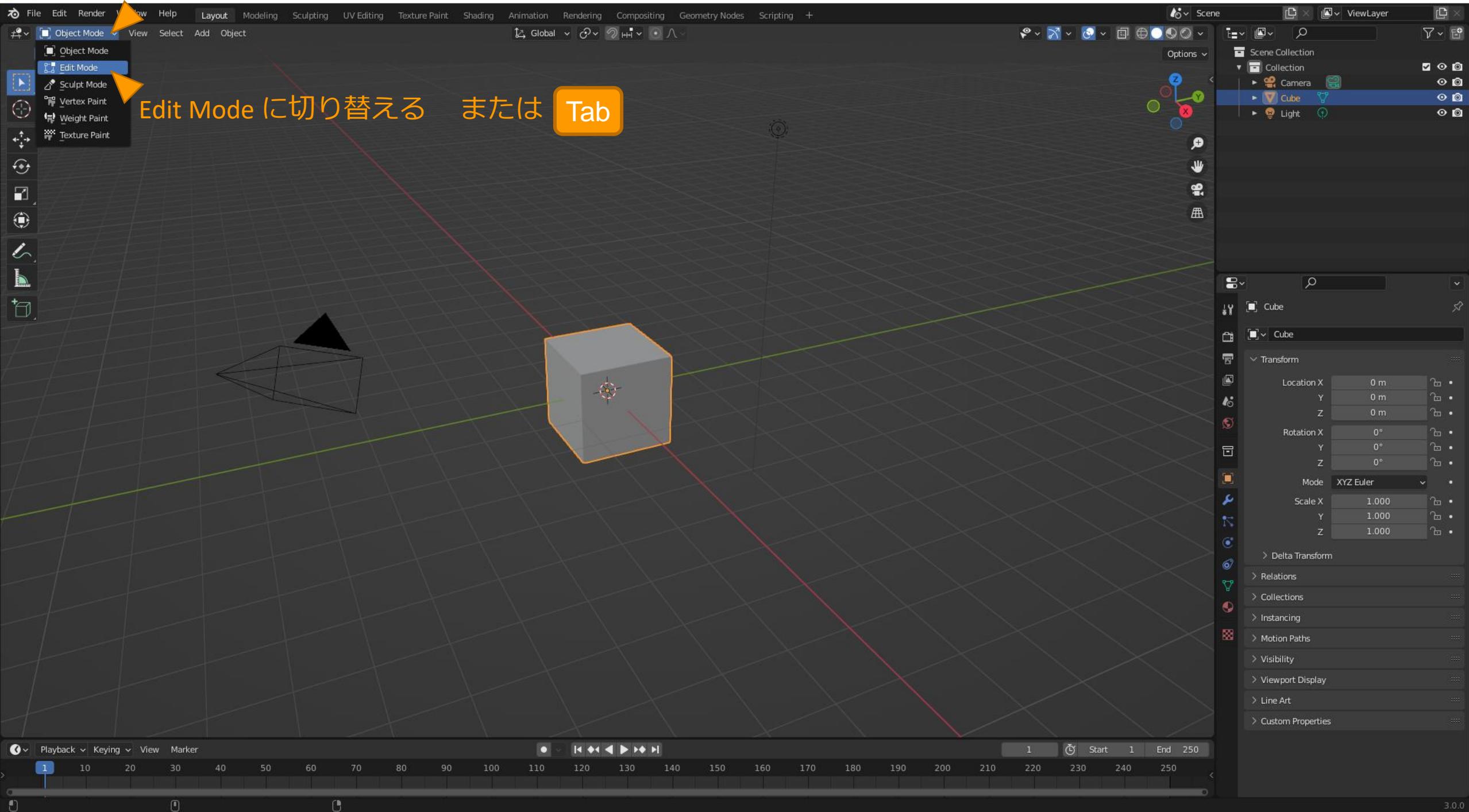


# 穴を開ける ブーリアンモディファイア

Blender





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) Cube

Scale または S → Shift + Z

青い■をドラッグして適当にスケーリング

Scene Collection Collection Camera Cube Light

Cube

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

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

1 Select Box Rotate View Call Menu 3.00

Move または **G** ➡ **Z**

青い↑をドラッグして下に下げる

Orientation: Default Drag: Select Box

Global

Scene

Scene Collection

Collection

Camera

Cube

Light

XYZ Options

Move または **G** ➡ **Z**

青い↑をドラッグして下に下げる

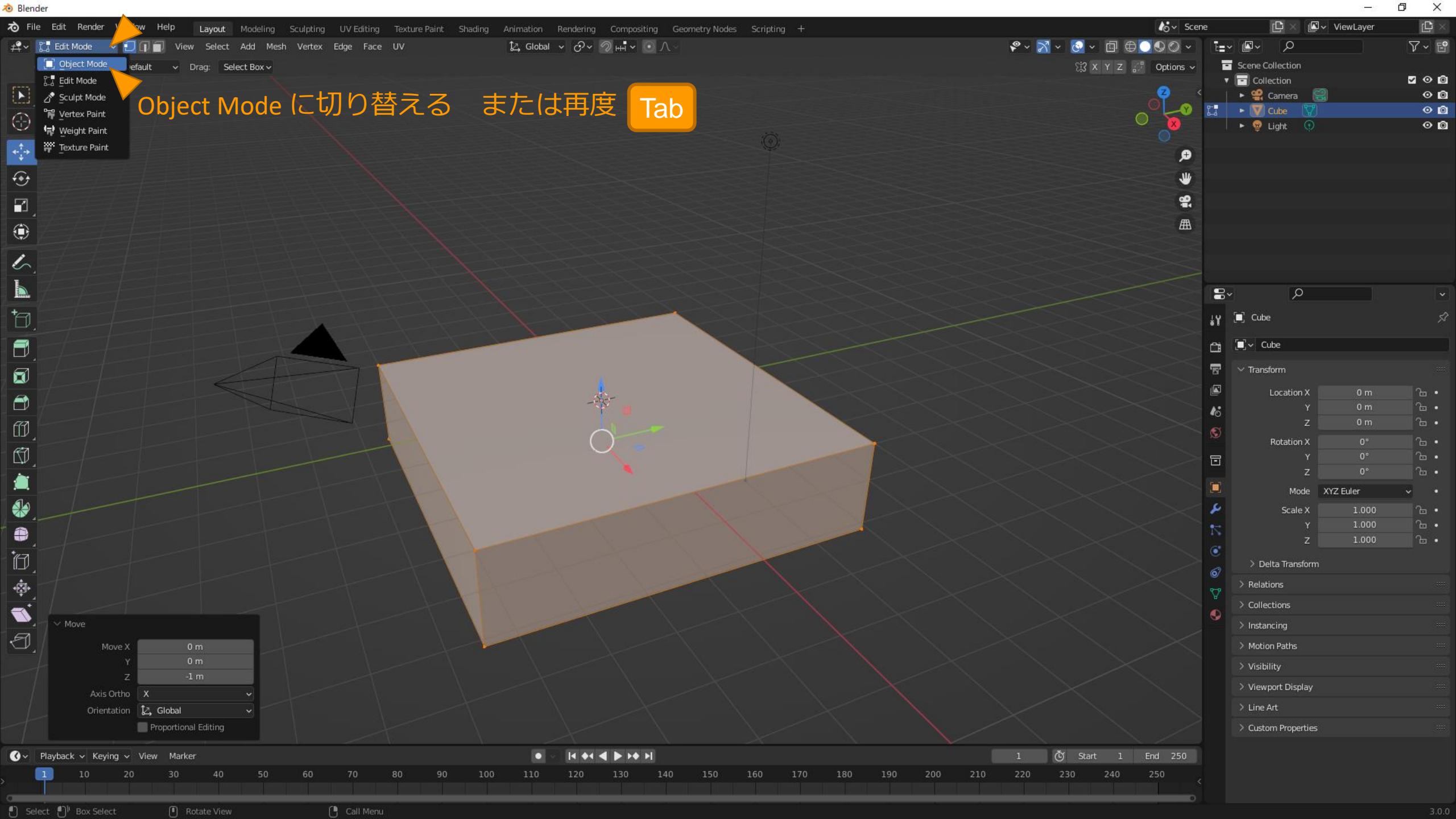
Playback Keying View Marker

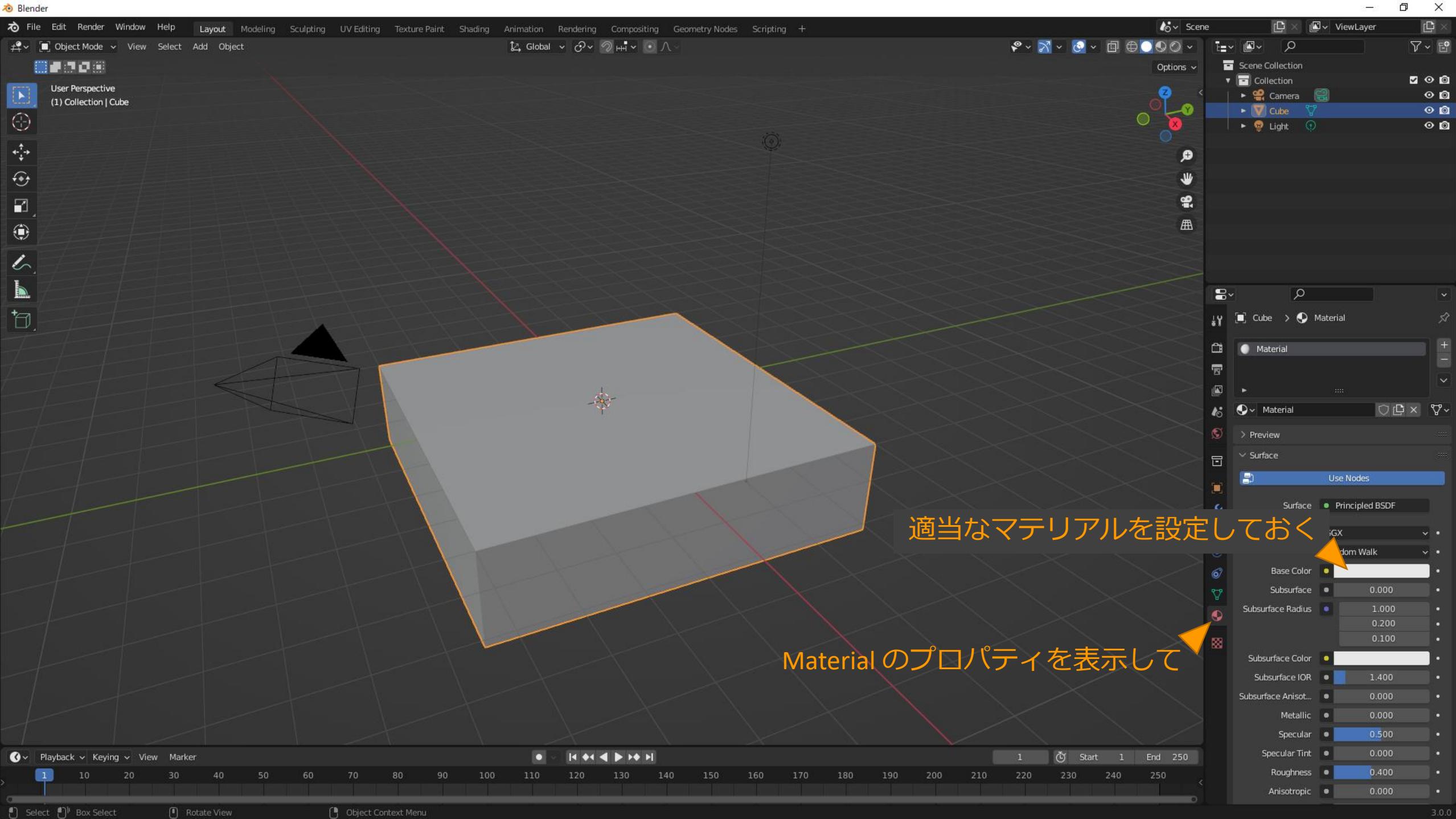
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

1 Start 1 End 250

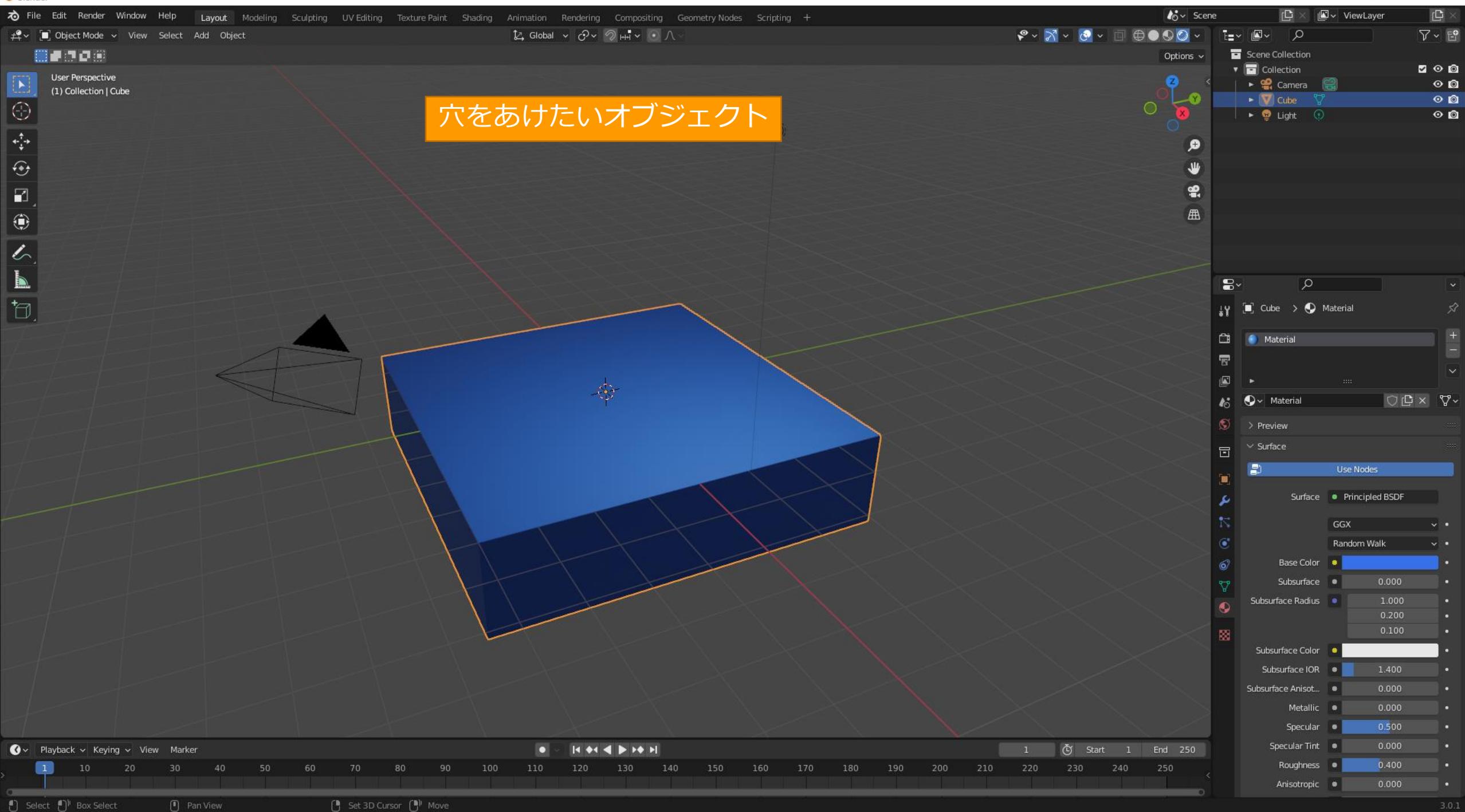
Select Box Select Rotate View Call Menu

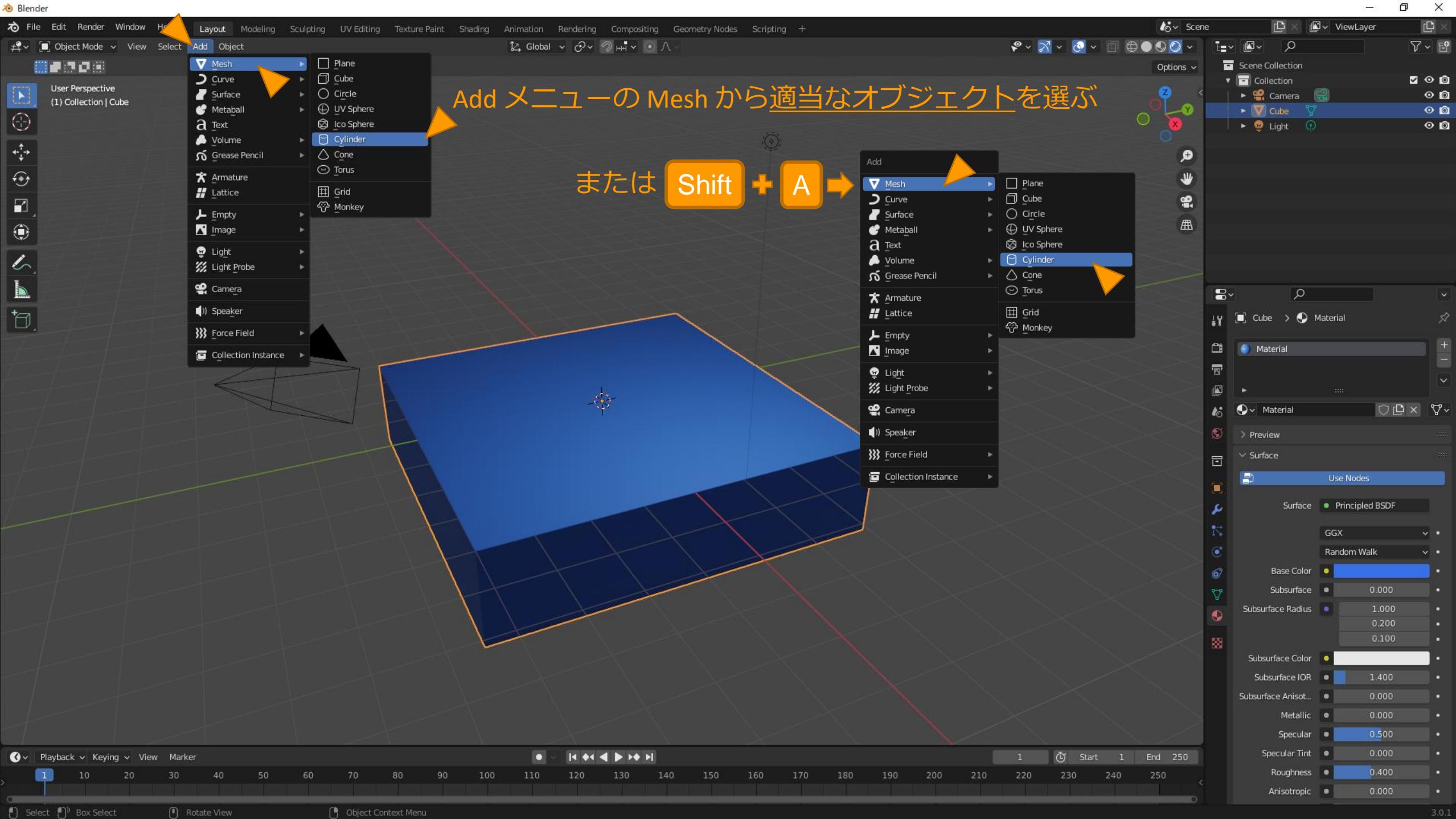
3.00

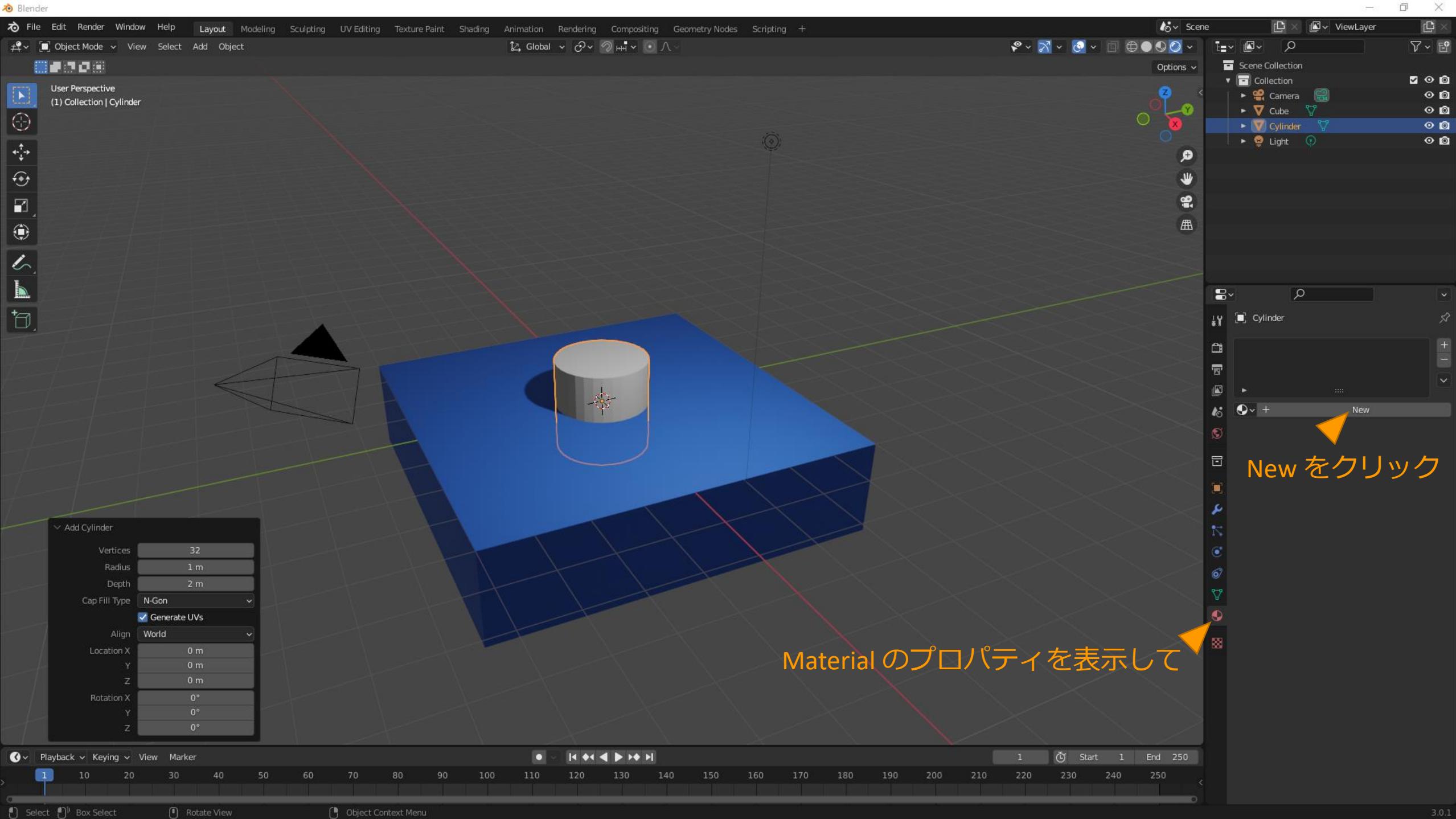


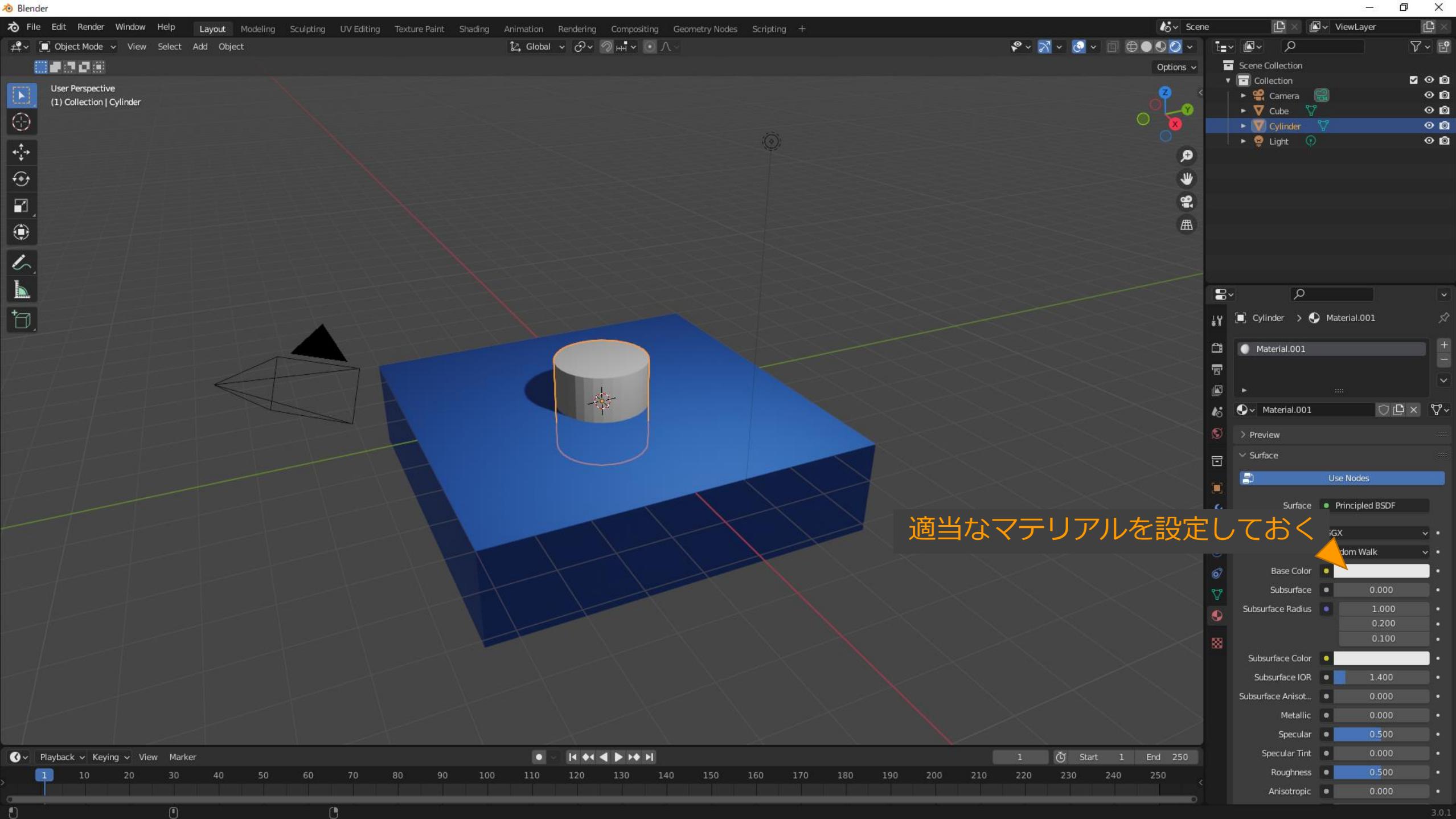


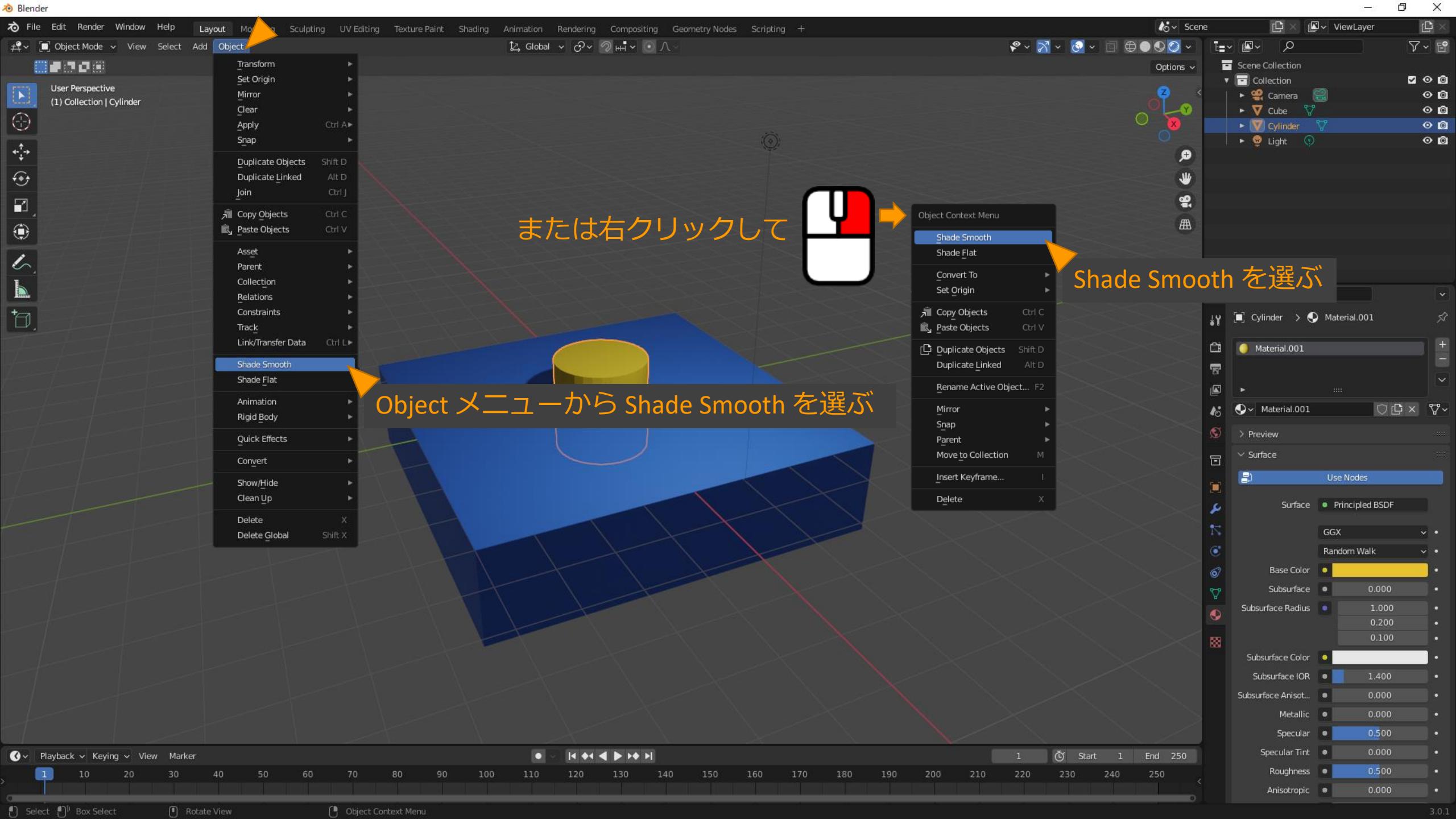
Blender

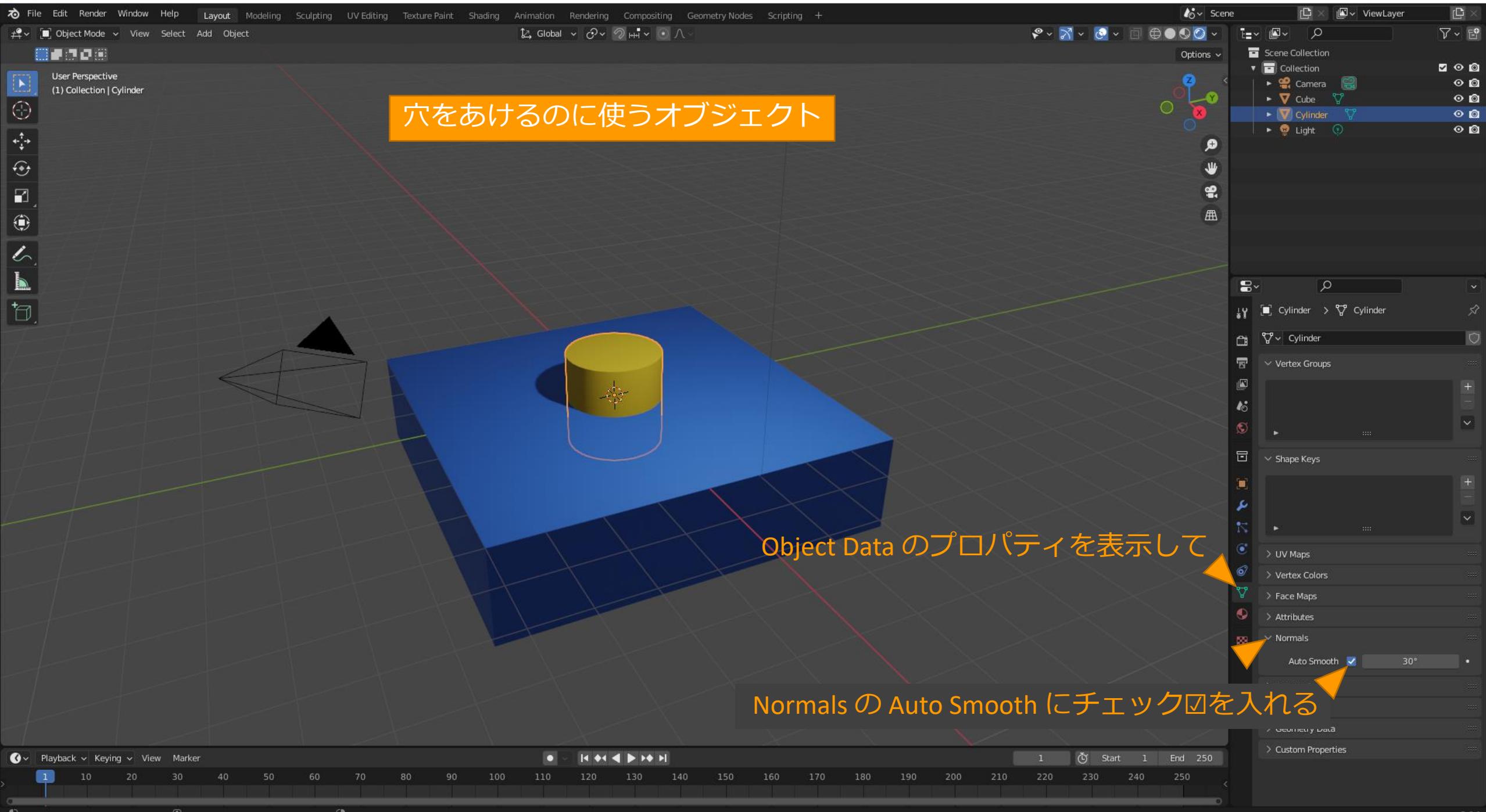












Move または **G** → **Z**

重なり具合を調整する  
このとき面同士が接しないように気を付ける

Orientation: Default Drag: Select Box

Move X: 0 m  
Y: 0 m  
Z: -0.5 m  
Axis Ortho: X  
Orientation: Global  
Proportional Editing

Scene Collection  
Collection  
Camera  
Cube  
Cylinder  
Light

Move

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

3D Viewport Tools

Object Mode View Select Add Object

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

Global

Scene

ViewLayer

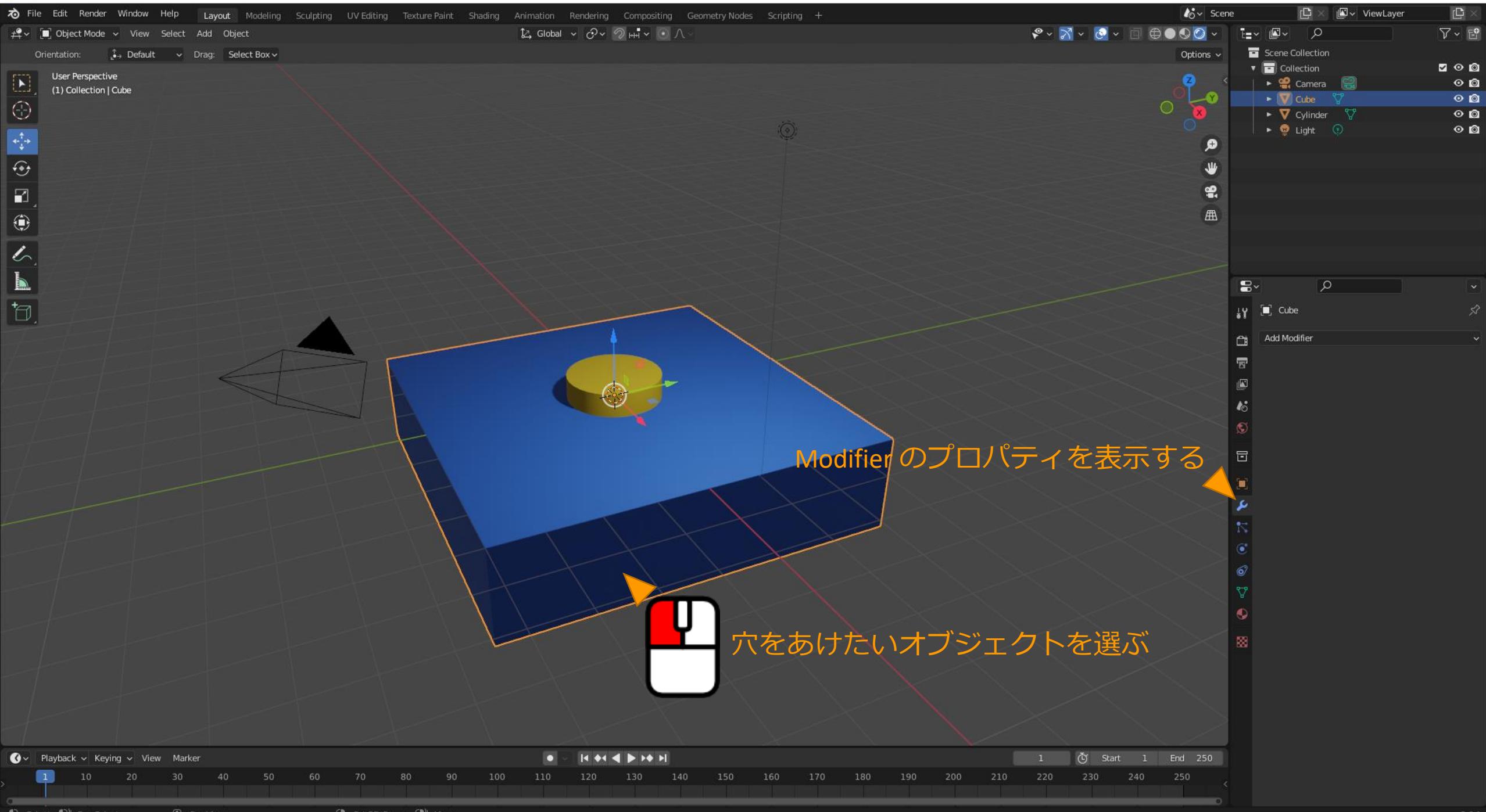
Options

Shape Keys

UV Maps  
Vertex Colors  
Face Maps  
Attributes  
Normals  
Auto Smooth 30°

Texture Space  
Remesh  
Geometry Data  
Custom Properties

3.0.1



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 | Cube

Scene

Scene Collection Collection Camera Cube Cylinder Light

Add Modifier

Boolean

Boolean を追加する

Modify

- ✓ Data Transfer
- ✓ Mesh Cache
- ✓ Mesh Sequence Cache
- ✓ Normal Edit

Generate

- ✓ Array
- ✓ Bevel
- ✓ Boolean **selected**
- ✓ Build
- ✓ Decimate
- ✓ Edge Split
- ✓ Geometry Nodes
- ✓ Mask
- ✓ Mirror
- ✓ Multiresolution
- ✓ Remesh
- ✓ Screw
- ✓ Skin
- ✓ Solidify
- ✓ Subdivision Surface
- ✓ Triangulate
- ✓ Volume to Mesh
- ✓ Weld
- ✓ Wireframe

Deform

- ✓ Armature
- ✓ Cast
- ✓ Curve
- ✓ Displace
- ✓ Hook
- ✓ Lattice
- ✓ Mesh Deform
- ✓ Shrinkwrap
- ✓ Simple Deform
- ✓ Smooth
- ✓ Smooth Corrective
- ✓ Smooth Laplacian
- ✓ Surface Deform
- ✓ Warp
- ✓ Wave

Physics

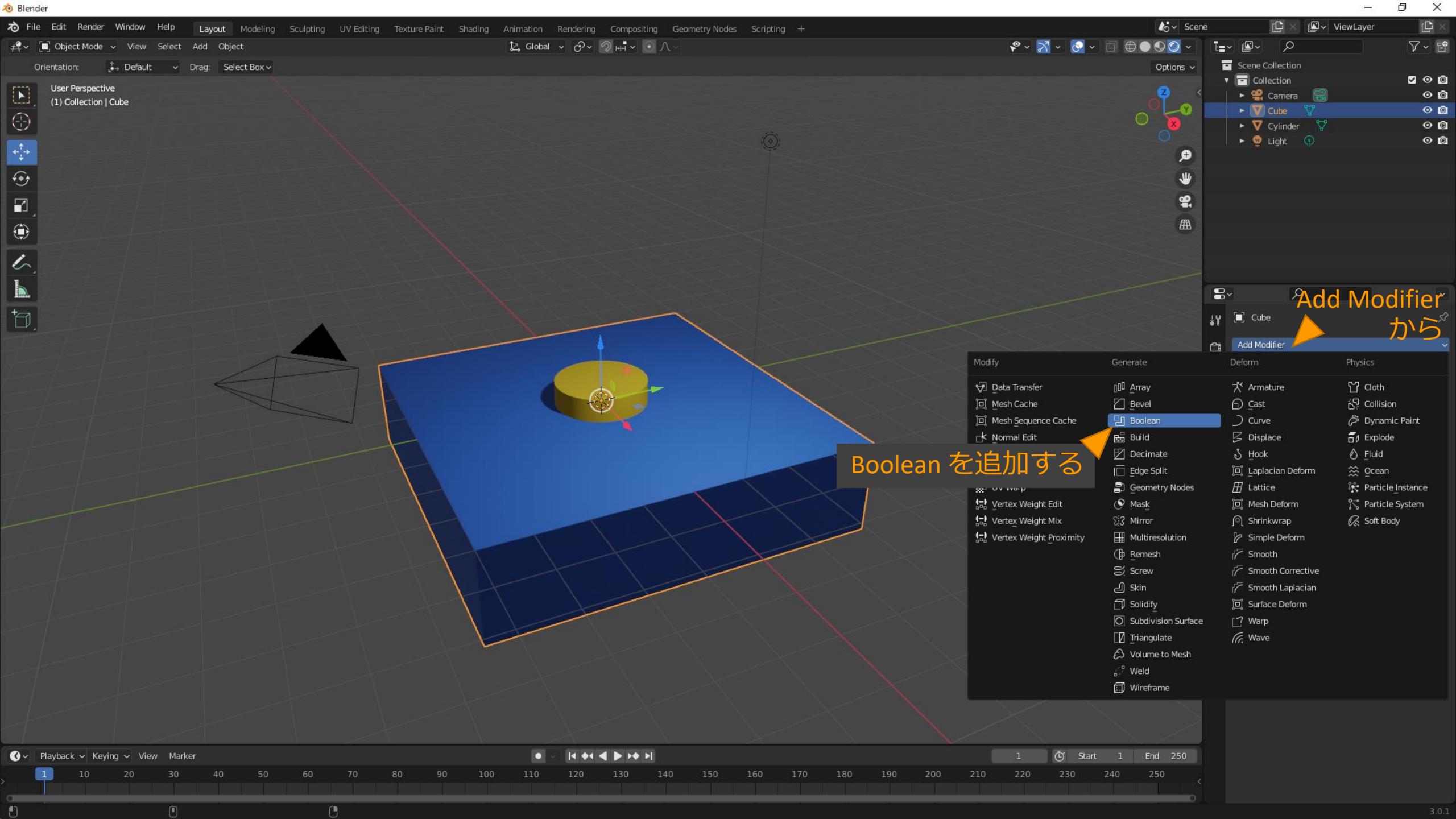
- ✓ Cloth
- ✓ Collision
- ✓ Dynamic Paint
- ✓ Explode
- ✓ Fluid
- ✓ Ocean
- ✓ Particle Instance
- ✓ Particle System
- ✓ Soft Body

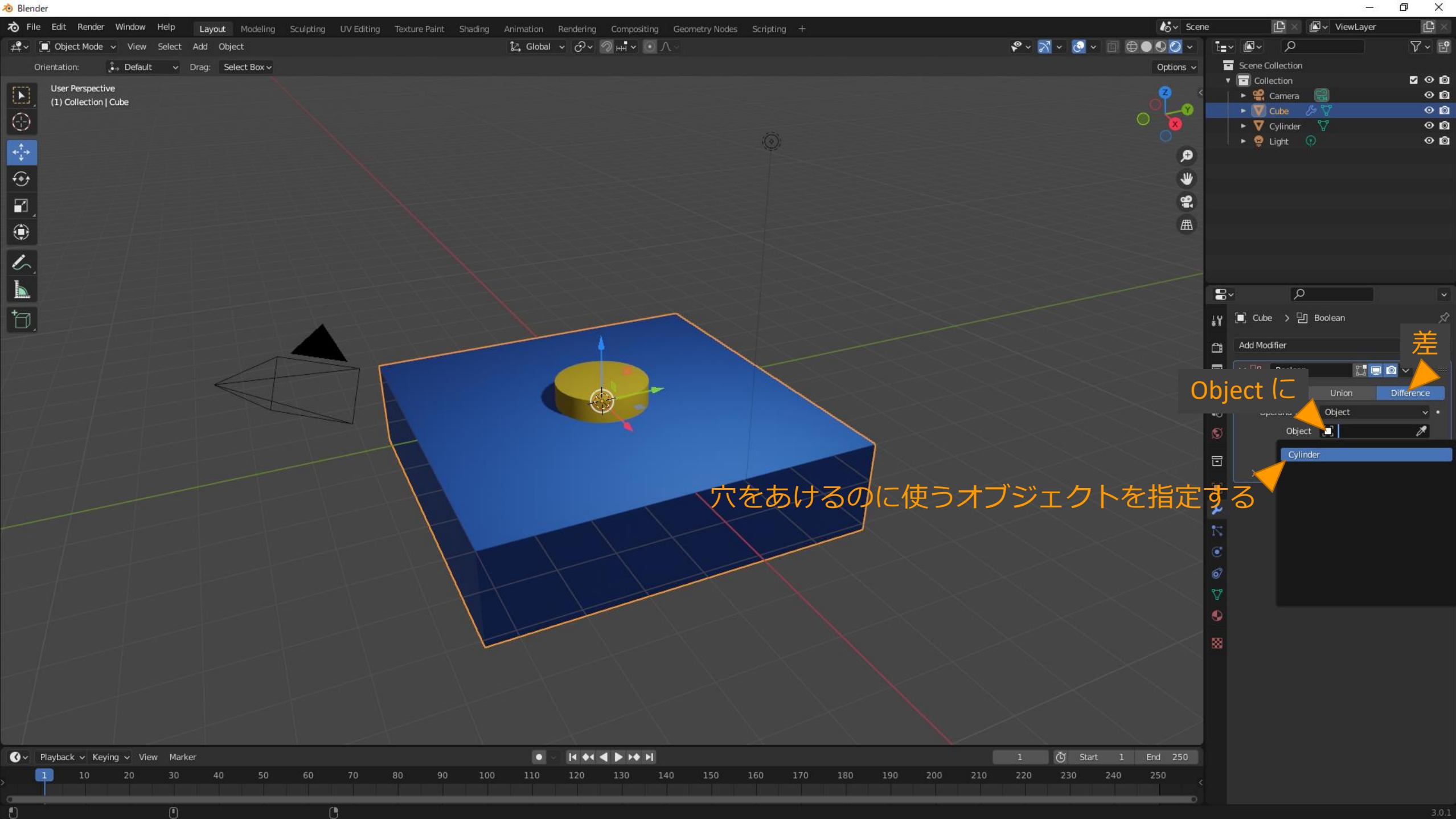
Playback Keying View Marker

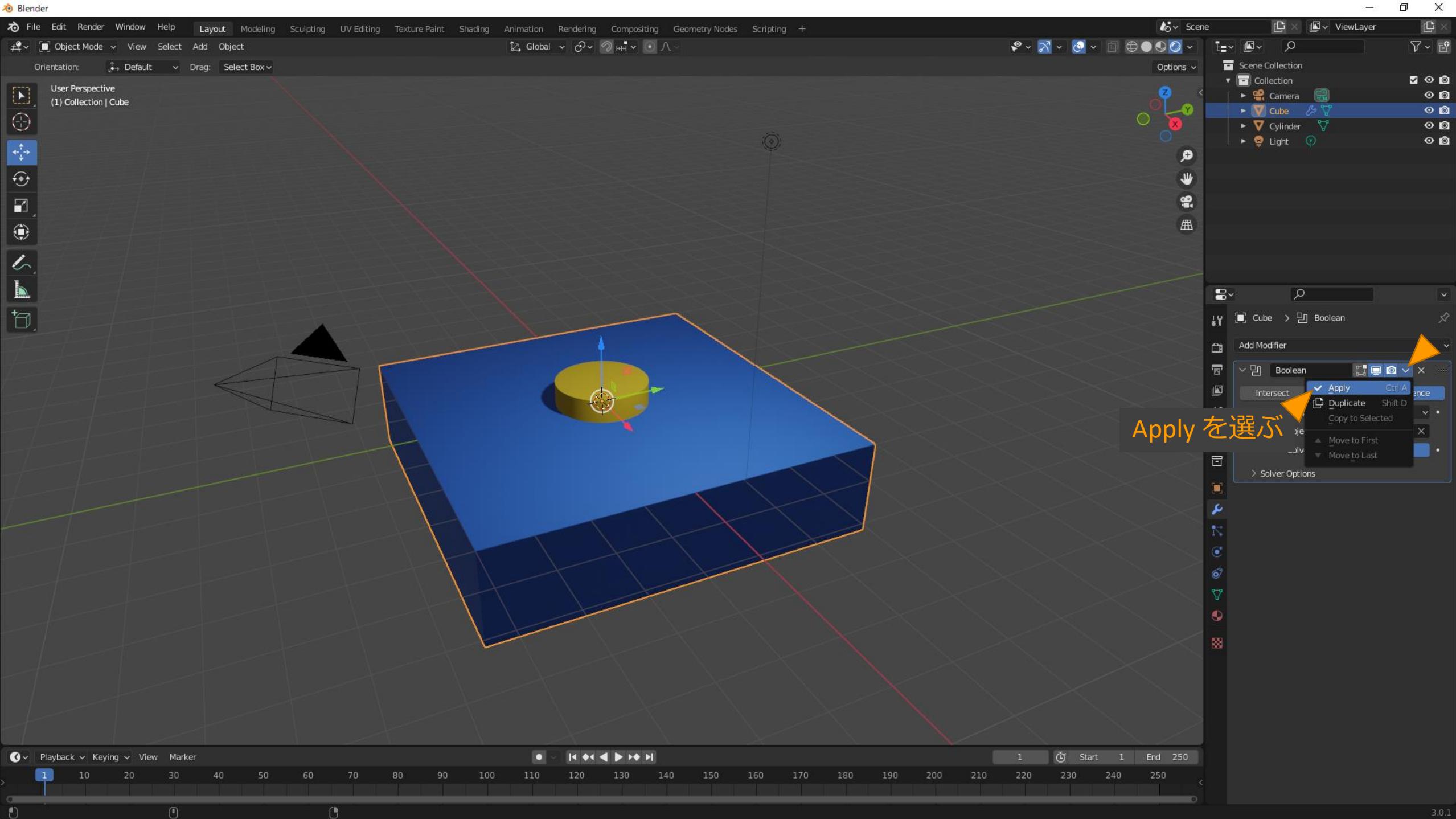
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

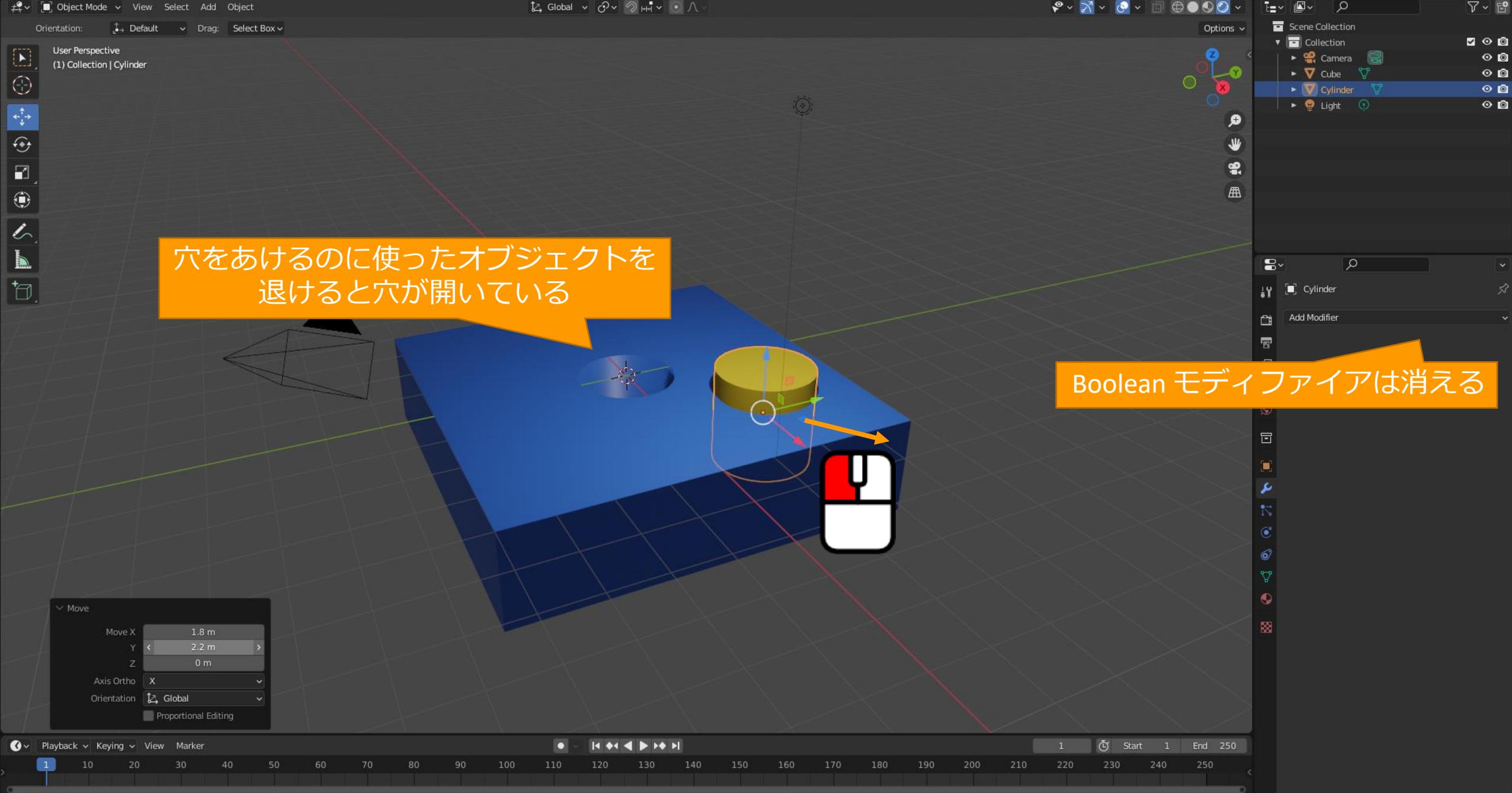
Start 1 End 250

3.0.1

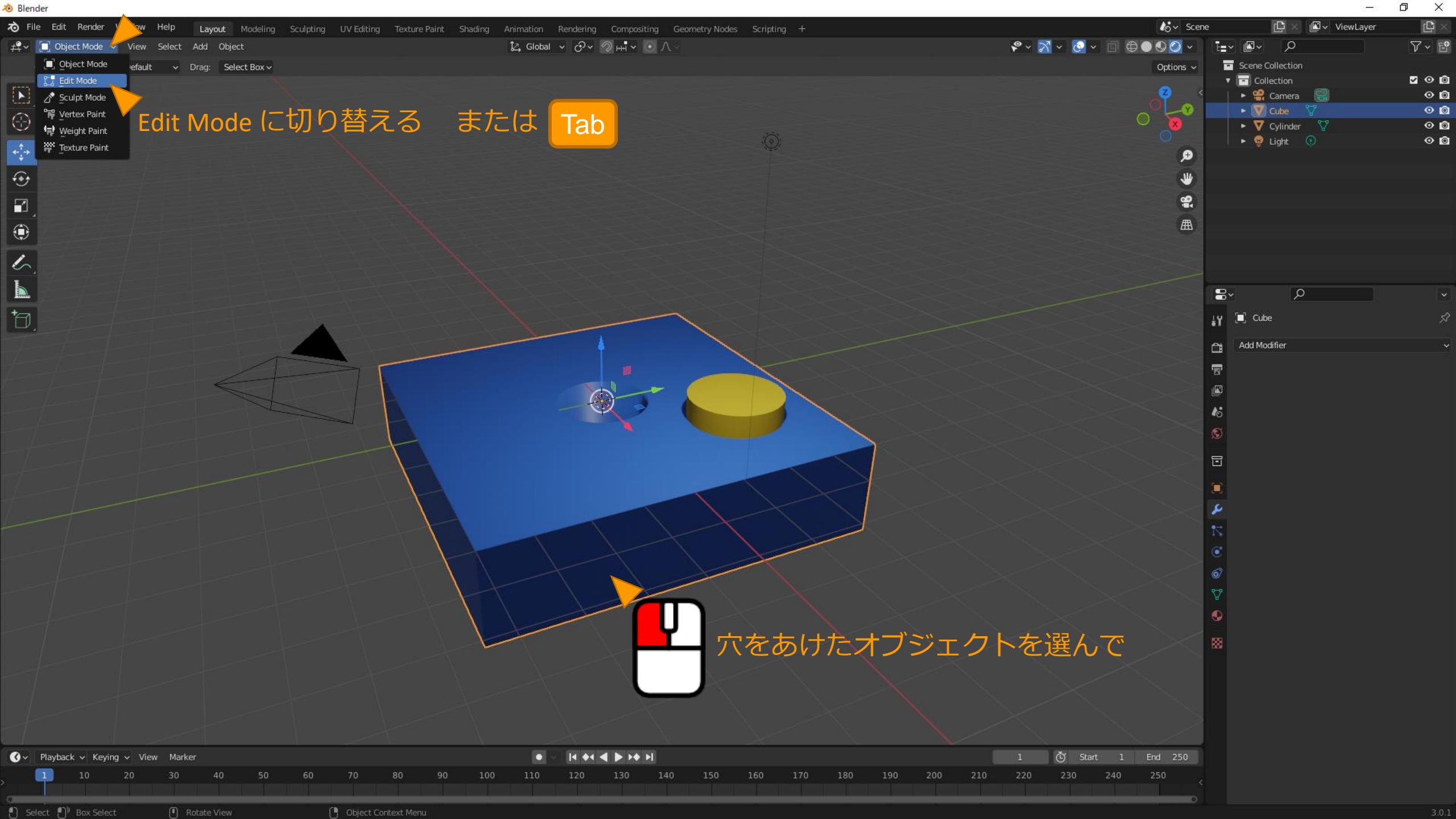


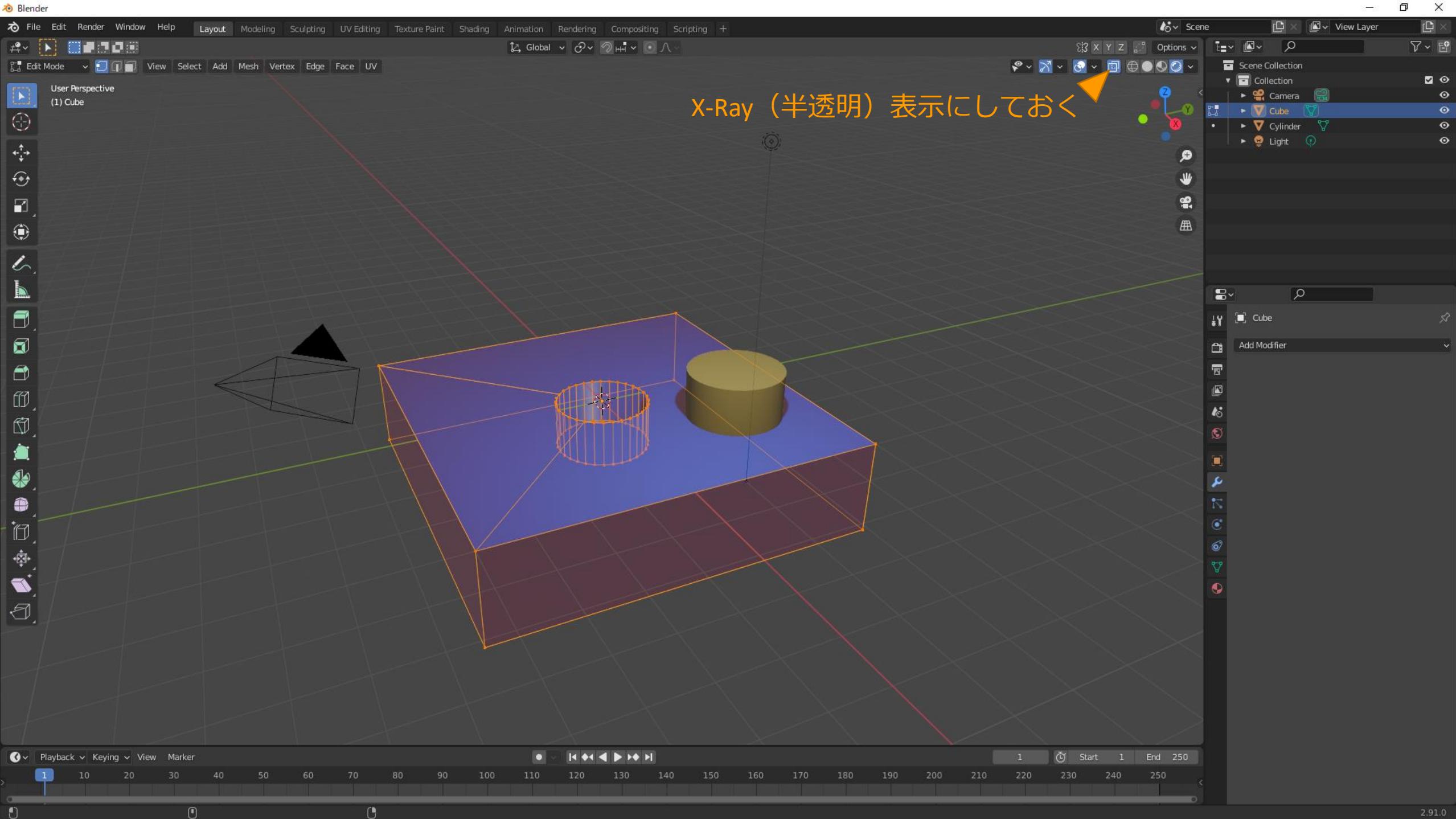






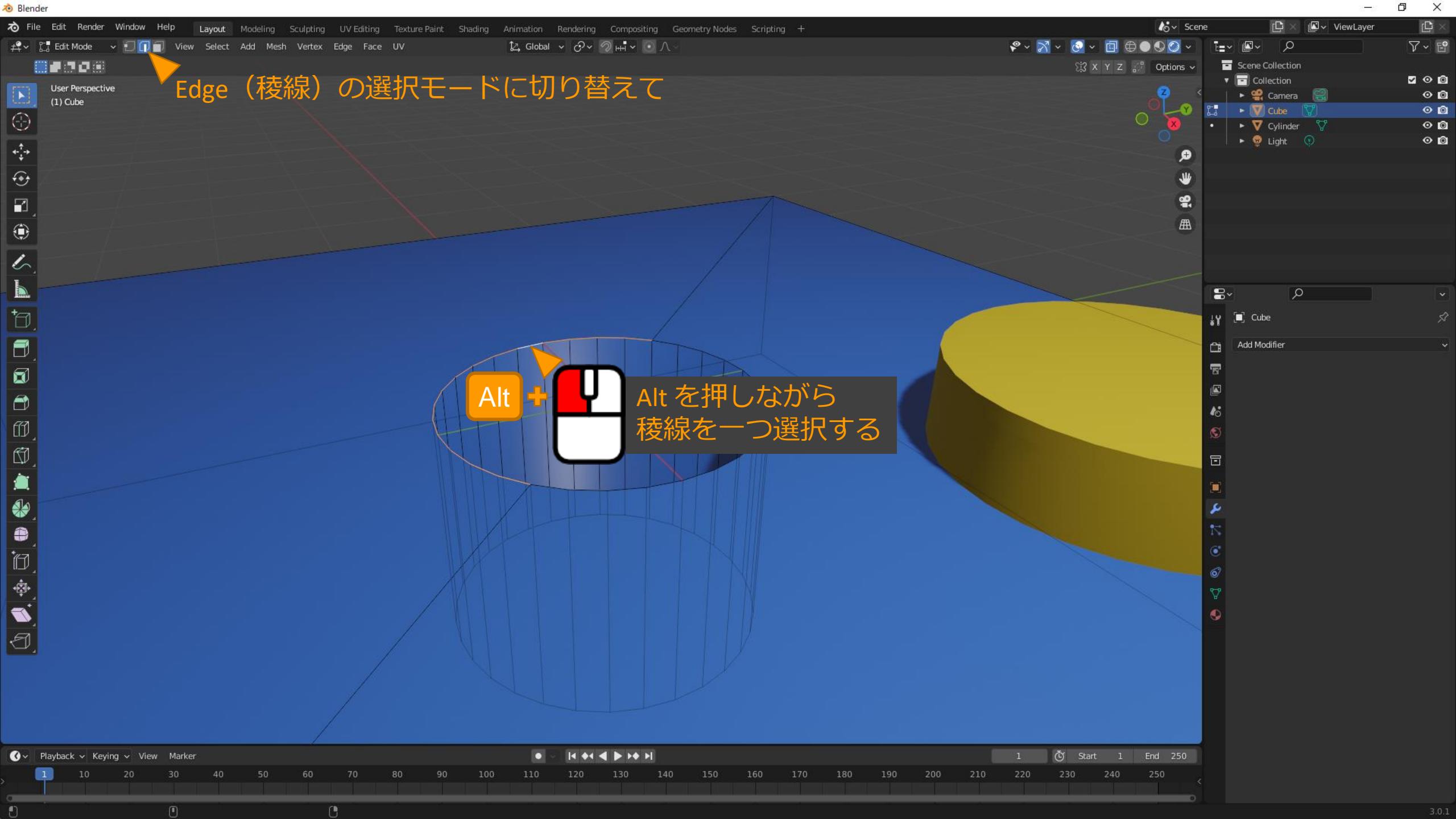
ここからは蛇足





Edge (稜線) の選択モードに切り替えて

Alt を押しながら  
稜線を一つ選択する



Blender 3D Editor interface showing the 3D Viewport with a blue cylinder selected. The top bar shows the mode switch for Edge selection. A callout box highlights the Alt key and a mouse icon, with the text "Alt を押しながら 稜線を一つ選択する" (Select one edge by holding Alt) explaining the keyboard shortcut. The Outliner panel on the right lists the scene's objects: Collection, Camera, Cube, Cylinder, and Light.

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 Vertex Edge Face UV Global Options X Y Z Options

User Perspective (1) Cube

Scene Collection Collection Camera Cube Cylinder Light

Search Cube Add Modifier

Shift + Alt +  Shift と Alt を押しながら残りの稜線を一つ追加選択する

(一周選択できなかったら同様にして残りも追加選択してください)

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

3.0.1

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 Vertex Edge Face UV Global Options X Y Z Options

User Perspective (1) Cube

Scene Collection Collection Camera Cube Cylinder Light

Search Cube Add Modifier

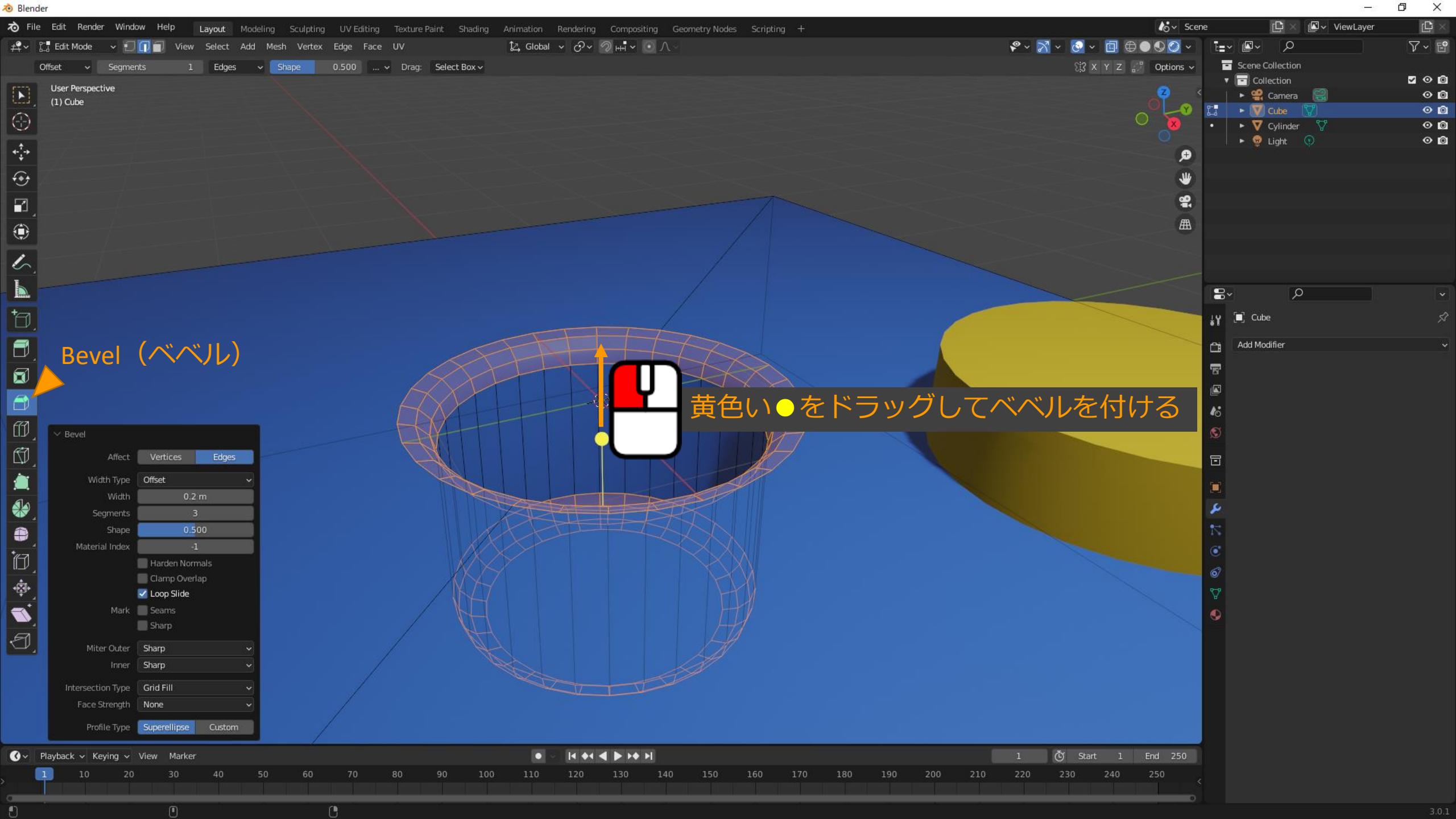
Shift + Alt +  Shift と Alt を押しながら下側の稜線を一つ追加選択する

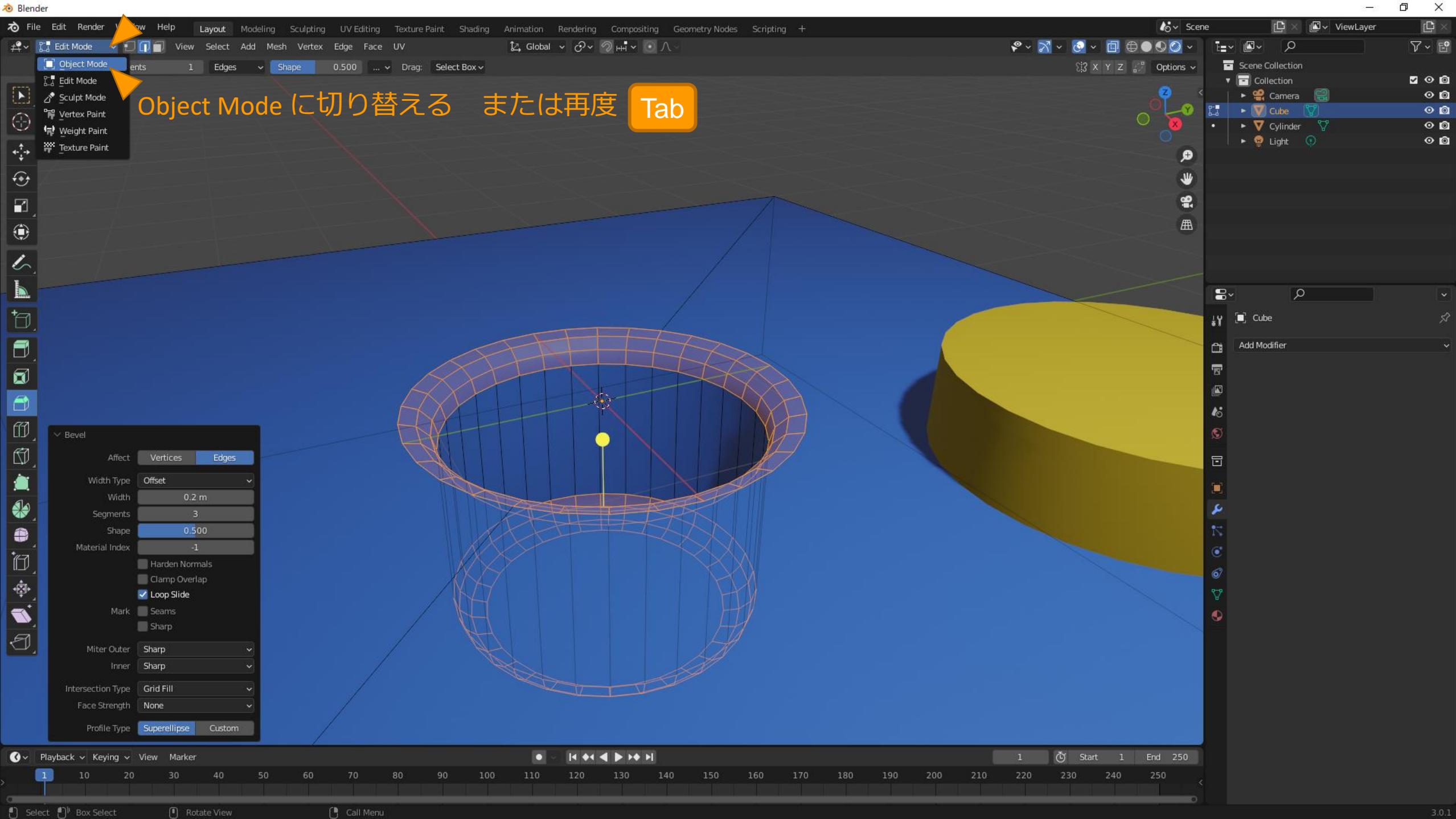
Playback Keying View Marker

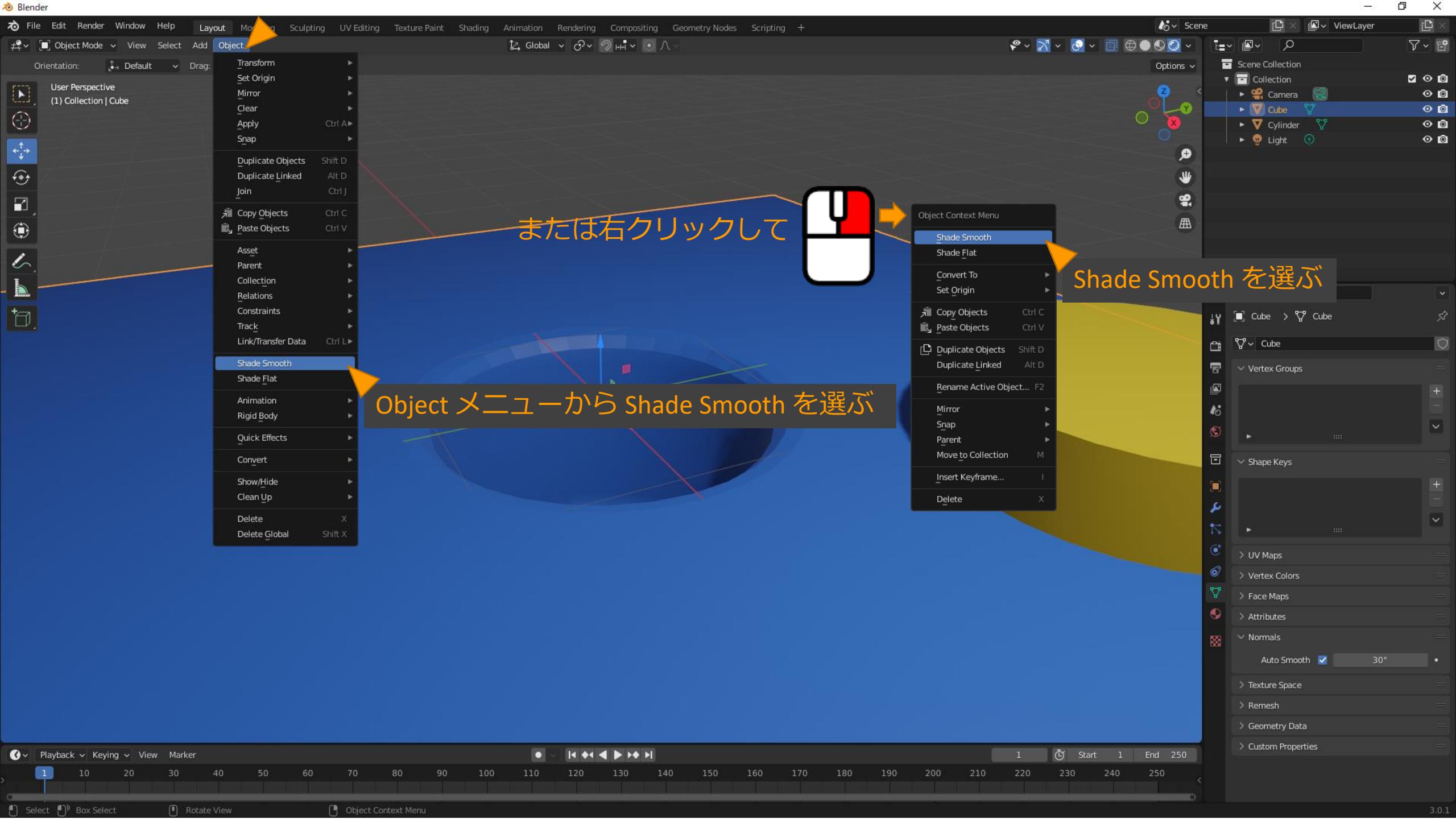
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 180 190 200 210 220 230 240 250

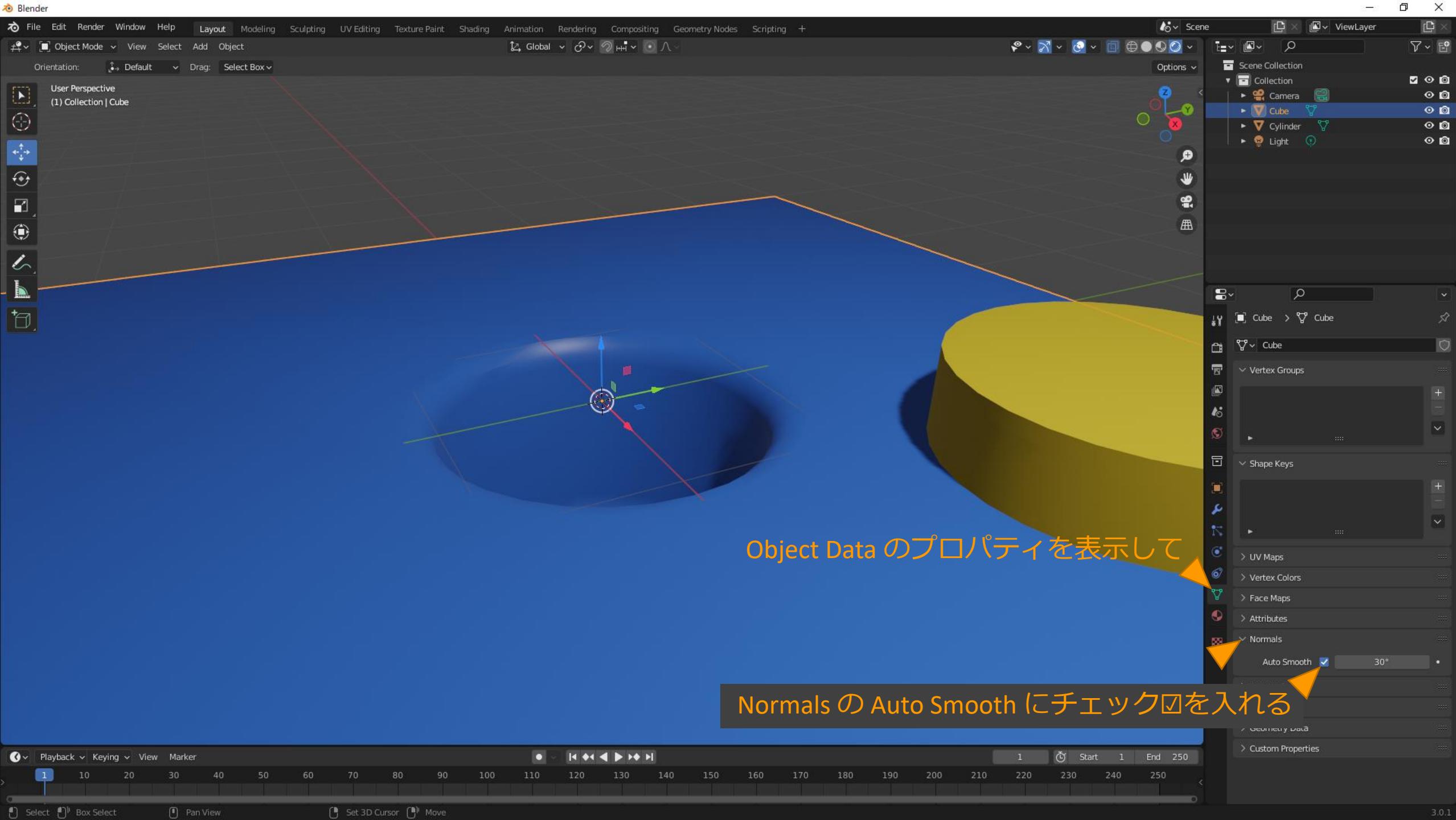
Box Select Rotate View Call Menu

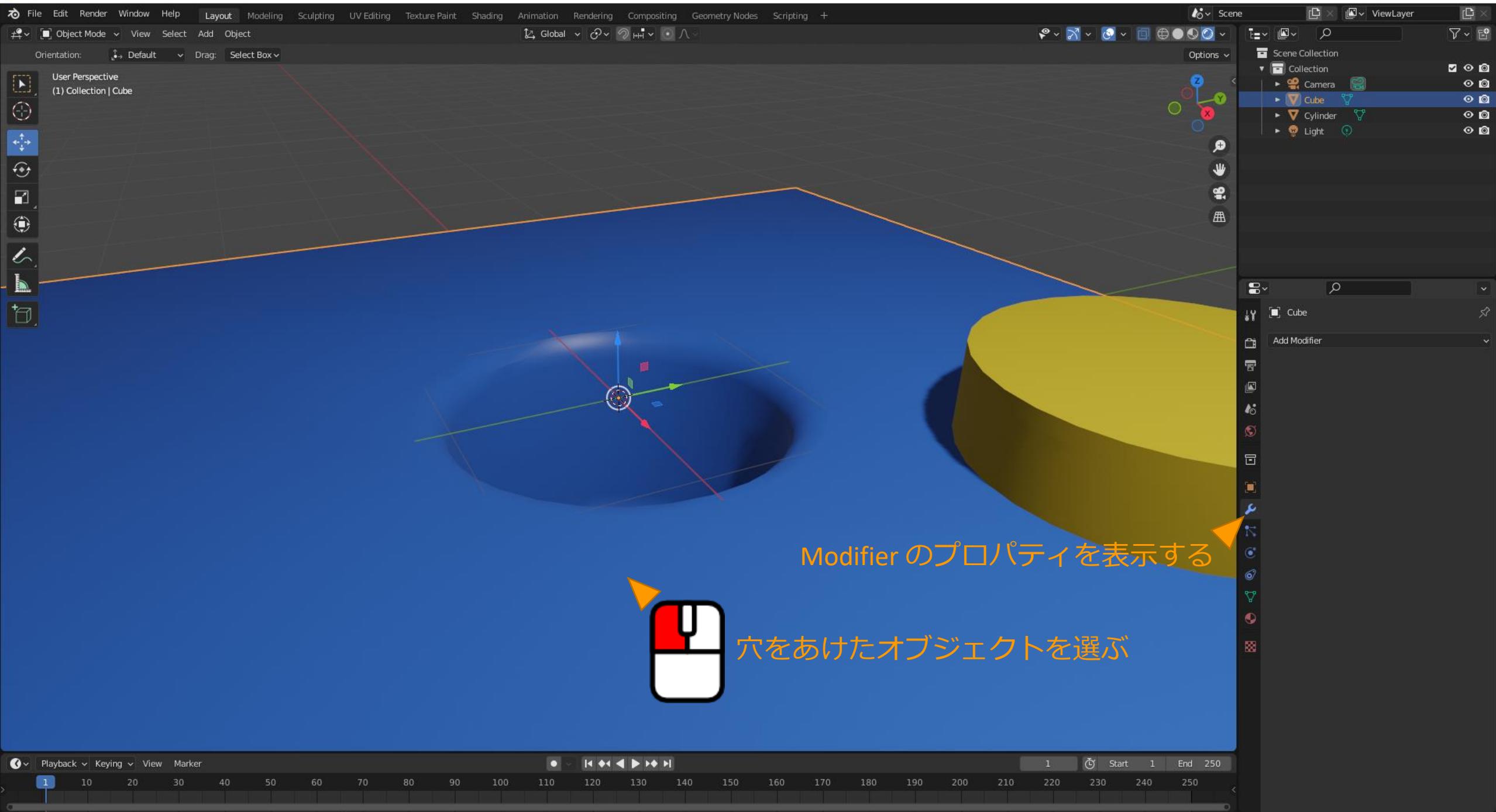
3.0.1

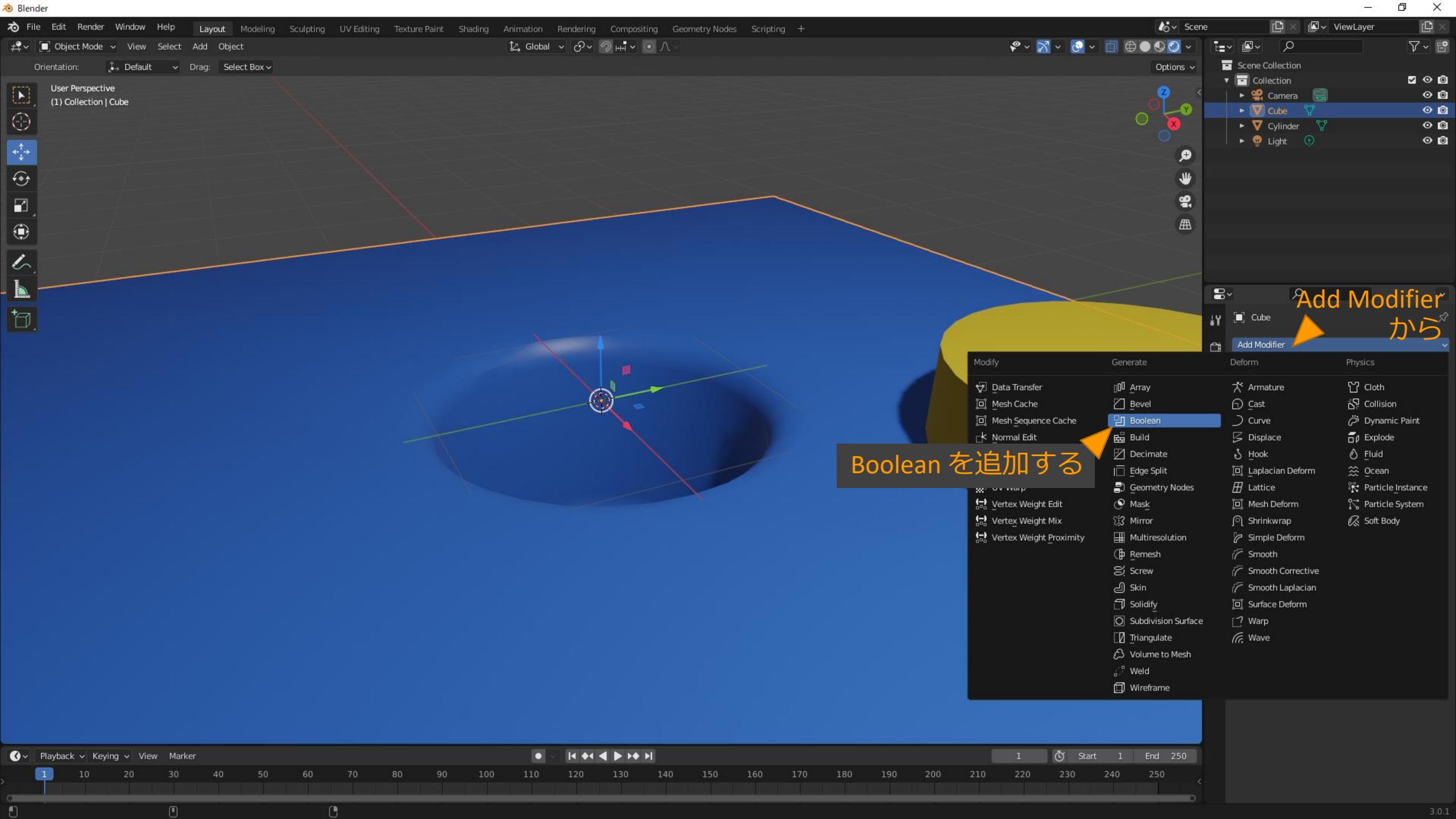


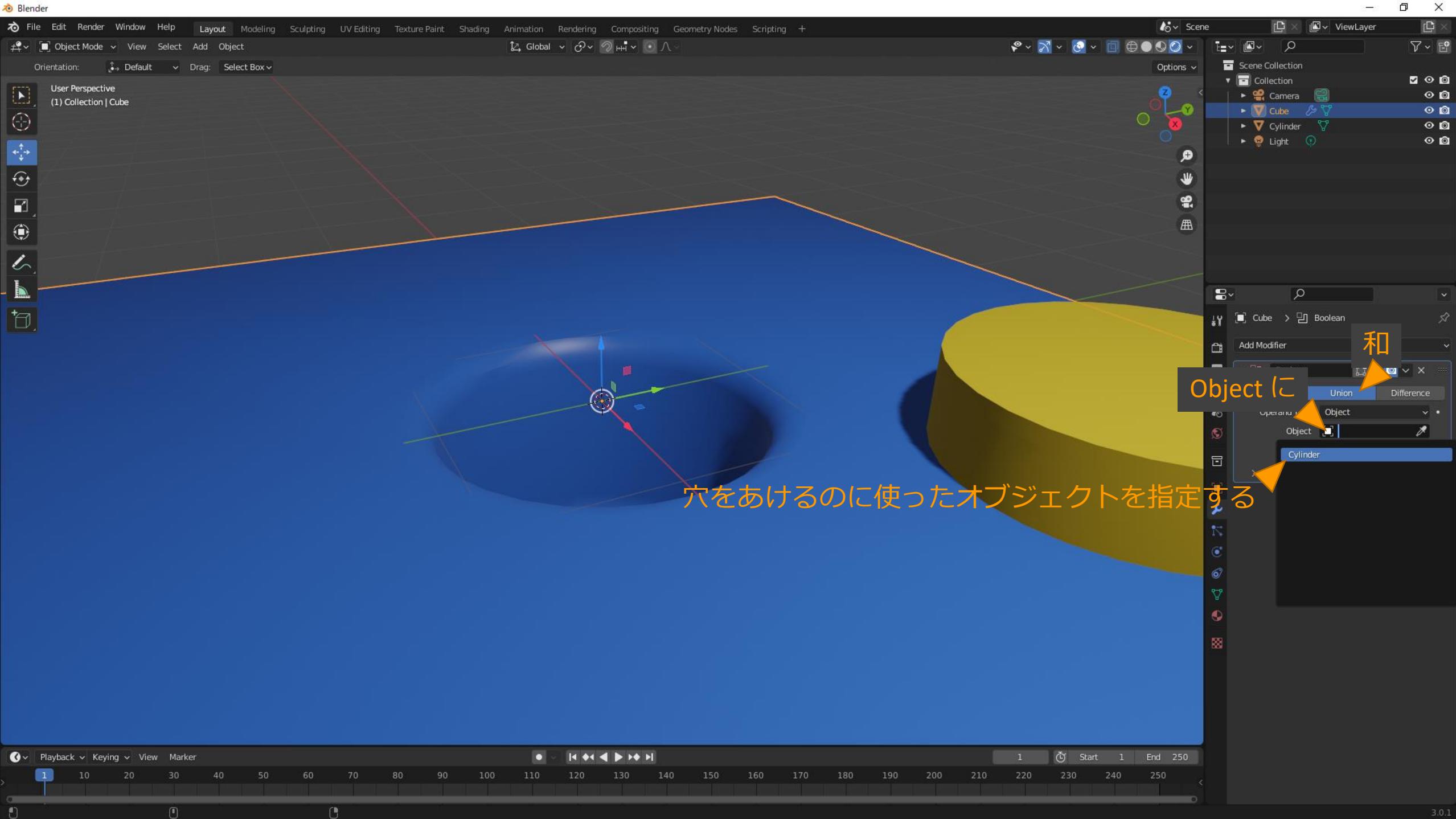












和

Object に

穴を開けるのに使ったオブジェクトを指定する

