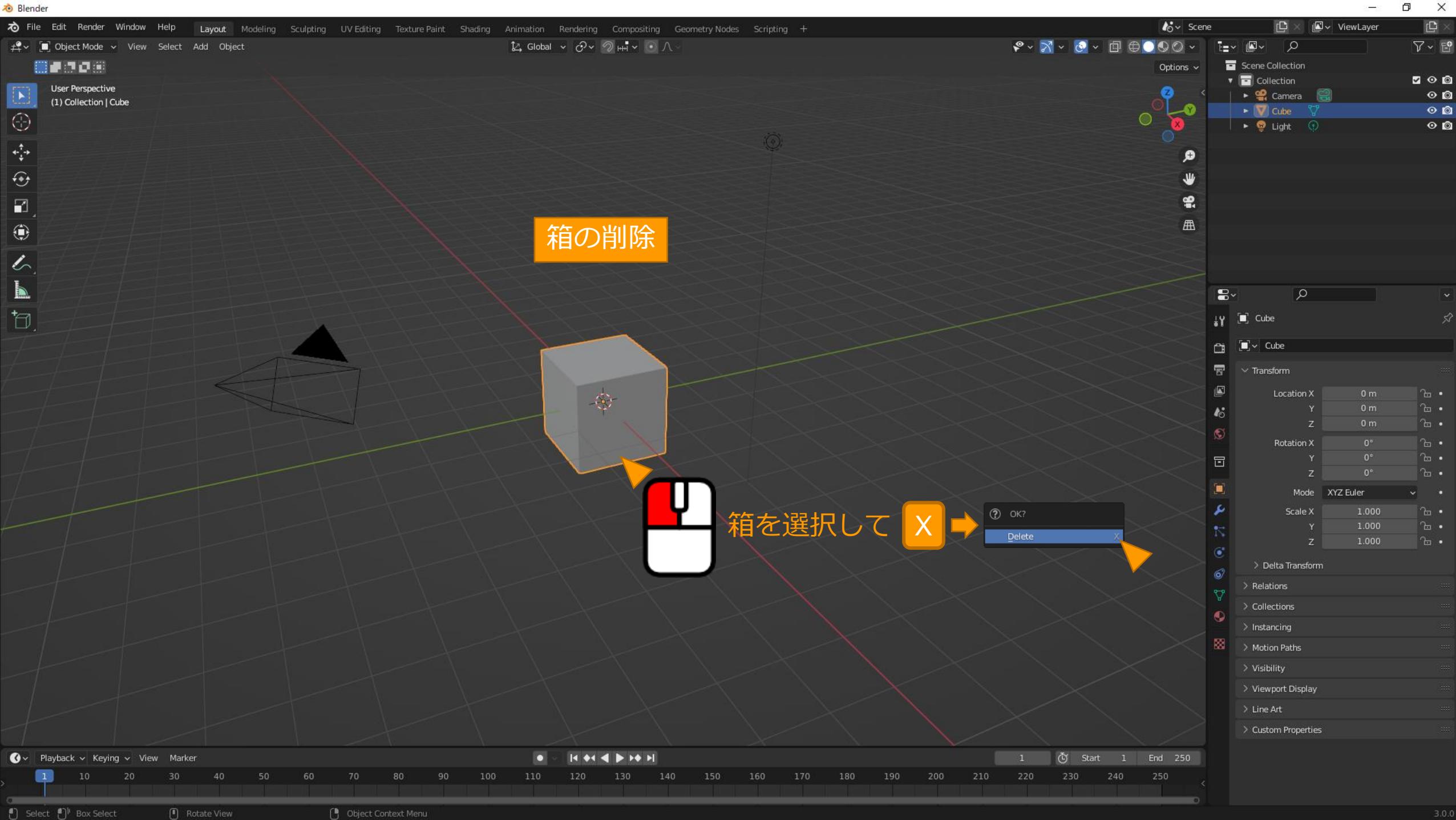
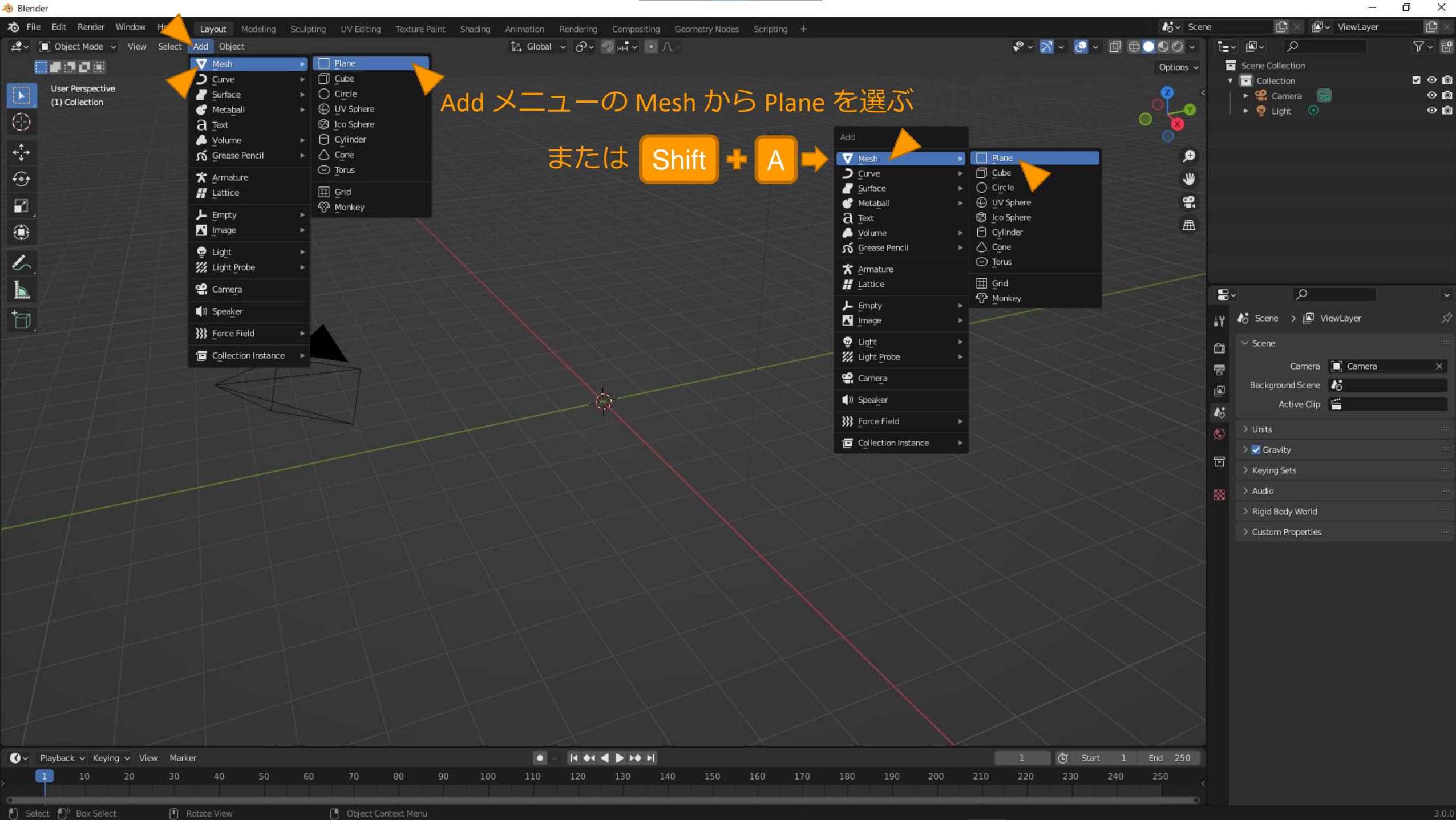
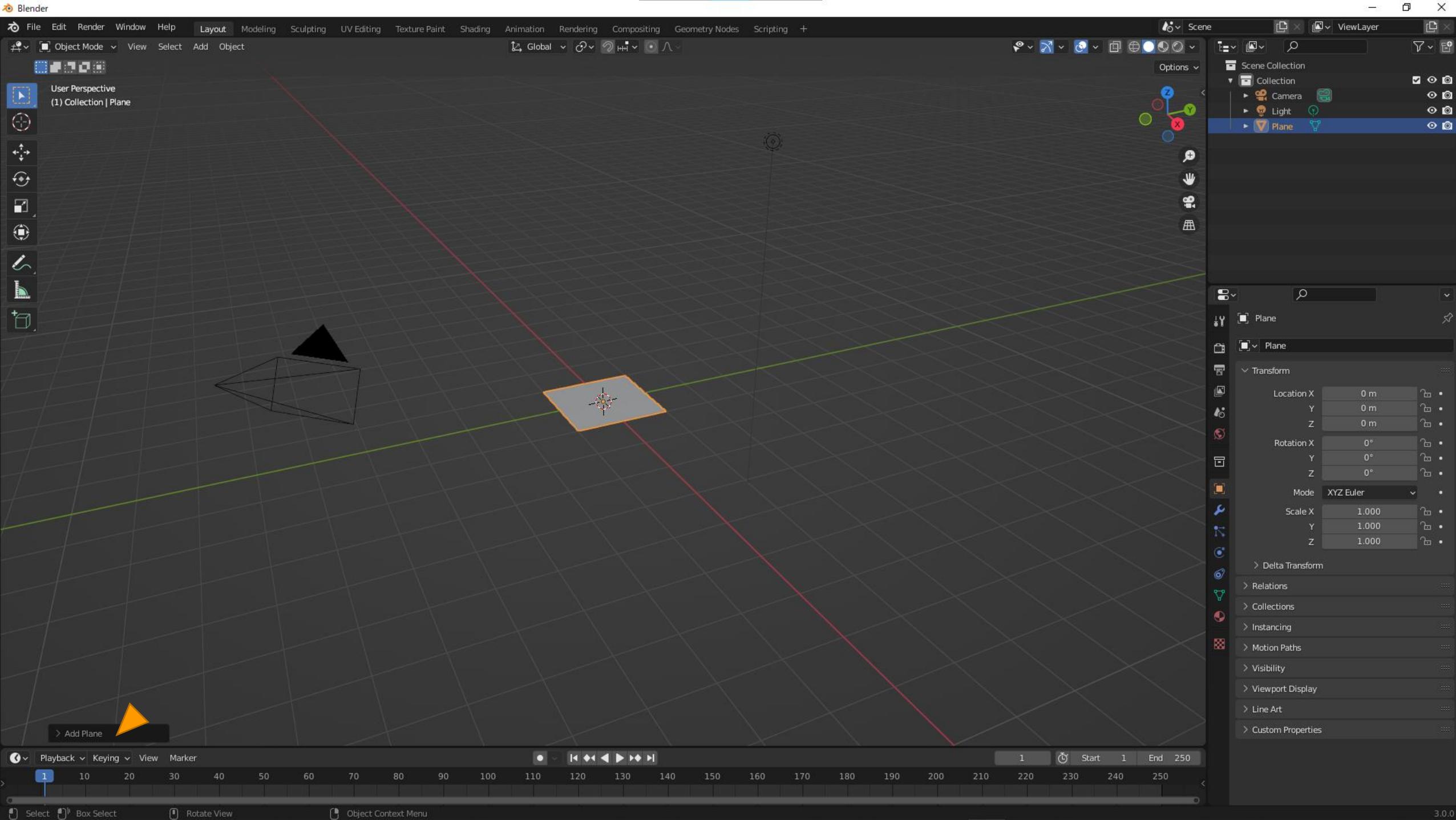


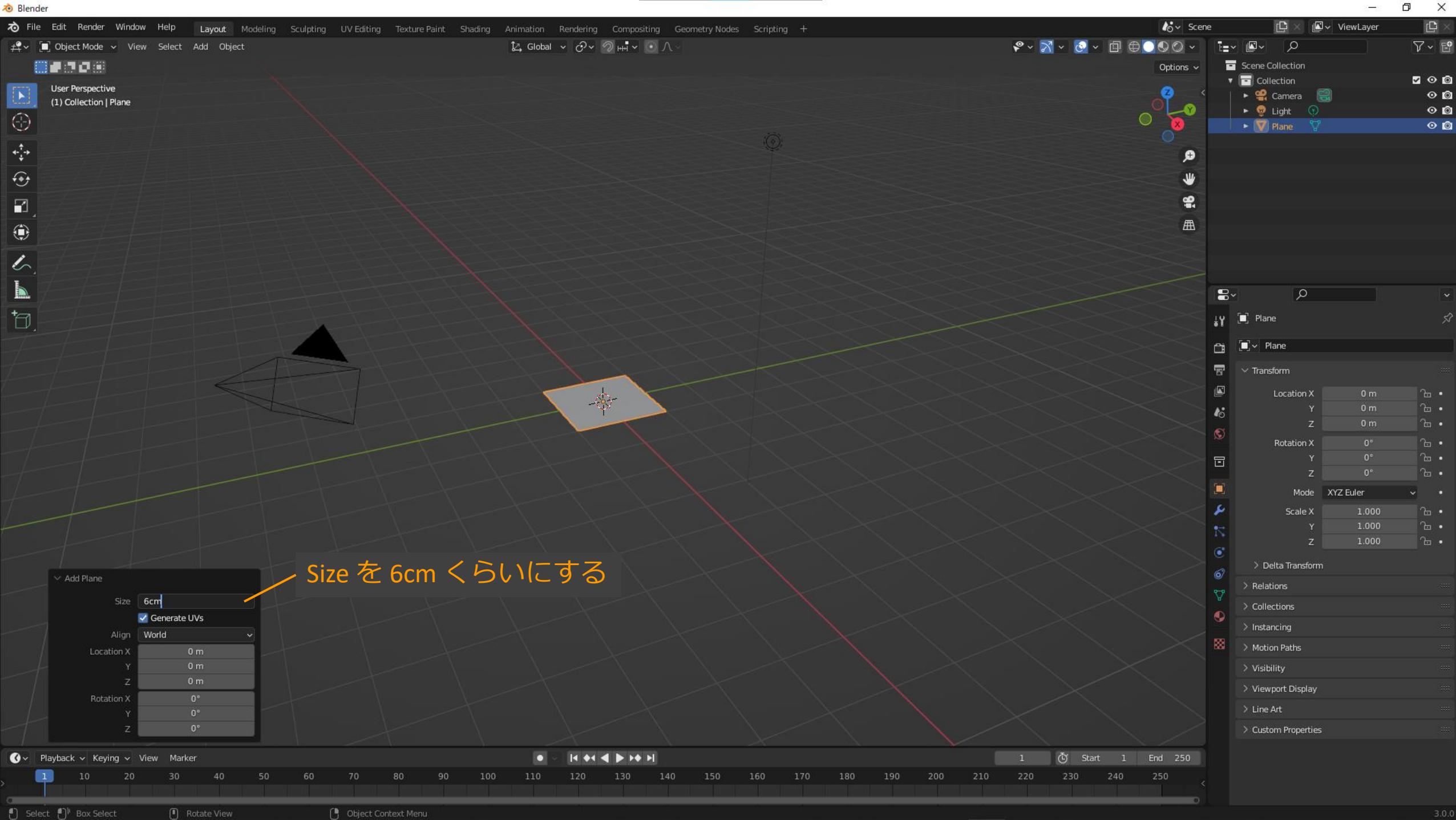
ペットボトルのようなものを作る

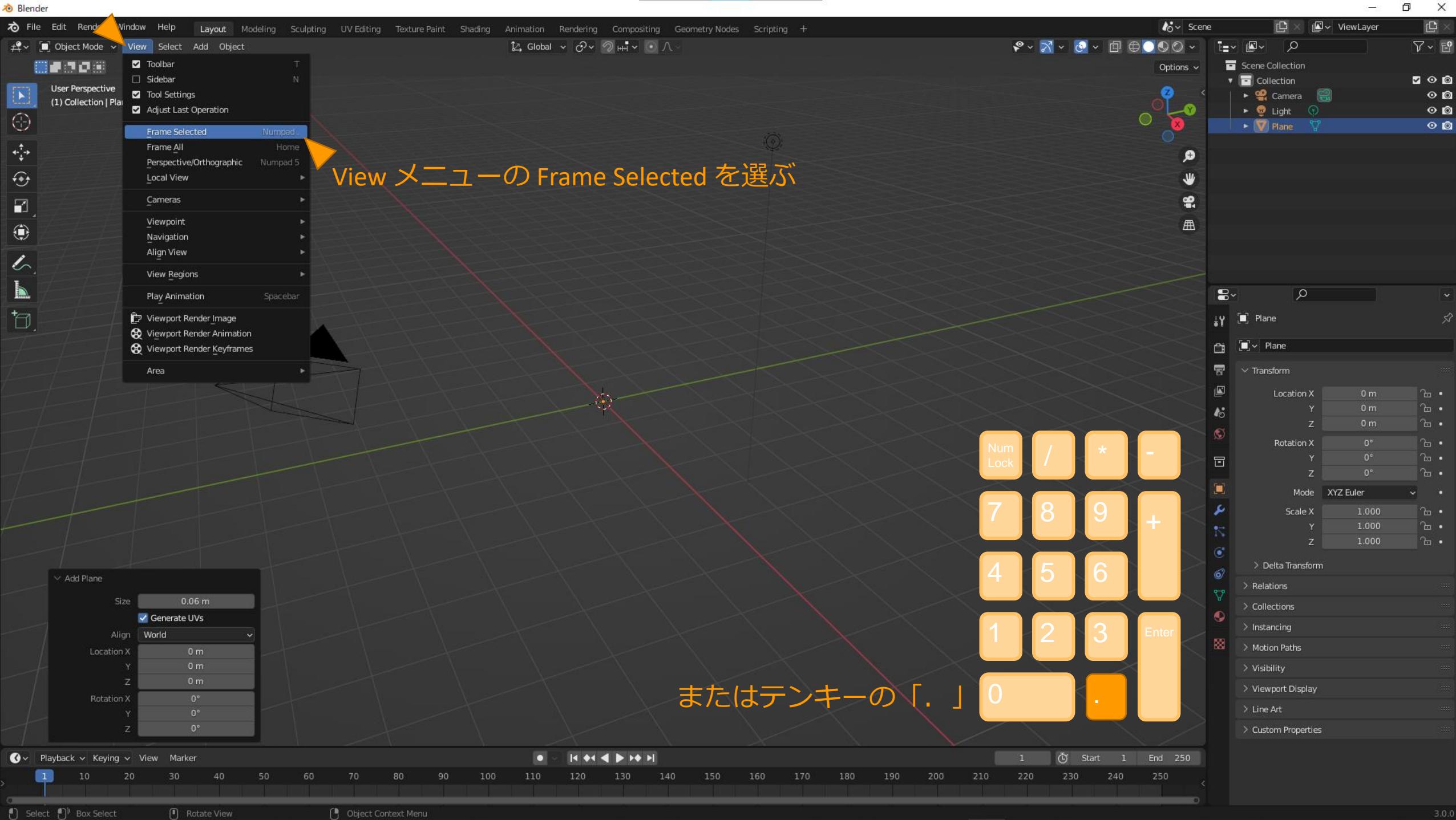


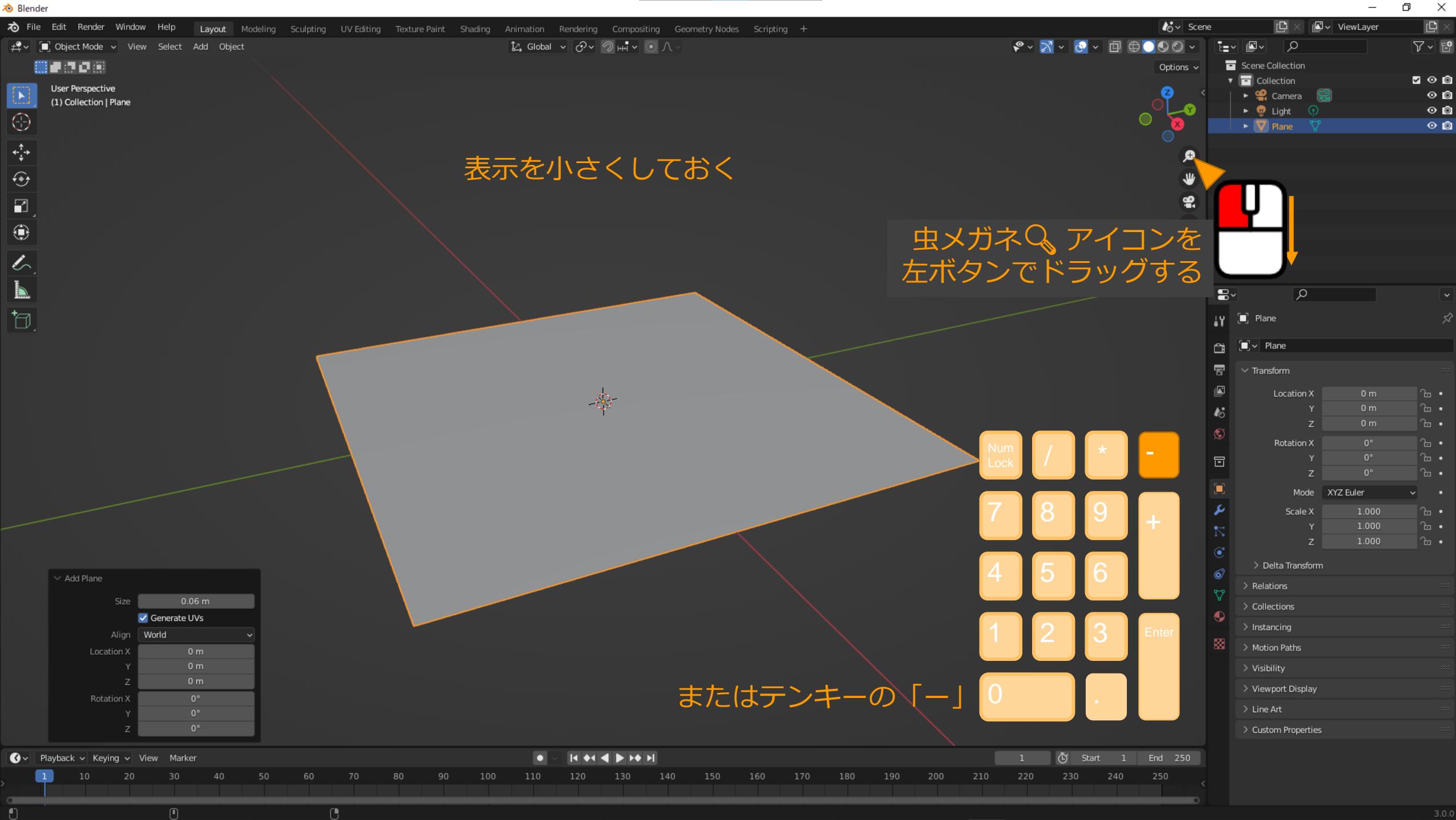


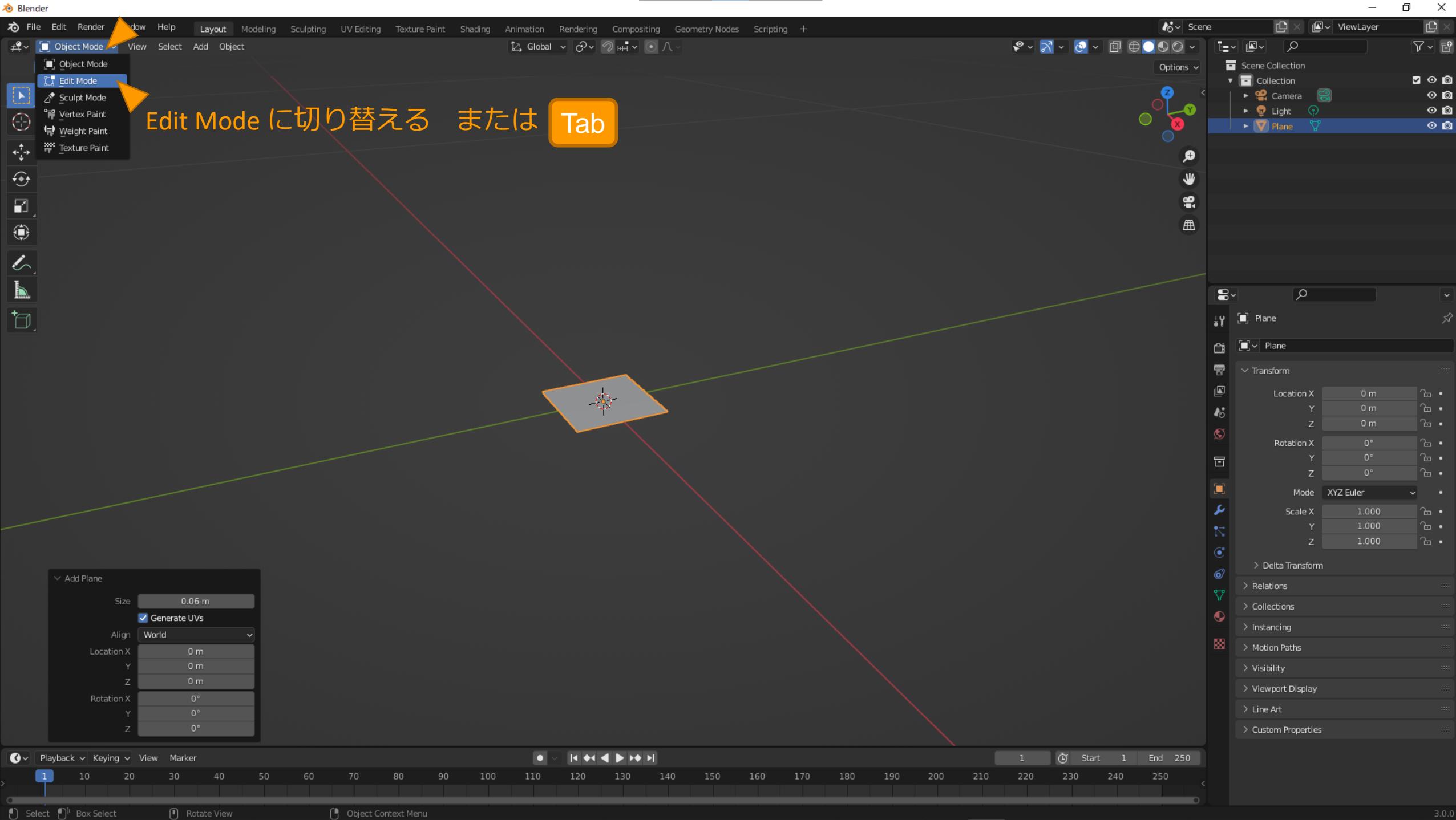


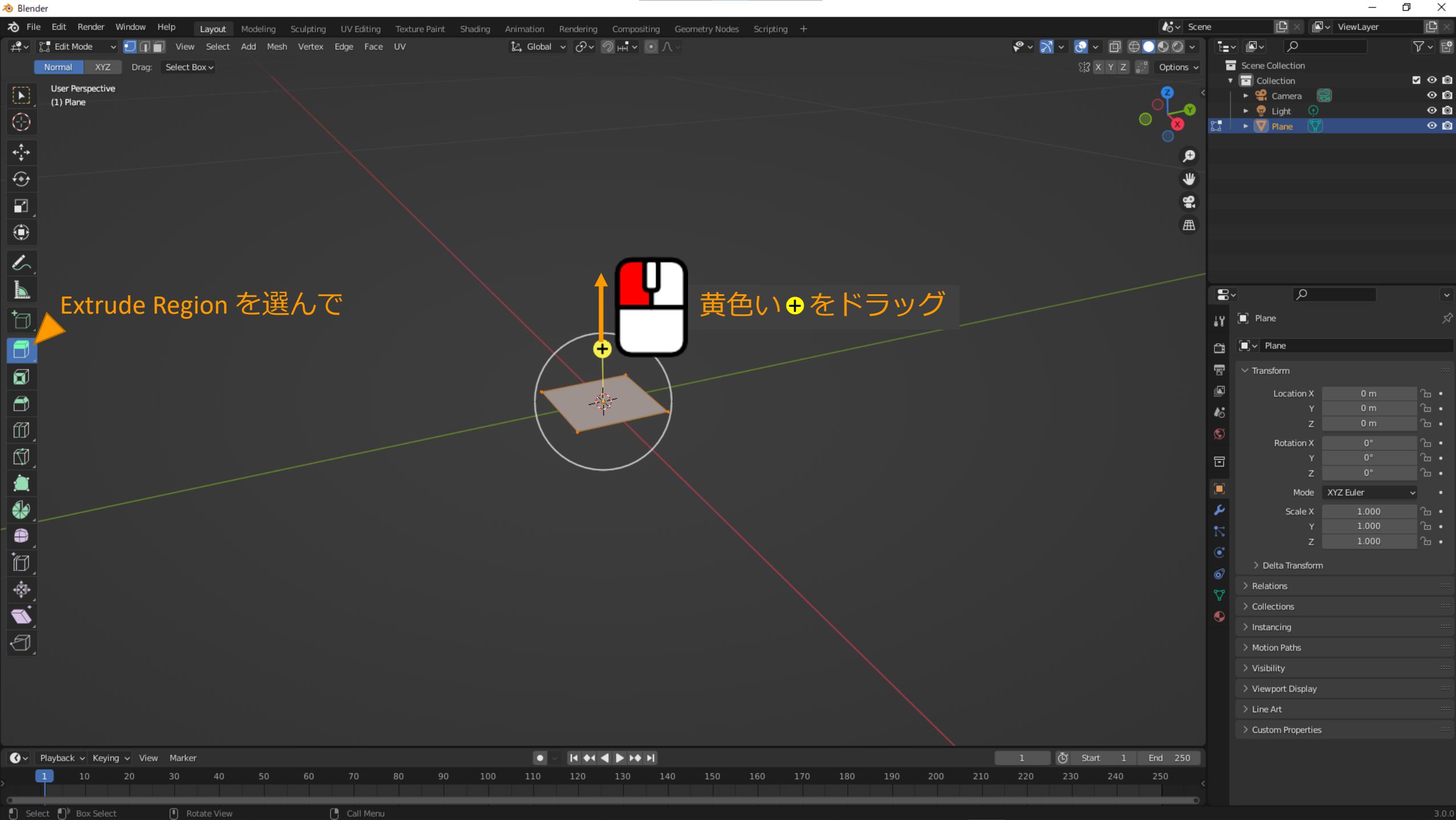


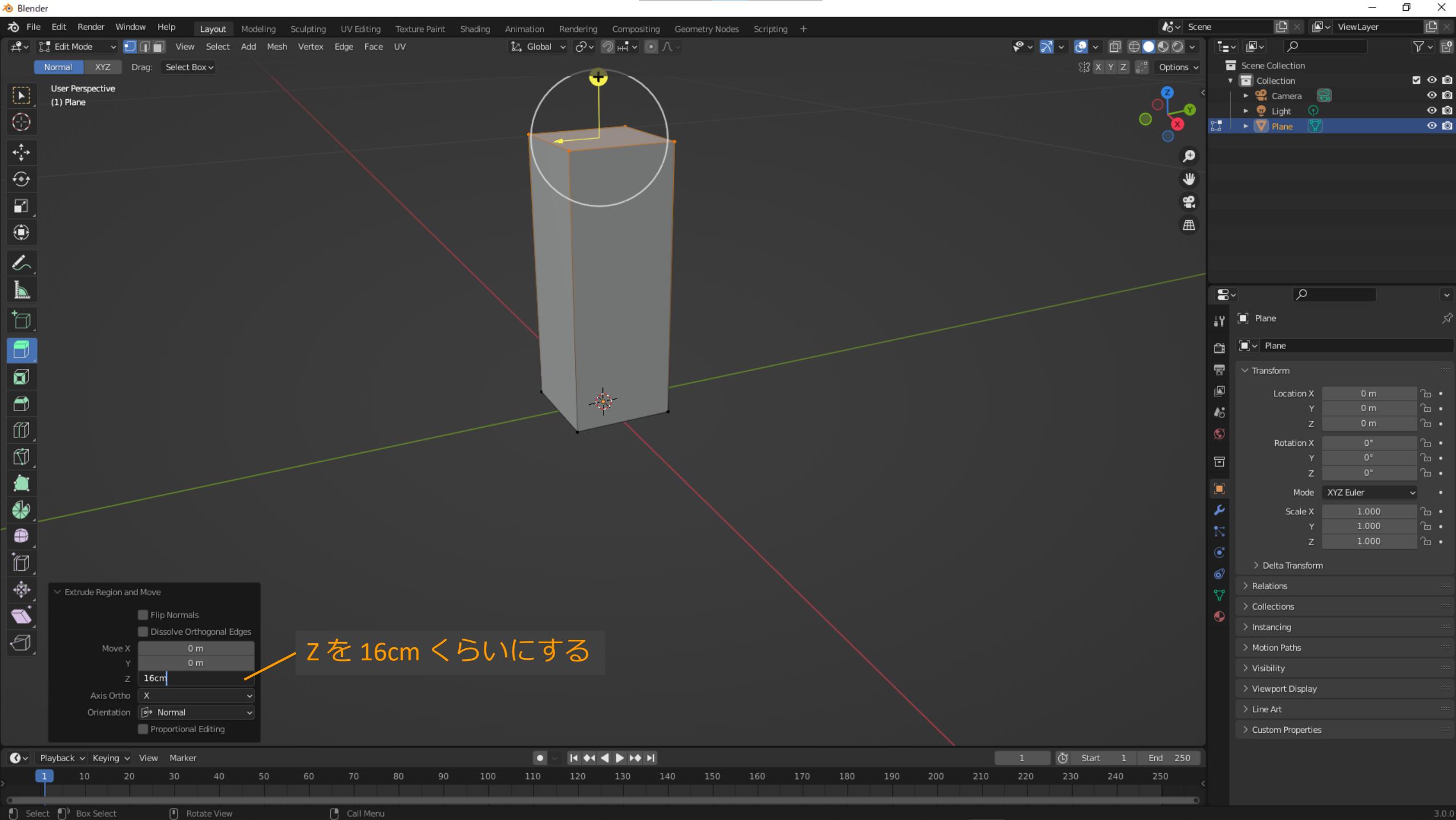




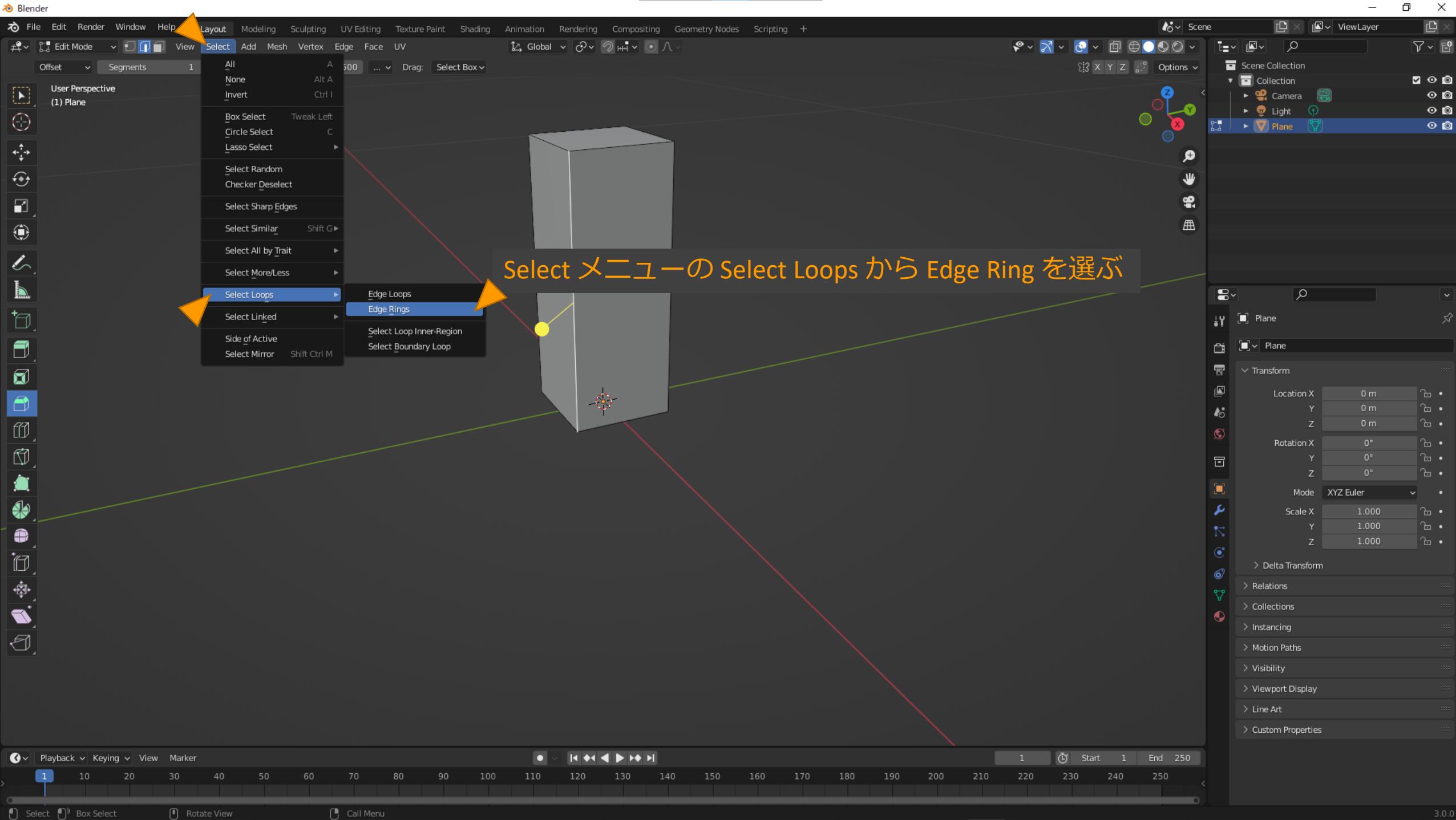


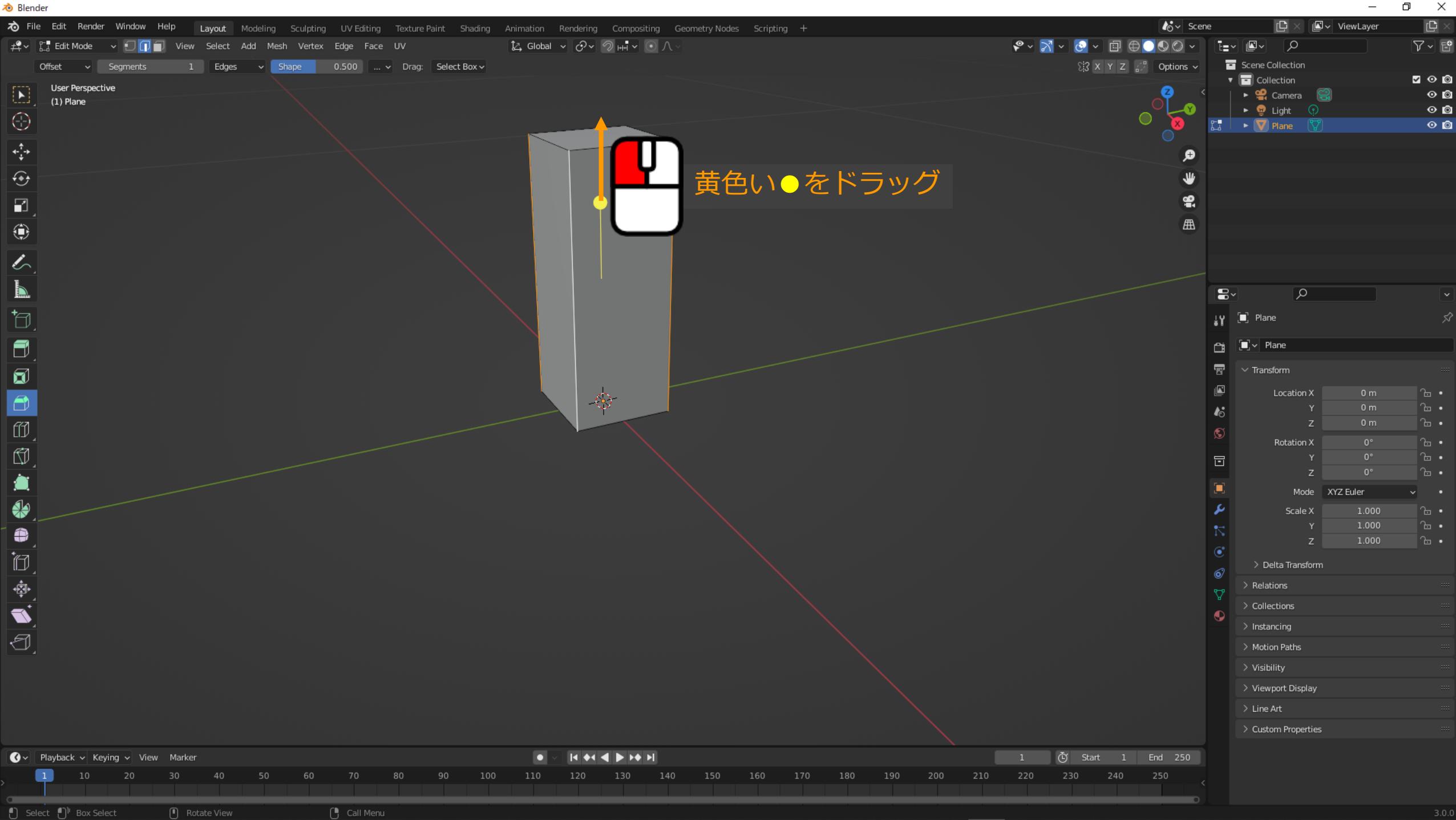


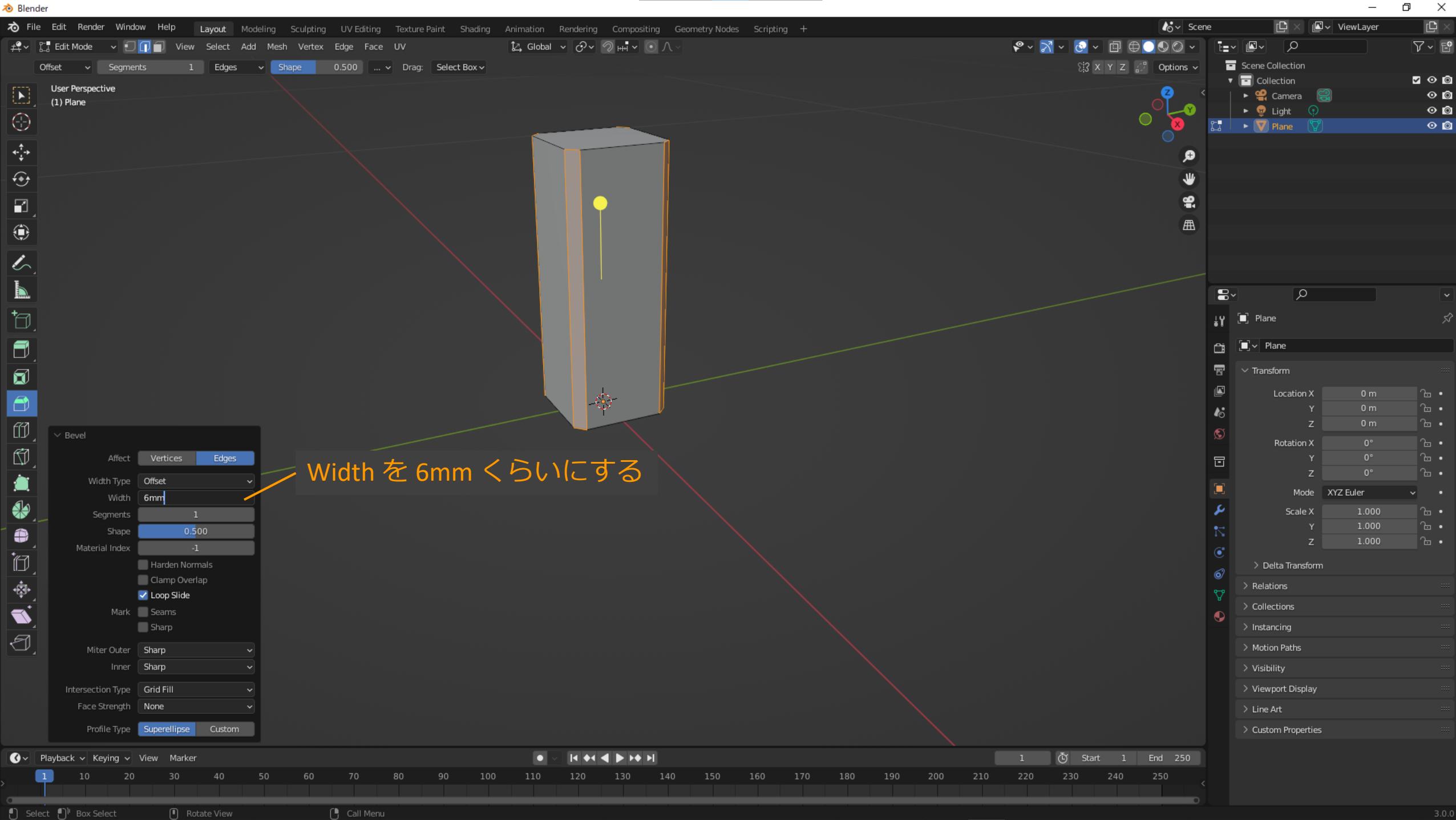


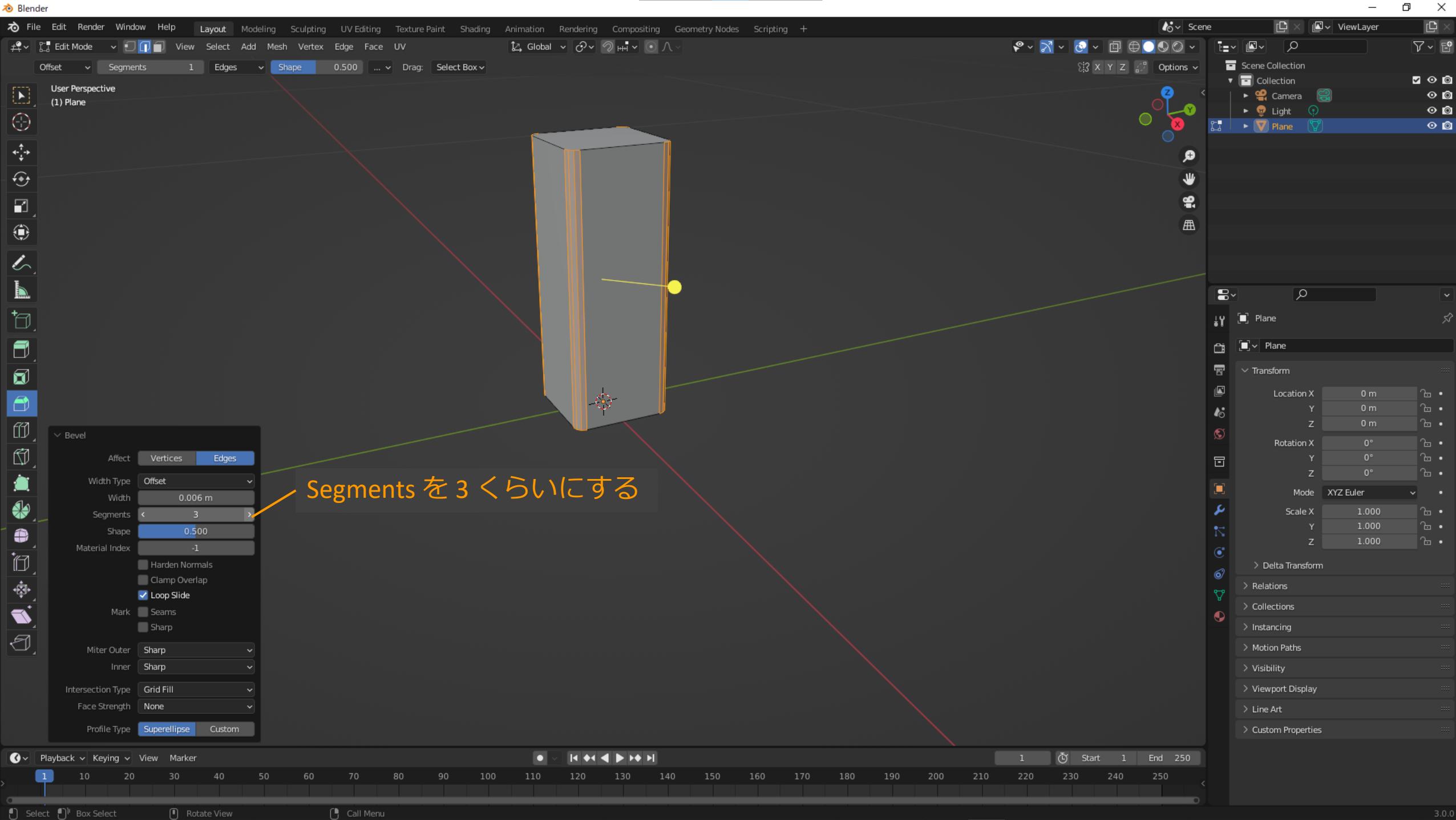


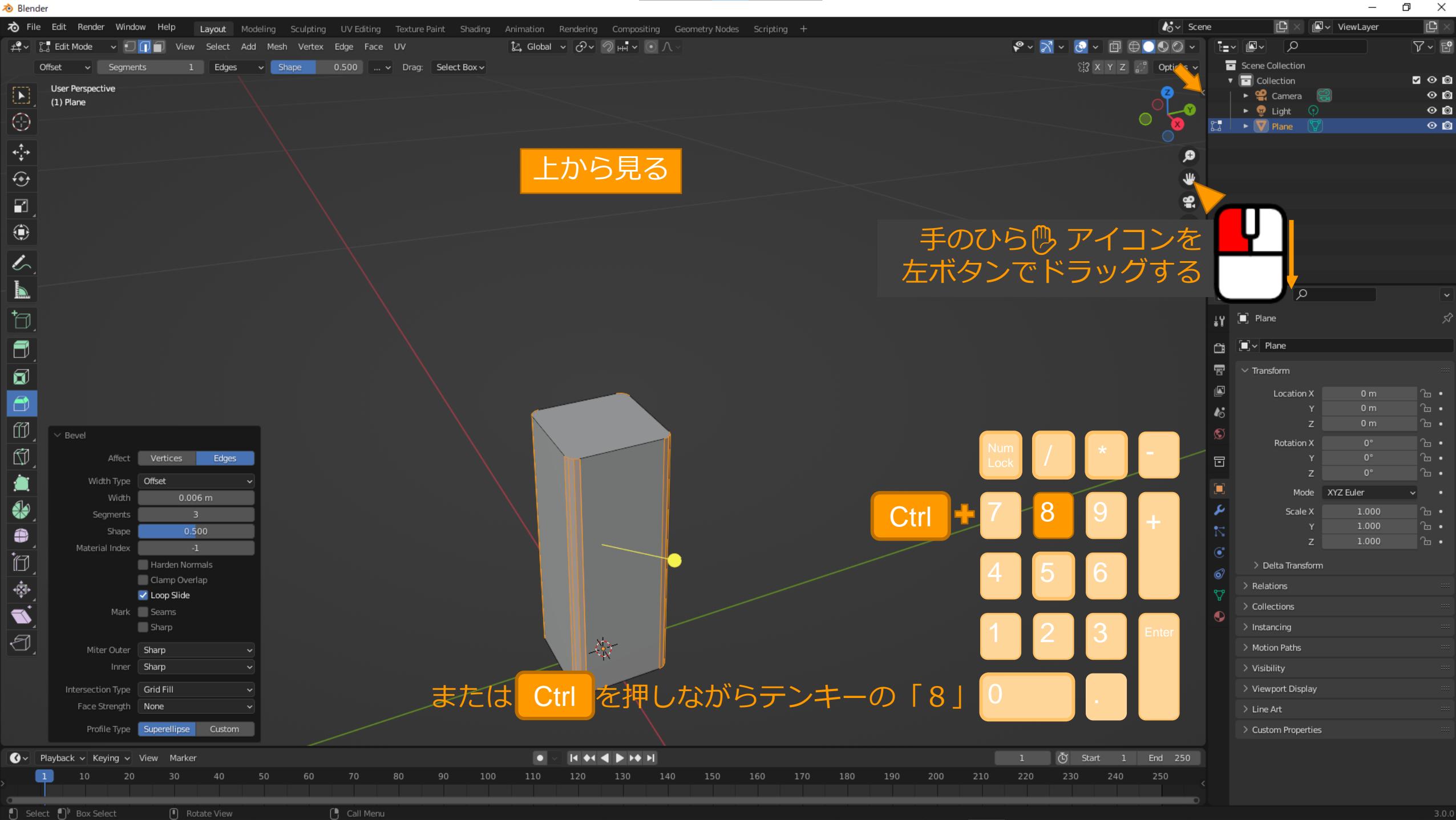


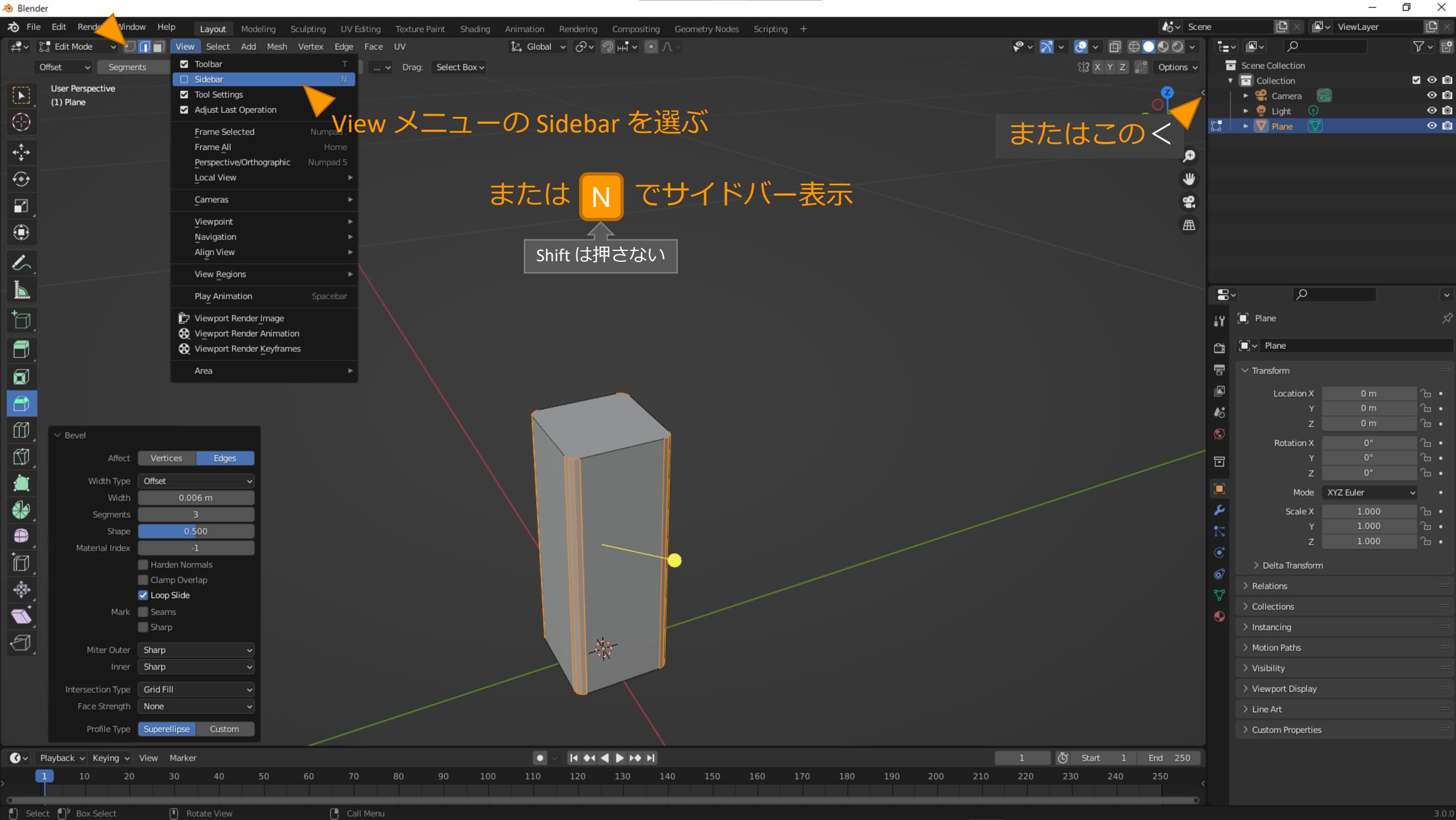


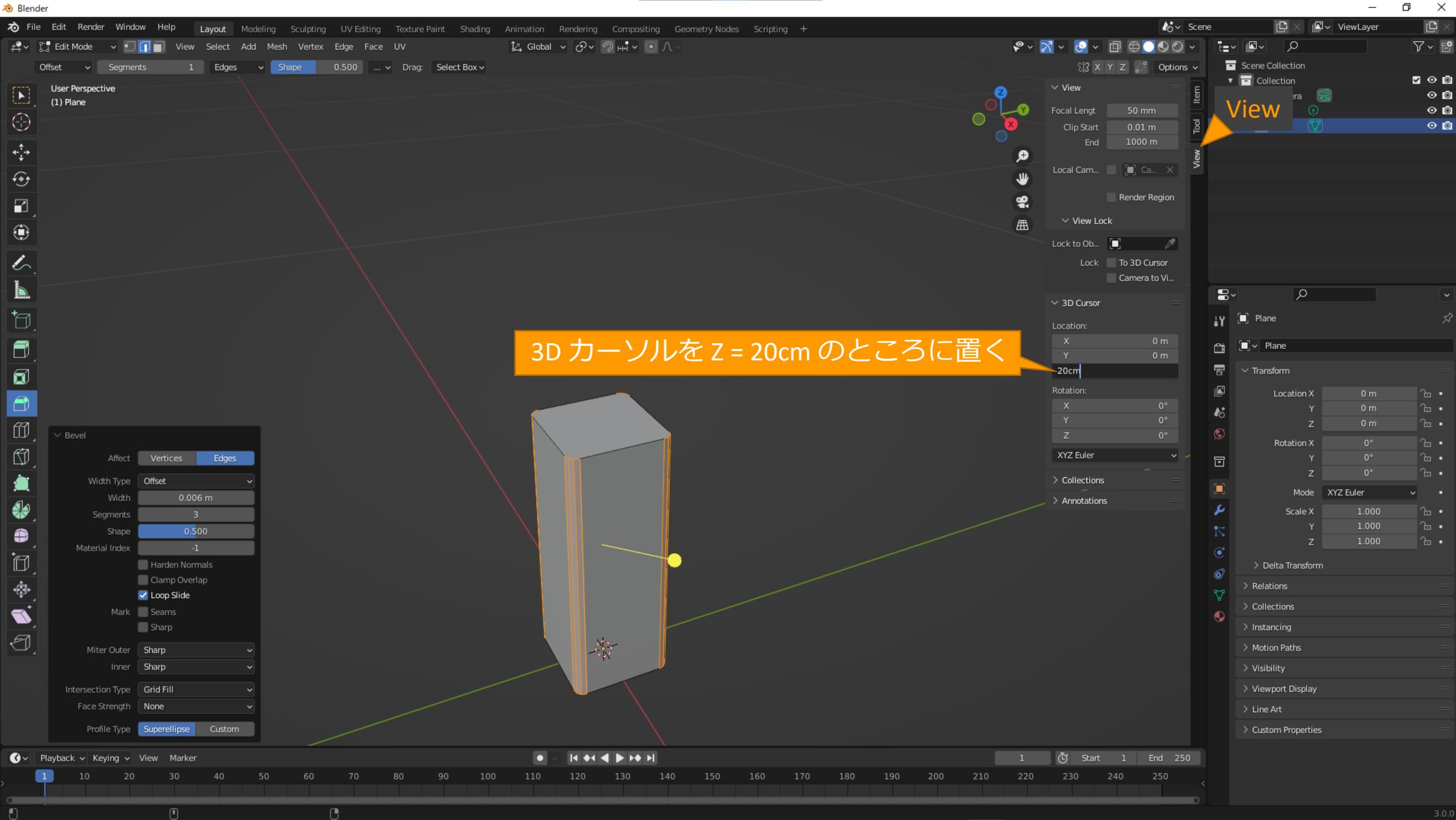


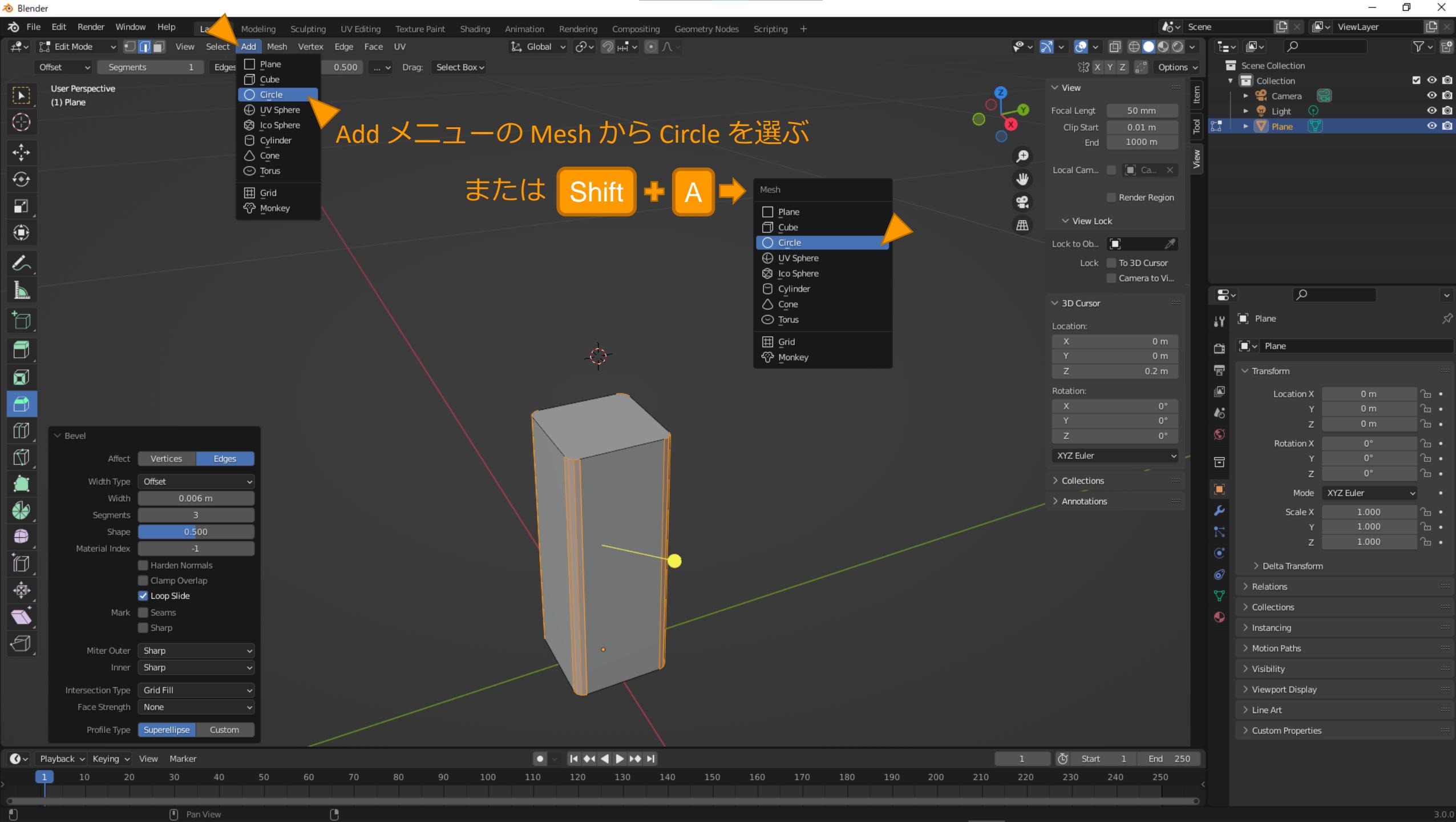


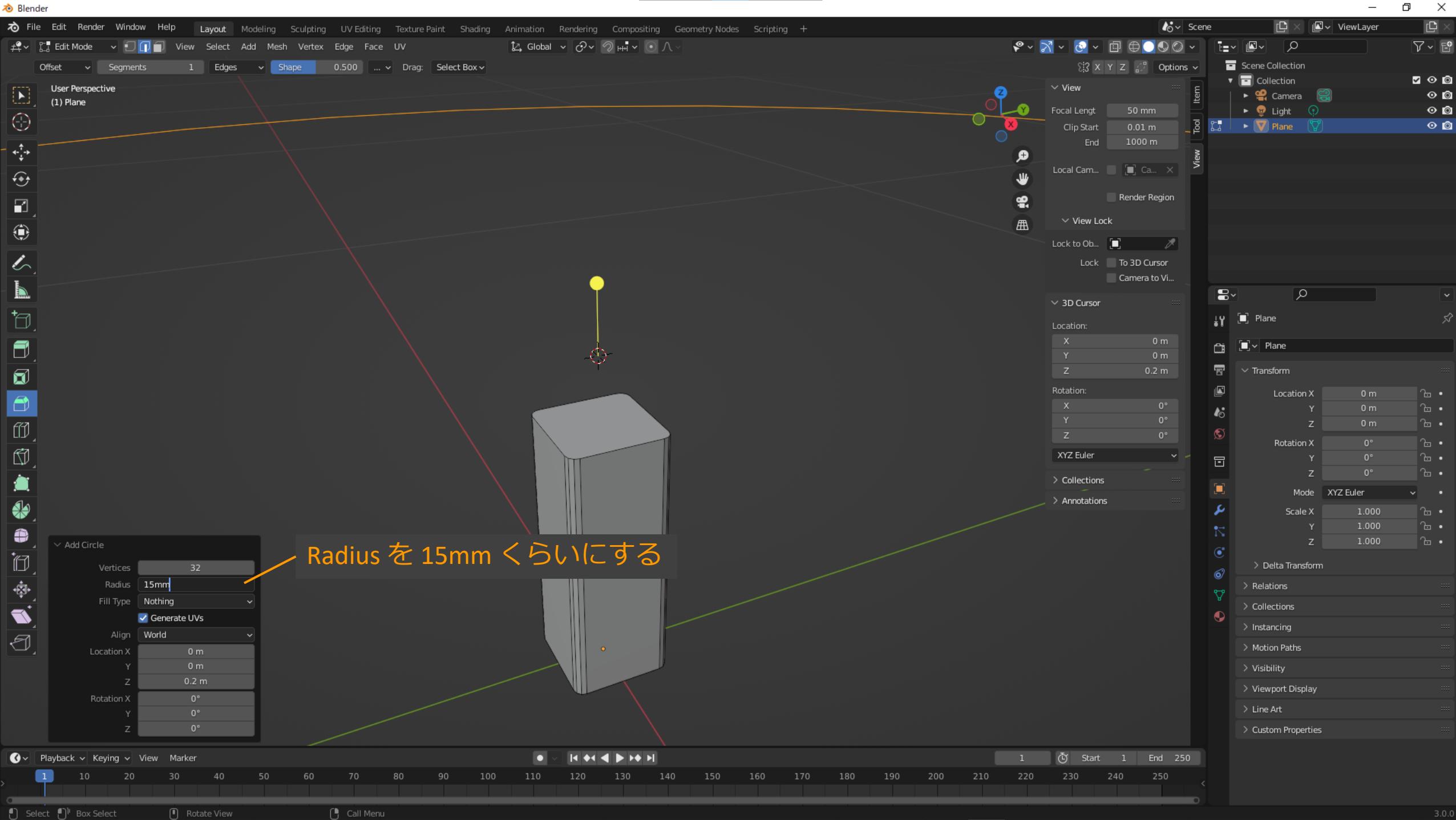


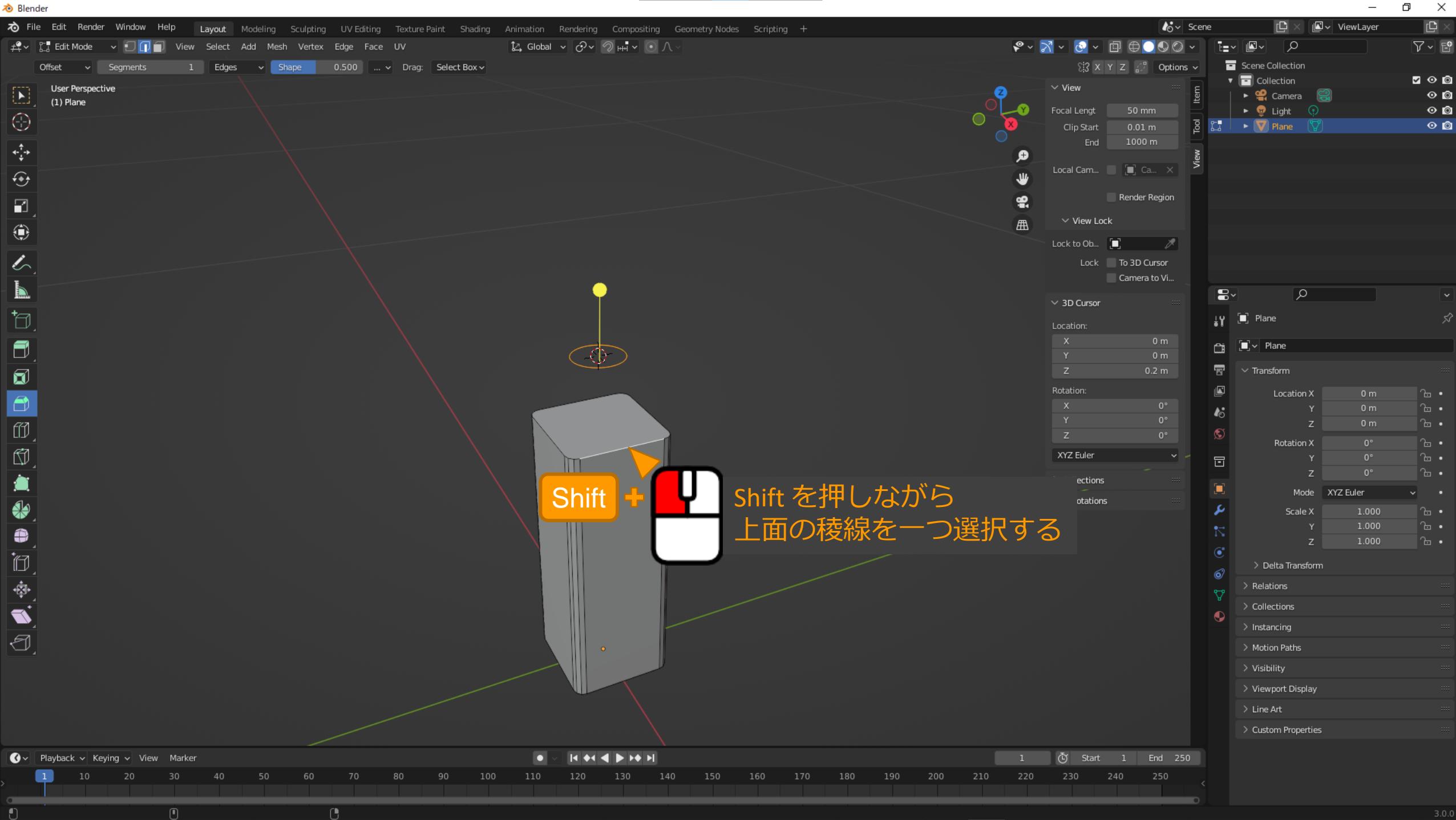


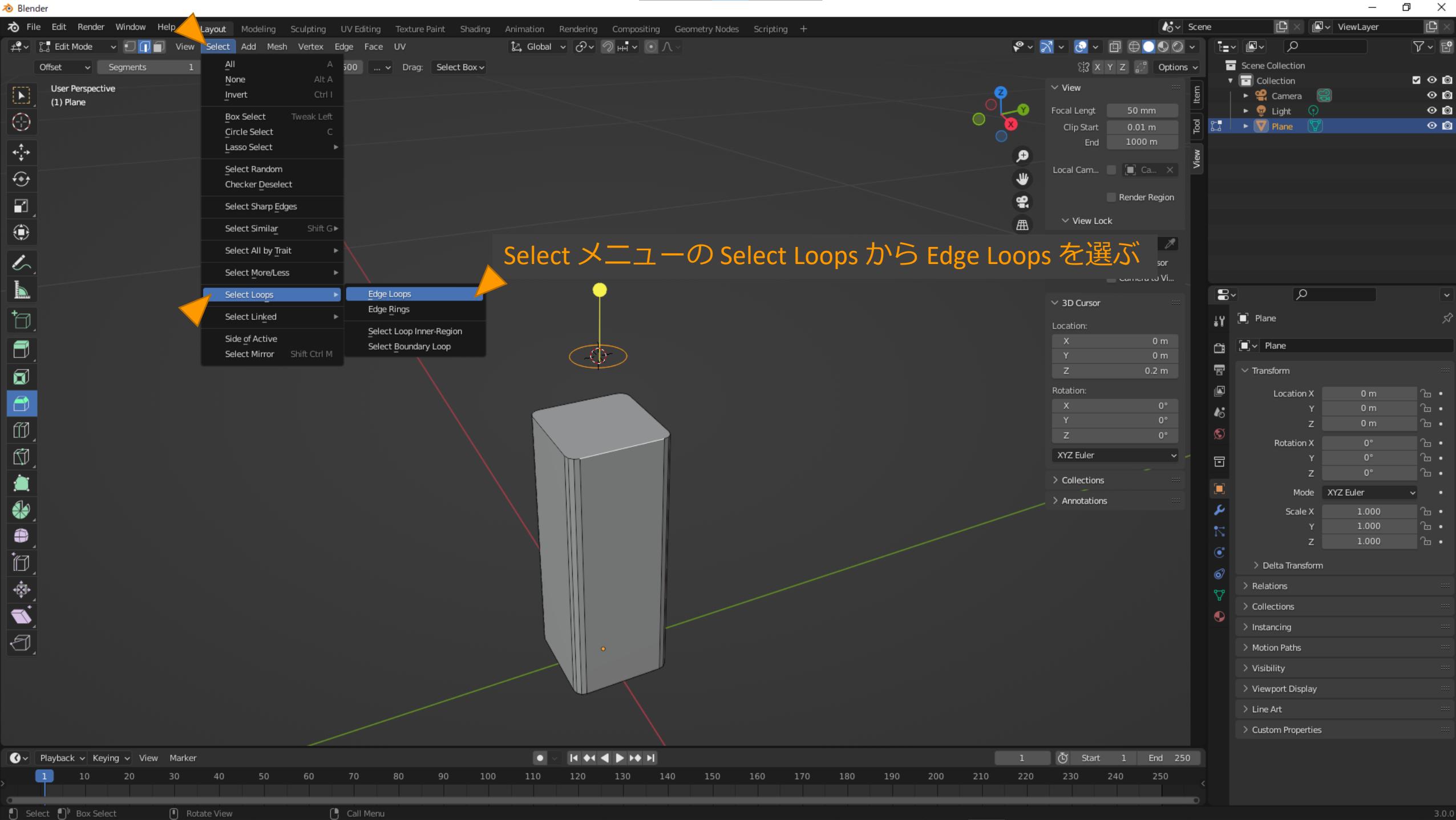


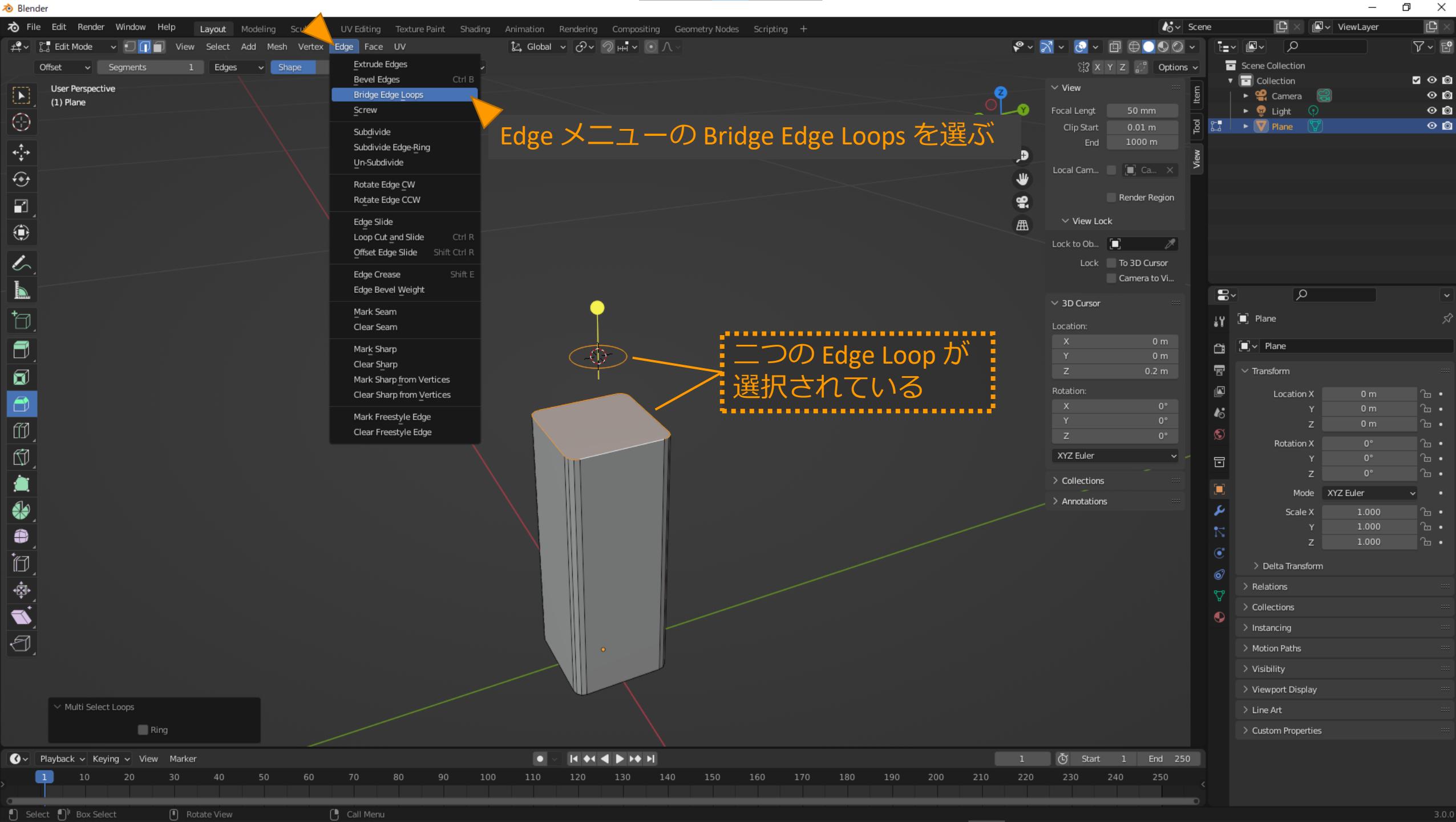


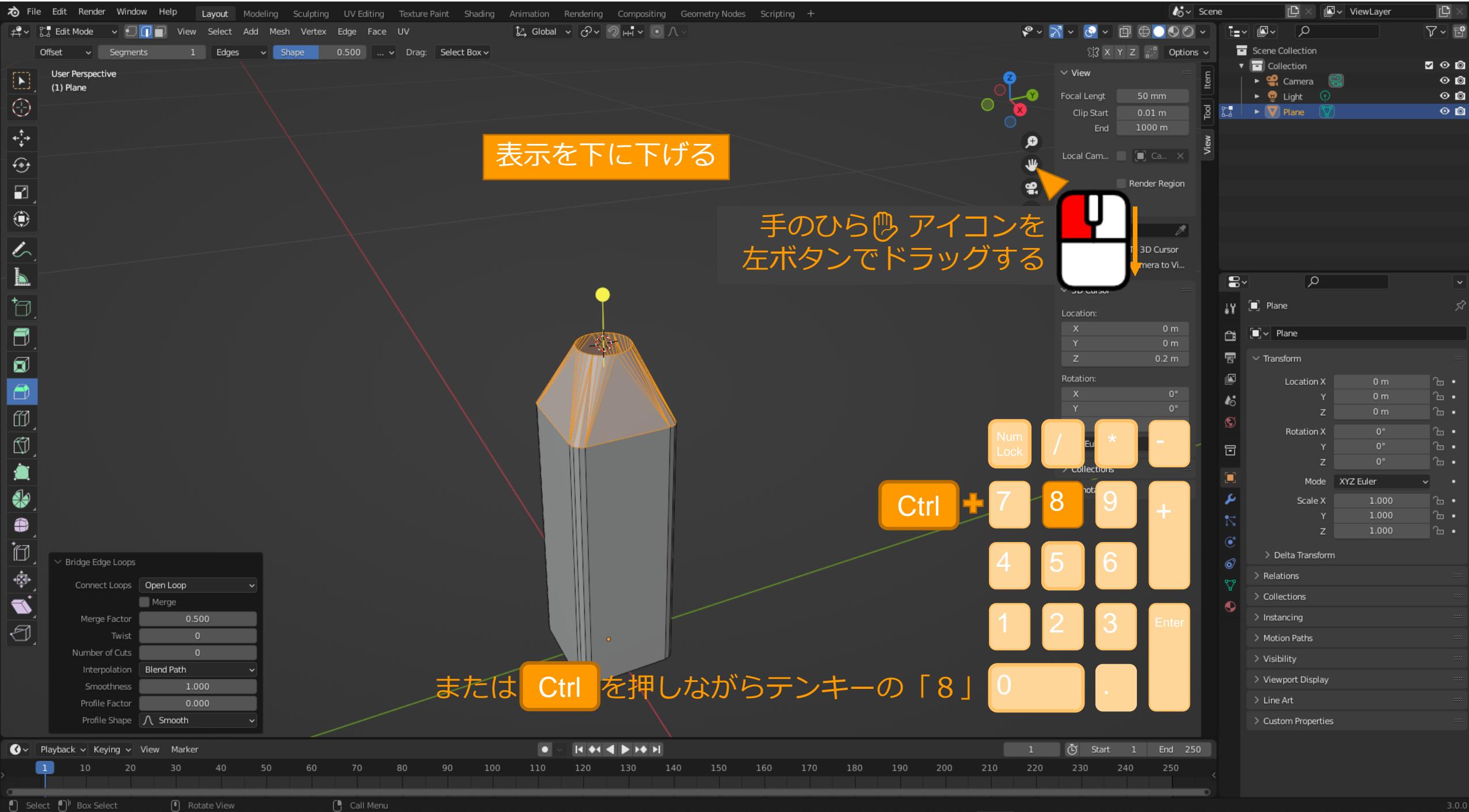


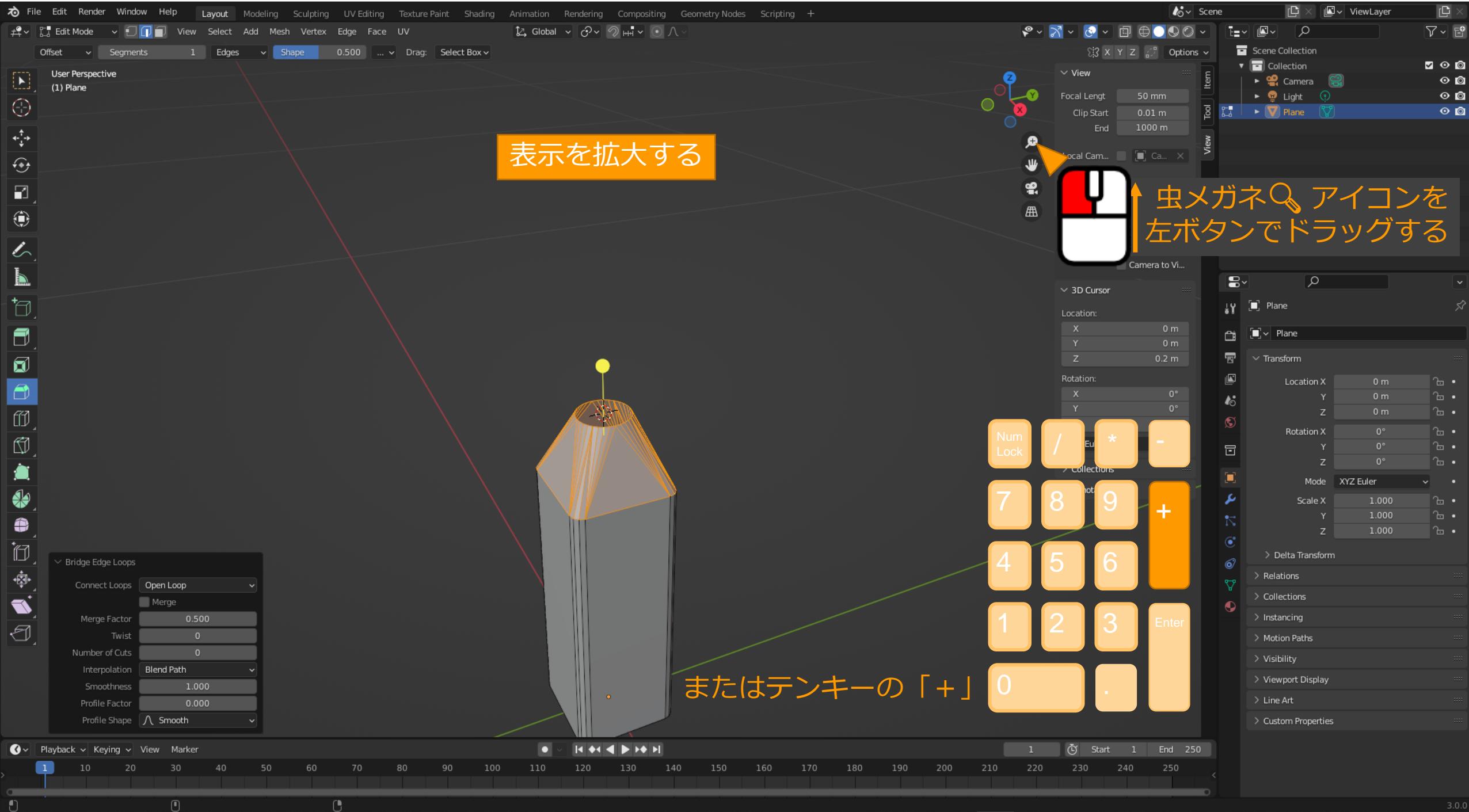


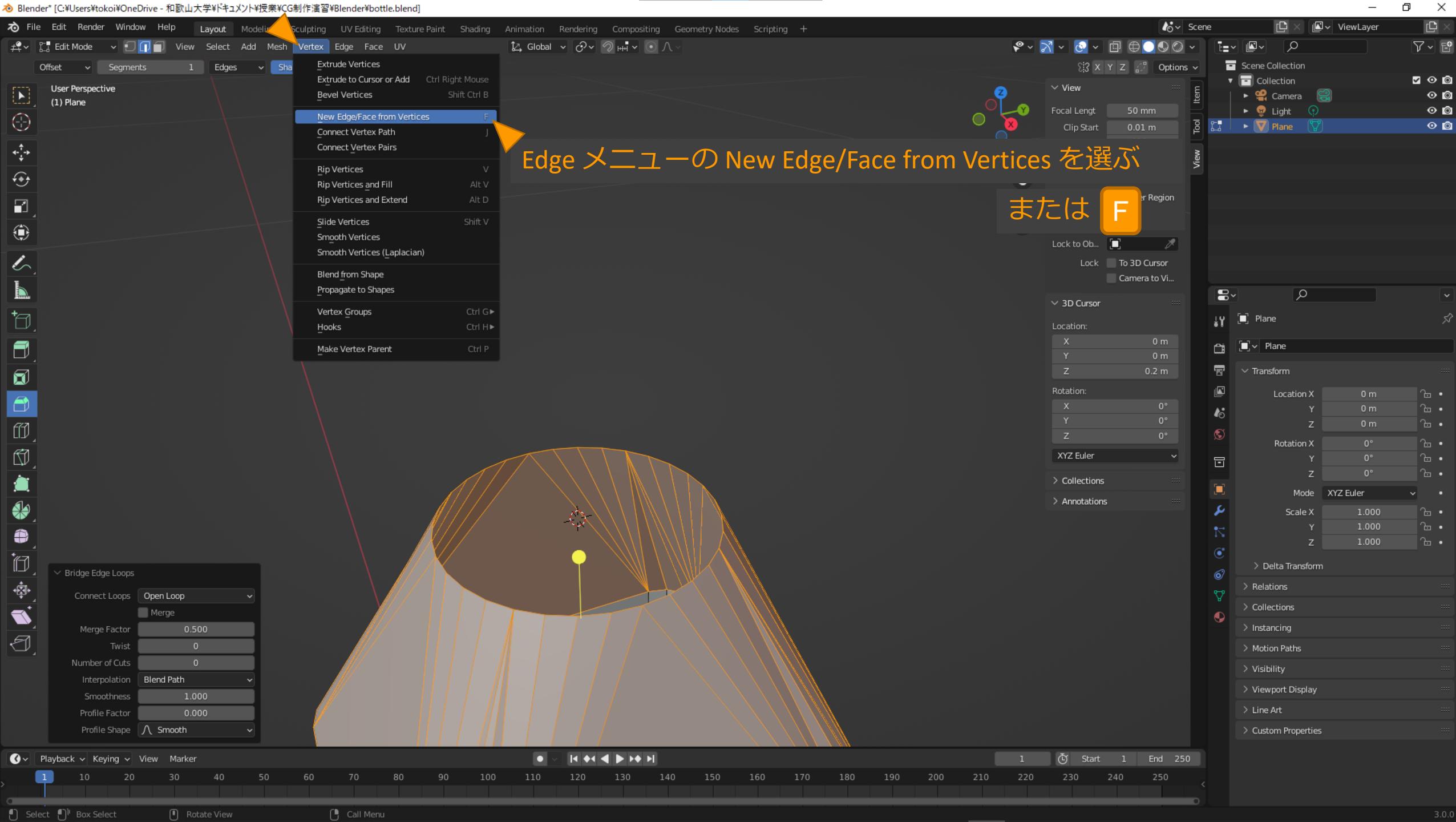




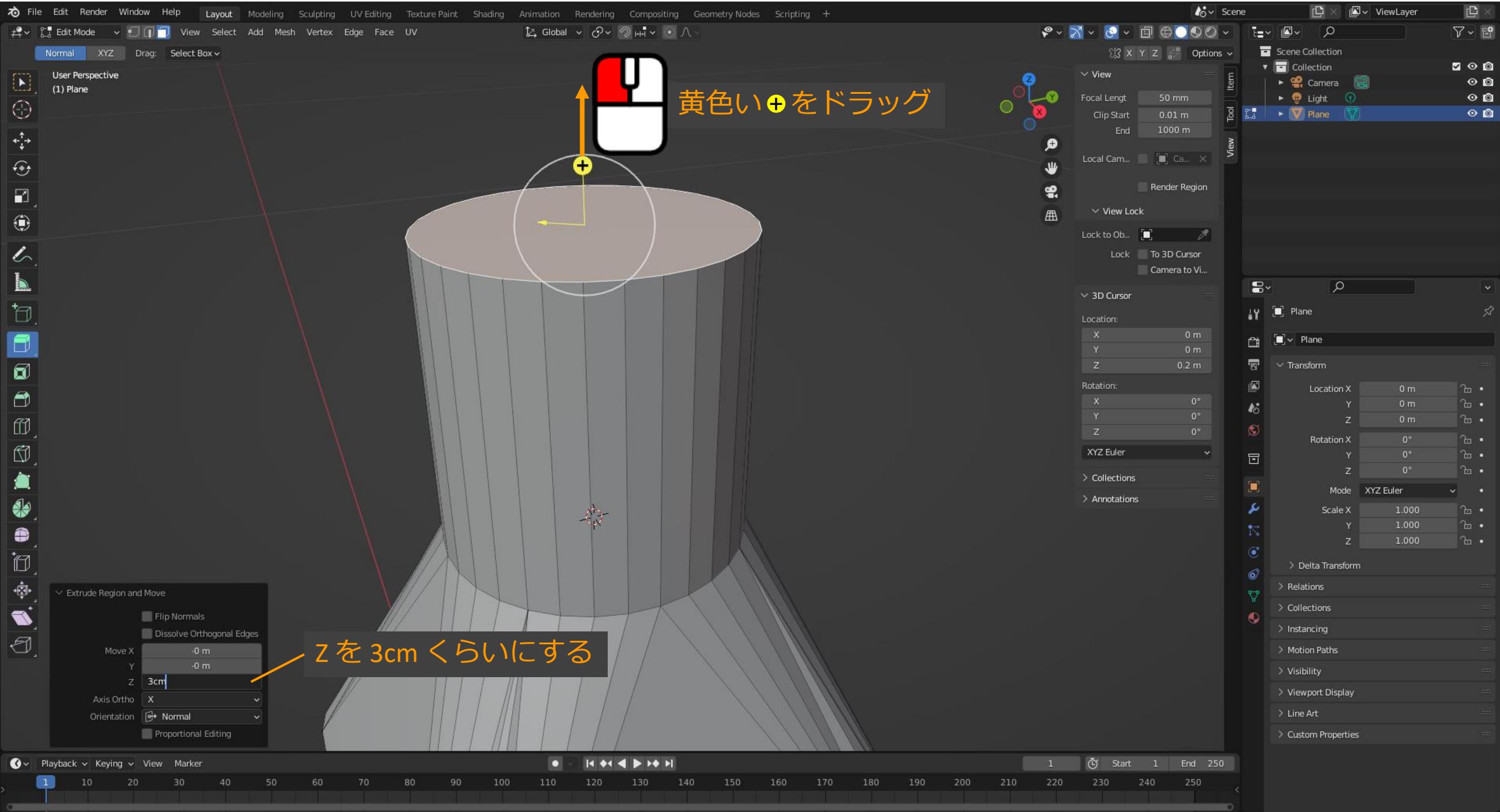












Loop Cut を選んで

引き延ばした部分を分割する

Number of Cuts: 1    Correct UVs   Drag: Select Box

User Perspective  
(1) Plane

View: X Y Z Options

Focal Length: 50 mm  
Clip Start: 0.01 m  
End: 1000 m  
Local Cam... Camera  
Render Region  
View Lock  
Lock to Obj... To 3D Cursor  
Lock Camera to View  
3D Cursor  
Location:  
X: 0 m  
Y: 0 m  
Z: 0.2 m  
Rotation:  
X: 0°  
Y: 0°  
Z: 0°  
Mode: XYZ Euler  
Transform  
Location X: 0 m  
Y: 0 m  
Z: 0 m  
Rotation X: 0°  
Y: 0°  
Z: 0°  
Mode: XYZ Euler  
Scale X: 1.000  
Y: 1.000  
Z: 1.000  
Extrude Region and Move  
Flip Normals  
Dissolve Orthogonal Edges  
Move X: -0 m  
Y: -0 m  
Z: 0.03 m  
Axis Ortho: X  
Orientation: Normal  
Proportional Editing

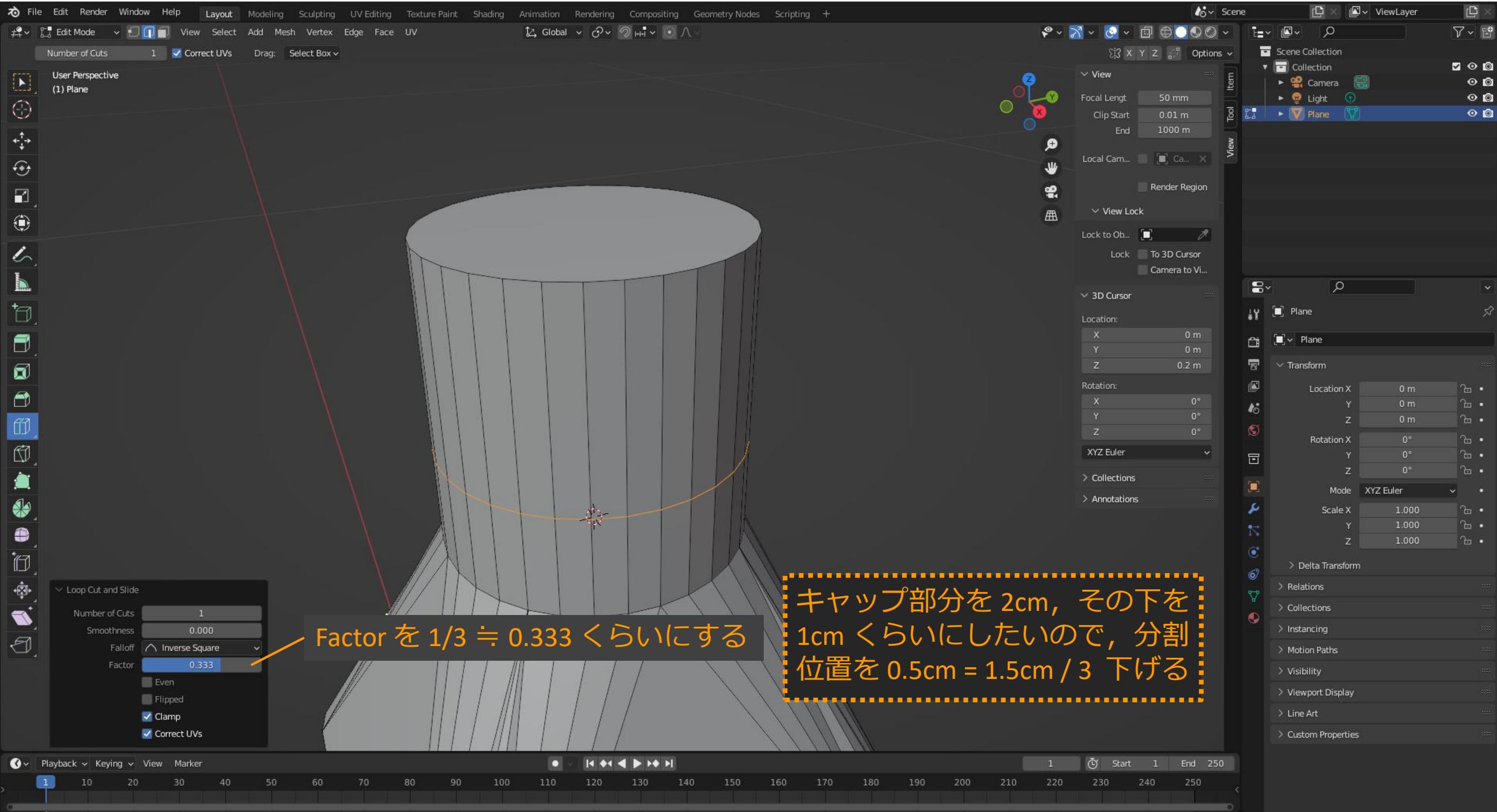
Playback Keying View Marker

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

Scene Collection  
Collection  
Camera  
Light  
Plane

Plane

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



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

Edit Mode View Select Add Mesh Edge Face UV Global Options

User Perspective (1) Plane

Number of Cuts 1  Correct UVs Drag: Select Box

Loop Cut and Slide

Number of Cuts 1  
Smoothness 0.000  
Falloff ▾ Inverse Square  
Factor 0.333  
Even  
Flipped  
 Clamp  
 Correct UVs

View X Y Z Options

Focal Length 50 mm  
Clip Start 0.01 m  
End 1000 m  
Local Cam...  Camera  
Render Region

View Lock

Lock to Obj...   
Lock To 3D Cursor  
Camera to View

3D Cursor

Location:  
X 0 m  
Y 0 m  
Z 0.2 m  
Rotation:  
X 0°  
Y 0°  
Z 0°  
XYZ Euler

Collections  
Annotations

Plane

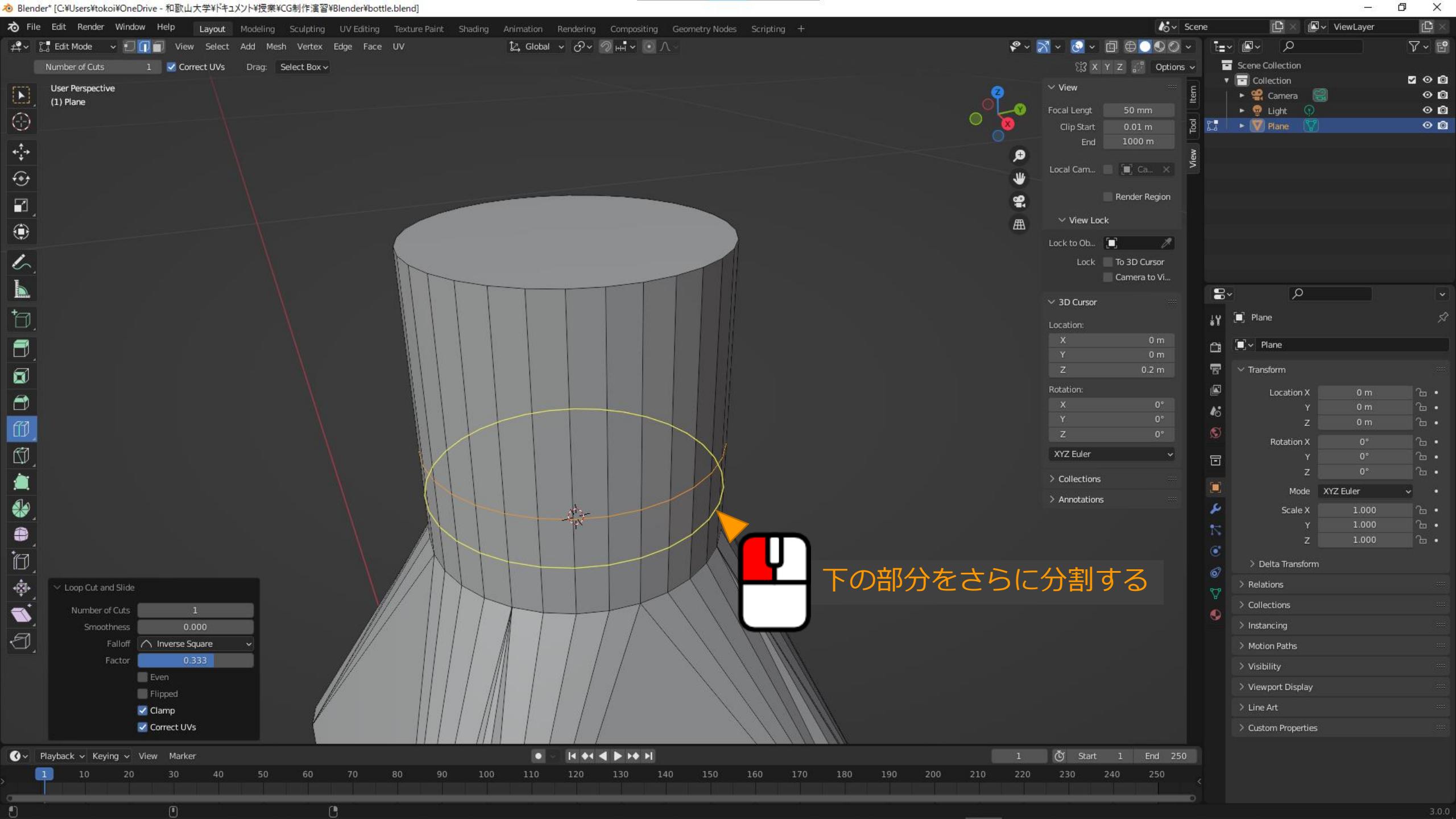
Transform

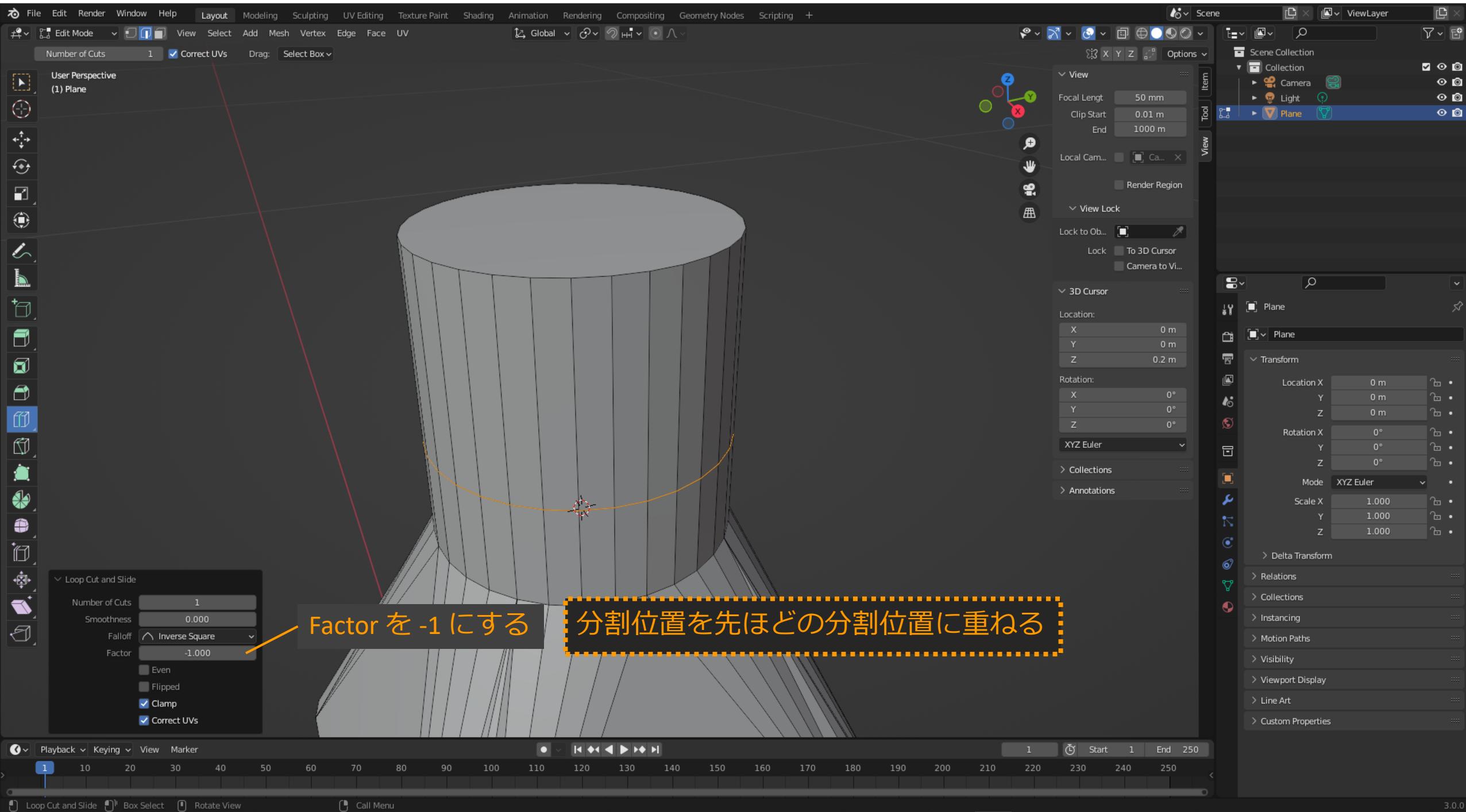
Location X 0 m  
Y 0 m  
Z 0 m  
Rotation X 0°  
Y 0°  
Z 0°  
Mode XYZ Euler  
Scale X 1.000  
Y 1.000  
Z 1.000  
Delta Transform  
Relations  
Collections  
Instancing  
Motion Paths  
Visibility  
Viewport Display  
Line Art  
Custom Properties

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

3.00





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

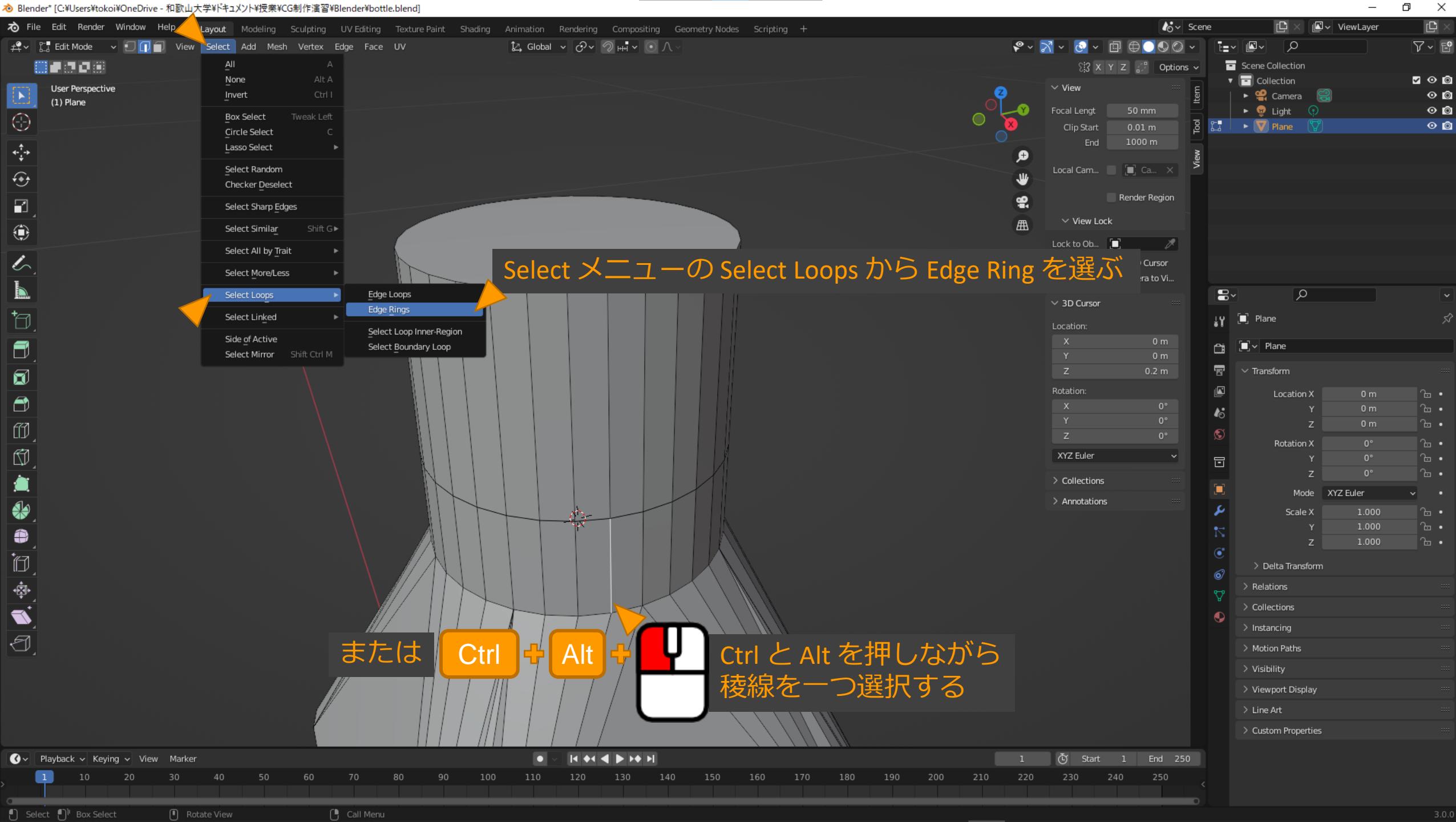
User Perspective  
(1) Plane

Select にして

縦の稜線を一つ選択する

Blender Interface Screenshot

The screenshot shows the Blender 2.8 interface in Edit Mode. A cylinder model is selected, and its vertical edges are highlighted. A 3D cursor is positioned on one of these edges. The top-left corner of the 3D Viewport has a yellow arrow pointing to the 'Select' icon in the mode switcher. The bottom-right corner of the 3D Viewport has a yellow arrow pointing to a red and white icon representing a single edge selection. The Outliner panel on the right shows a collection named 'Plane' containing a camera, light, and plane objects. The Properties panel displays transform settings for the selected plane object, including location at 0m, rotation at 0°, and scale at 1.000. The Timeline panel at the bottom shows frame 1.



Blender 3D modeling interface showing a cylinder being edited. A 3D cursor is positioned at the center of the cylinder's top face. A callout box with a red square and white circle icon points to the 3D cursor, with the text "青い■をドラッグ" (Drag the blue square) overlaid.

Orientation: Default Drag: Select Box

User Perspective  
(1) Plane

Multi Select Loops  
Ring

View Lock

Lock to Obj...  
Lock To 3D Cursor  
Camera to View

3D Cursor

Location:  
X 0 m  
Y 0 m  
Z 0.2 m

Rotation:  
X 0°  
Y 0°  
Z 0°

XYZ Euler

Collections  
Annotations

Plane

Transform

Location X Y Z  
Rotation X Y Z  
Mode XYZ Euler  
Scale X Y Z

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

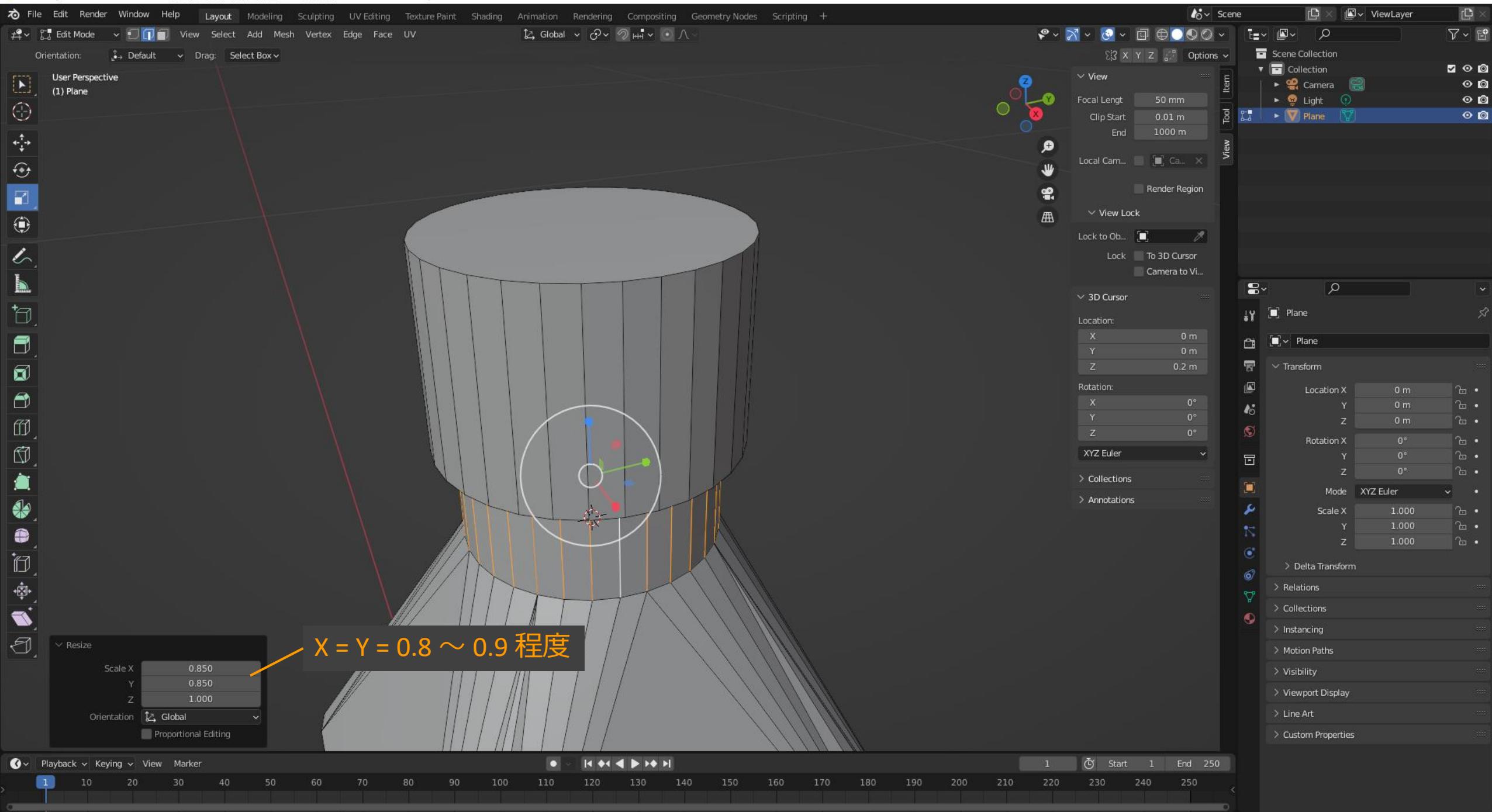
Playback Keying View Marker

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

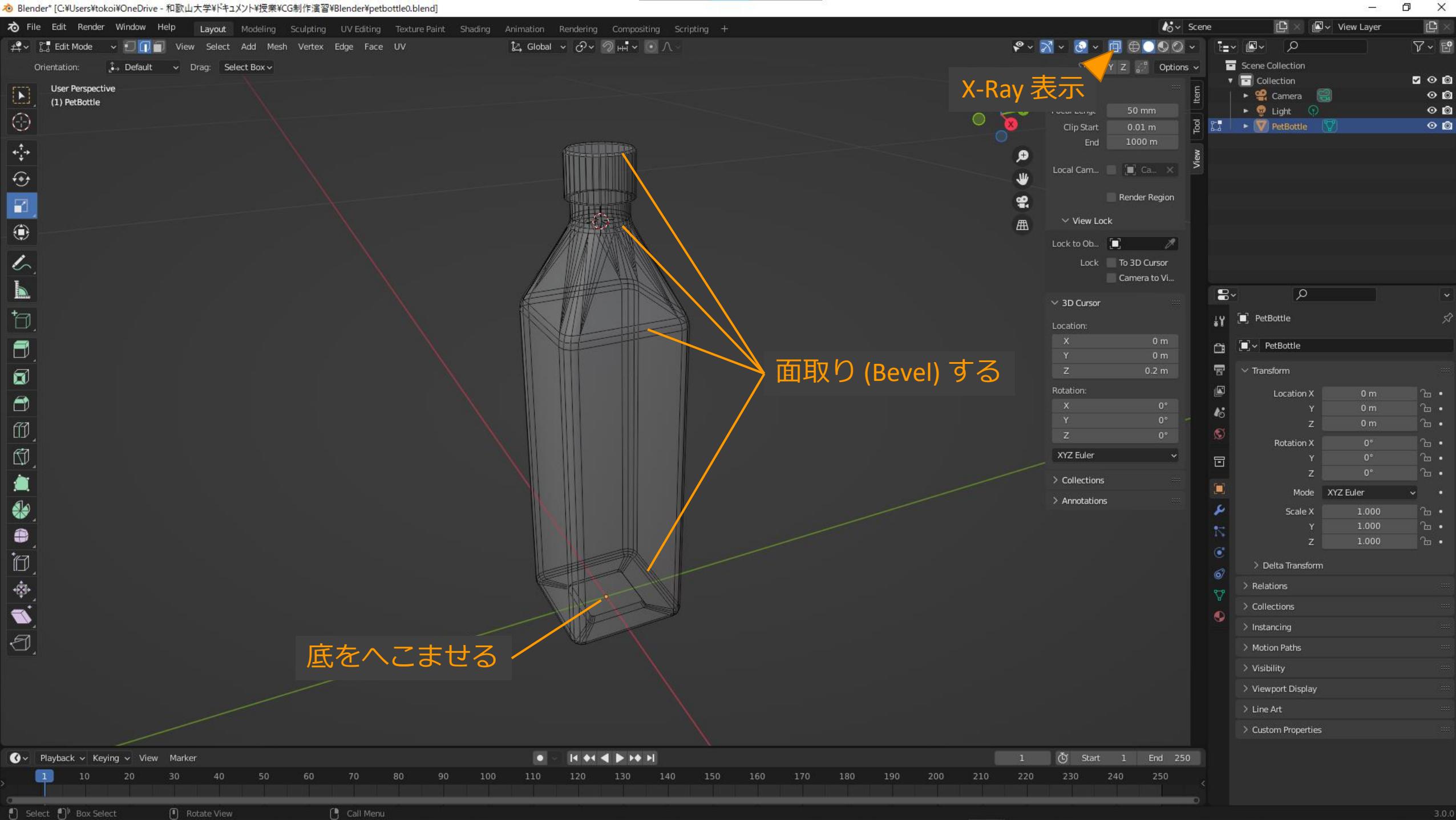
1 Start 1 End 250

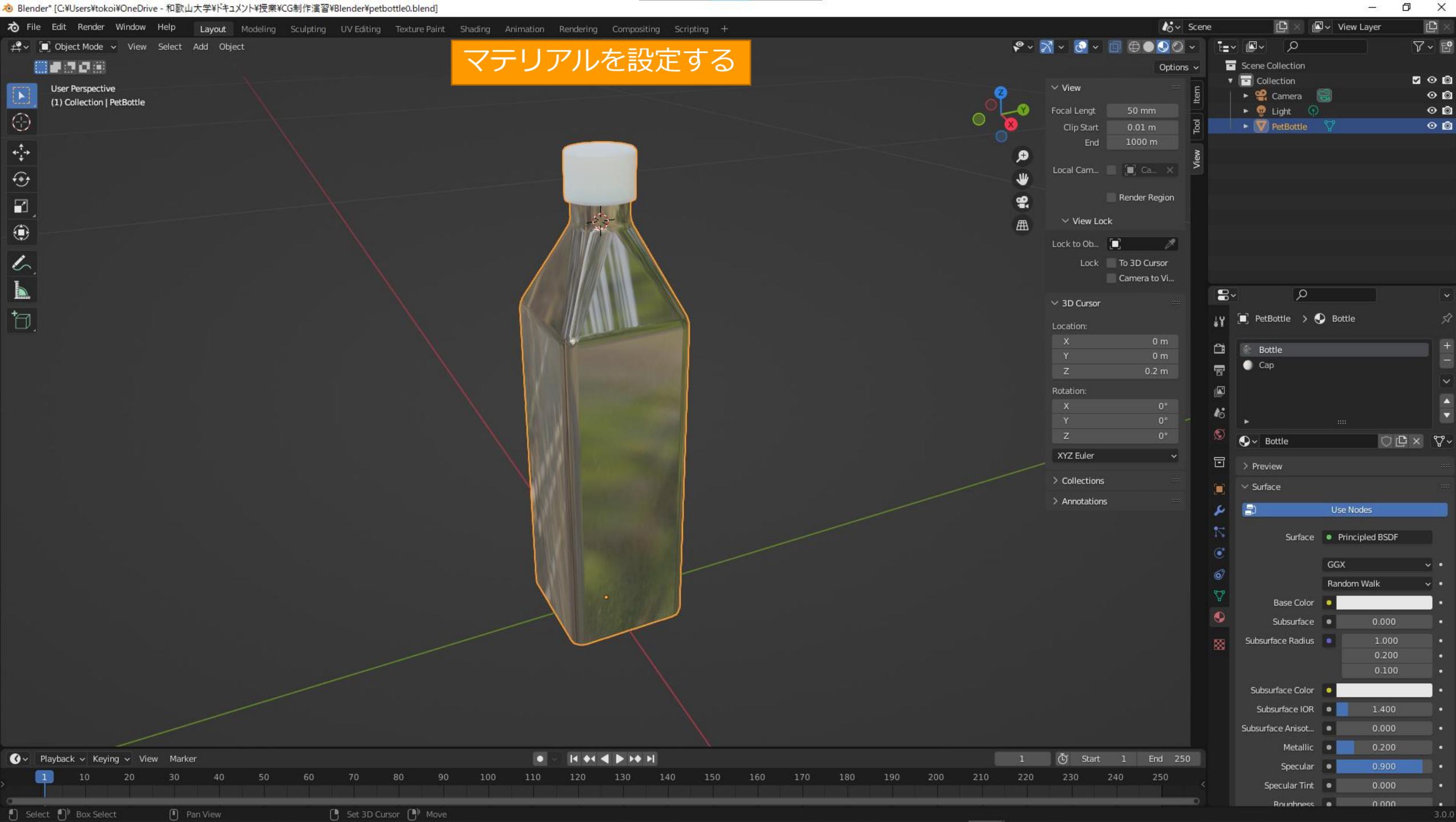
Select Box Select Rotate View Call Menu

3.0.0









レンダリング例

