

# UVマッピング



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

Scene Collection Collection Camera Cube Light

Material

Material

Preview

Surface

Use Nodes

Surface Principled BSDF

GGX Christensen-Burley

Base Color

Subsurface

Subsurface Radius

Subsurface Color

Metallic

Specular

Specular Tint

Roughness

Anisotropic

Anisotropic Rotation

Sheen

Color Tint

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

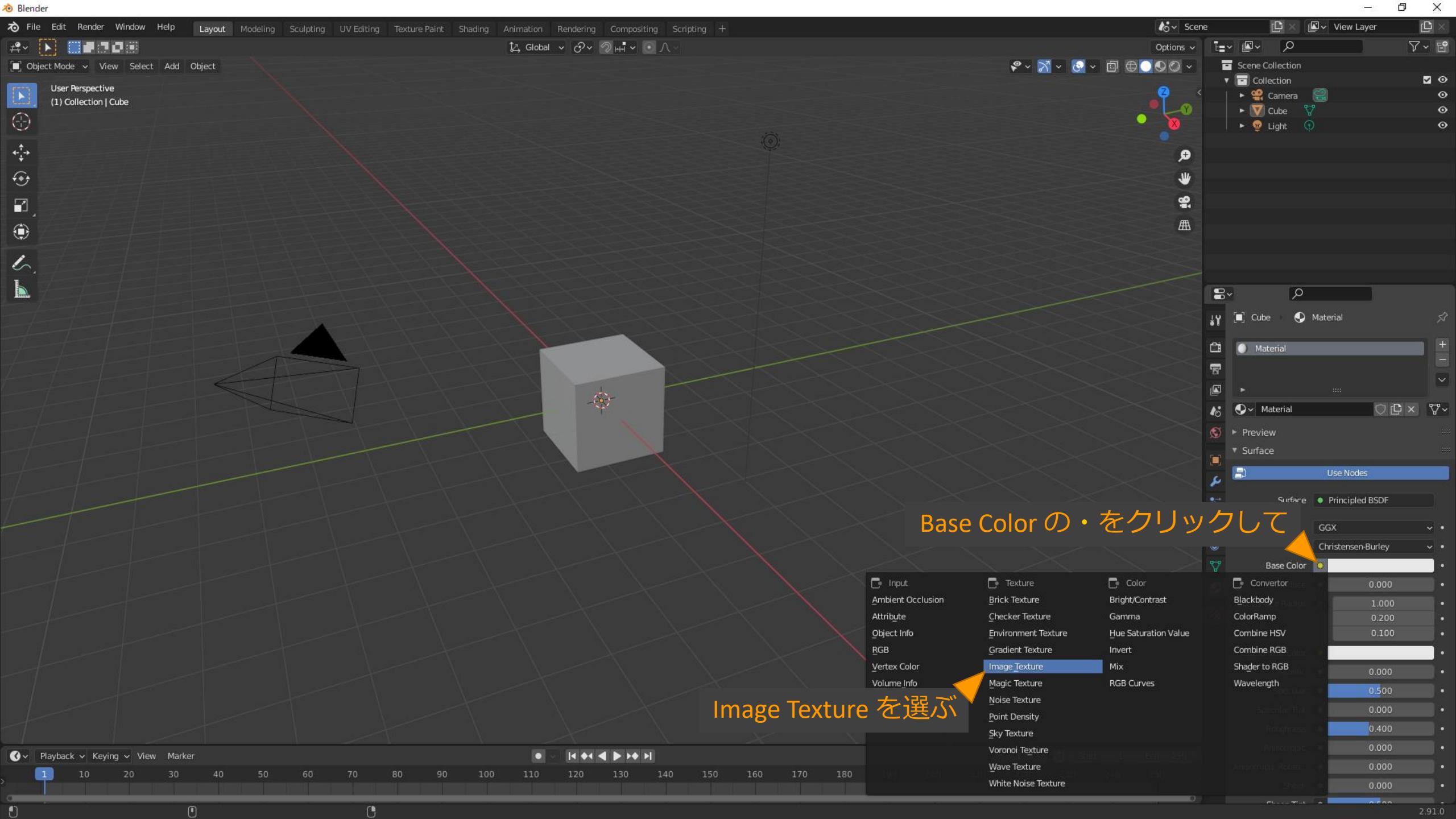
1 Start 1 End 250

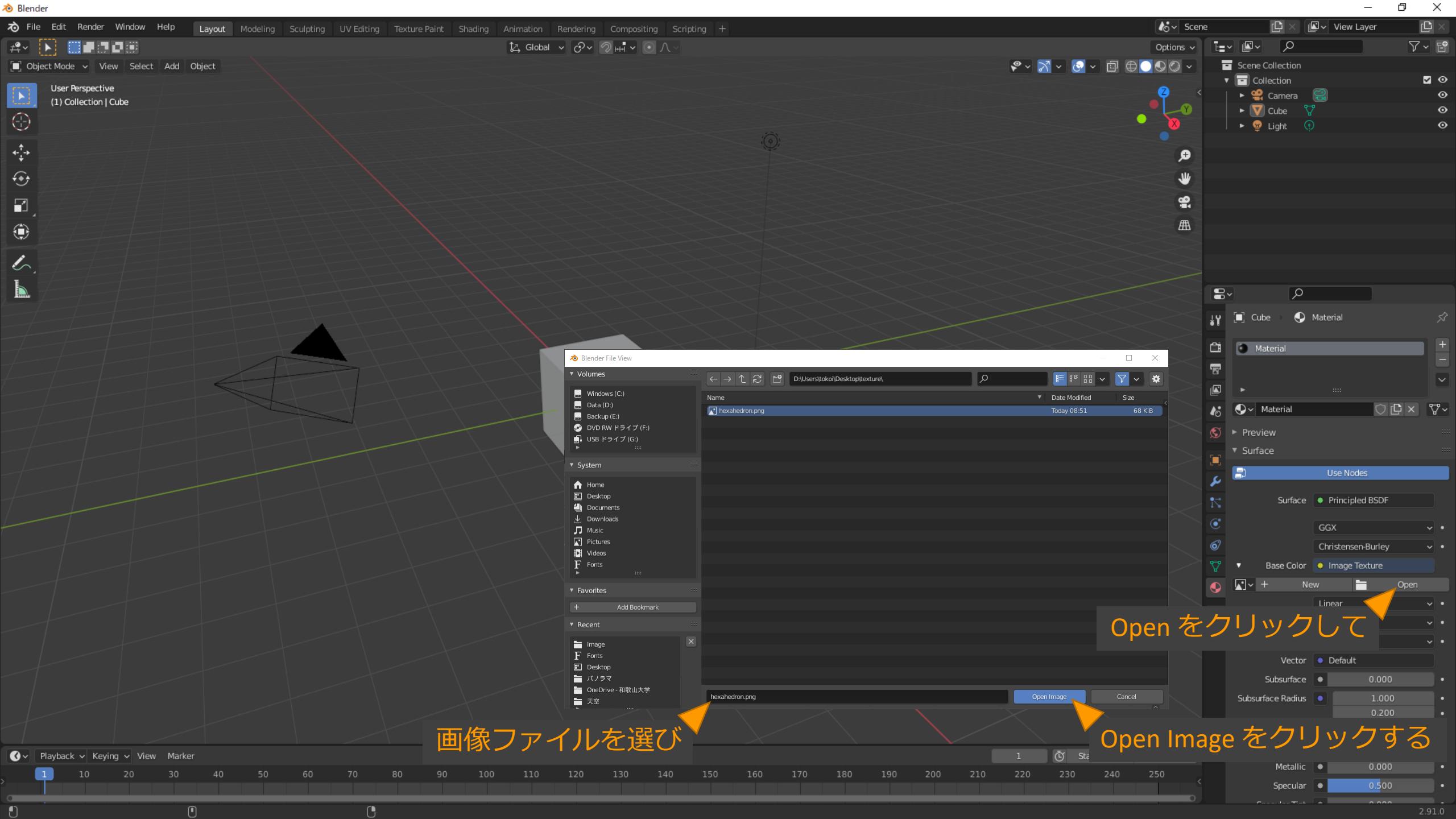
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

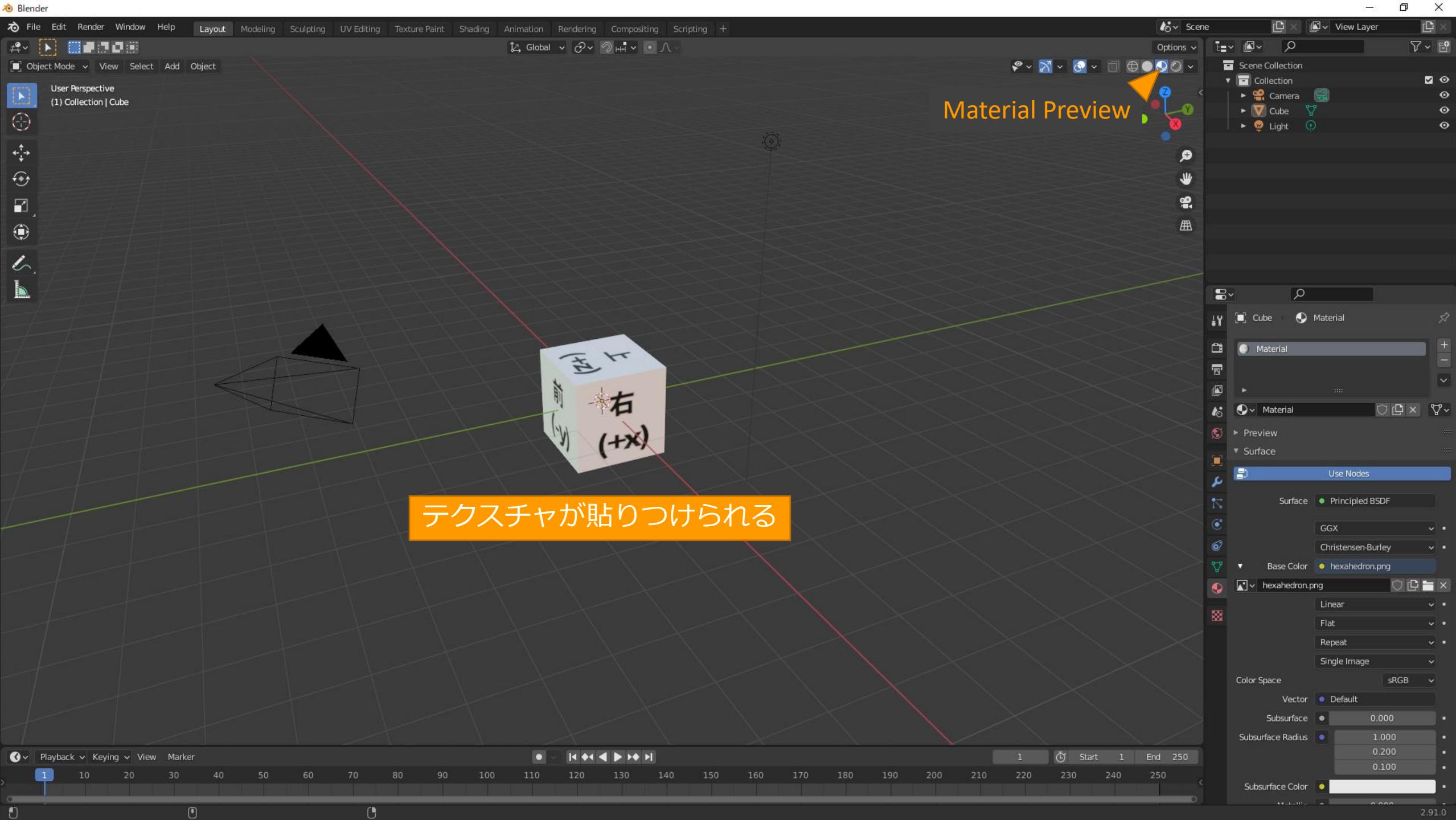
Box Select Pan View Set 3D Cursor Move

2.91.0

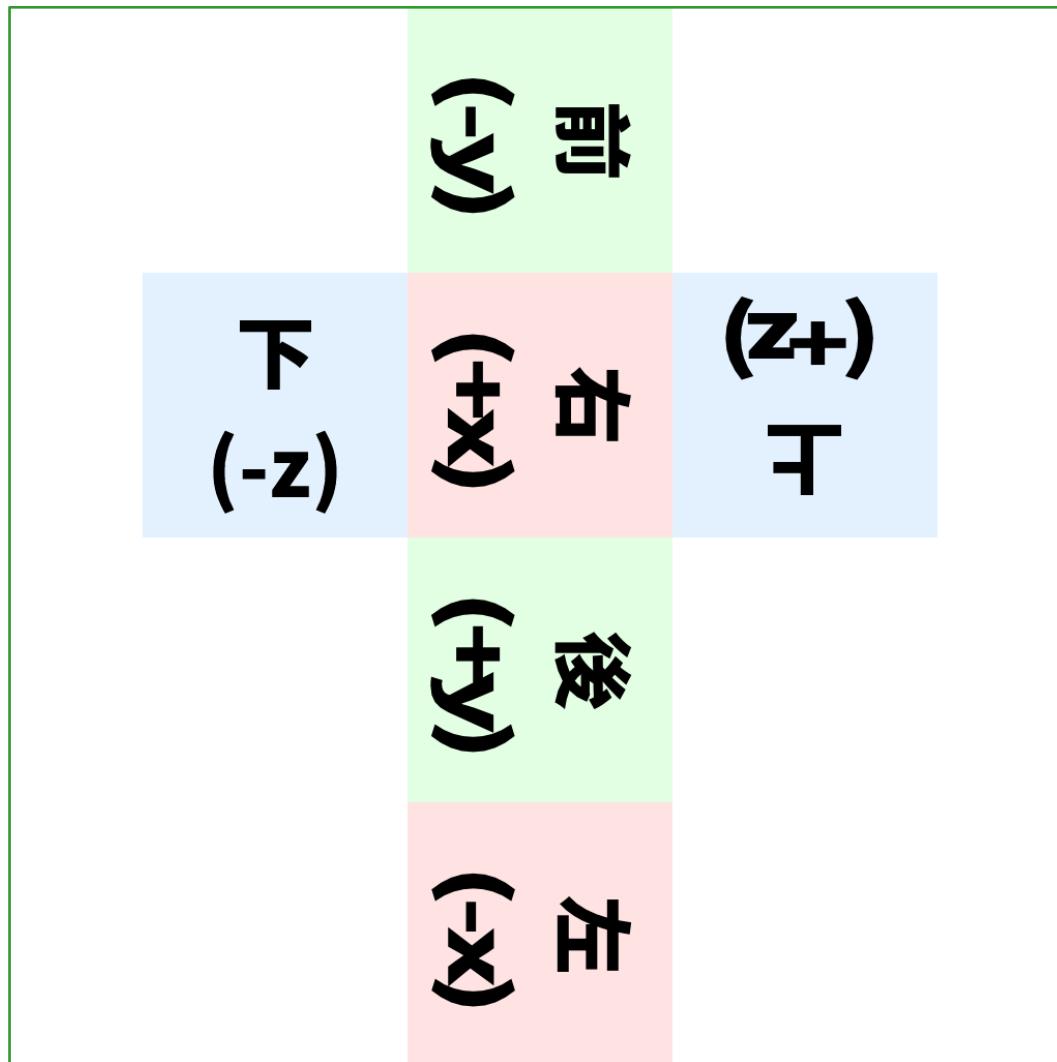
マテリアルのプロパティを表示する







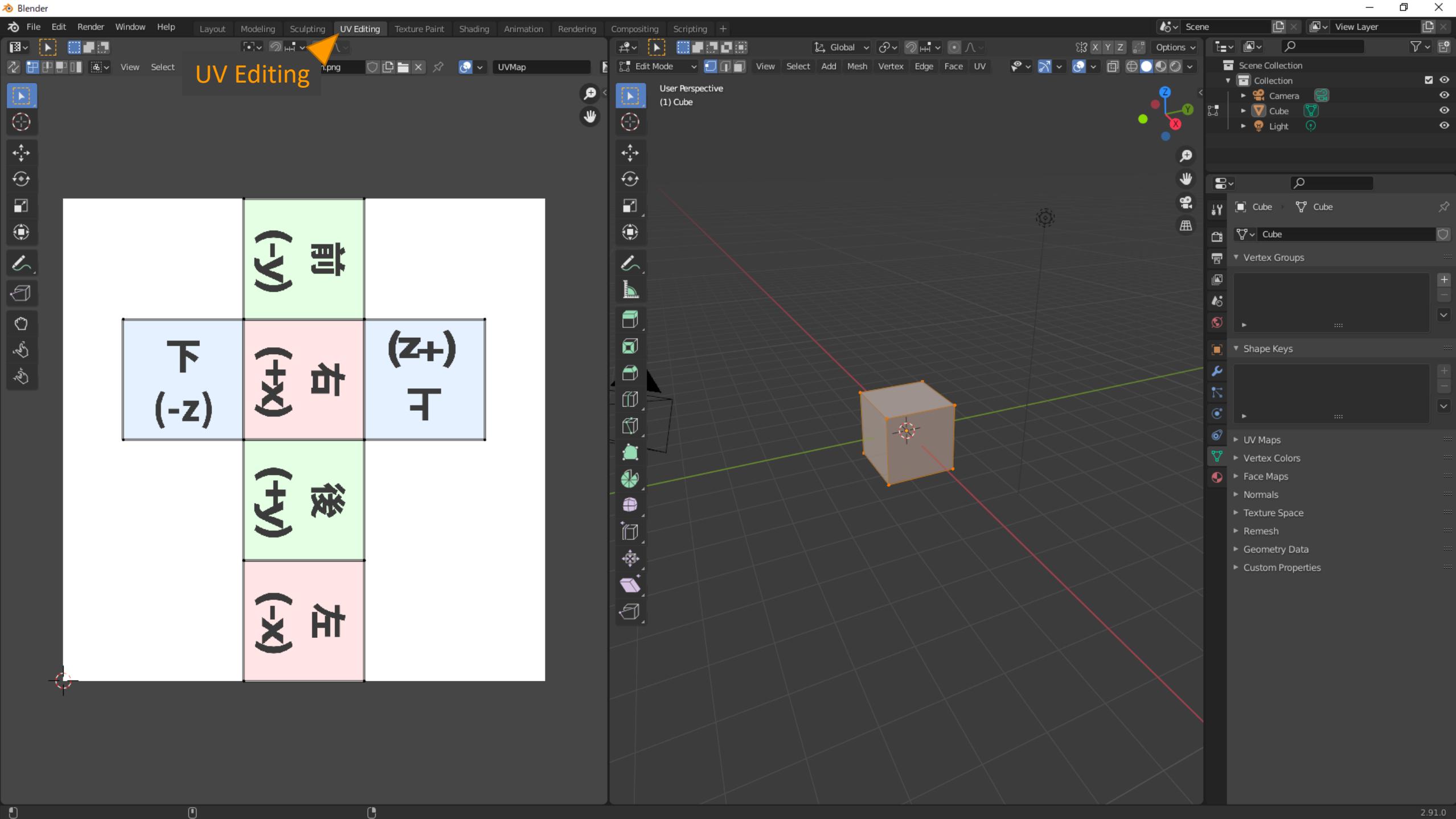
# 画像ファイルのレイアウト

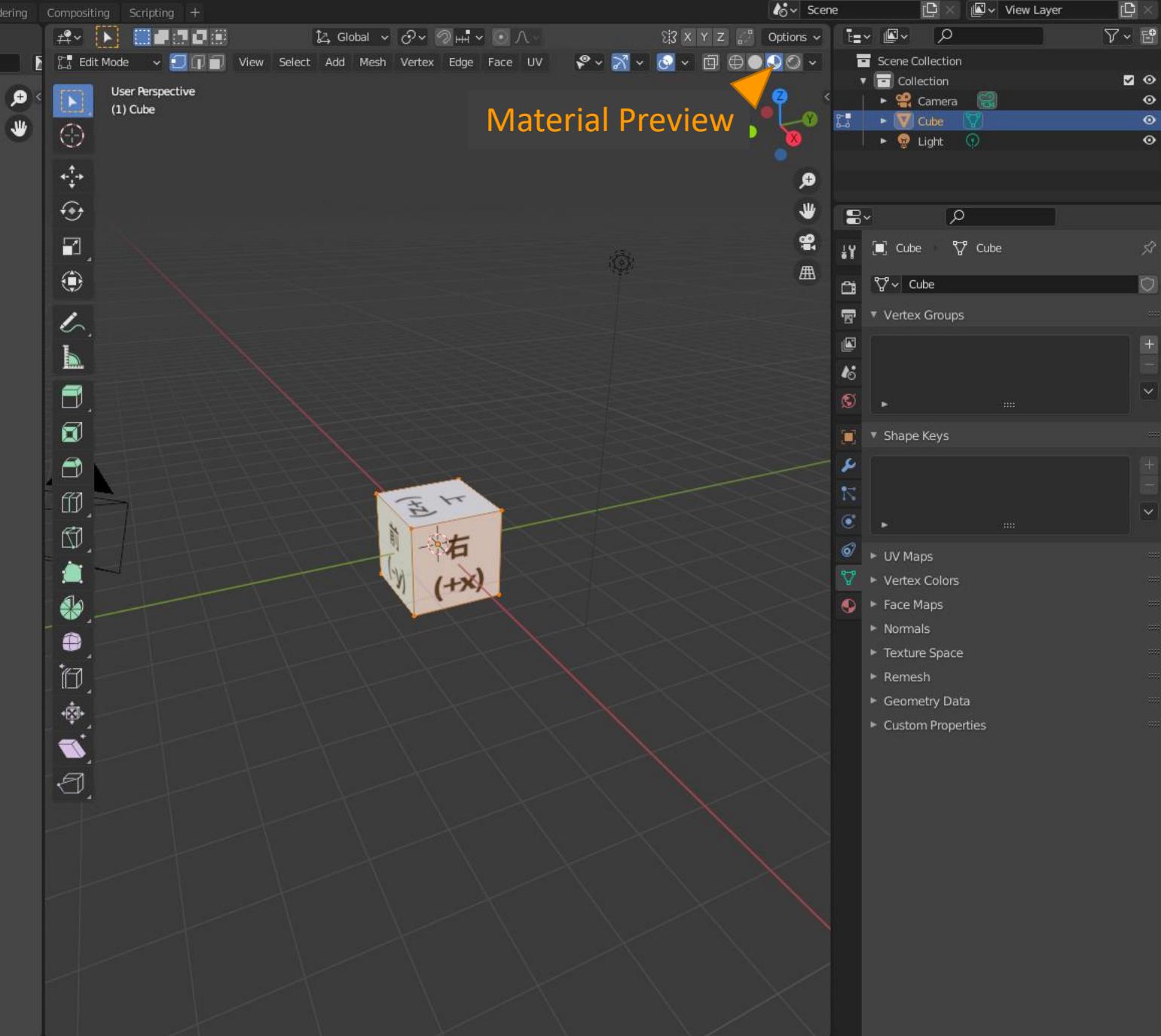
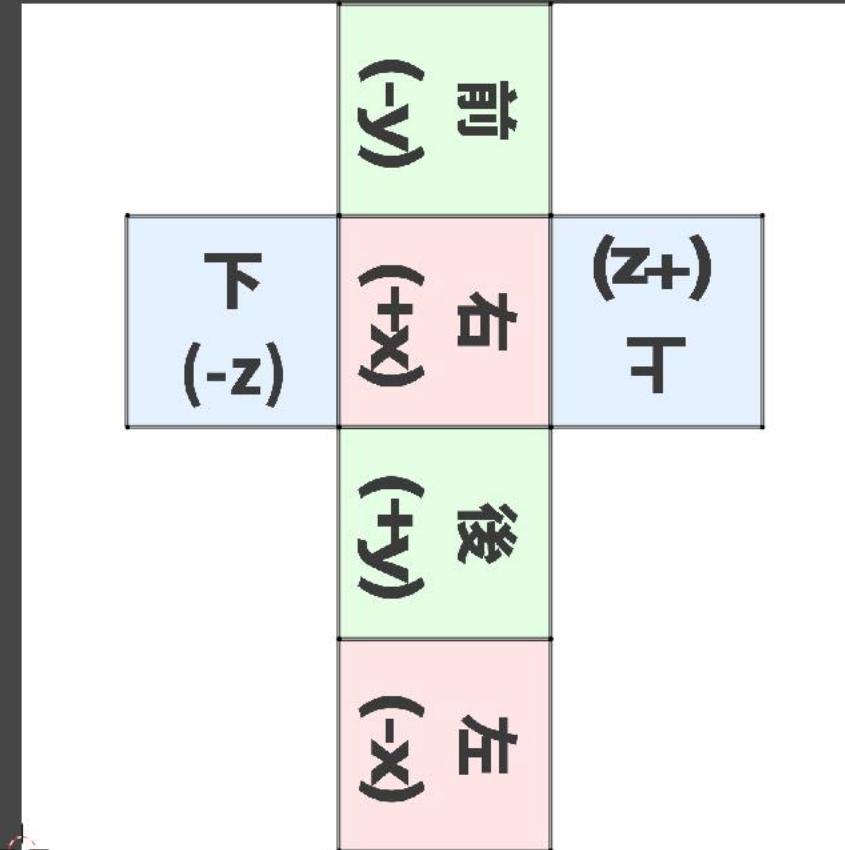


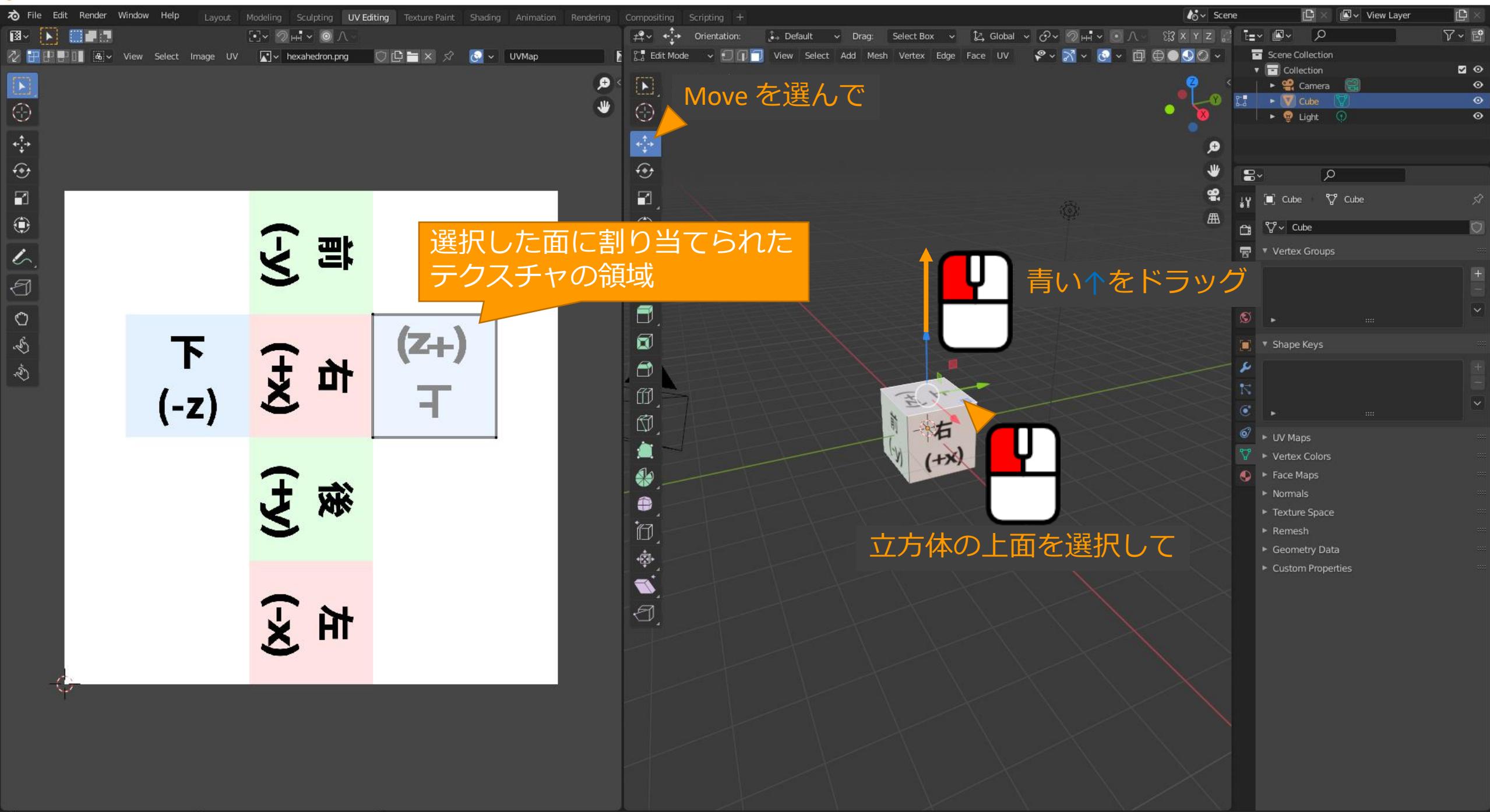
- 画像は正方形にしておくと考えやすい
  - デフォルトでは画像の縦横比が画素の縦横比になる
  - デフォルトでは Cube の 6 面に左のように割り当てられる
- デフォルトのテクスチャサイズは  $1024 \times 1024$

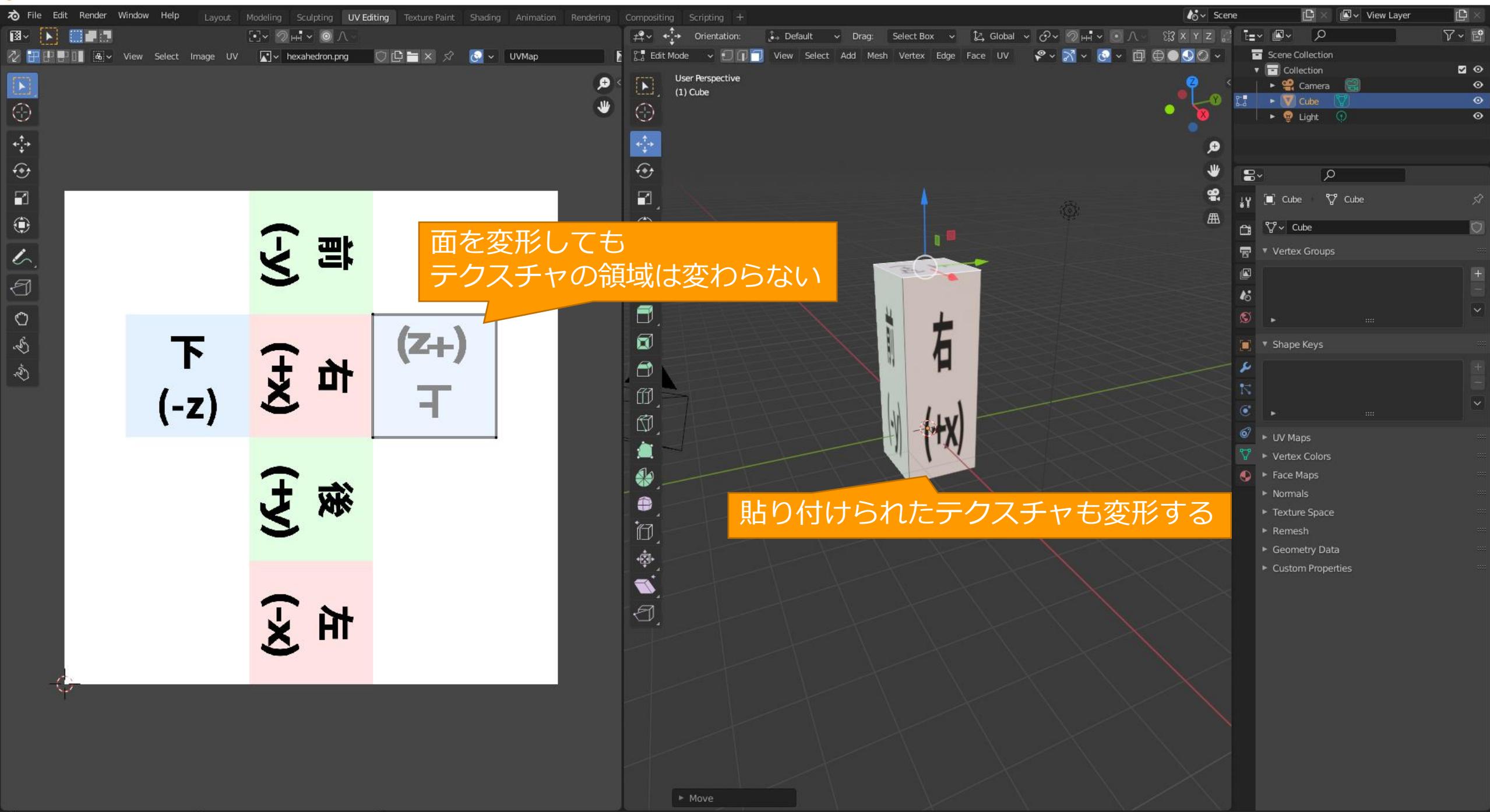
# UV Editing

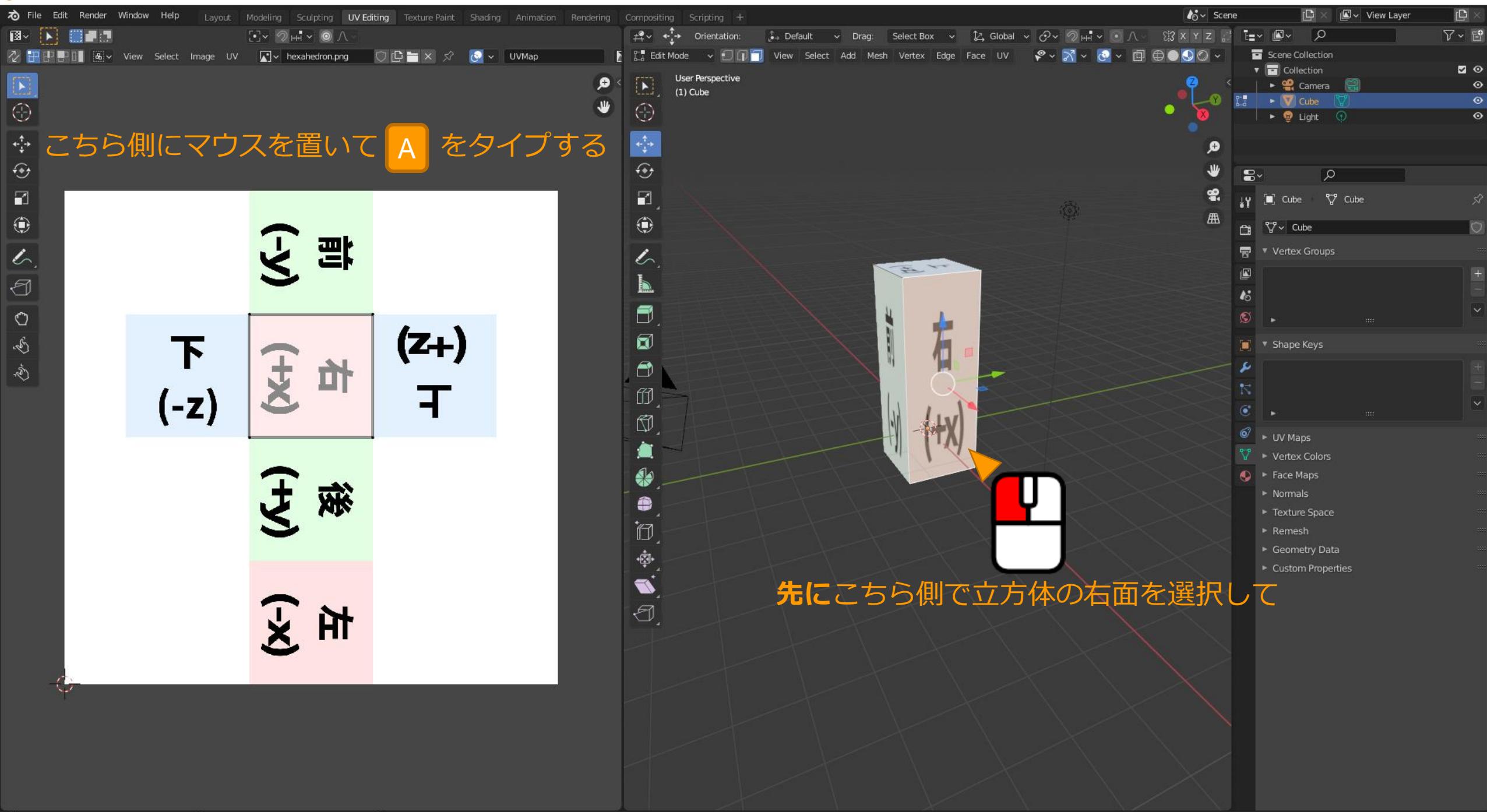
テクスチャ座標の編集

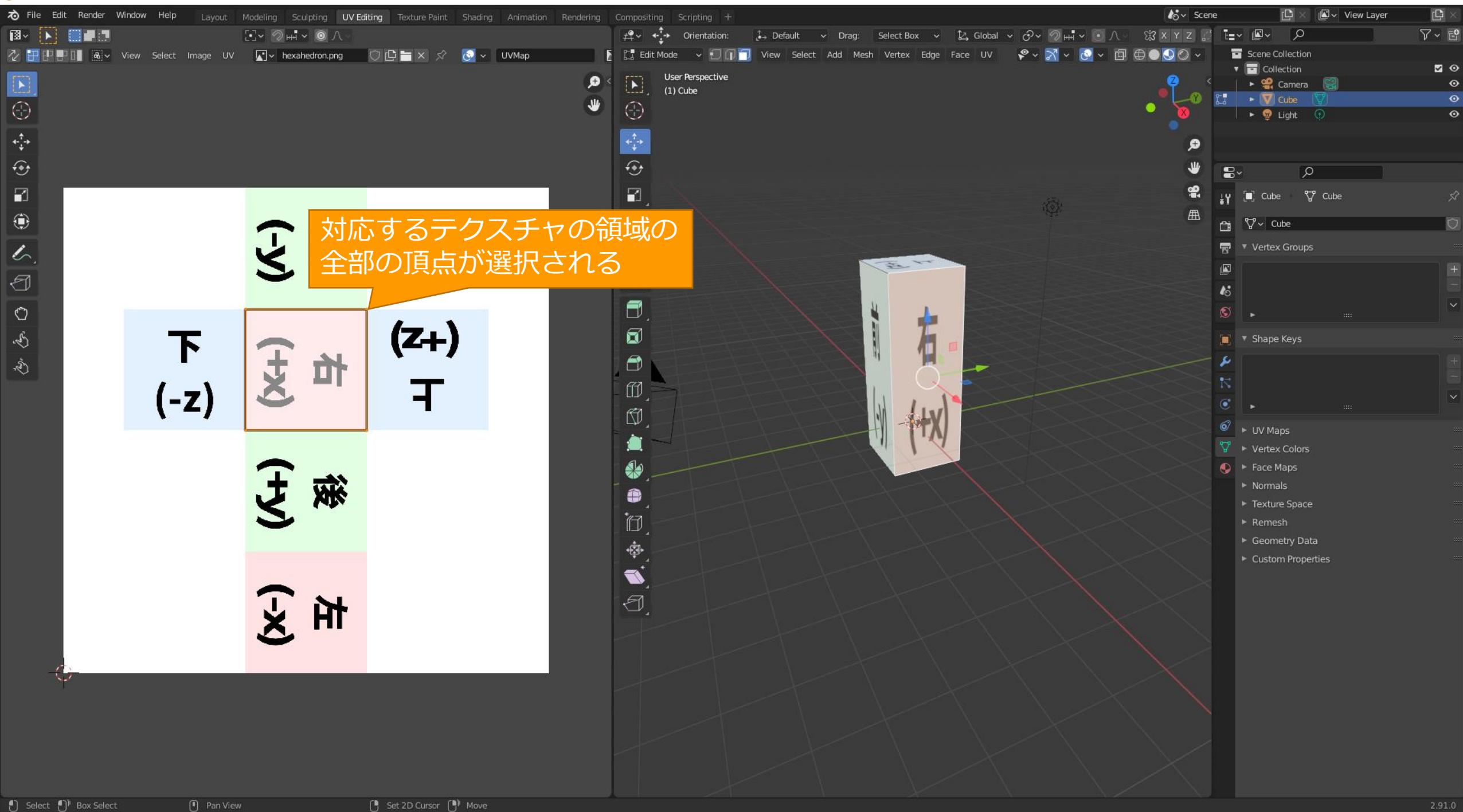


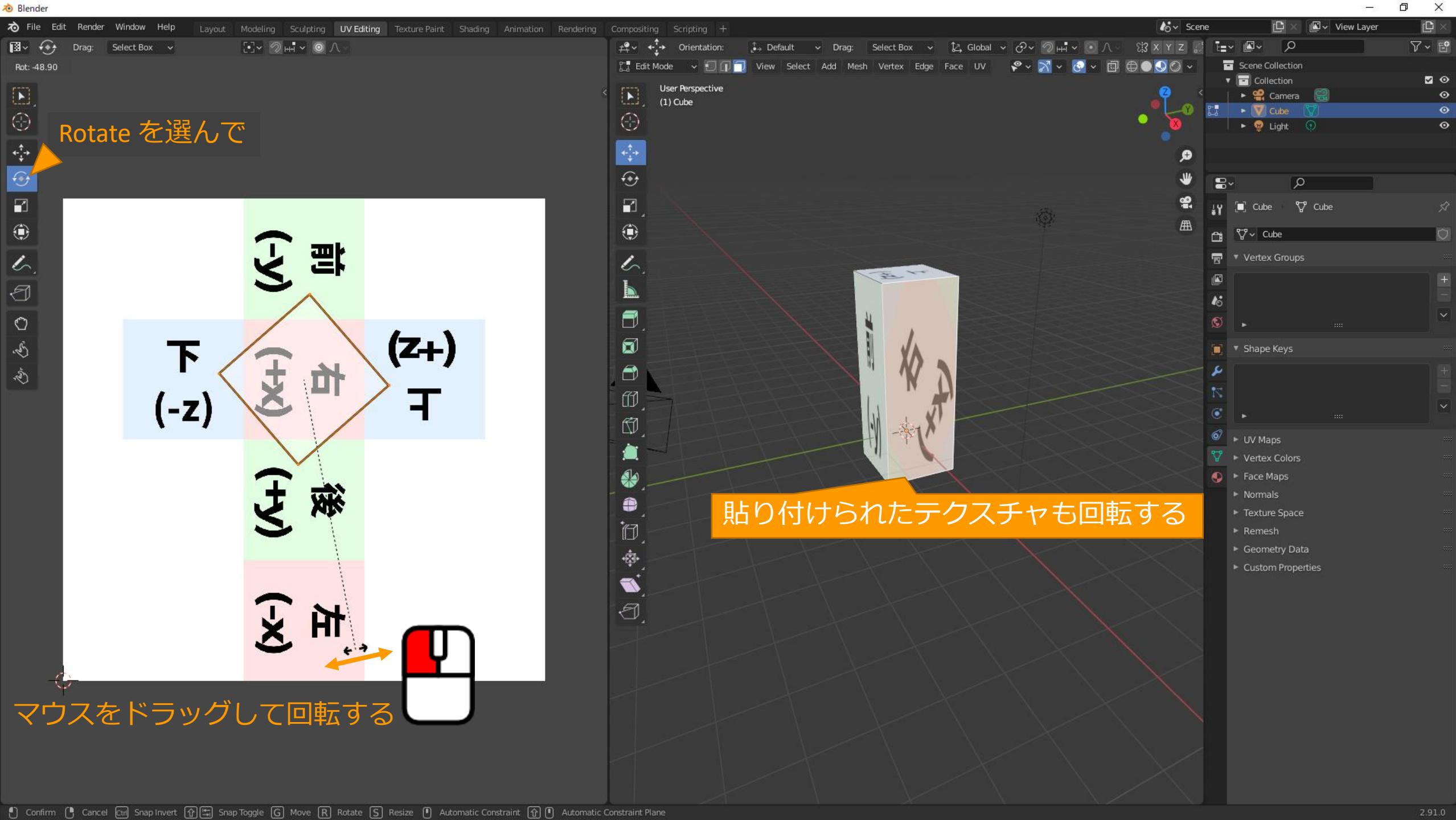


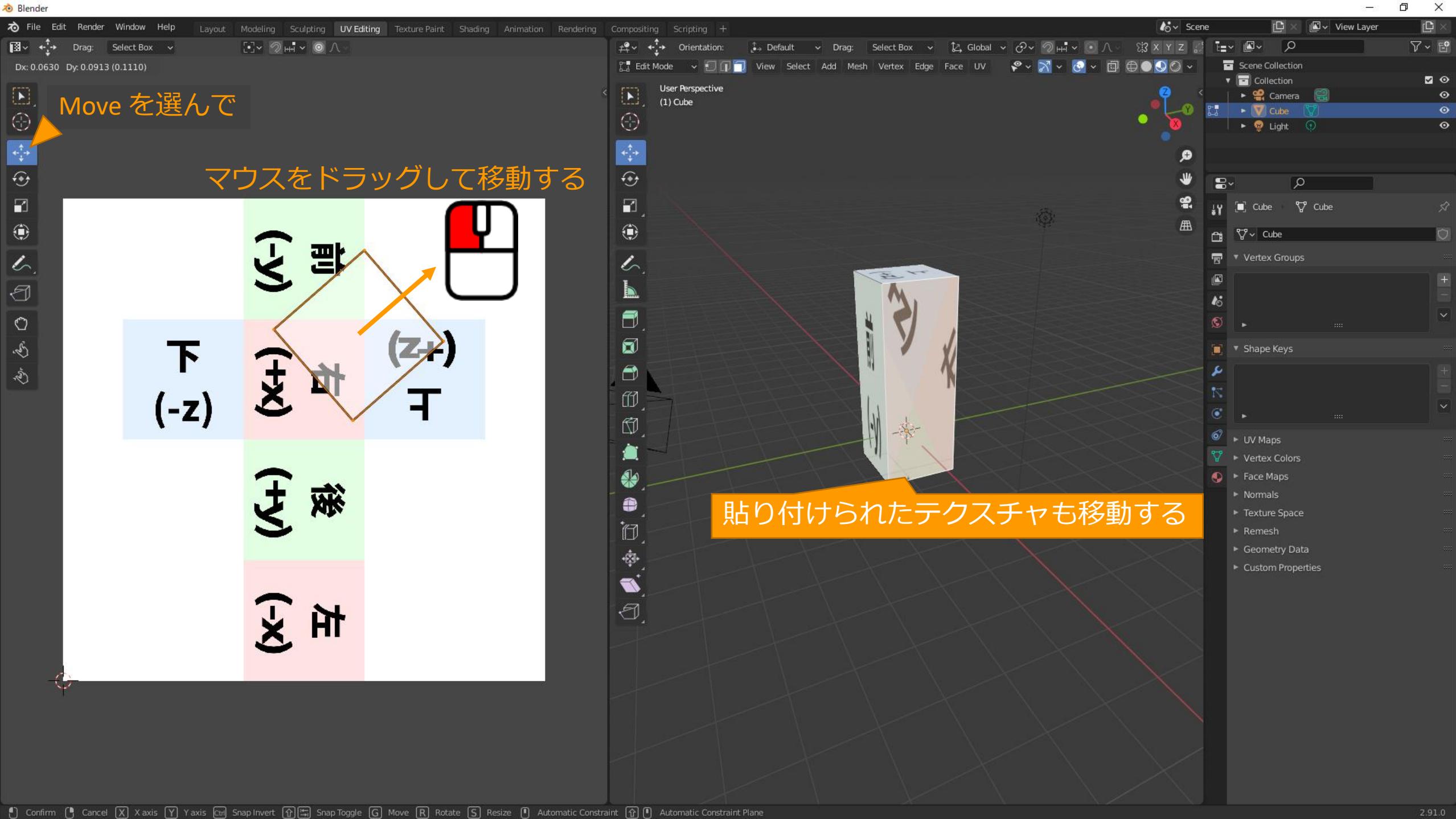


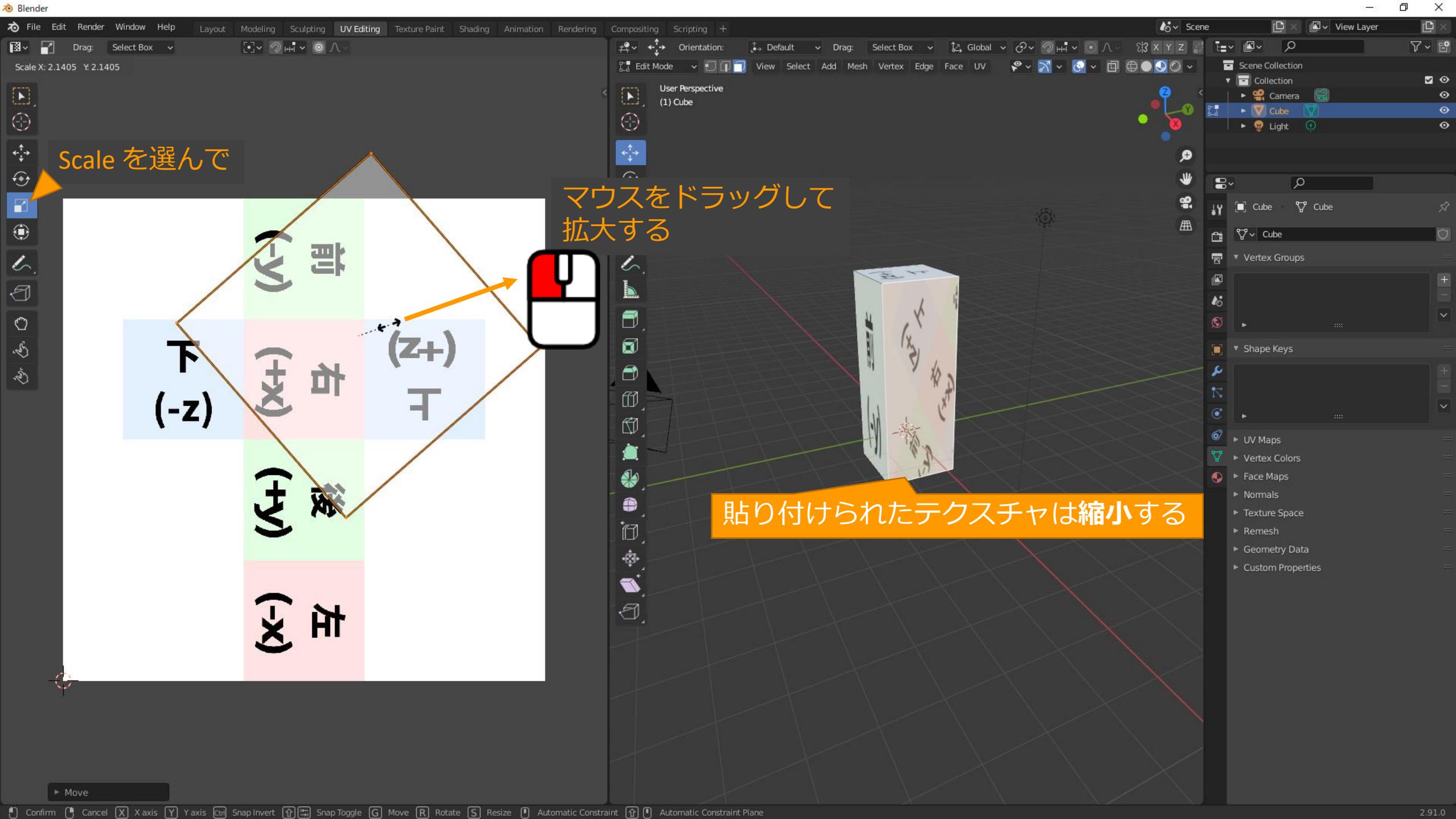


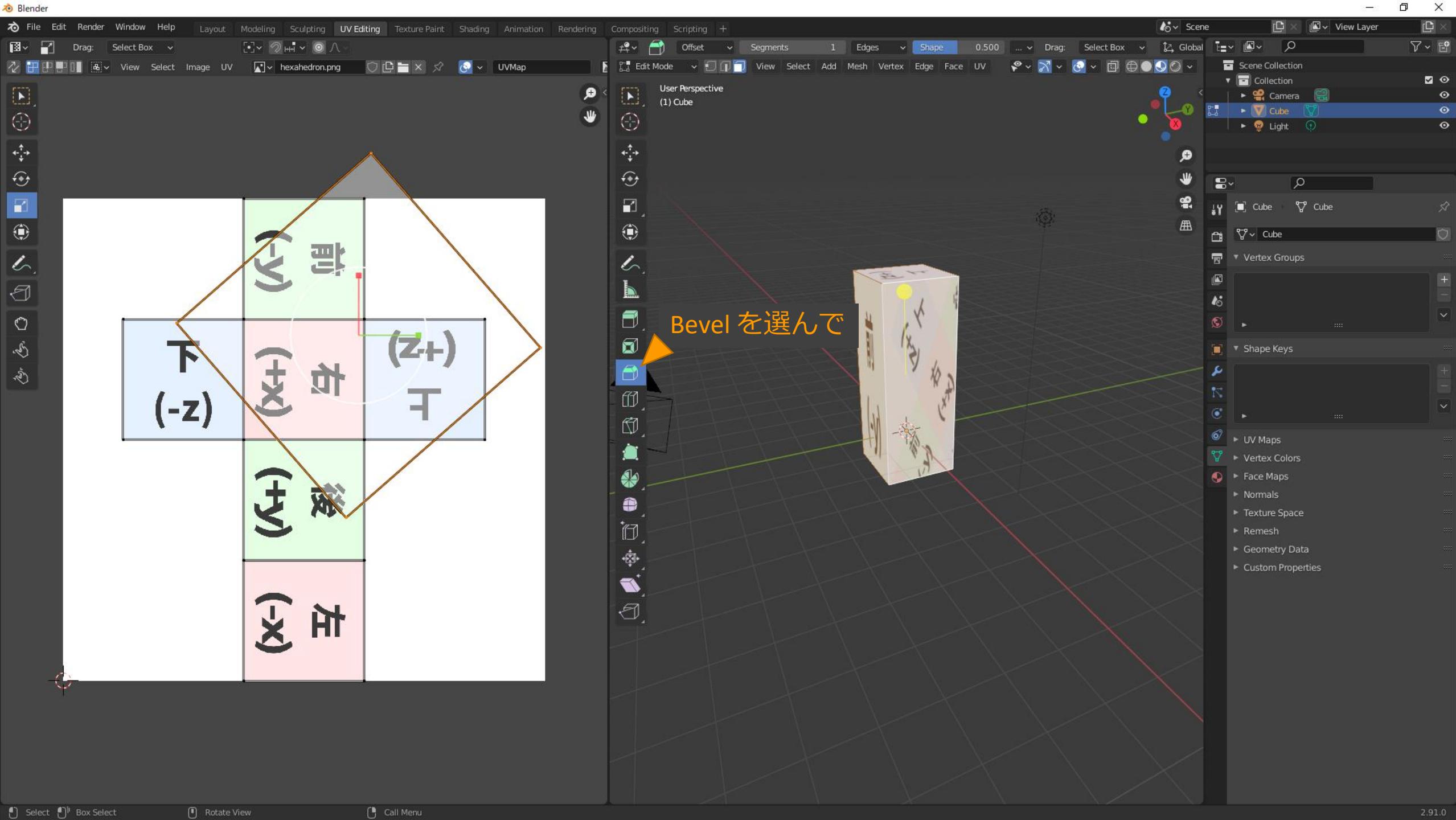


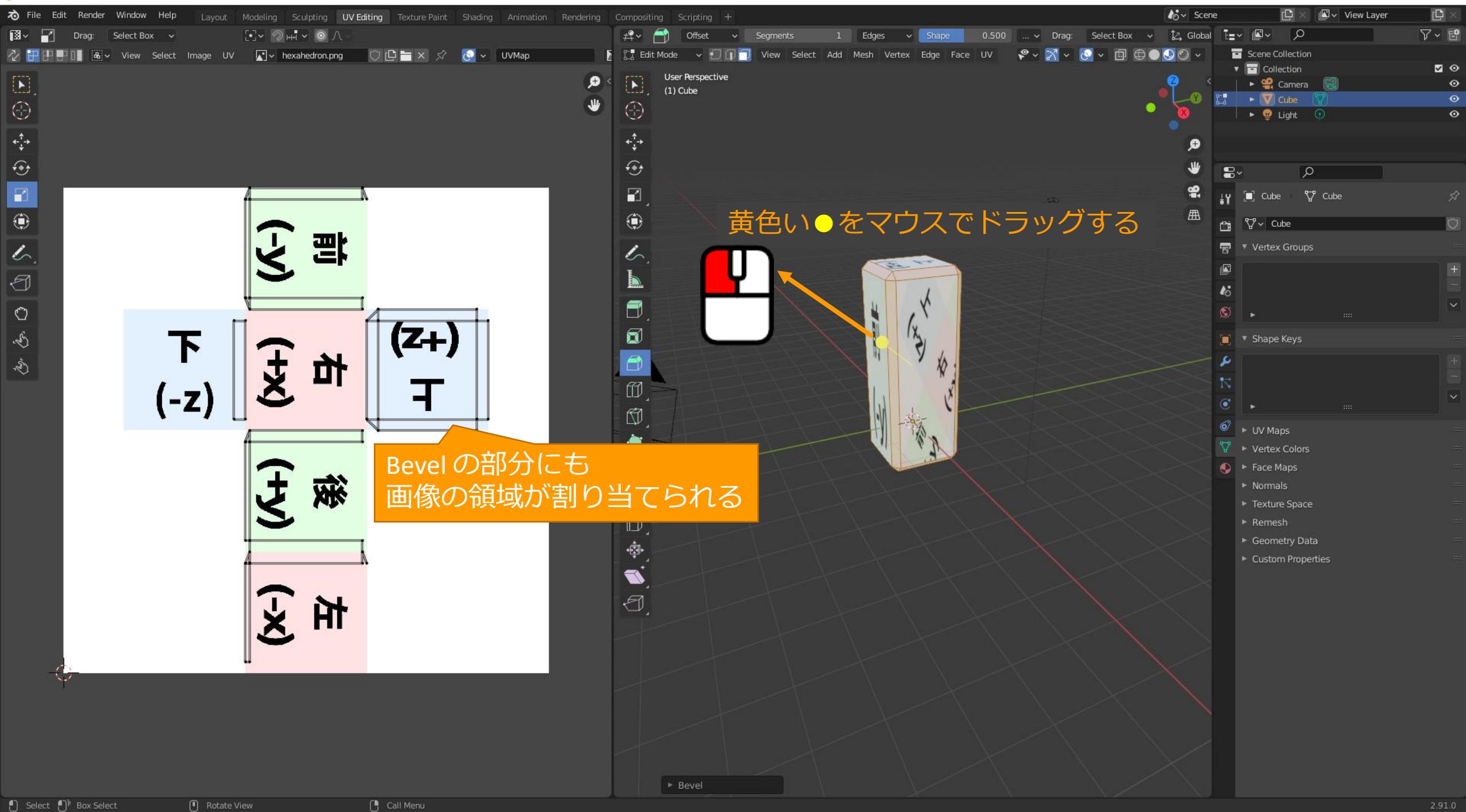


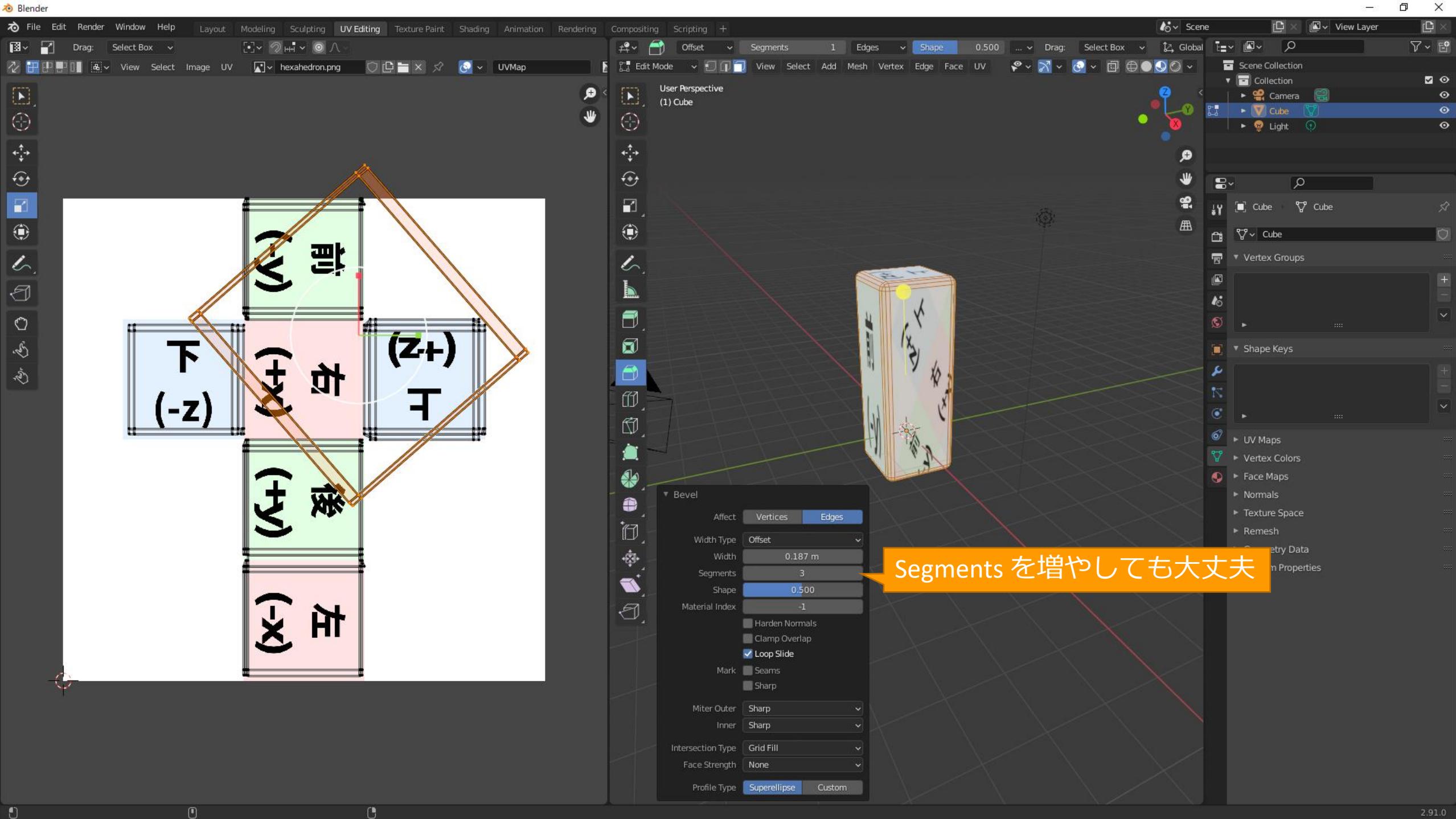






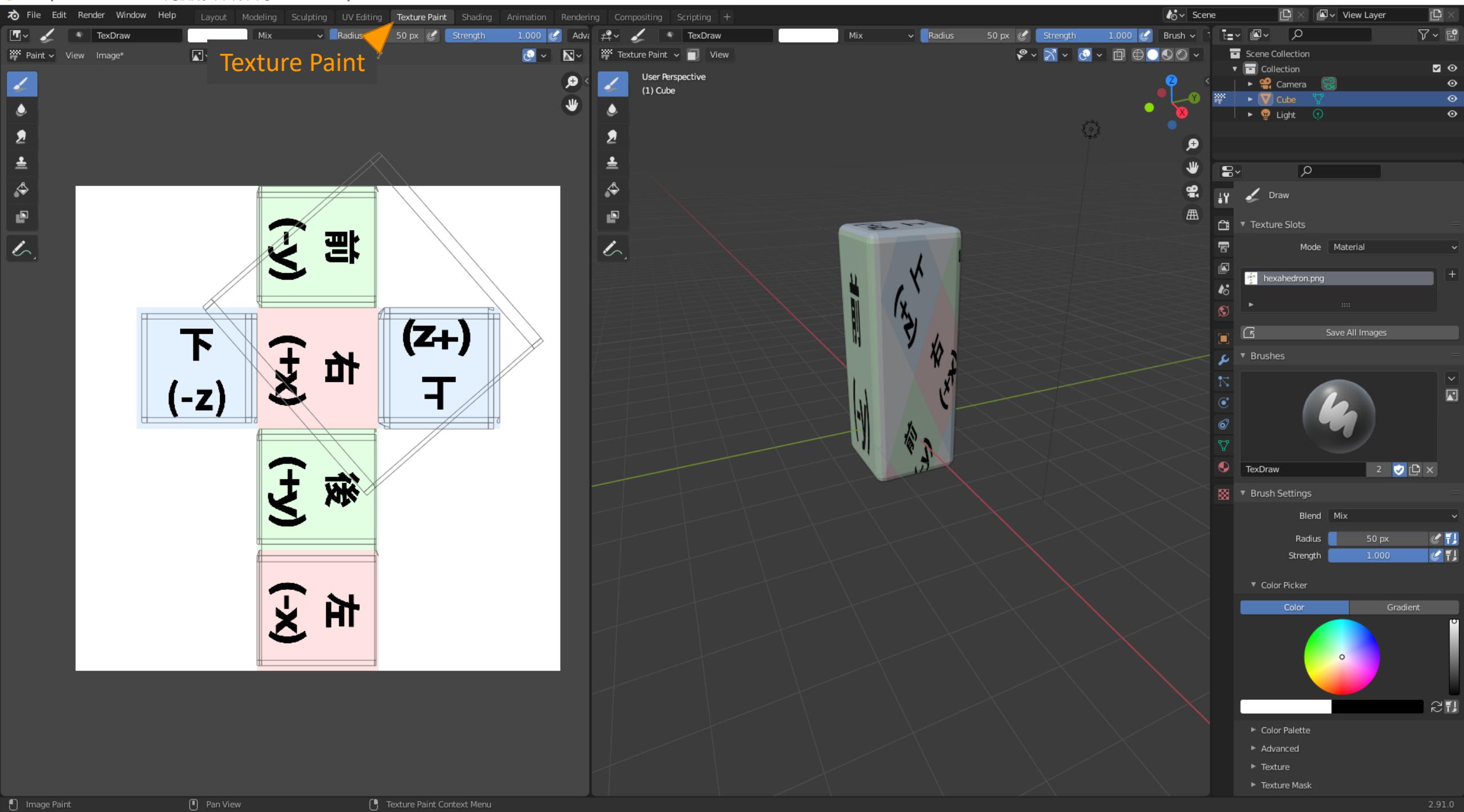


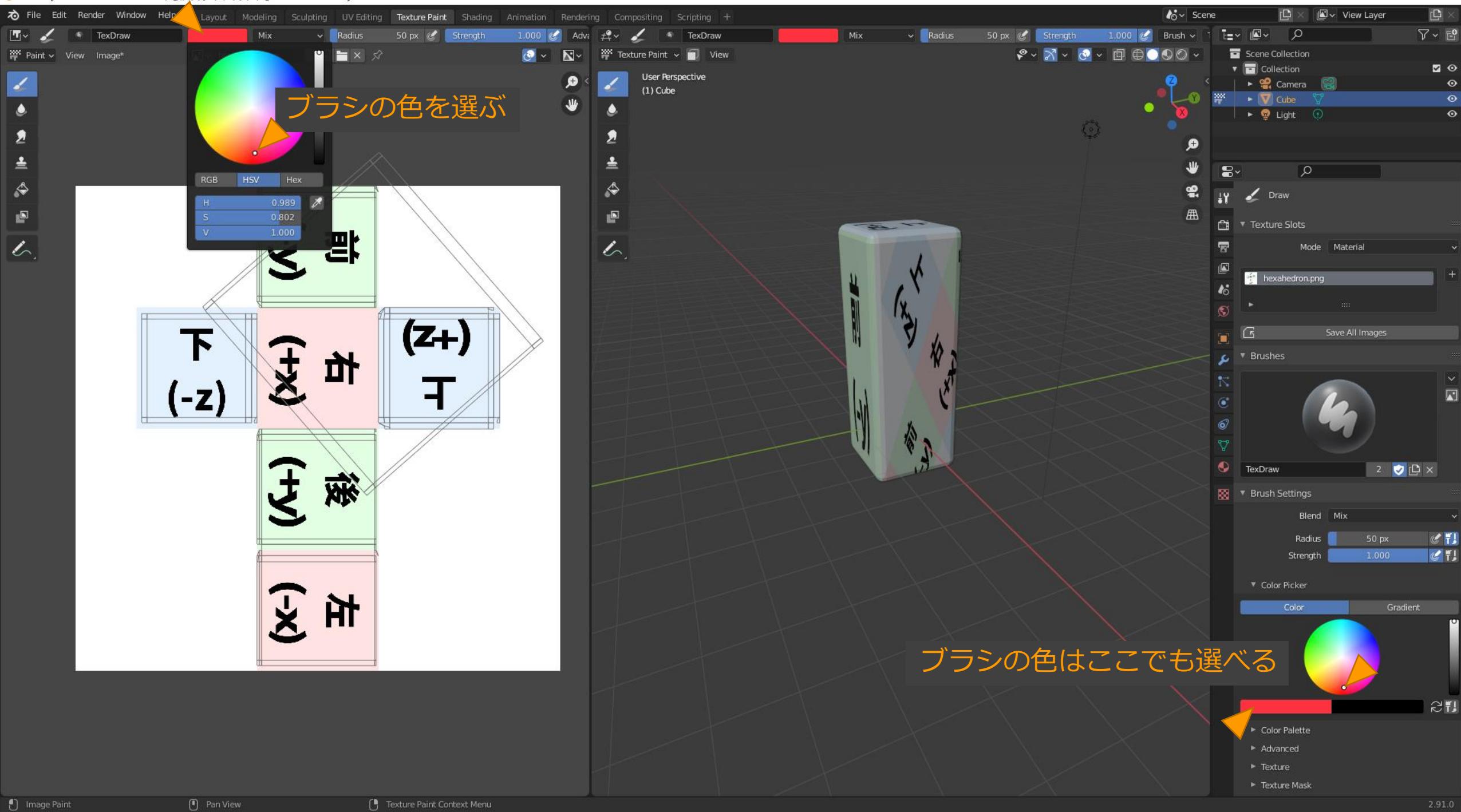


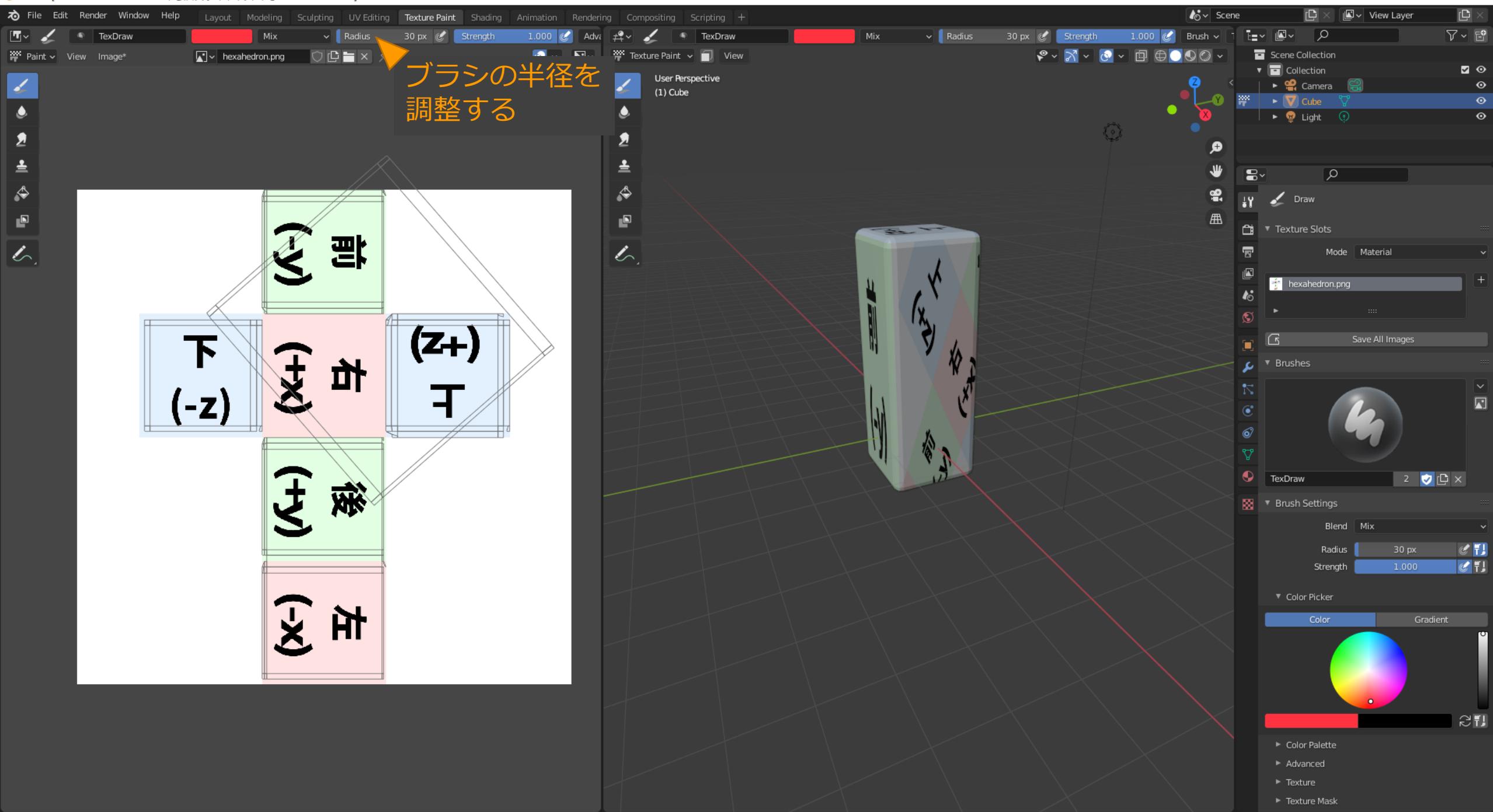


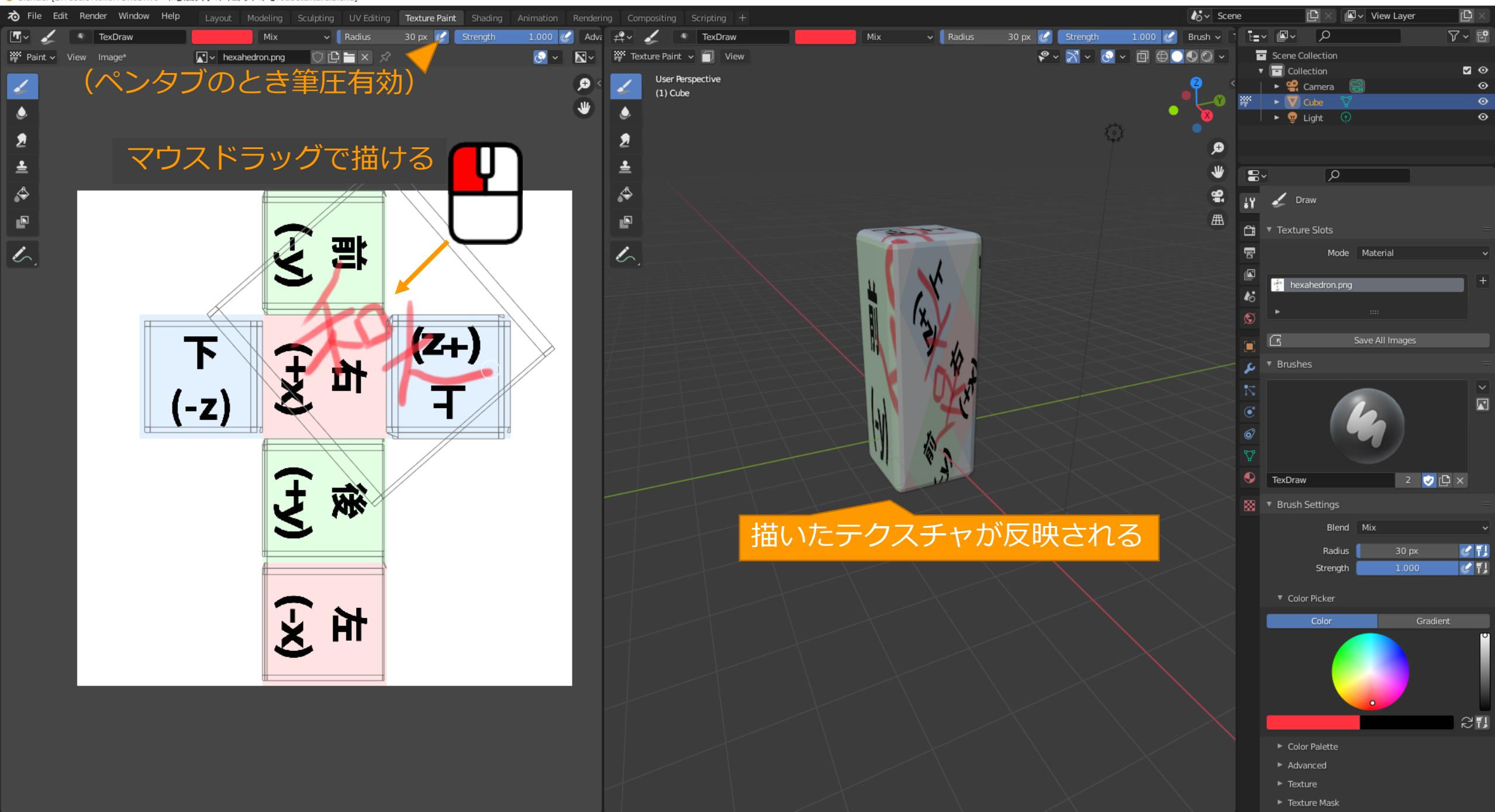
# Texture Paint

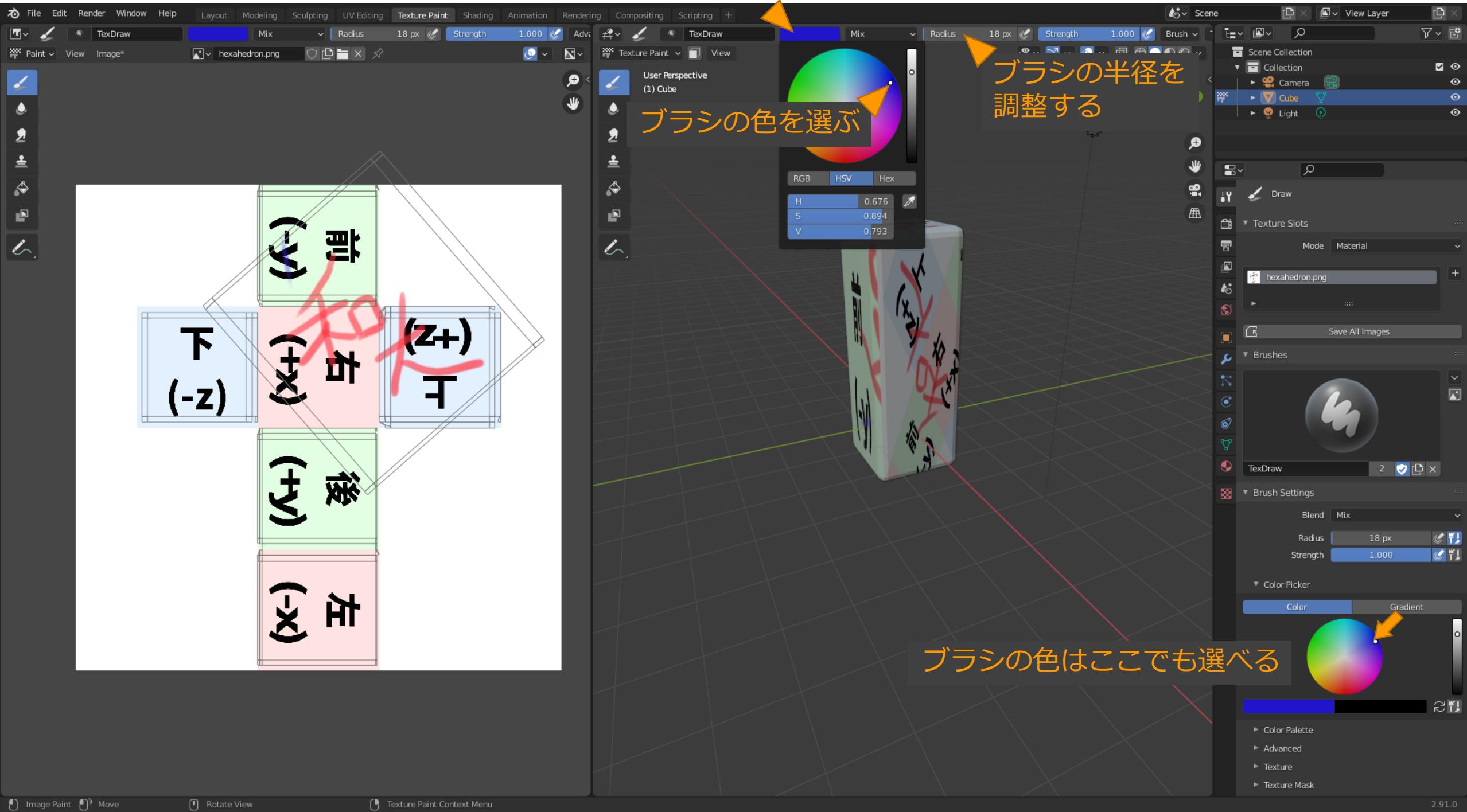
テクスチャの編集

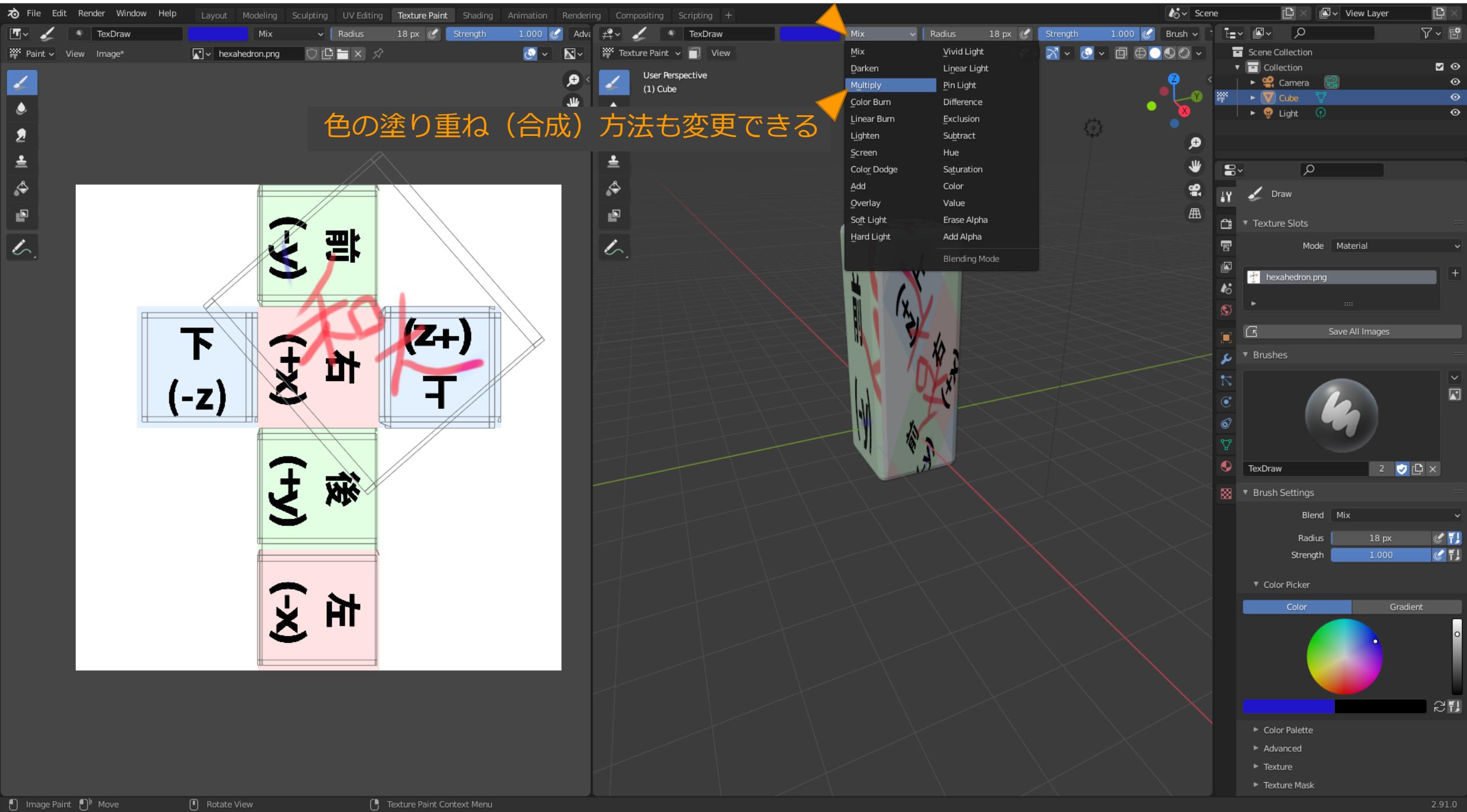


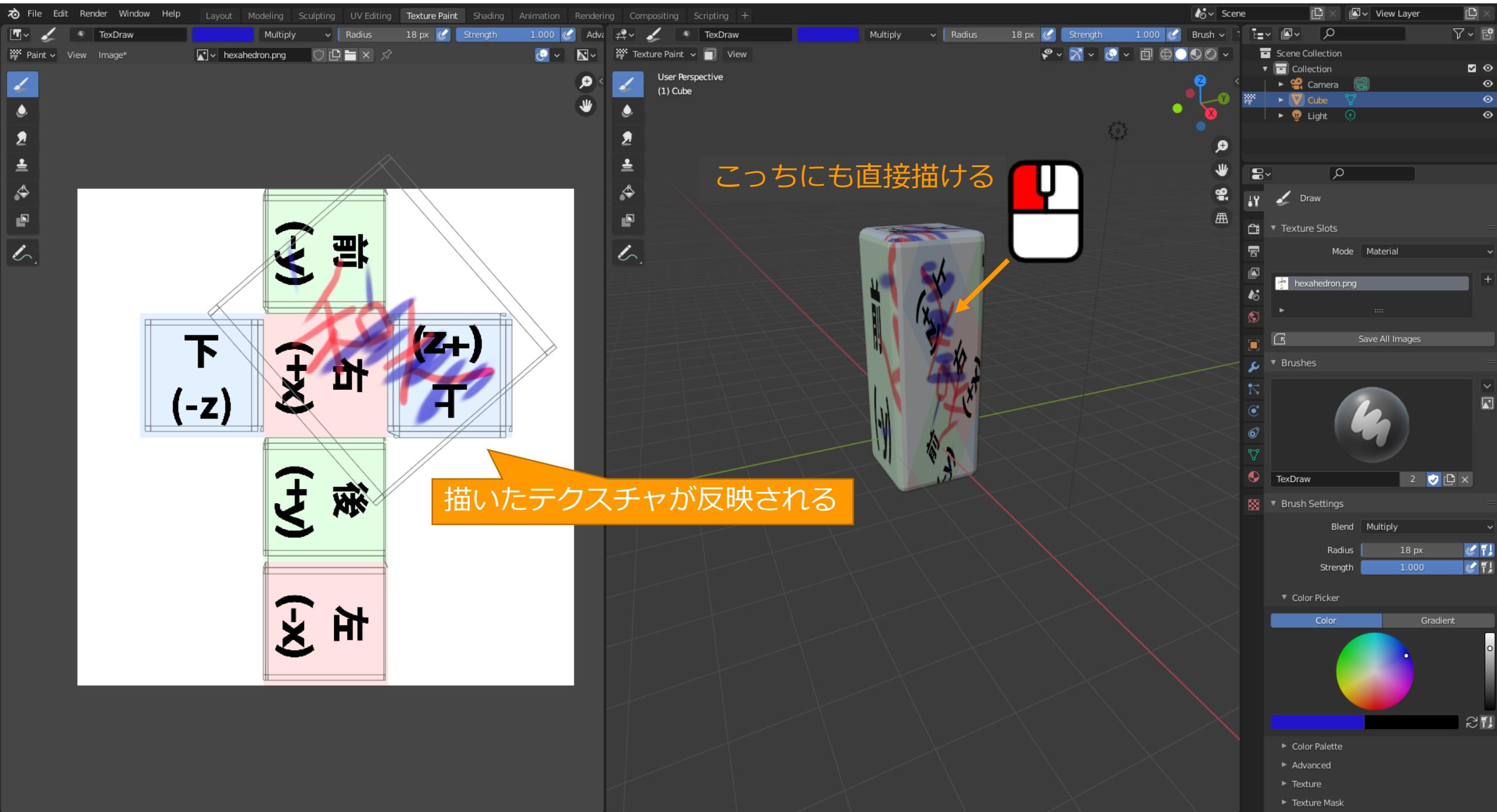












File Edit Render Window Help Layout Modeling Sculpting UV Editing Texture Paint Shading Animation Rendering Compositing Scripting +

Global View Options

User Perspective (1) Collection | Cube

Object Mode View Select Add Object

Scene Collection Collection Camera Cube Light

Material

Surface Use Nodes

Principled BSDF GGX Christensen-Burley

hexahedron.png

Linear Flat Repeat Single Image

Color Space sRGB

Vector Default

Subsurface 0.000

Subsurface Radius 1.000 0.200 0.100

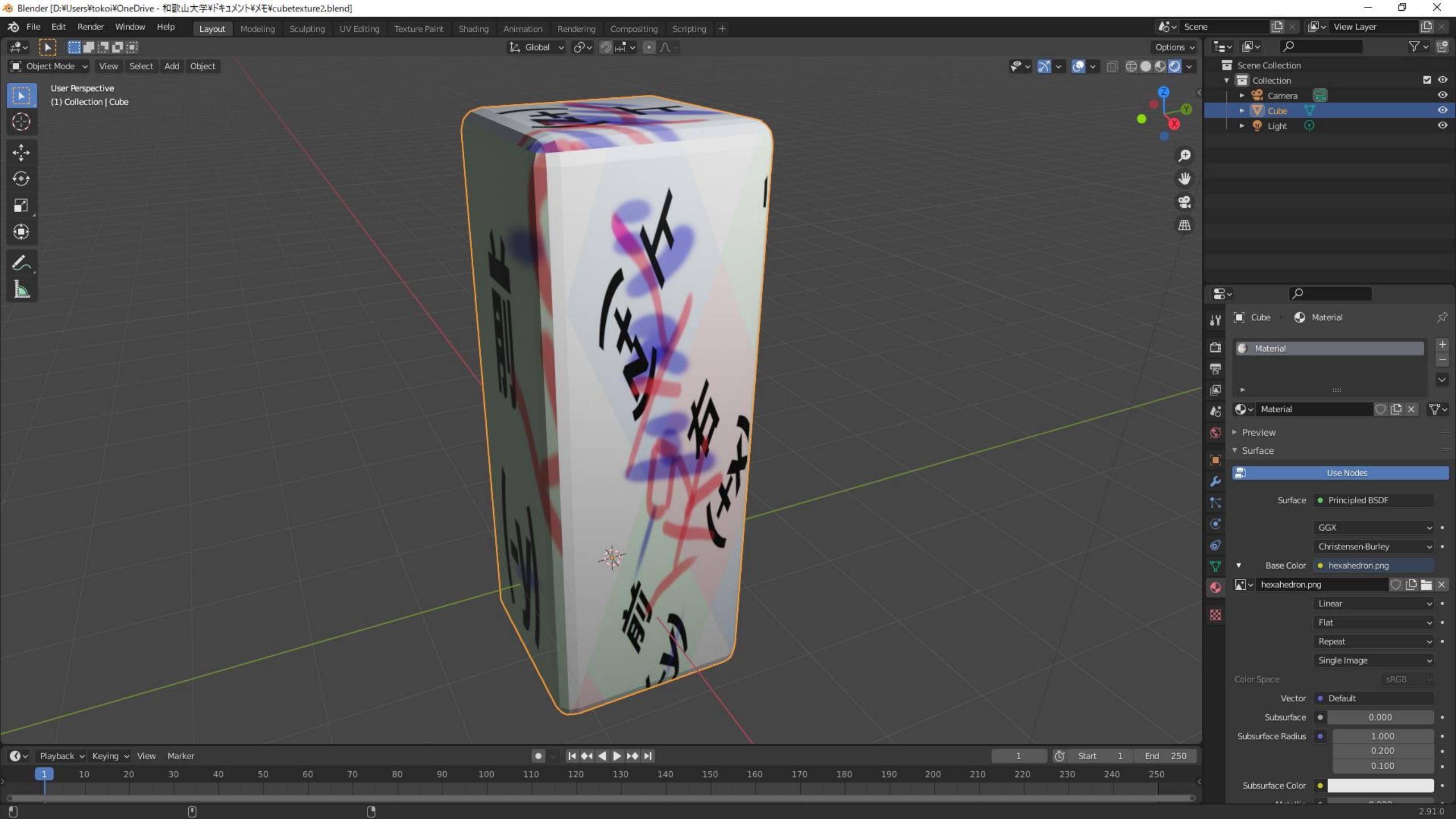
Subsurface Color

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

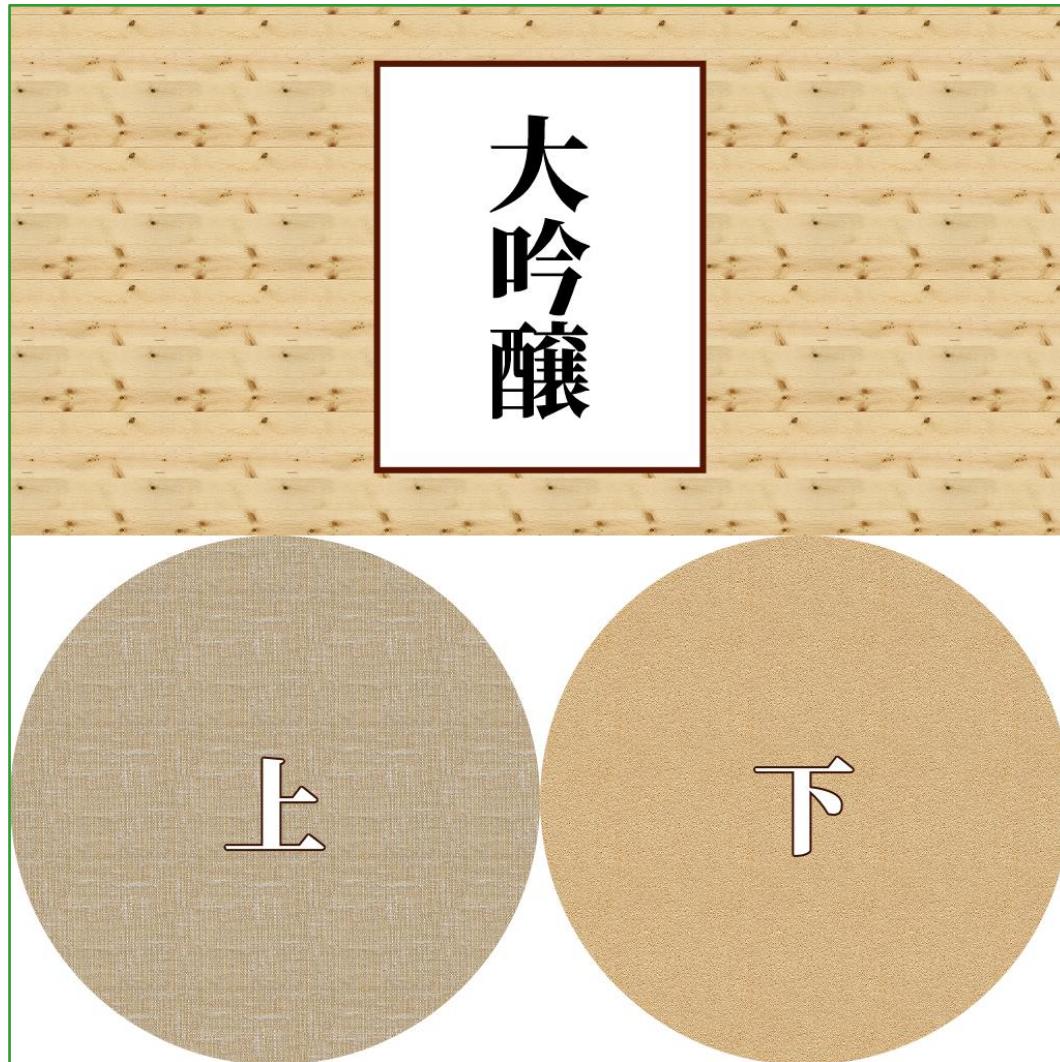
Start 1 End 250

2.91.0

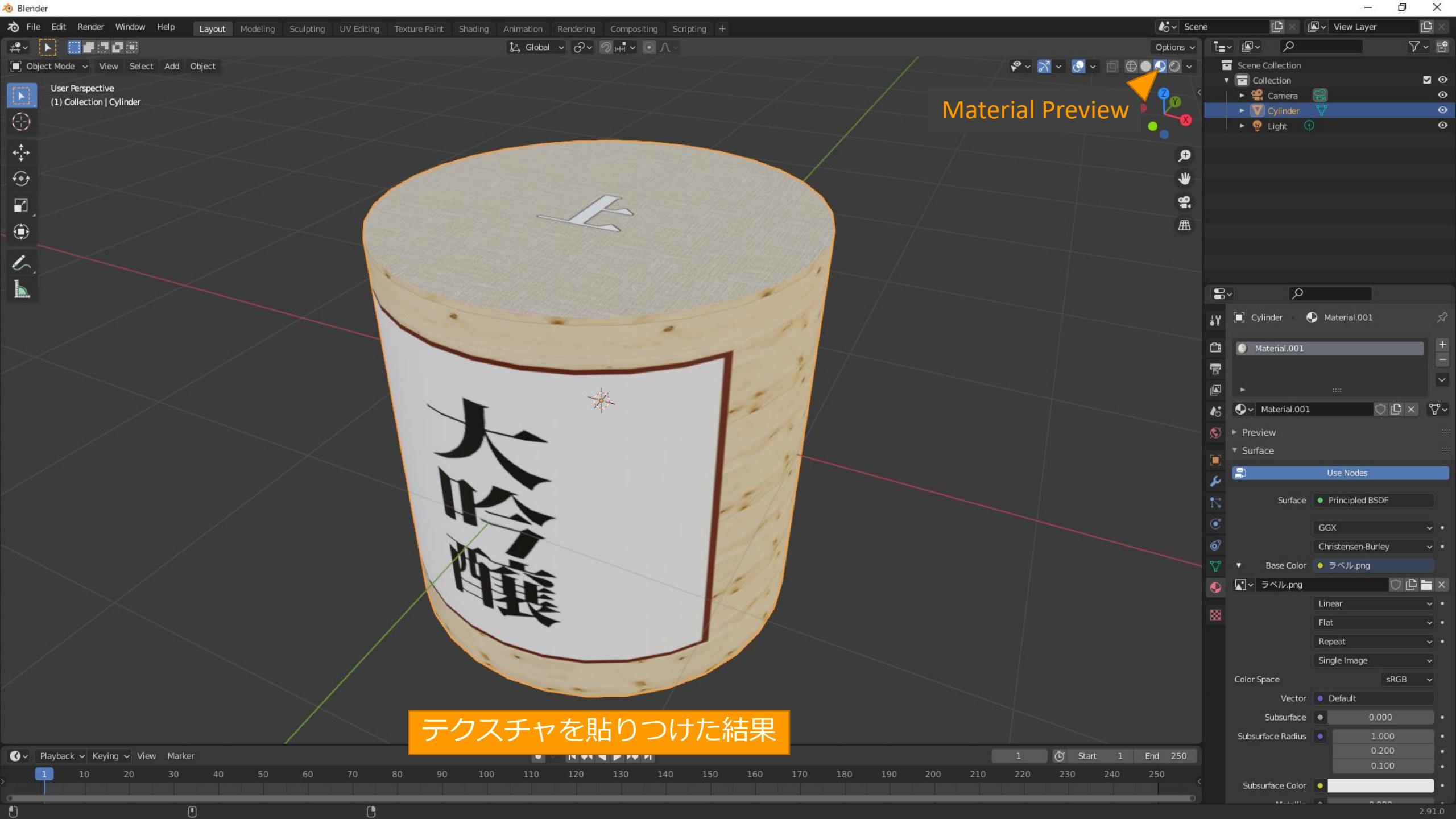


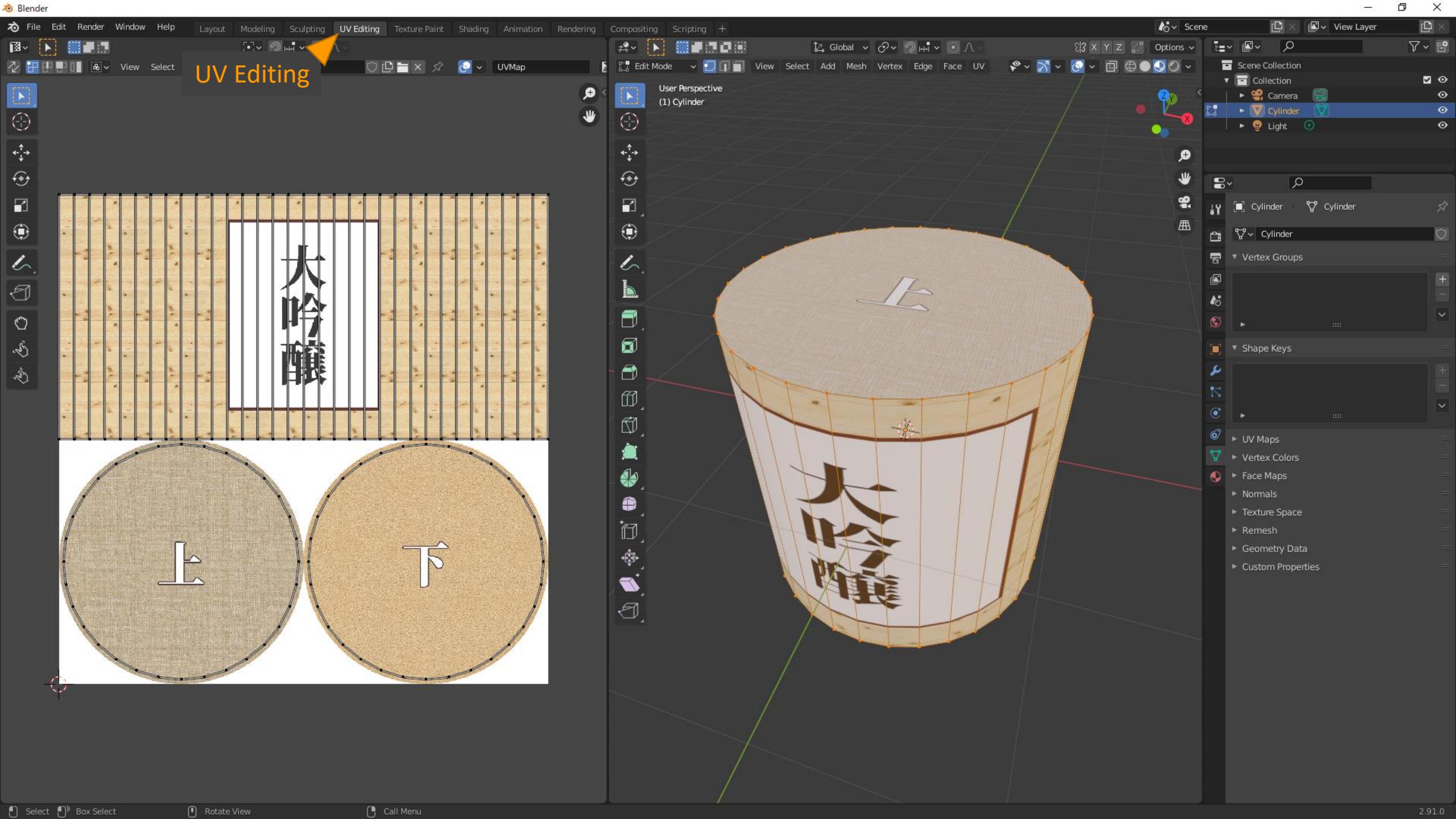
Cylinder の場合

# 画像ファイルのレイアウト



- 画像は正方形にしておくと  
考えやすい
- デフォルトでは画像の上半分  
が Cylinder の側面に割り當て  
られる
- Cylinder の上面と底面はそれ  
ぞれ画像の下半分の左右に割  
り當てられる
- デフォルトのテクスチャサ  
イズは  $1024 \times 1024$





Blender 2.91.0

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

View Select Image UV ラベル.png UVMap

Edit Mode View Select Add Mesh Vertex Edge Face UV Options

User Perspective (1) Cylinder

Scene Collection Collection Camera Cylinder Light

Cylinder Cylinder Vertex Groups Shape Keys

UV Maps Vertex Colors Face Maps Normals Texture Space Remesh Geometry Data Custom Properties

天板を選択

上 下

Blender interface showing the UV Editing and 3D Viewport panels. The UV Editing panel on the left displays a wood-grain texture with a central label containing the characters '大吟醸'. Below it are two circular maps labeled '上' (top) and '下' (bottom). The 3D Viewport panel on the right shows a cylinder model with the same wood-grain texture and label. A green line connects the central label in the UV panel to the cylinder's top face in the 3D view. A red arrow points to the cylinder's top face in the 3D view, with the text '天板を選択' (Select Top Face) overlaid. The Blender interface includes various toolbars, a properties panel, and a status bar at the bottom.

Blender 2.91.0

Move を選んで  
マウスをドラッグして移動する

UV Editing View Layer

UVMap

Scene

Collection

Camera

Cylinder

Light

Cylinder

Vertex Groups

Shape Keys

UV Maps

Vertex Colors

Face Maps

Normals

Texture Space

Remesh

Geometry Data

Custom Properties

Move

