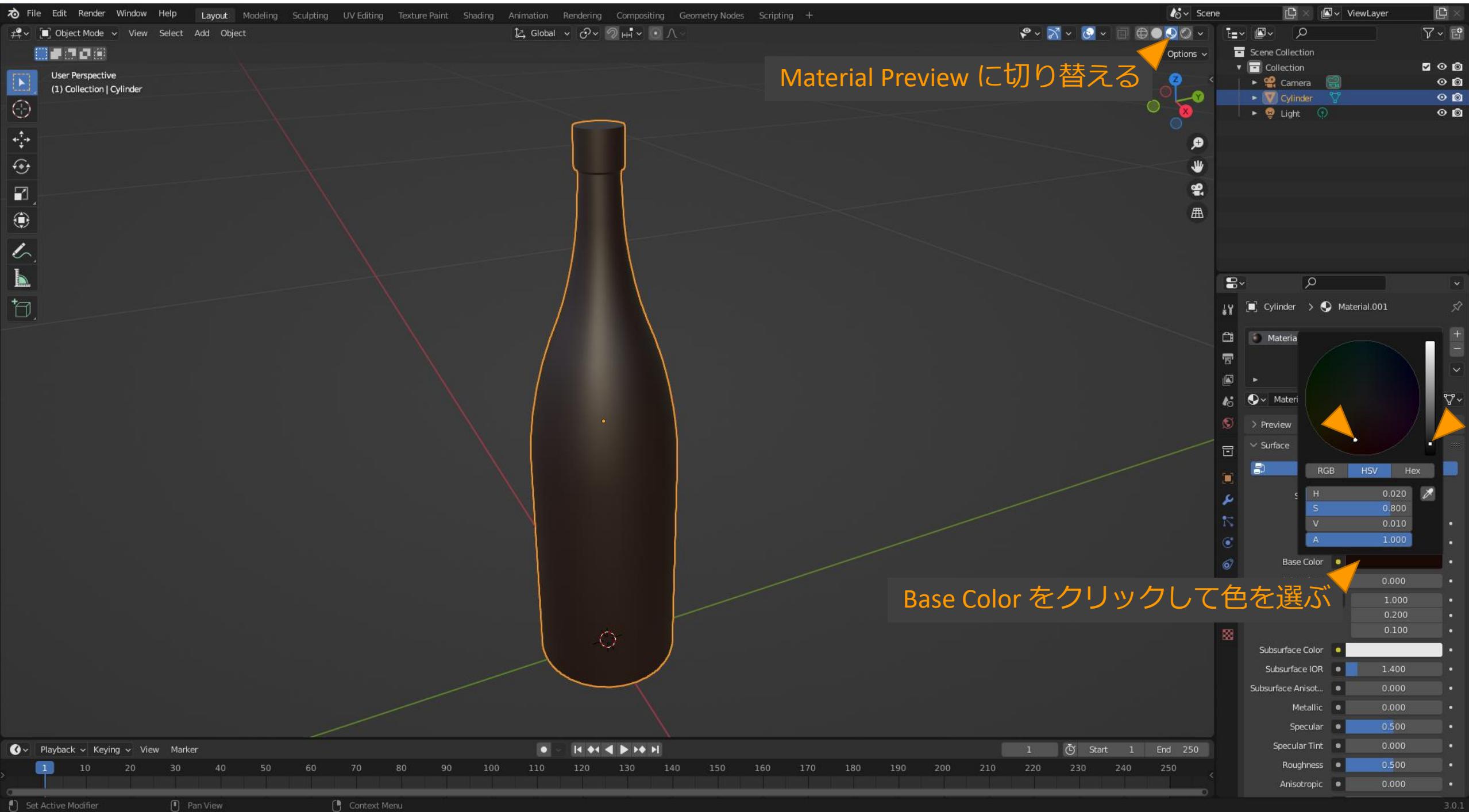


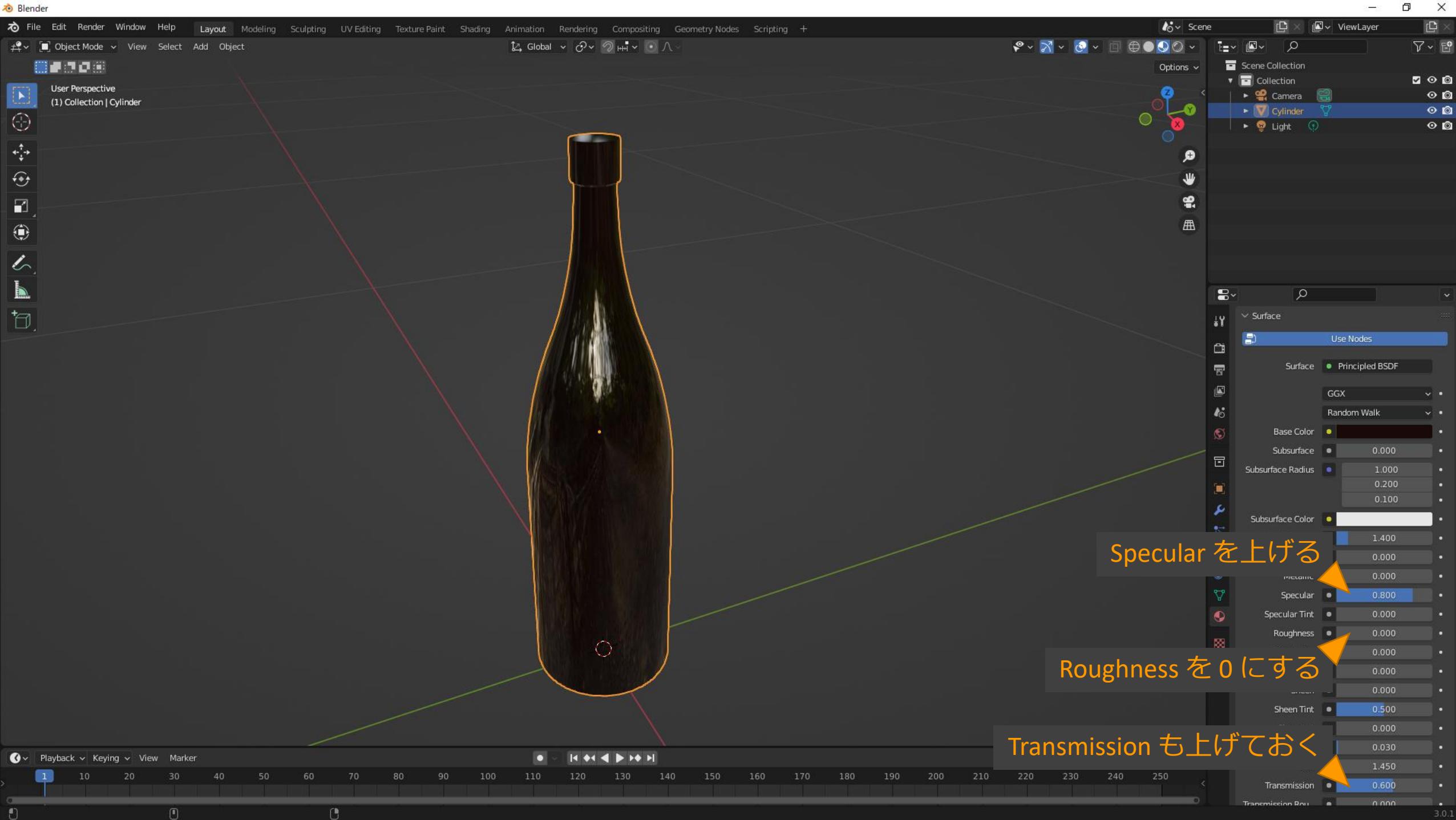


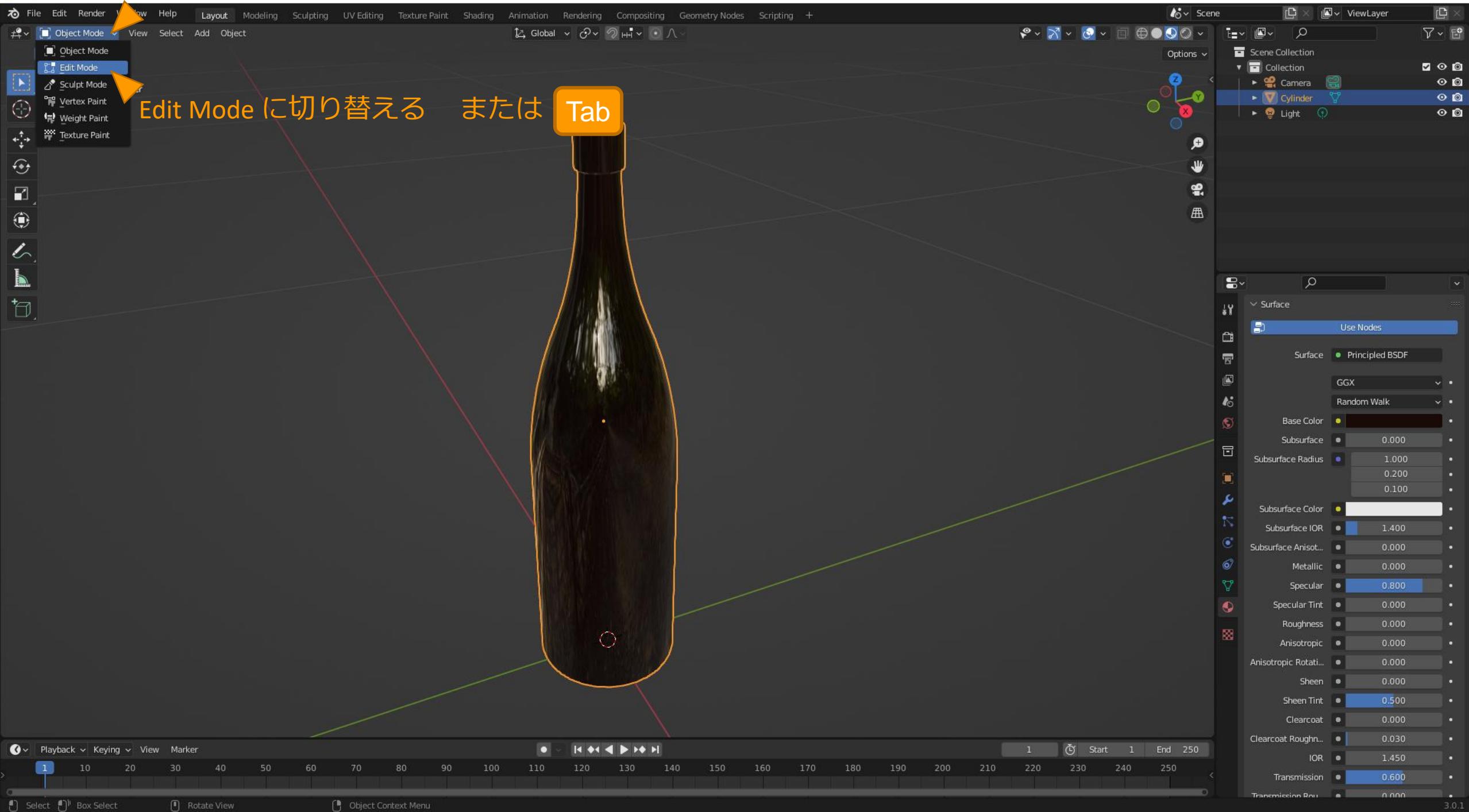




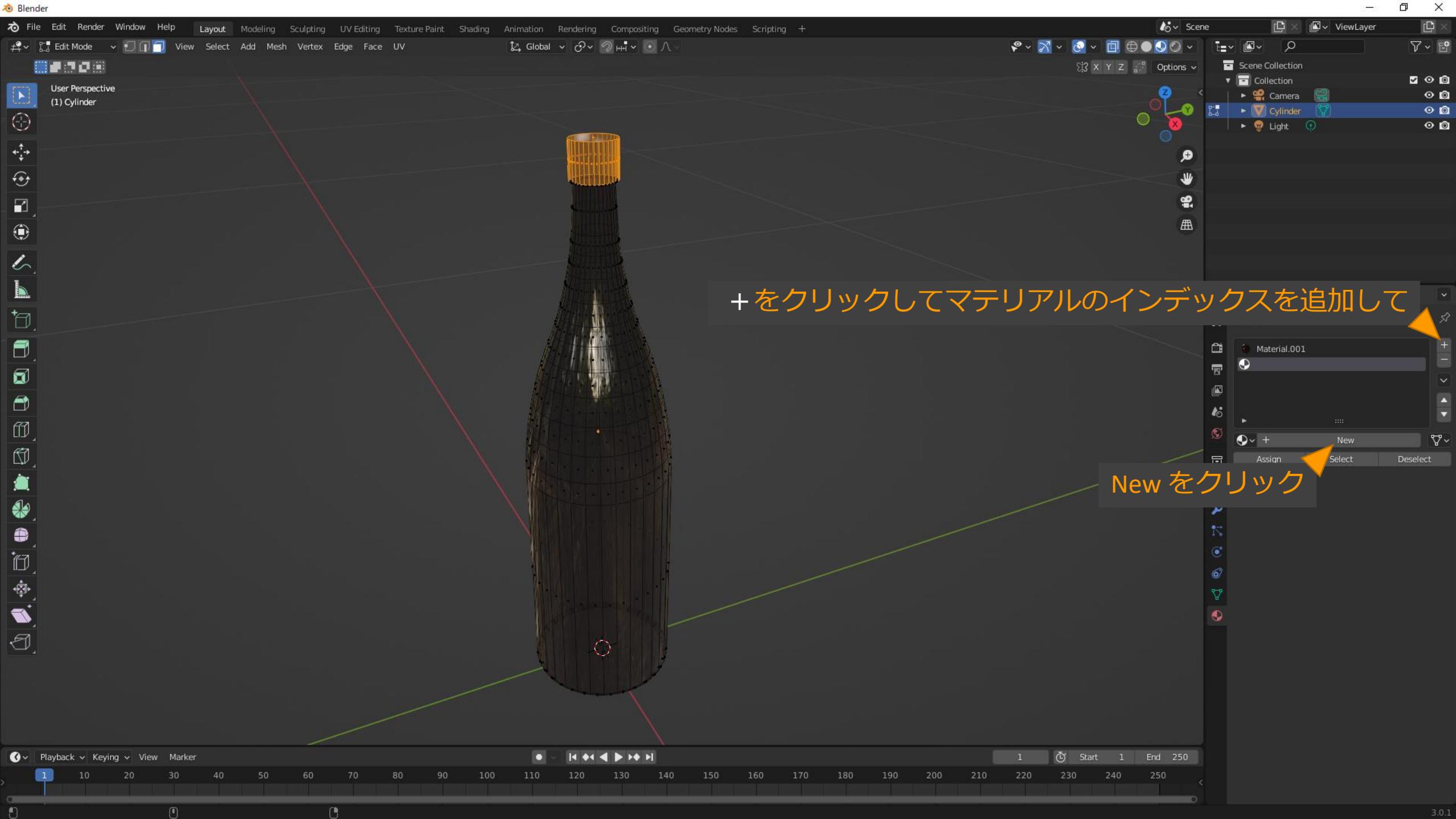
Blender

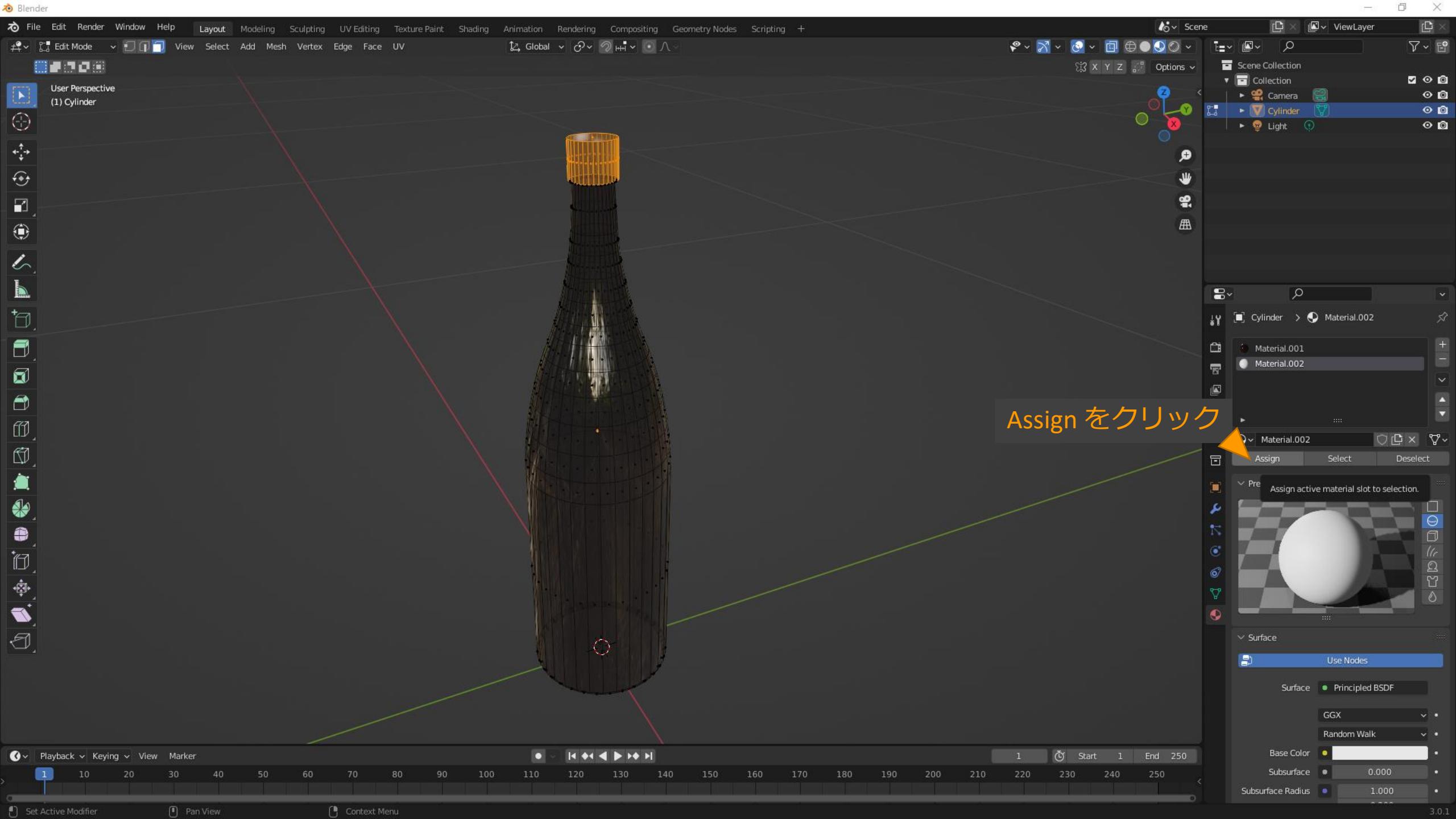


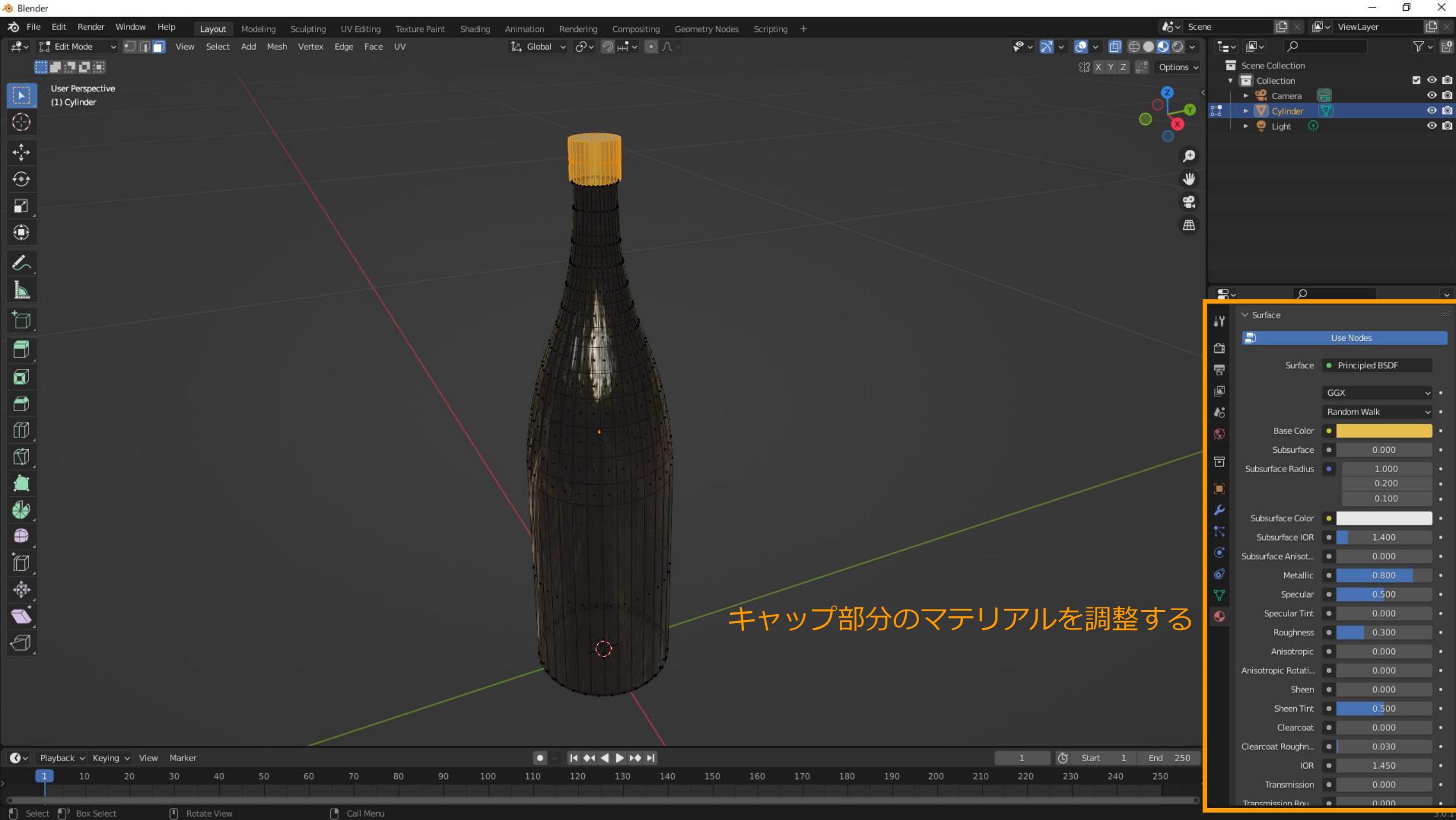


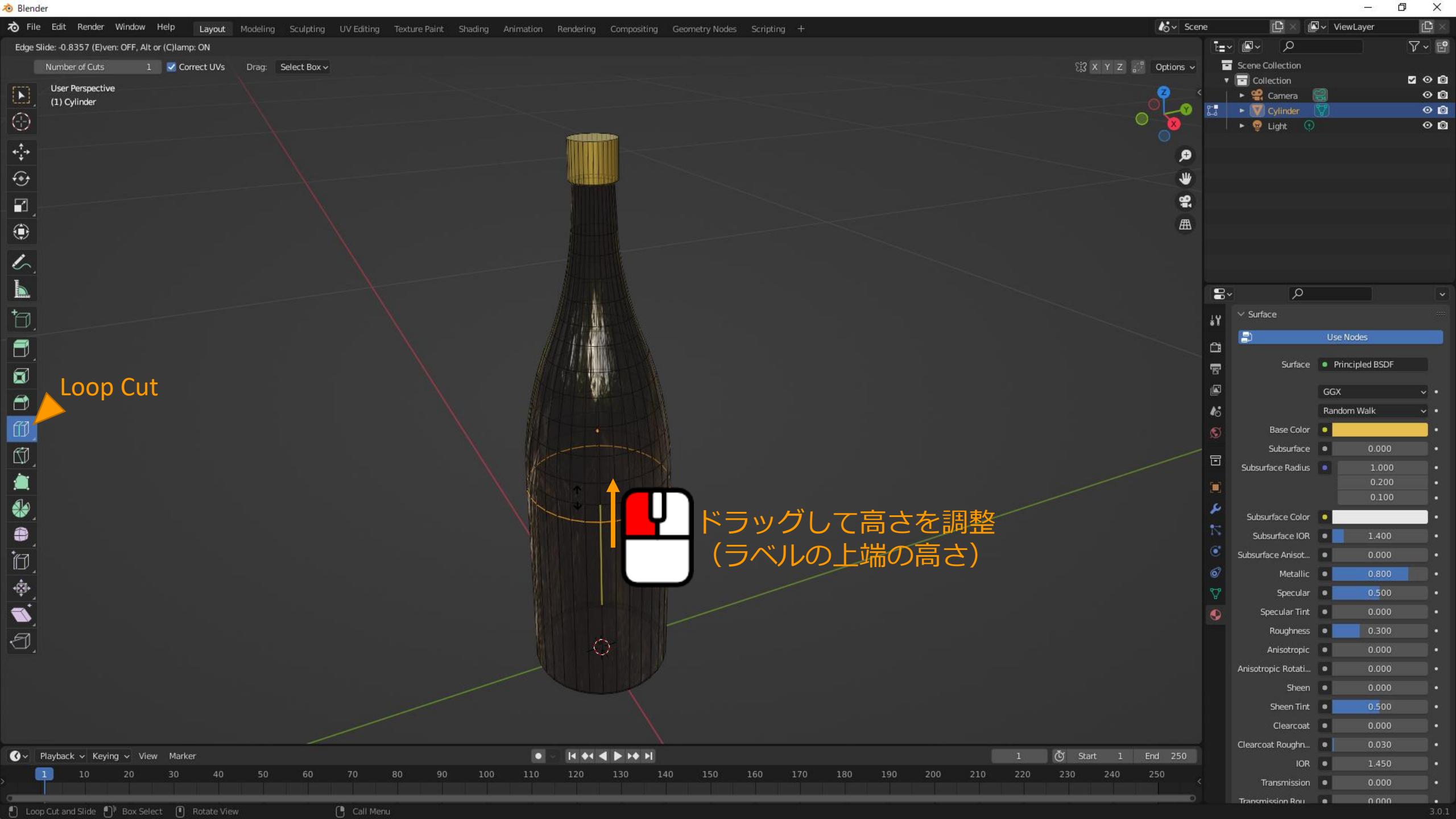


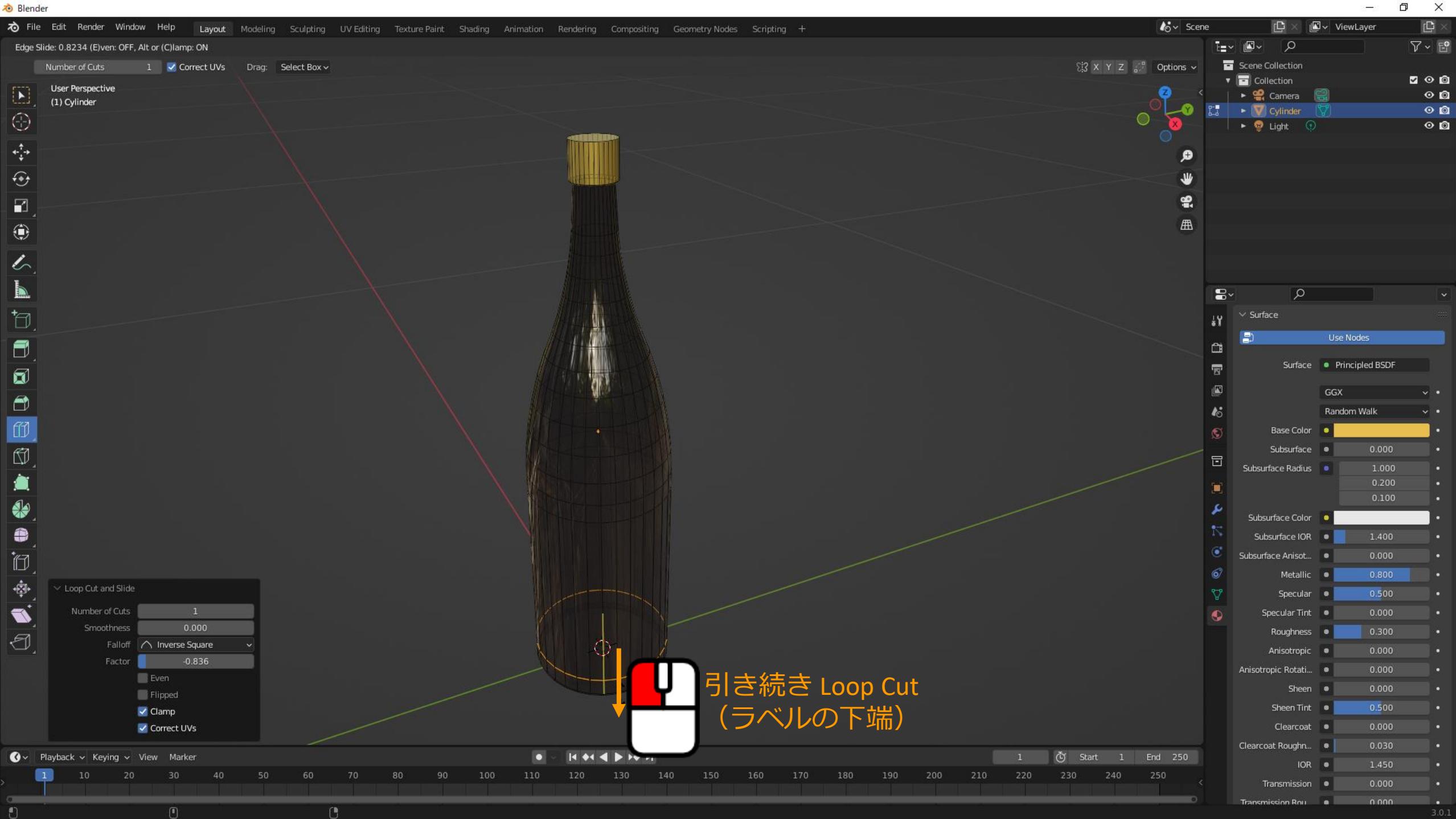


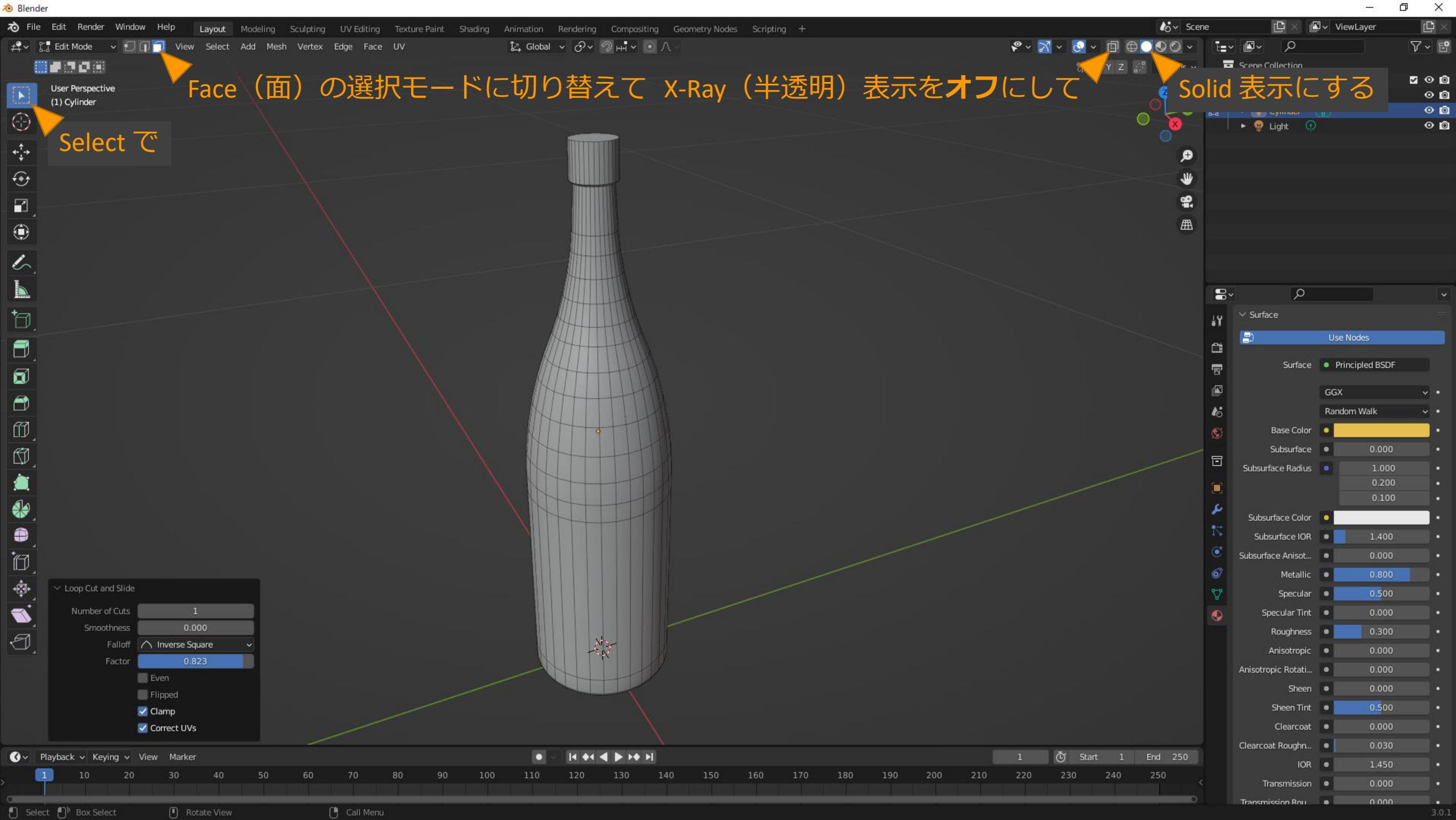


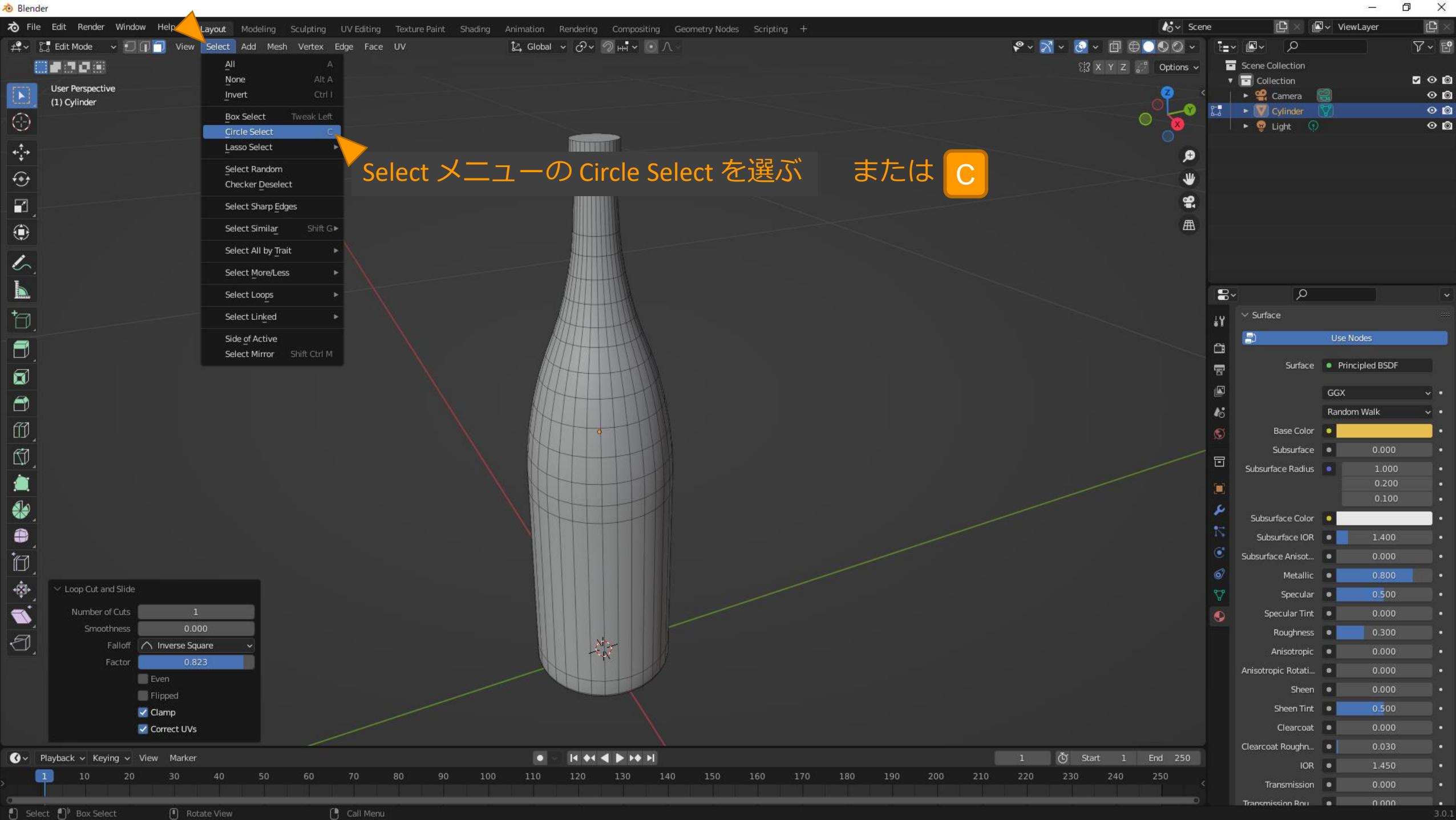


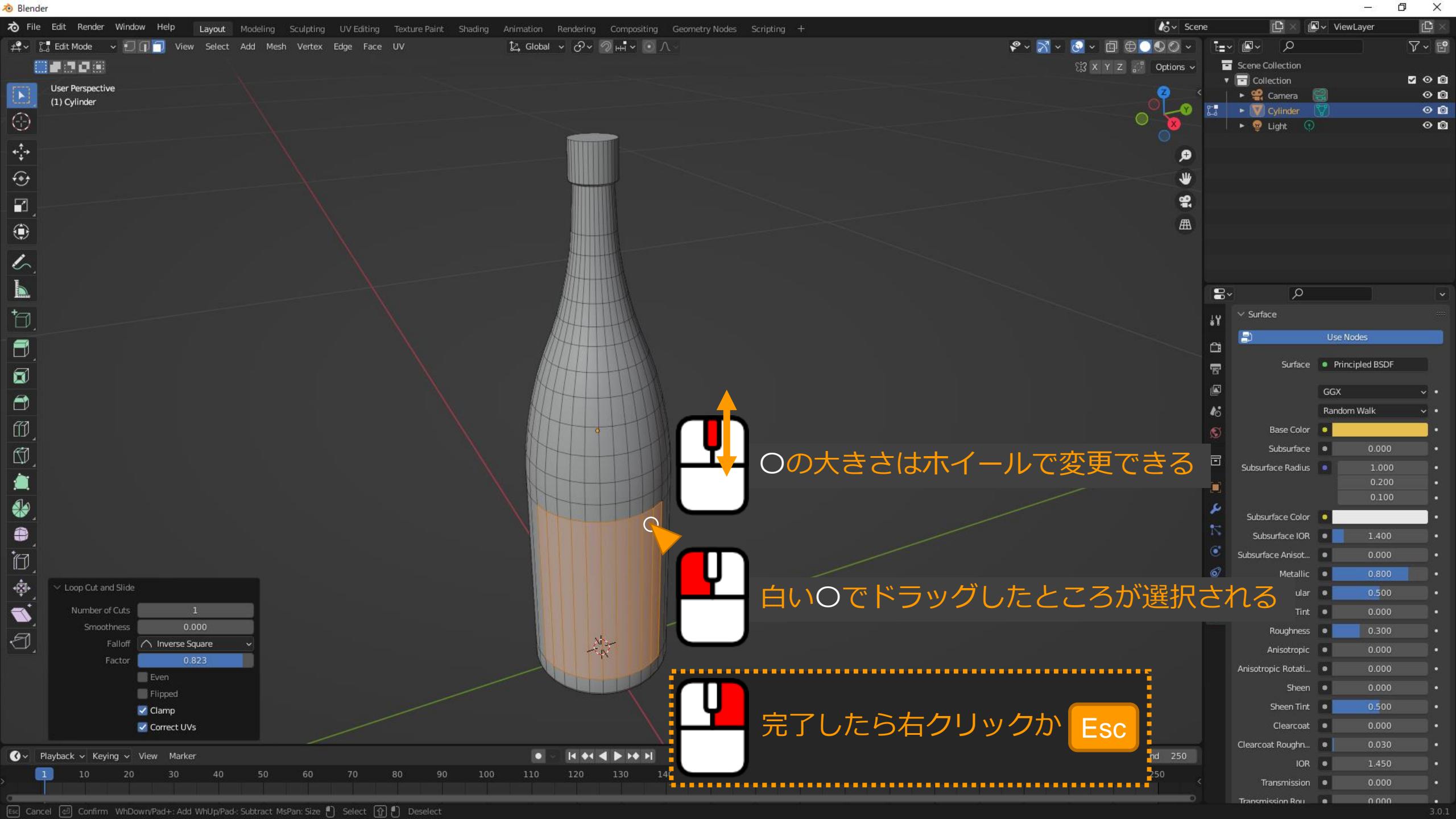


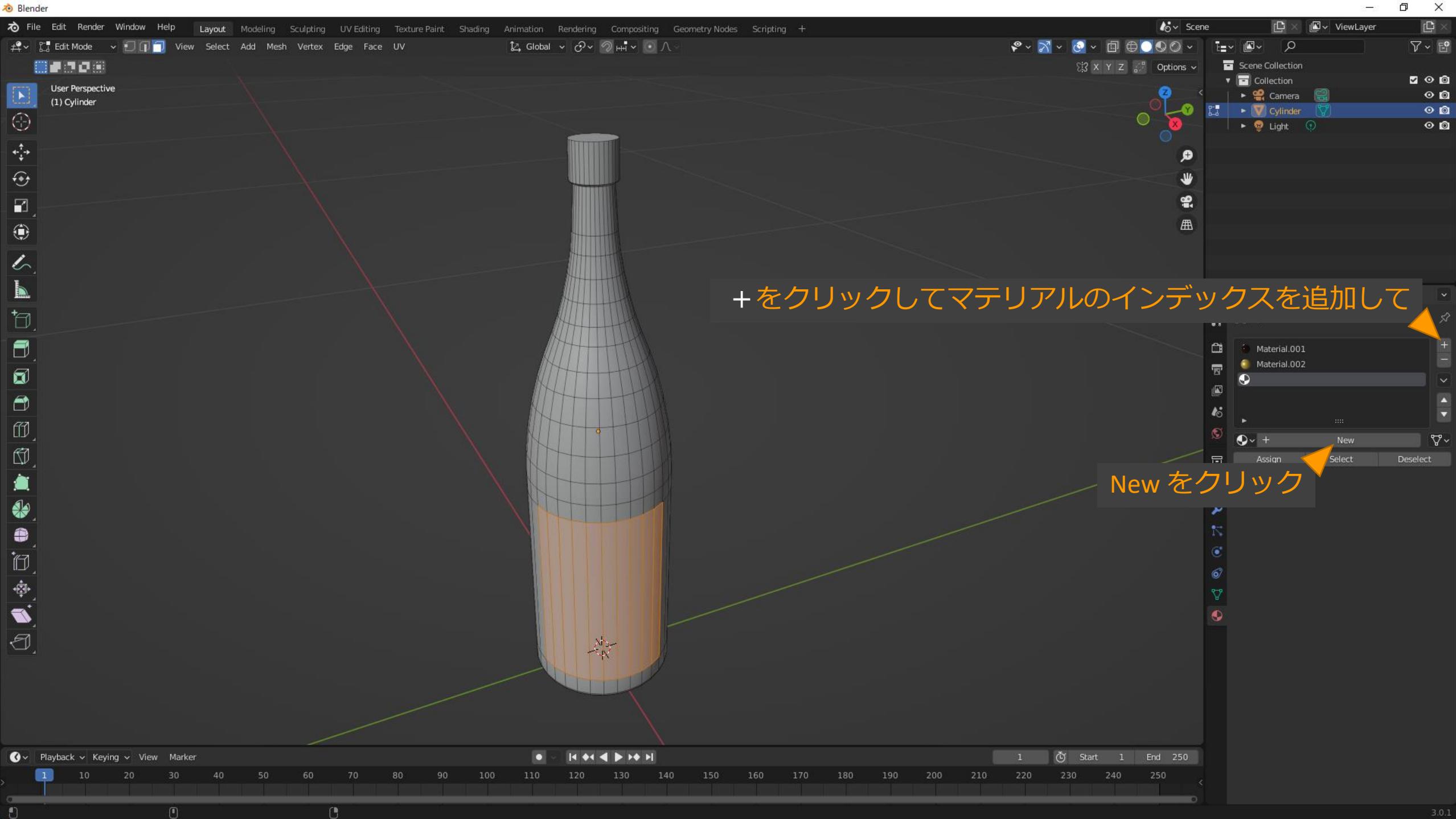


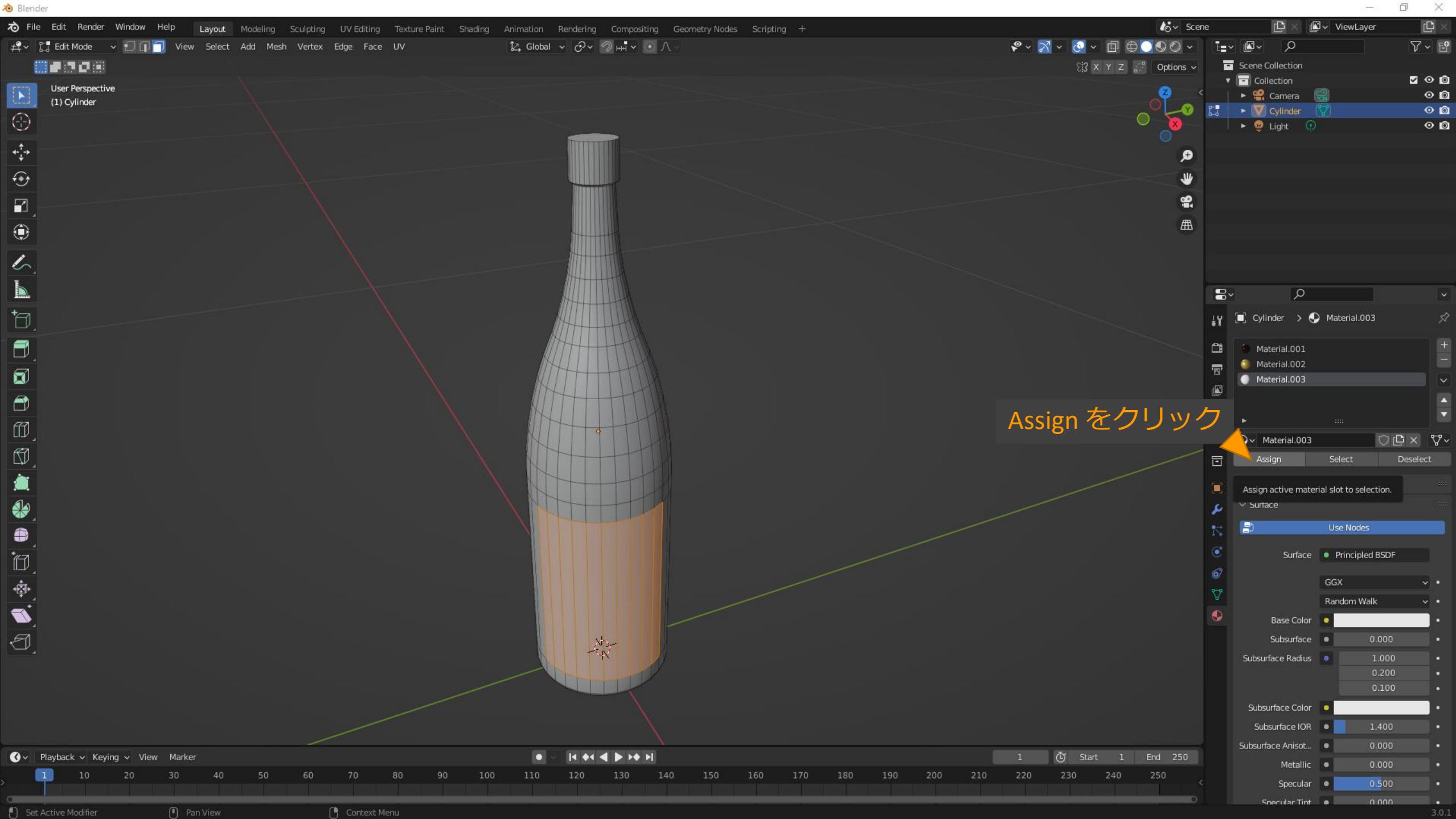


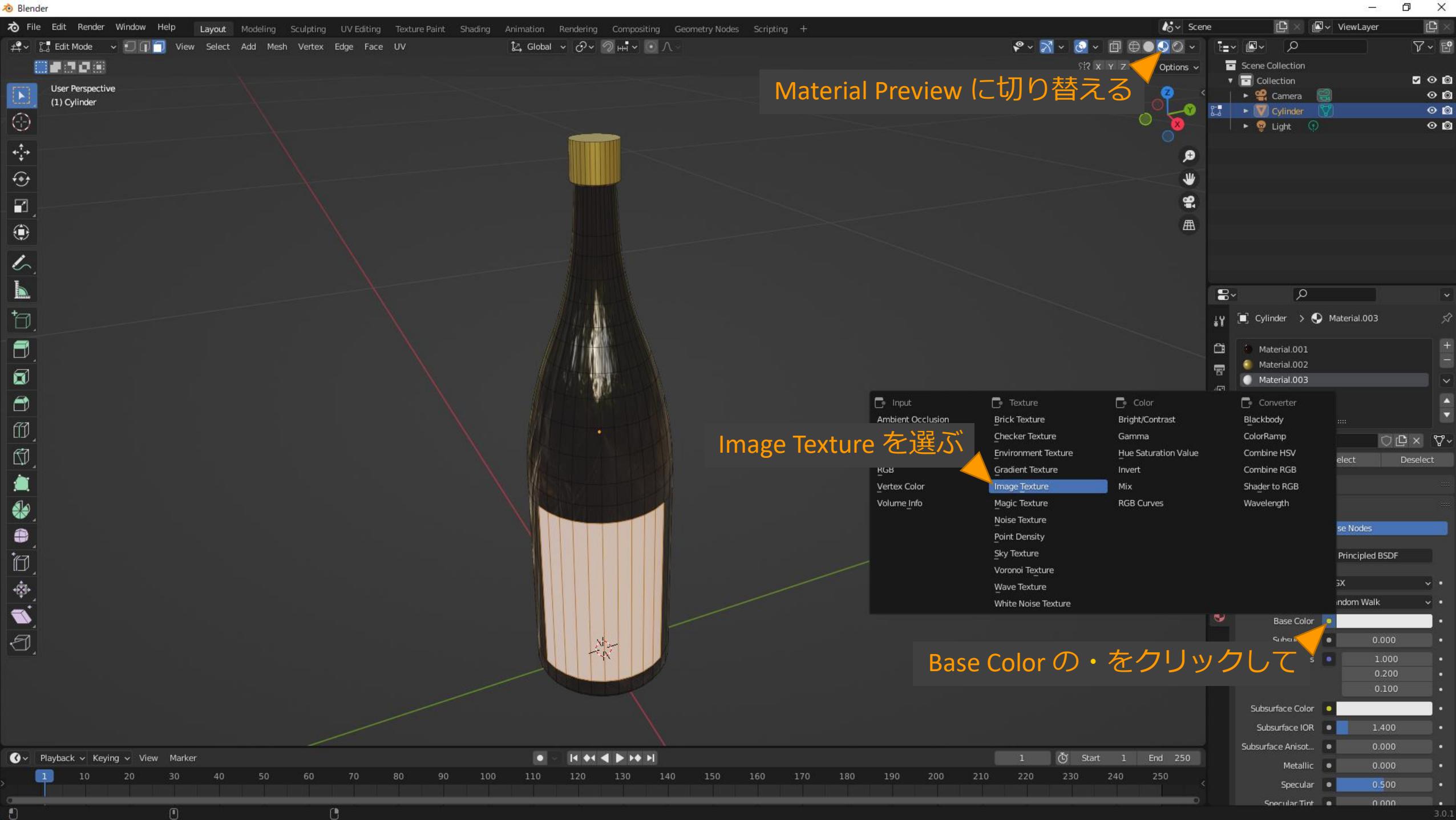








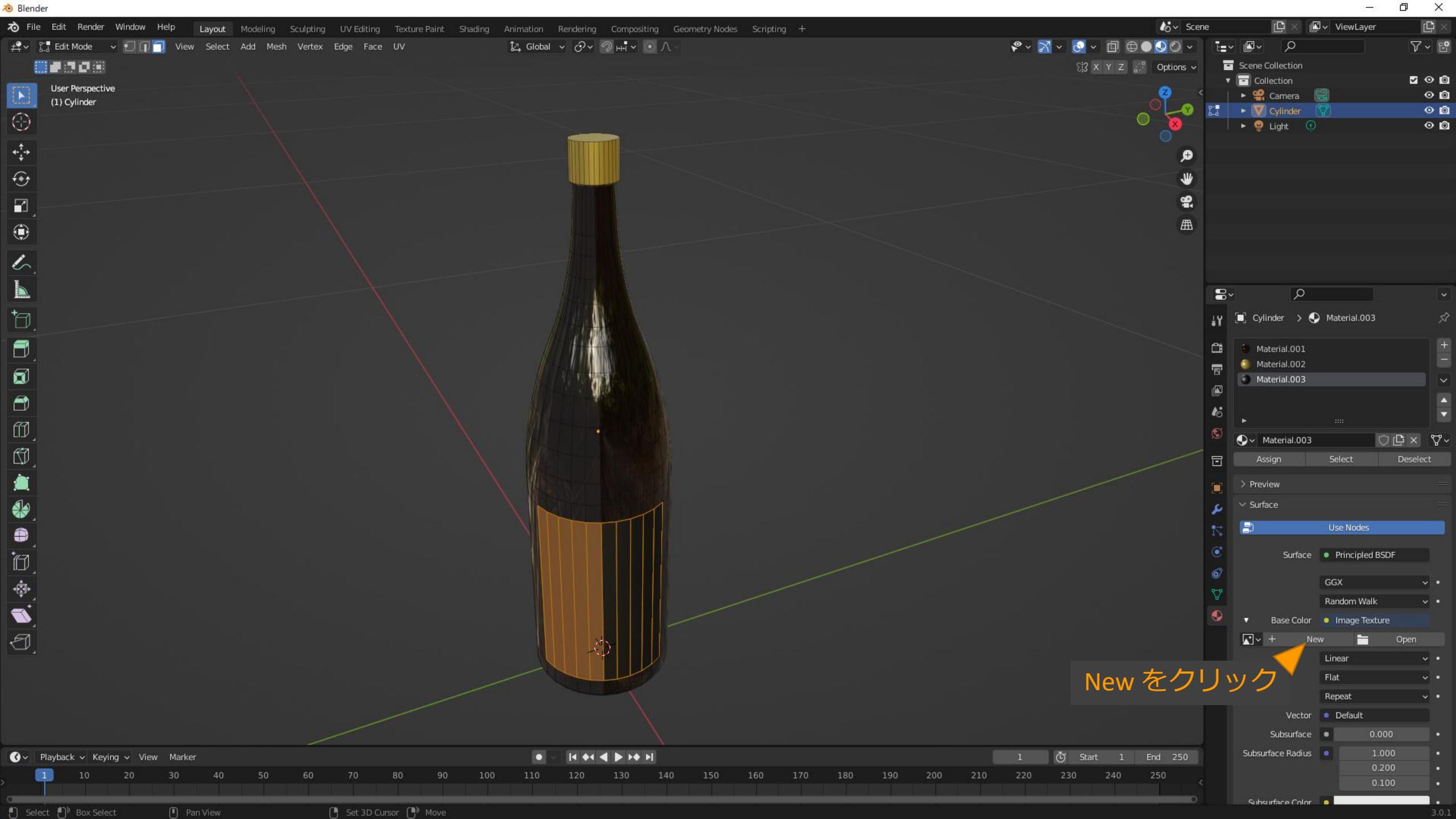


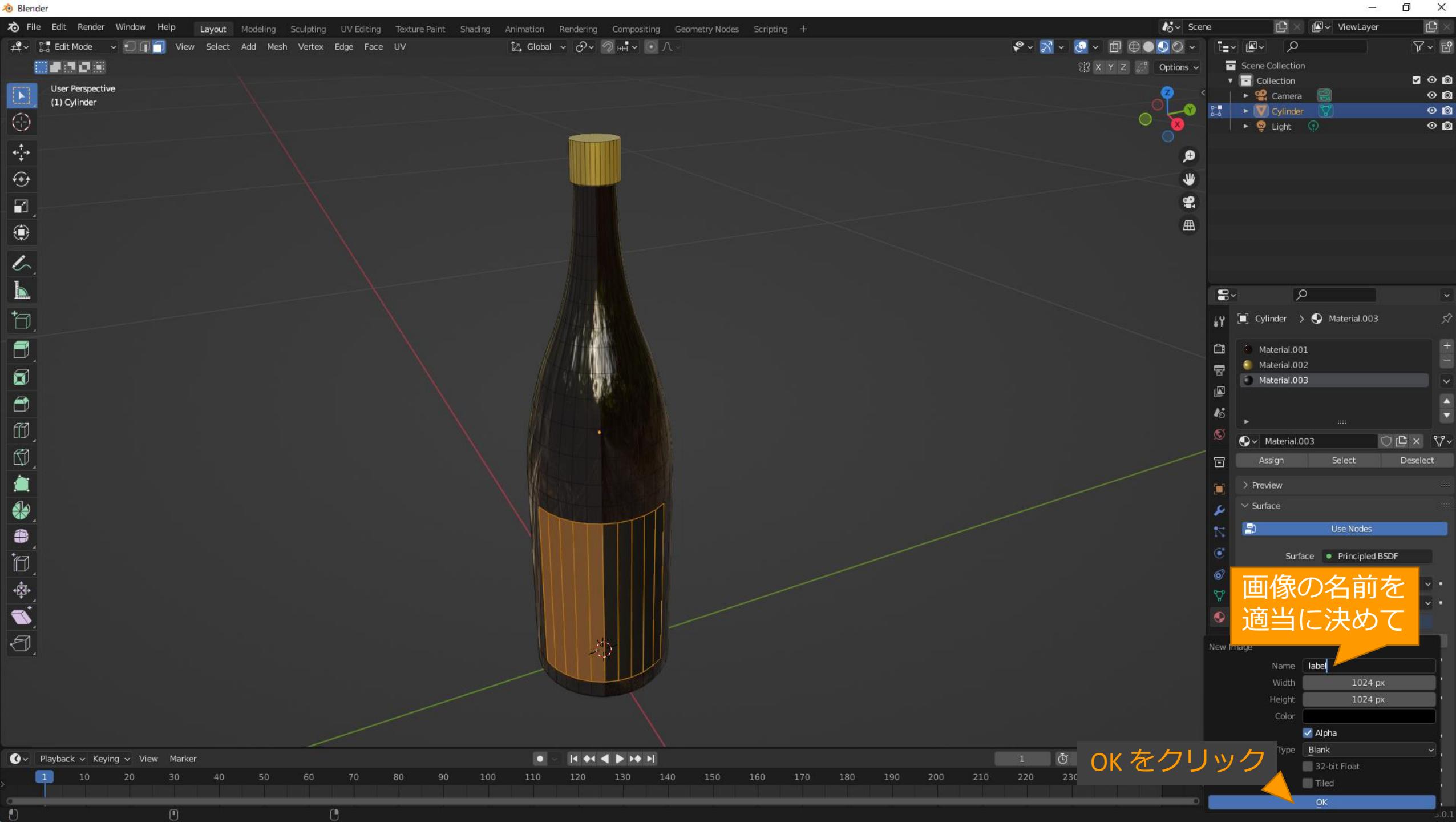


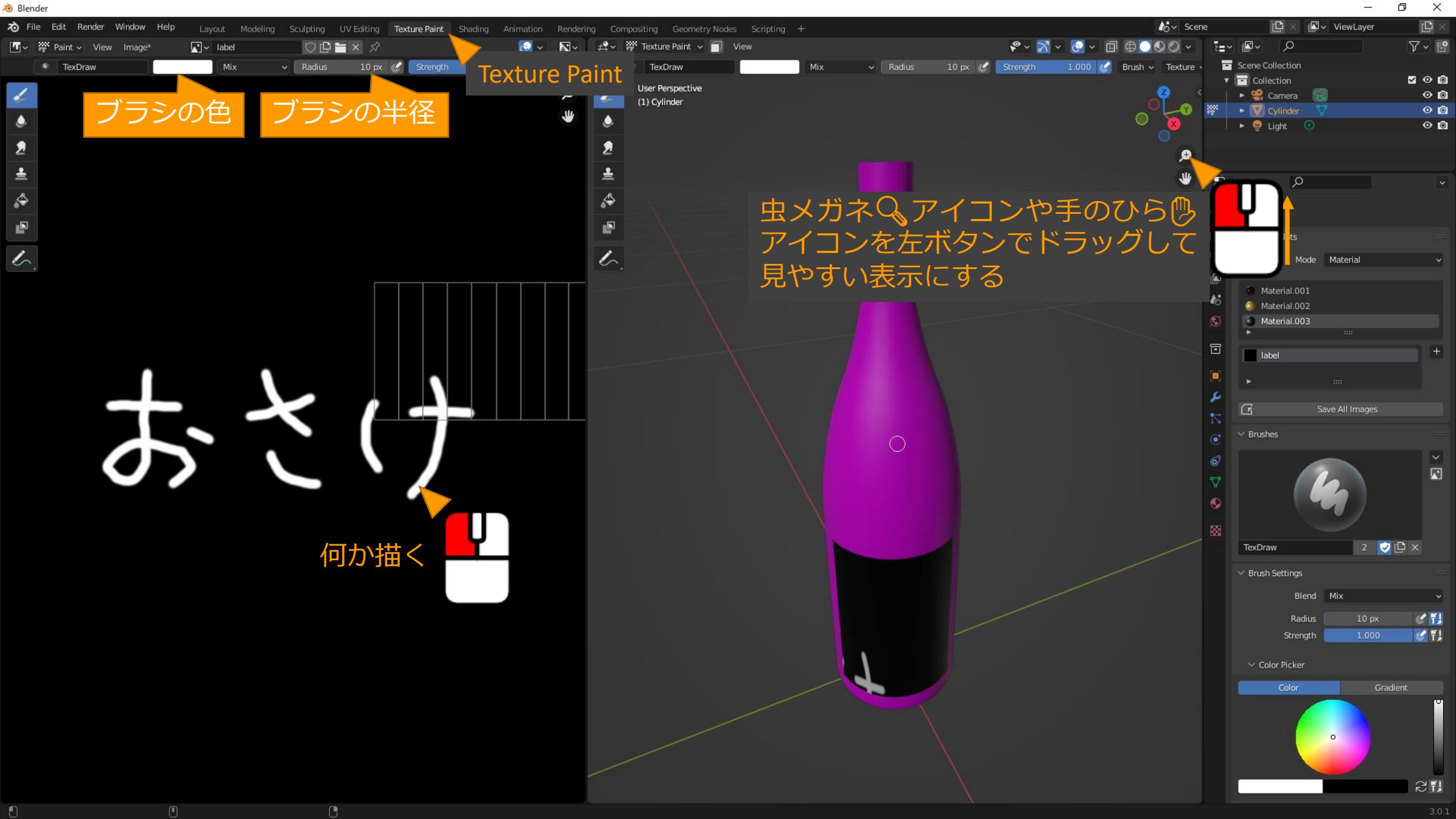
Material Preview に切り替える

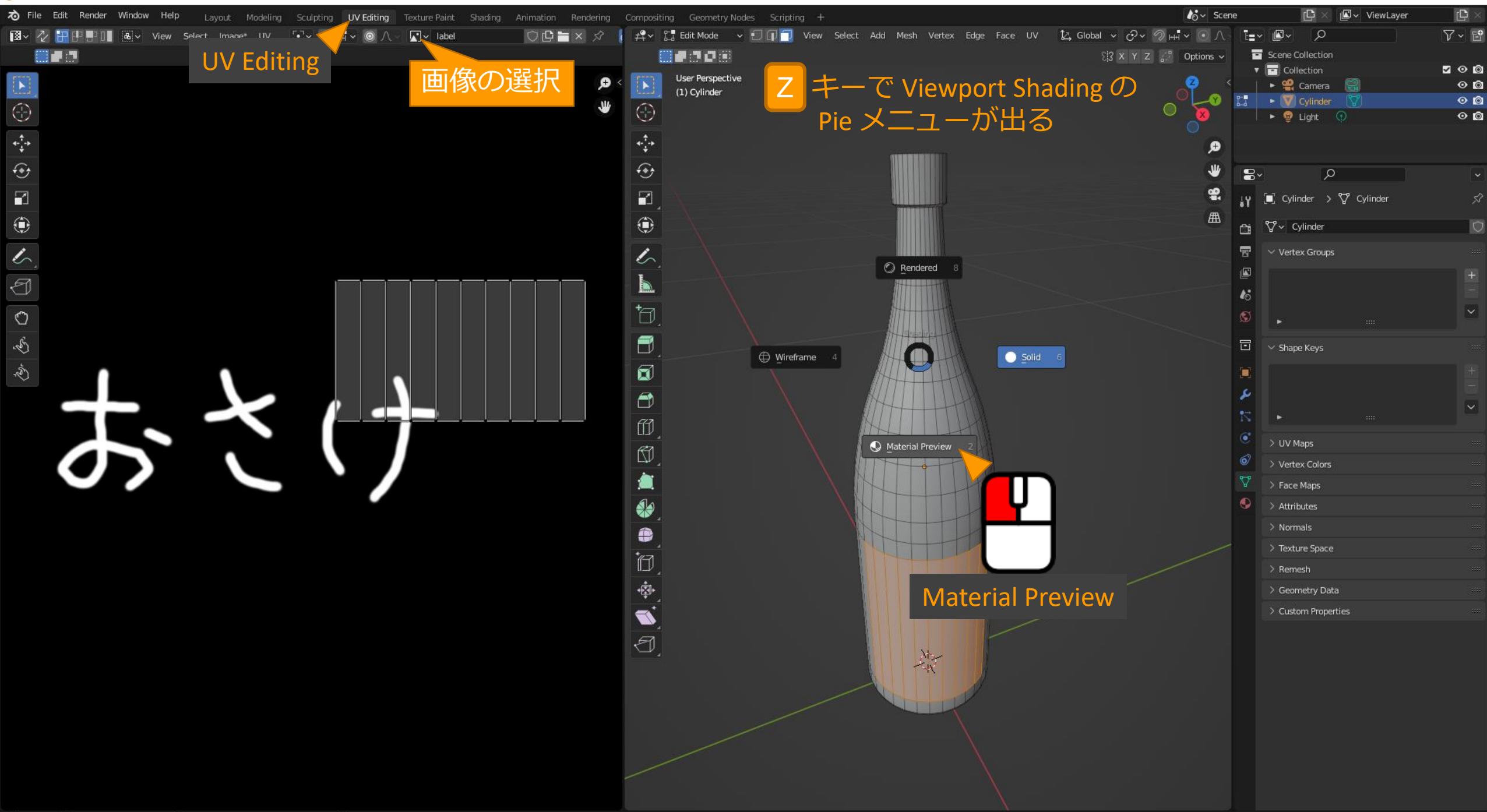
Image Texture を選ぶ

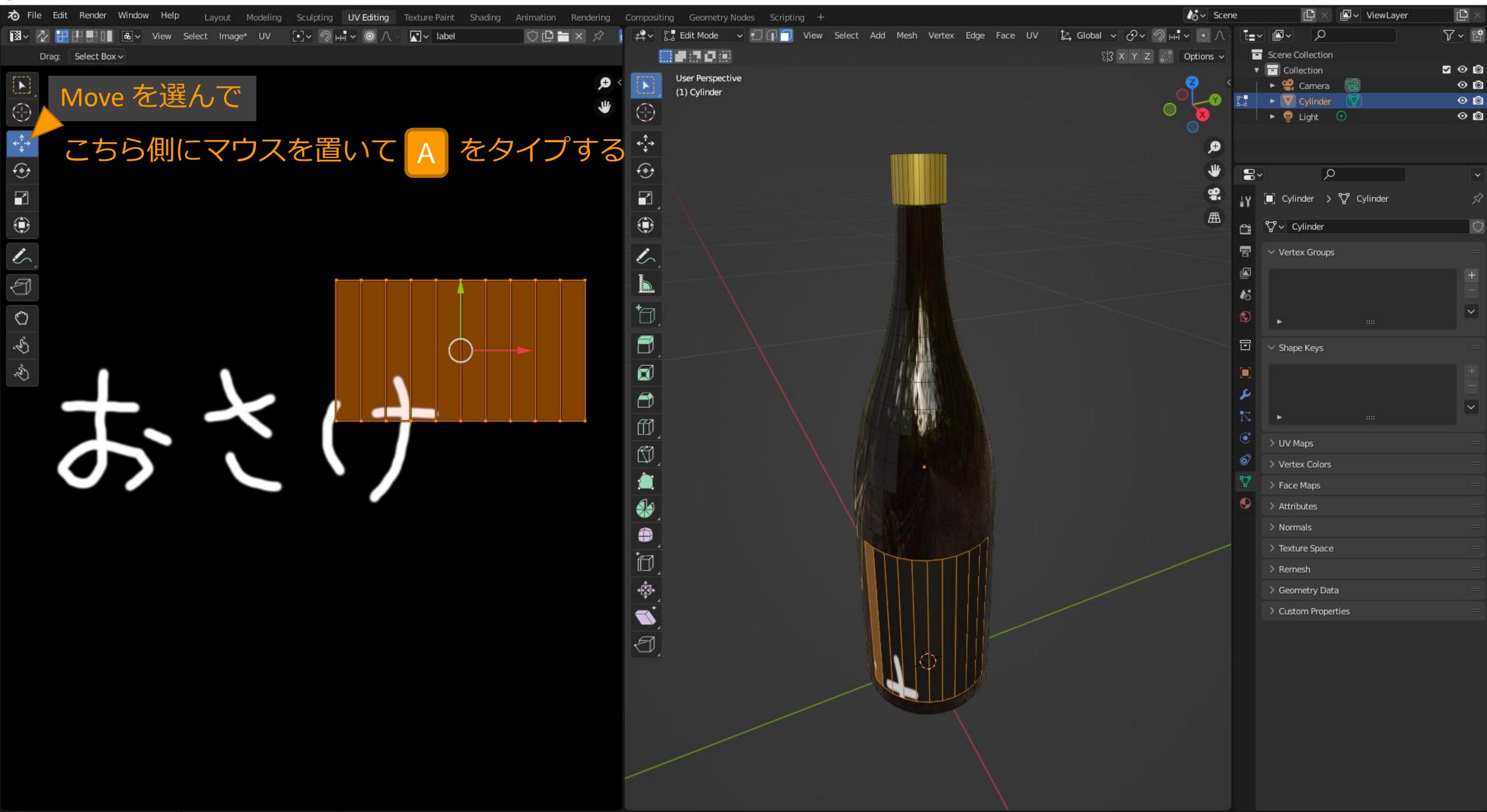
Base Color の・をクリックして

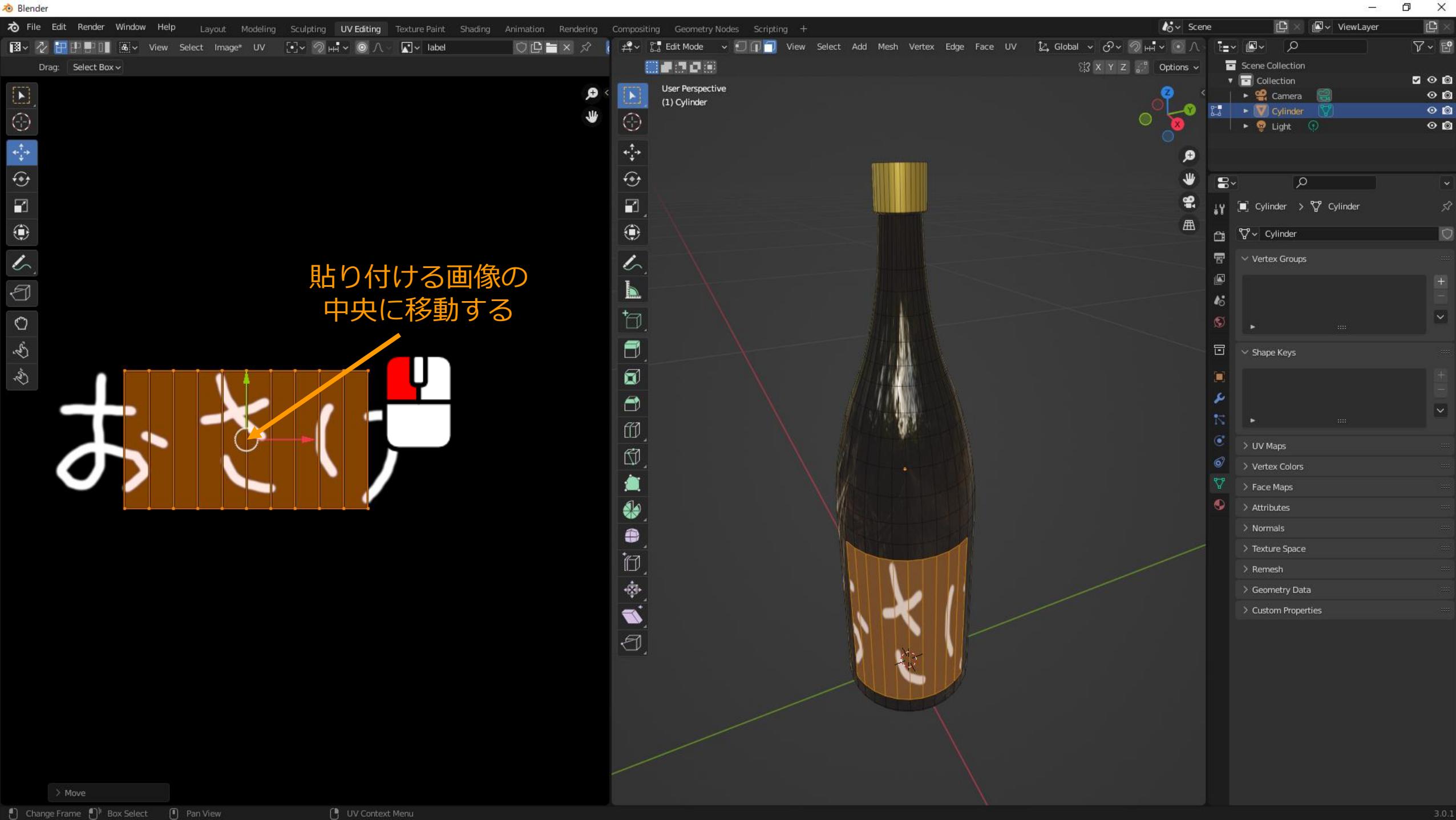




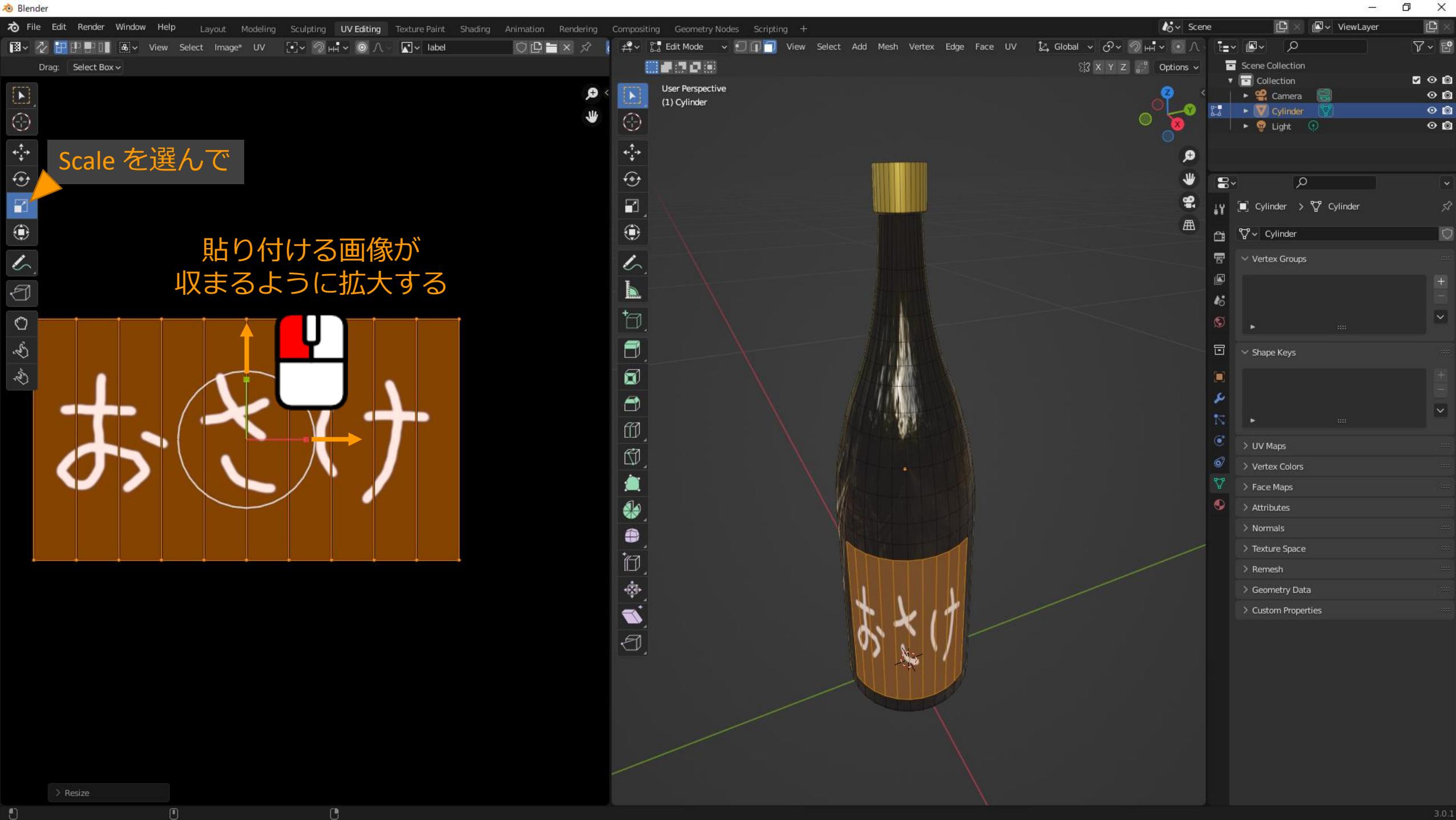




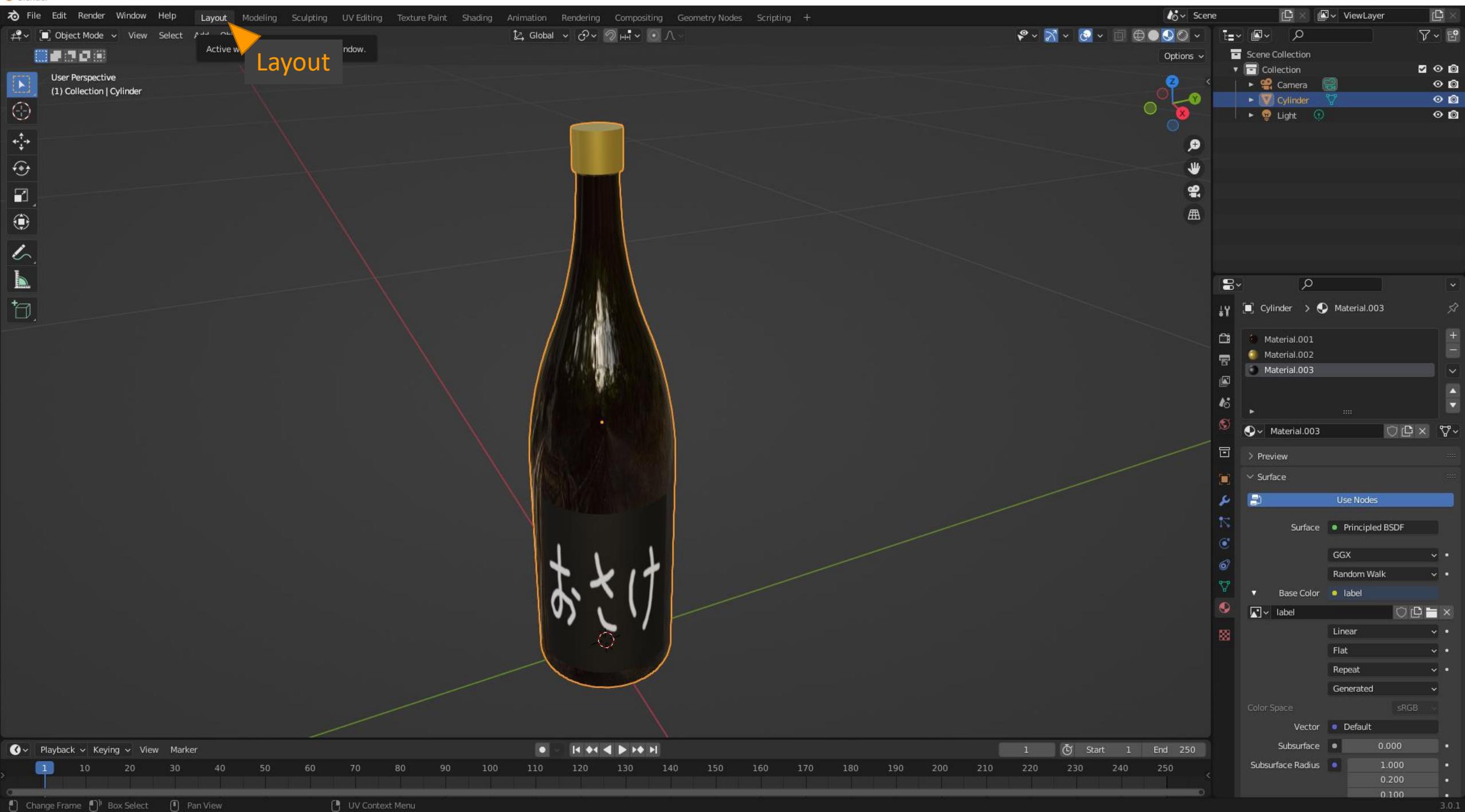


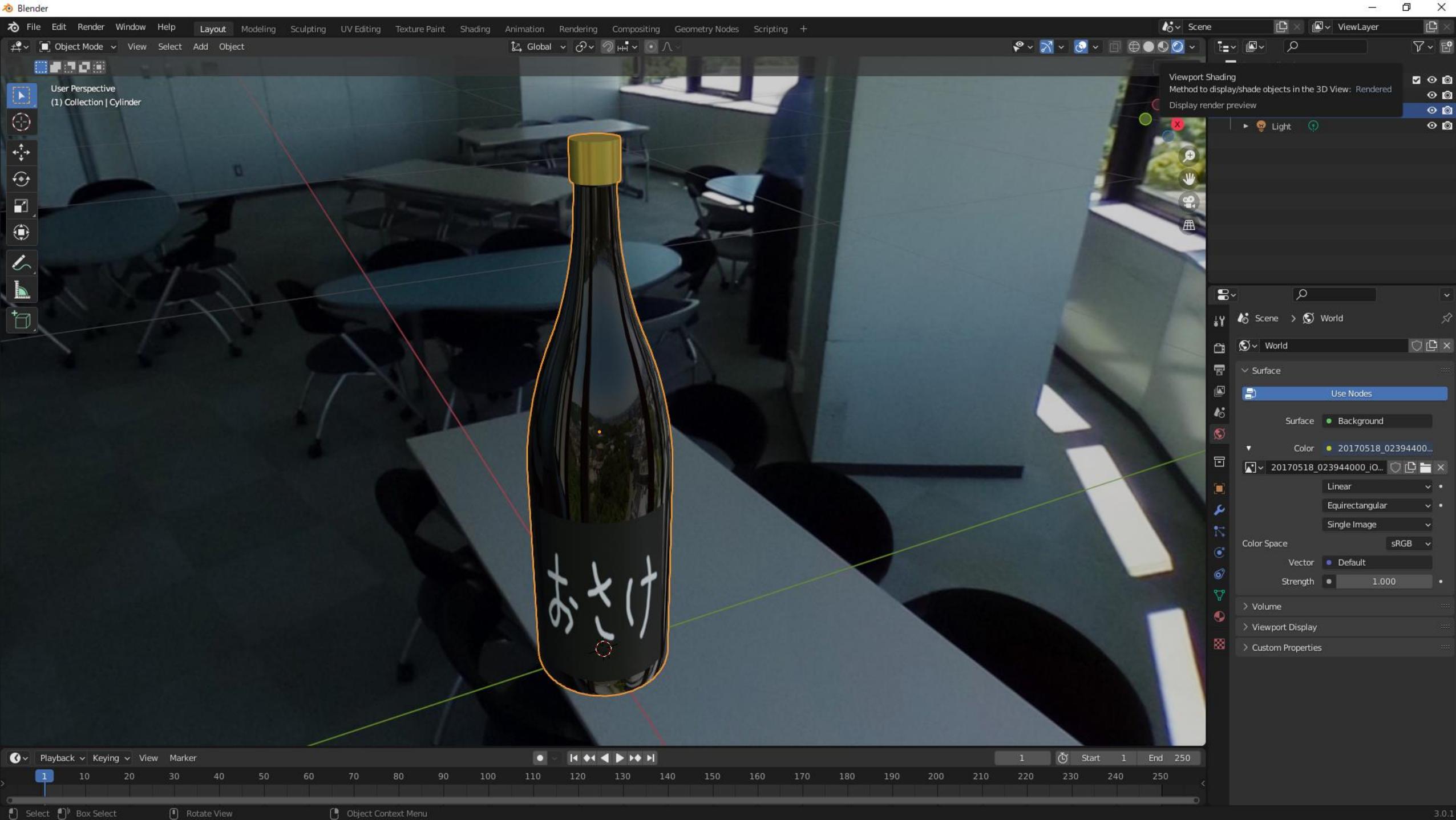


貼り付ける画像の
中央に移動する



Blender





レンダリング例

