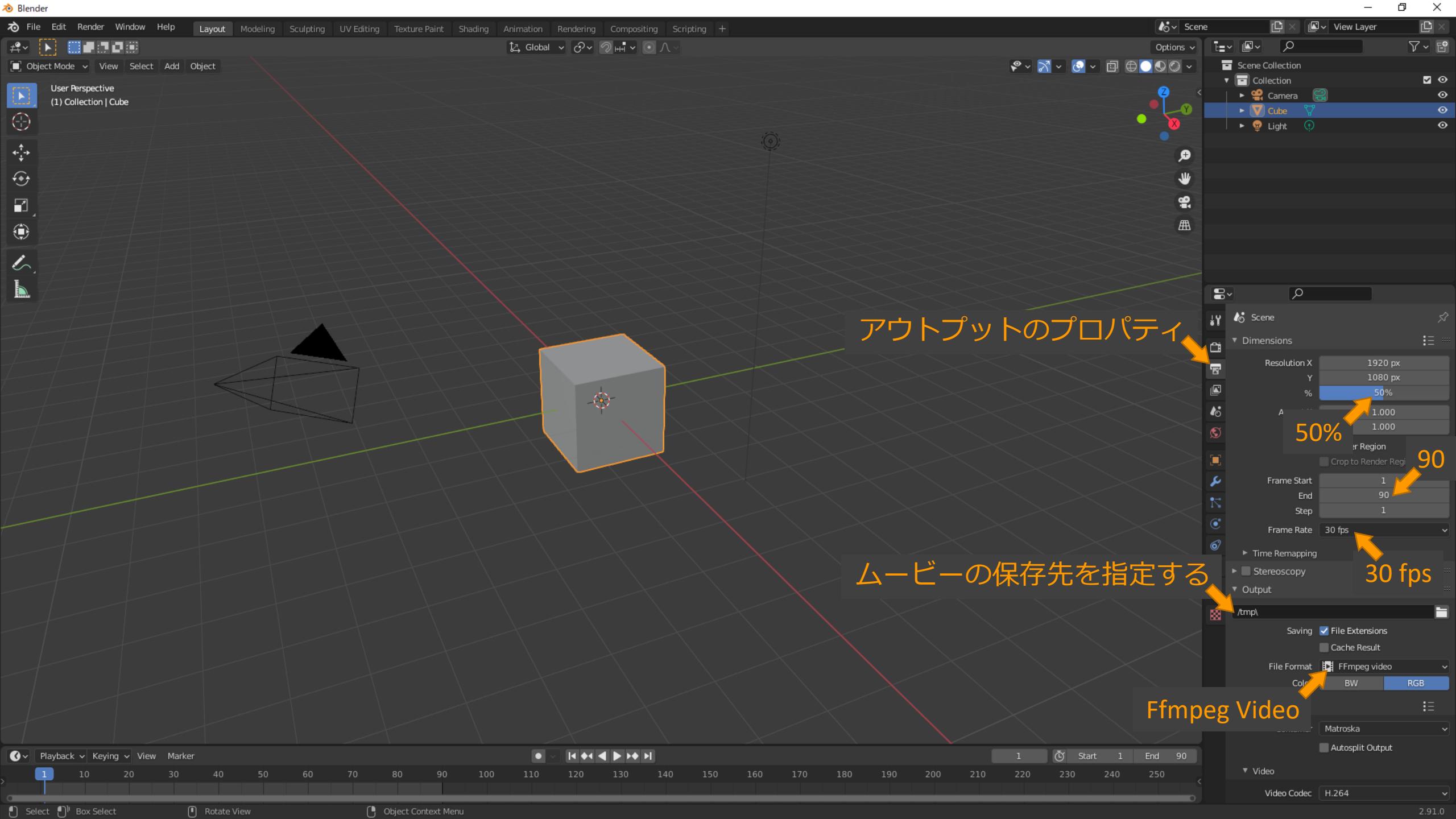
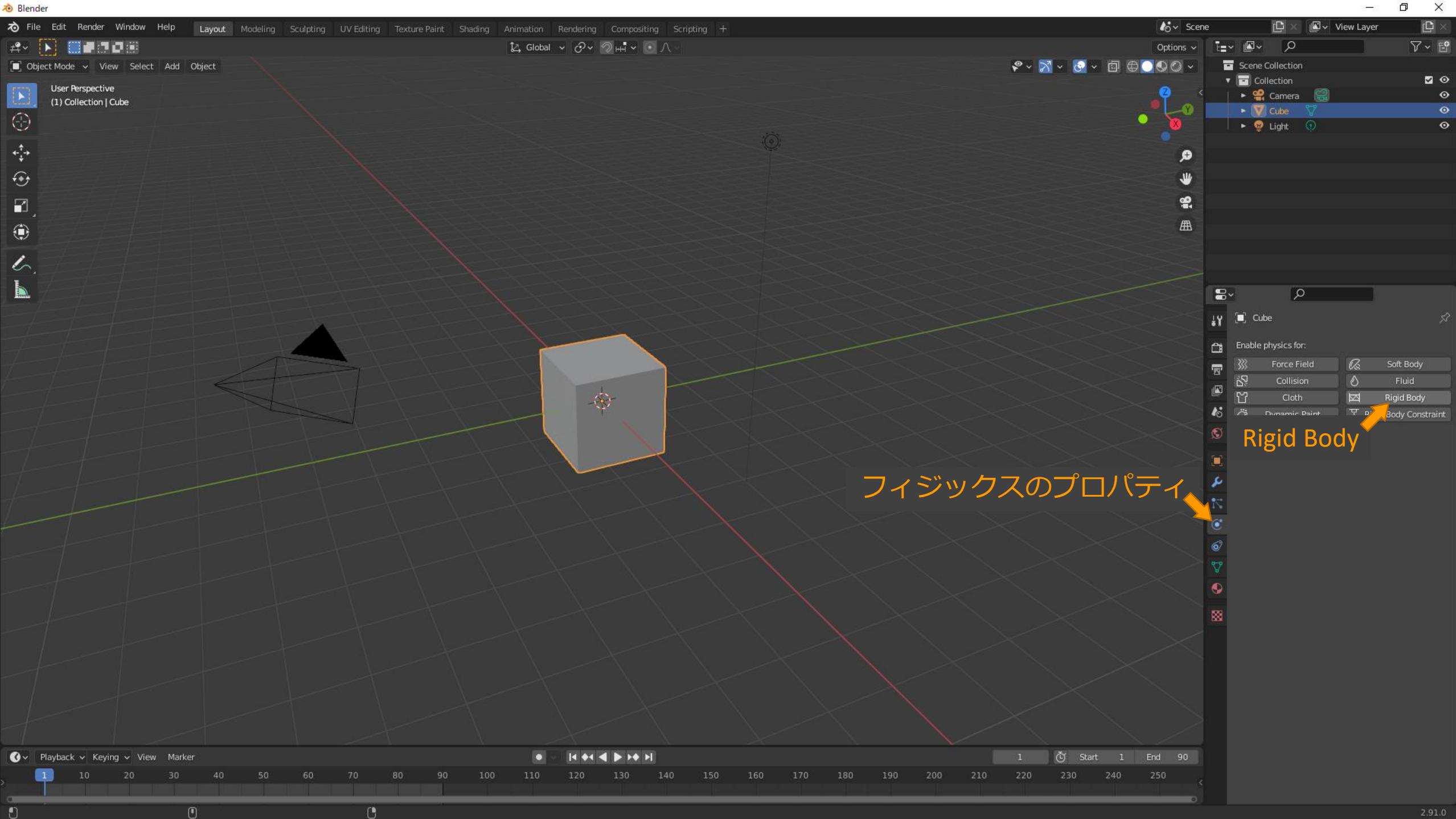
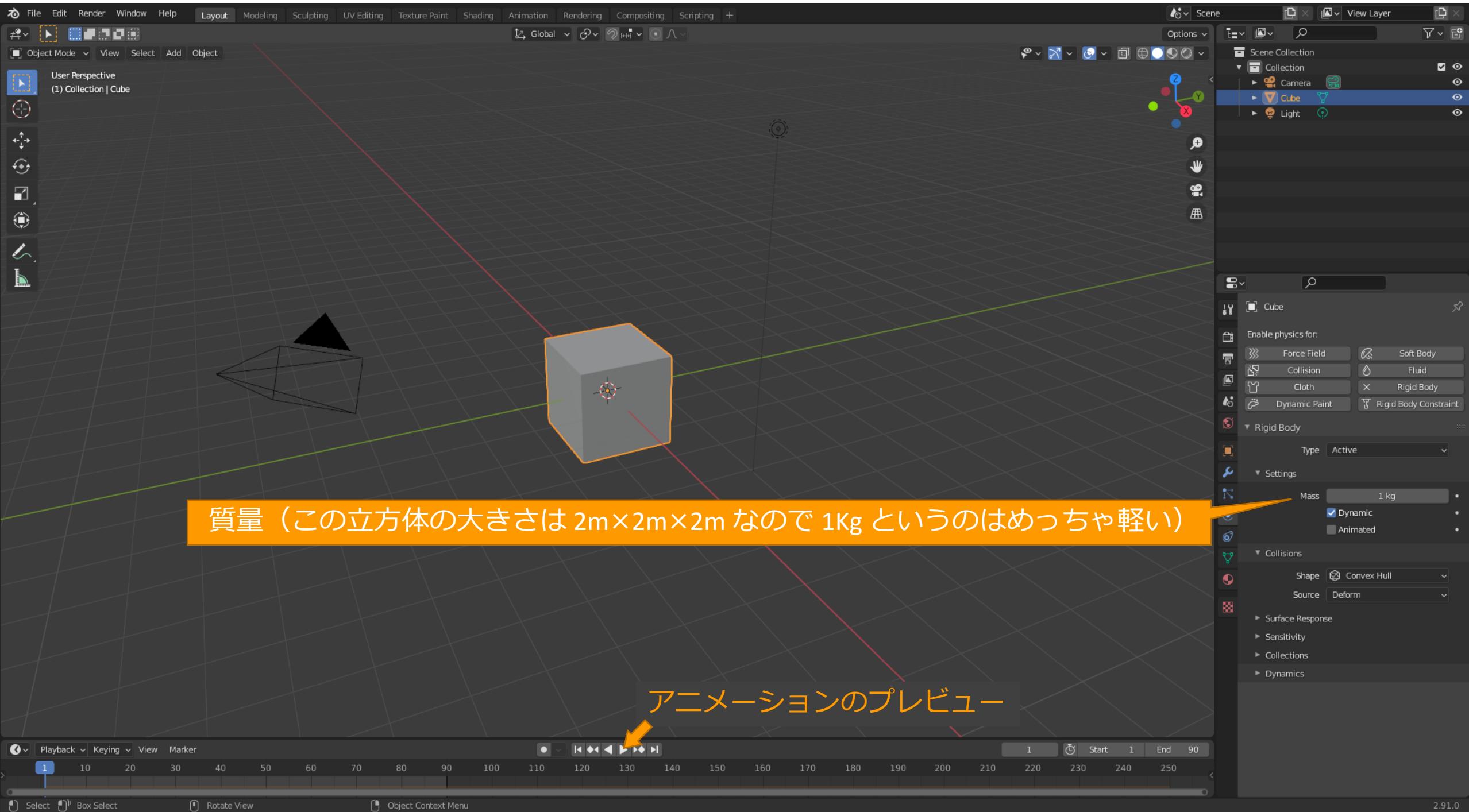


剛体シミュレーション

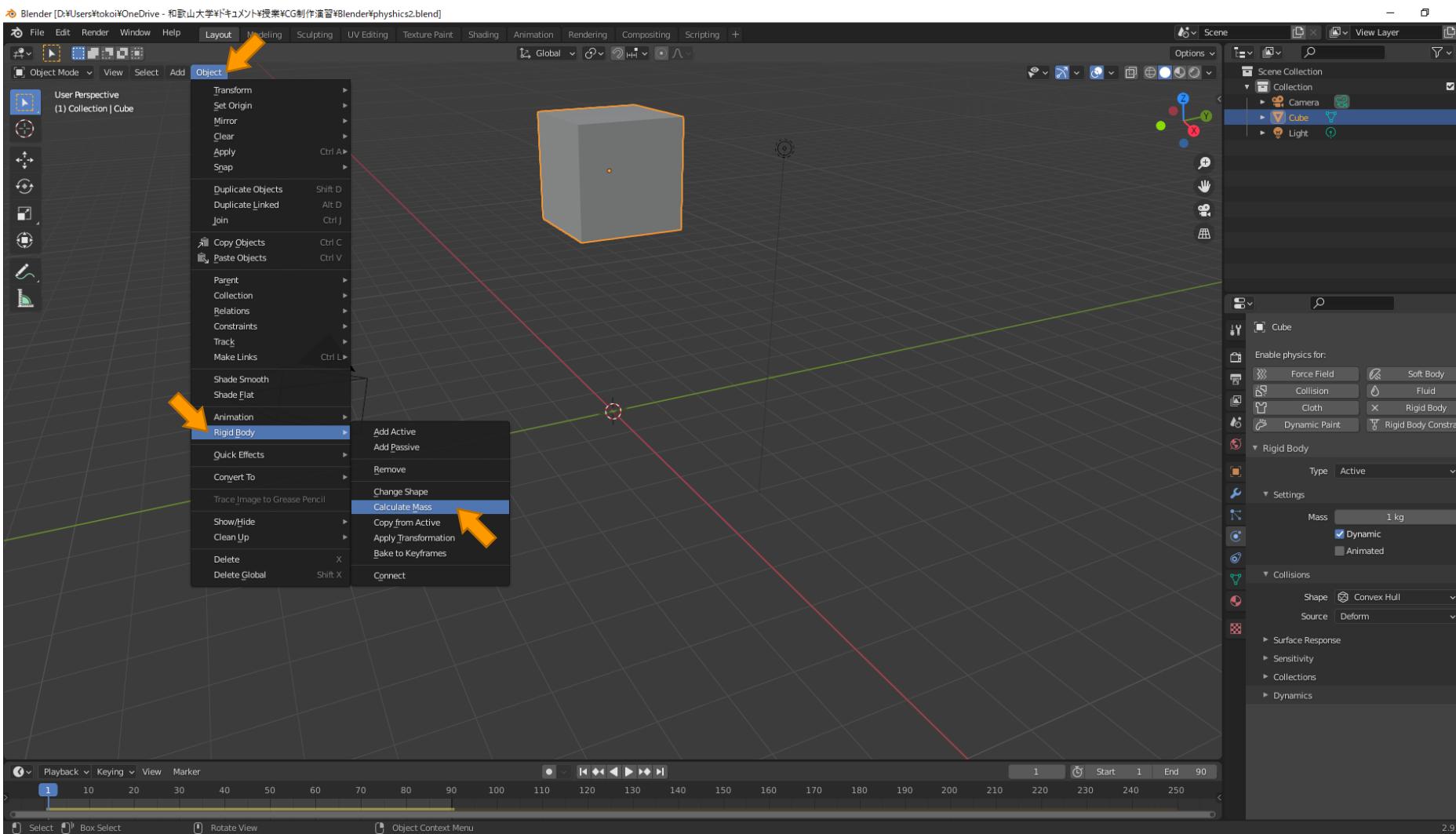
Rigid Body



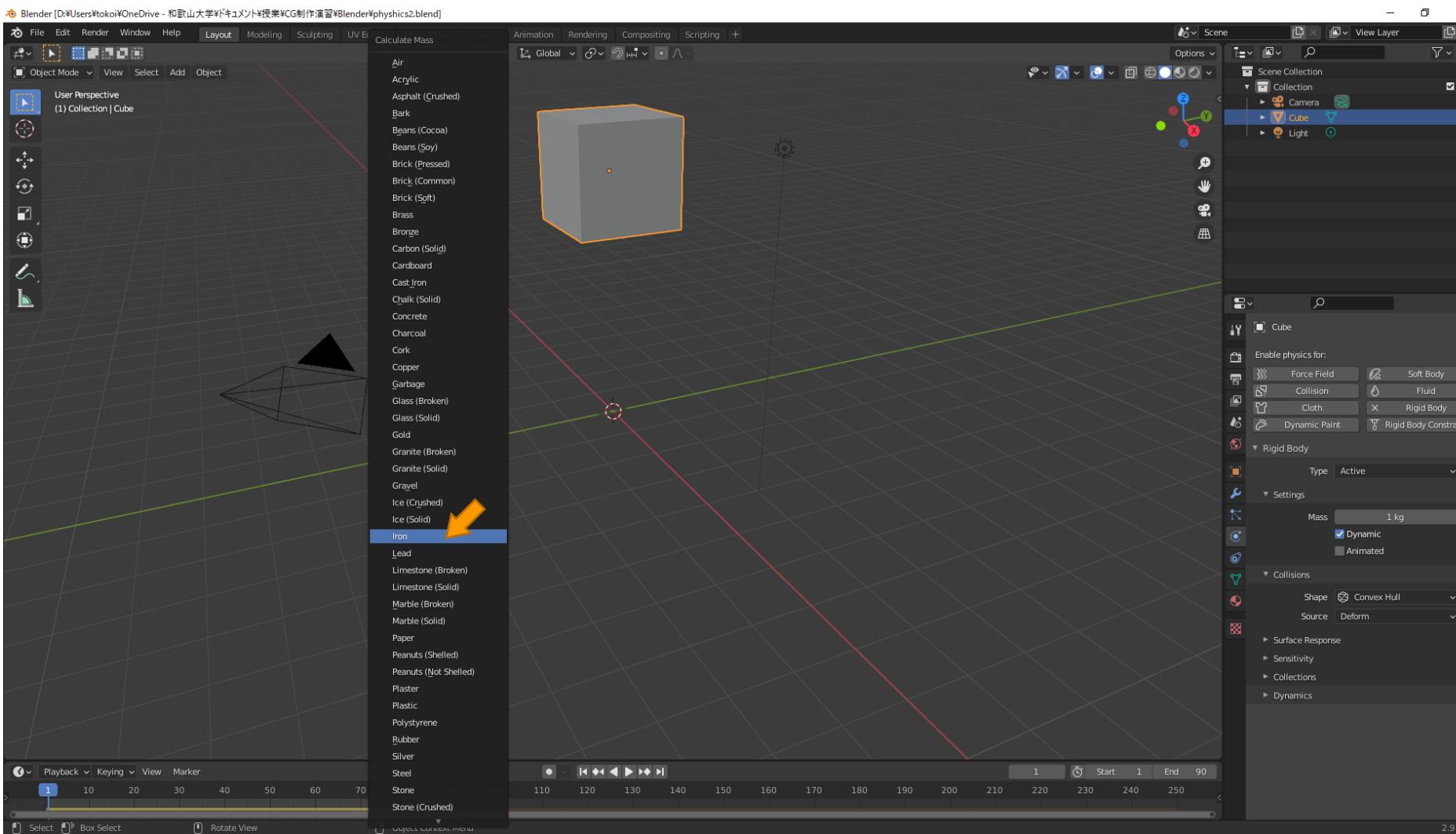




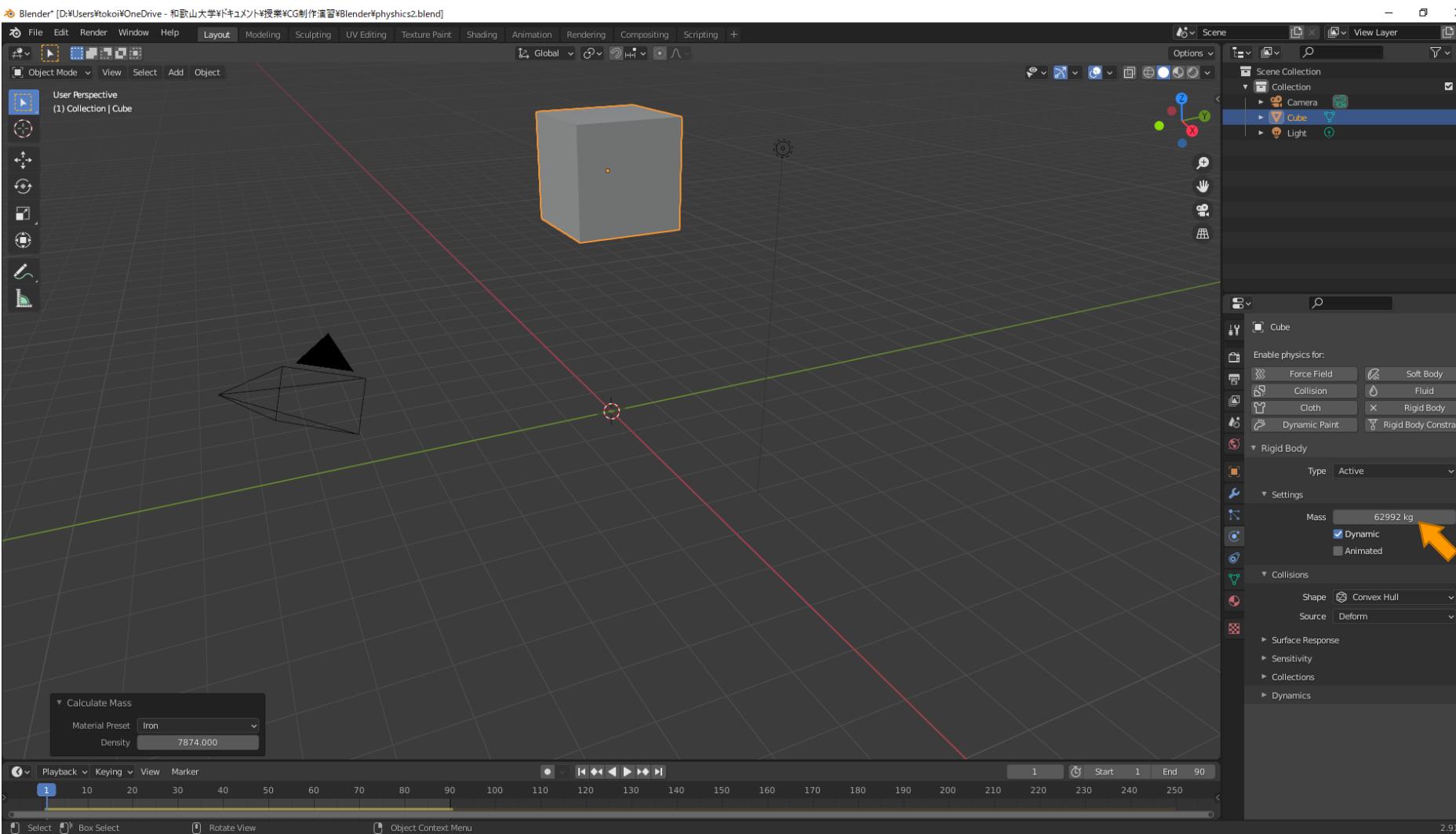
質量の計算



Iron (鉄) を選んでみる



63トンくらいになる



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

Global View Options

Object Mode View Select Add Object

User Perspective (30) Collection | Cube

3D Viewport with a gray cube and a small gray pyramid. A green line and a red line are drawn on the grid. A speech bubble points to the cube with the text "落ちる".

Scene Collection

- Collection
- Camera
- Cube
- Light

Search: Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body
- Soft Body
- Fluid
- Rigid Body Constraint

Rigid Body

Type: Active

Settings

- Mass: 1 kg
- Dynamic (checked)
- Animated

Collisions

- Shape: Convex Hull
- Source: Deform

Surface Response

Sensitivity

Collections

Dynamics

Playback Keying View

0 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: 90

2.91.0

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

3D Viewport with a cube selected and a camera and light in the scene.

Scene Collection

- Collection
- Camera
- Cube
- Light

Search: Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body
- Soft Body
- Fluid
- Rigid Body Constraint

Rigid Body

Type: Active

Settings

- Mass: 1 kg
- Dynamic:
- Animated:

Collisions

- Shape: Convex Hull
- Source: Deform

Surface Response

Sensitivity

Collections

Dynamics

Playback Keying

Frame: 120

Start: 1 End: 90

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

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

Select Box Select Rotate View Object Context Menu

シミュレーションが完了したところはアニメーションが可能になる

一周アニメーションしたら止めて最初のフレームに戻す

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

Scene Collection Collection Camera Cube Light

G Z

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Rigid Body

Type Active

Settings

- Mass 1 kg
- Dynamic
- Animated

Collisions

- Shape Convex Hull
- Source Deform

Surface Response

Sensitivity

Collections

Dynamics

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 90

Select Box Select Rotate View Object Context Menu

2.91.0

The image shows a Blender 3D Viewport in Object Mode. A gray cube is selected and highlighted with an orange border. A small orange arrow points from the letter 'G' to the letter 'Z', indicating a transformation operation. To the left of the cube is a black pyramid. The 3D Viewport features a grid background and a 3D cursor. The right side of the interface contains the Properties panel, which is open to the 'Rigid Body' tab for the selected cube. The cube's mass is set to 1 kg, and it is marked as dynamic. The collision shape is set to 'Convex Hull' and the source is 'Deform'. The bottom of the screen shows the Timeline, with frame 1 selected and the duration set to 90 frames.

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

Global Options

D: 3.645 m (3.645 m) along global Z

User Perspective (1) Collection | Cube

3D Viewport Tools

Scene Collection

- Collection
- Camera
- Cube**
- Light

Search: Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body**
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Rigid Body

Type: Active

Settings

- Mass: 1 kg
- Dynamic
- Animated

Collisions

- Shape: Convex Hull
- Source: Deform

Surface Response

Sensitivity

Collections

Dynamics

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 90

Confirm Cancel X axis Y axis Z axis X plane Y plane Z plane Clear Constraints Snap Invert Snap Toggle Move Rotate Resize Automatic Constraint Automatic Constraint Plane

2.91.0

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

Search

Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint

Rigid Body

Type Active

Settings

- Mass 1 kg
- Dynamic
- Animated

Collisions

- Shape Convex Hull
- Source Deform

Surface Response

Sensitivity

Collections

Dynamics

Move

Move X 0 m

Y 0 m

Z 5 m

Orientation Global

Proportional Editing

試しに 5m くらい

Enter または 確定

Playback Keying View Marker

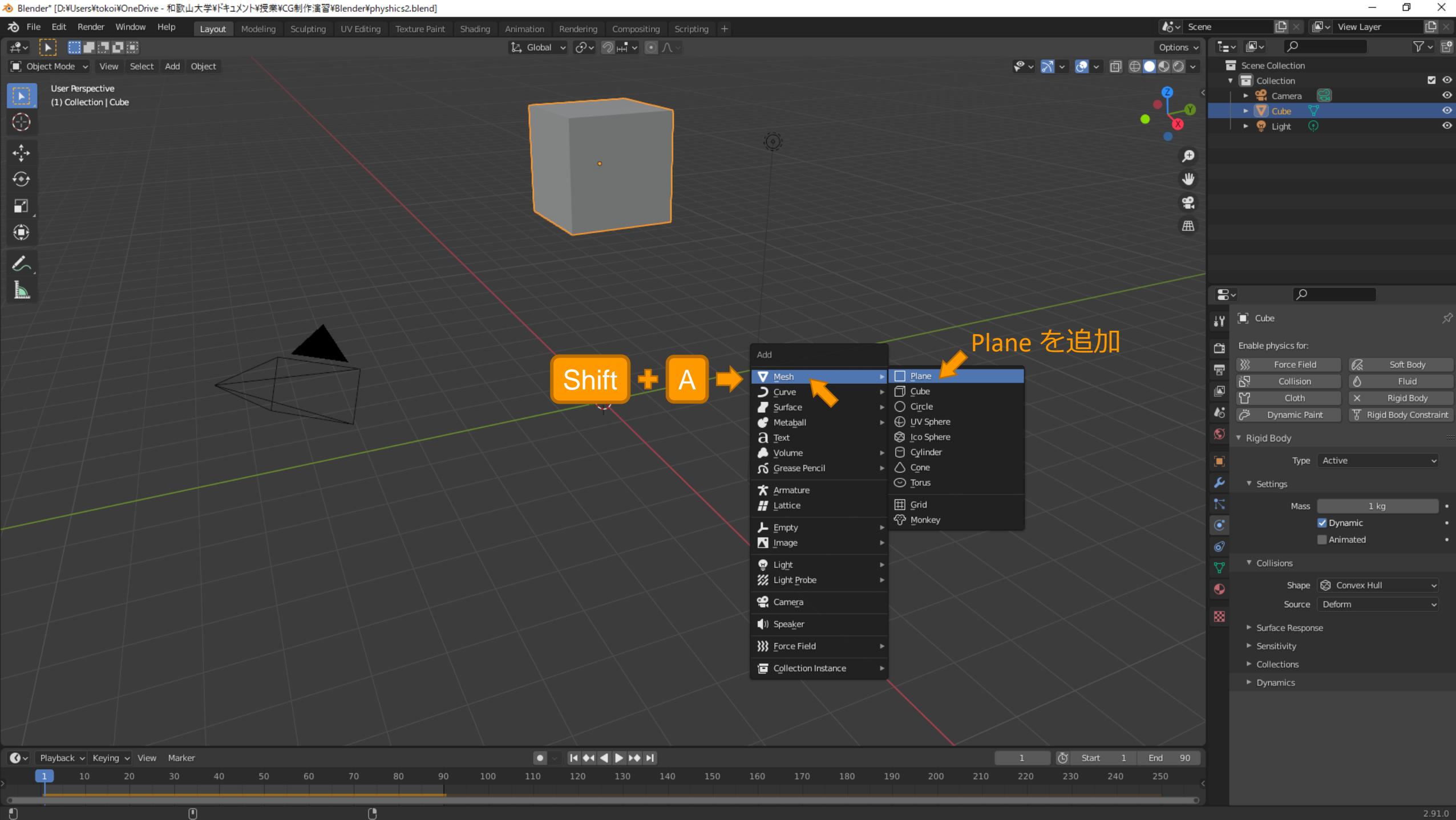
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

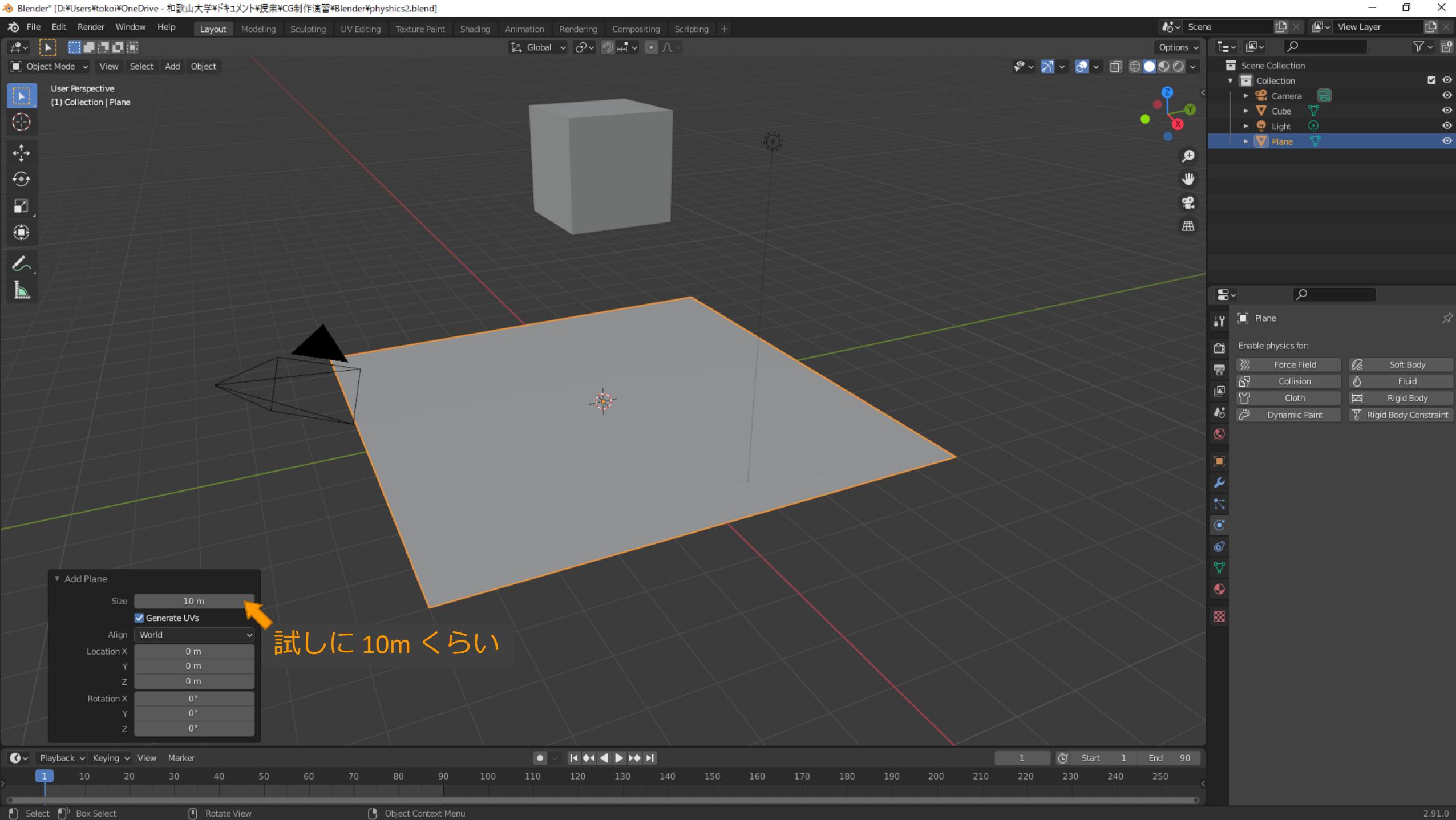
1 Start 1 End 90

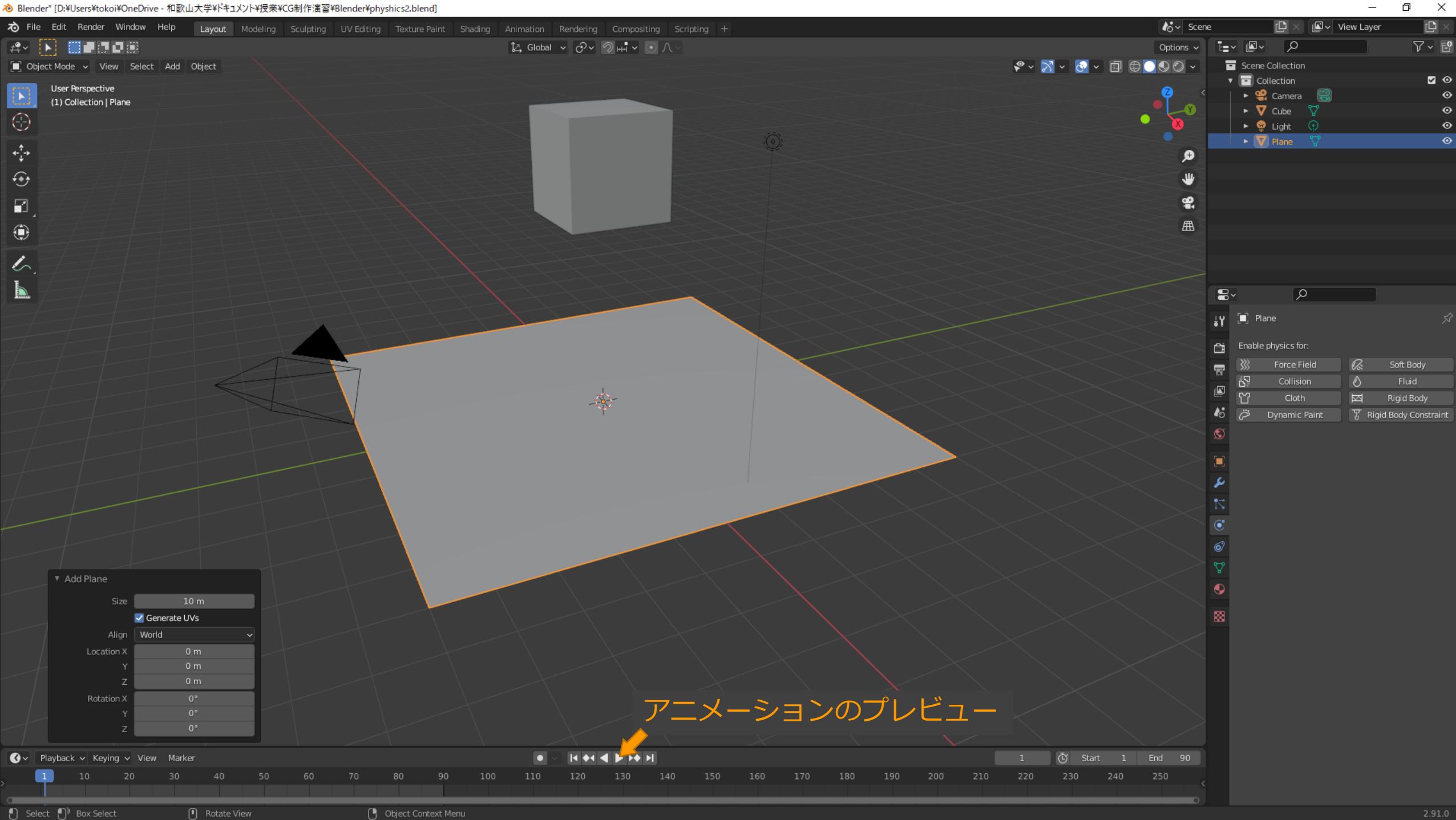
Select Box Select Rotate View Object Context Menu

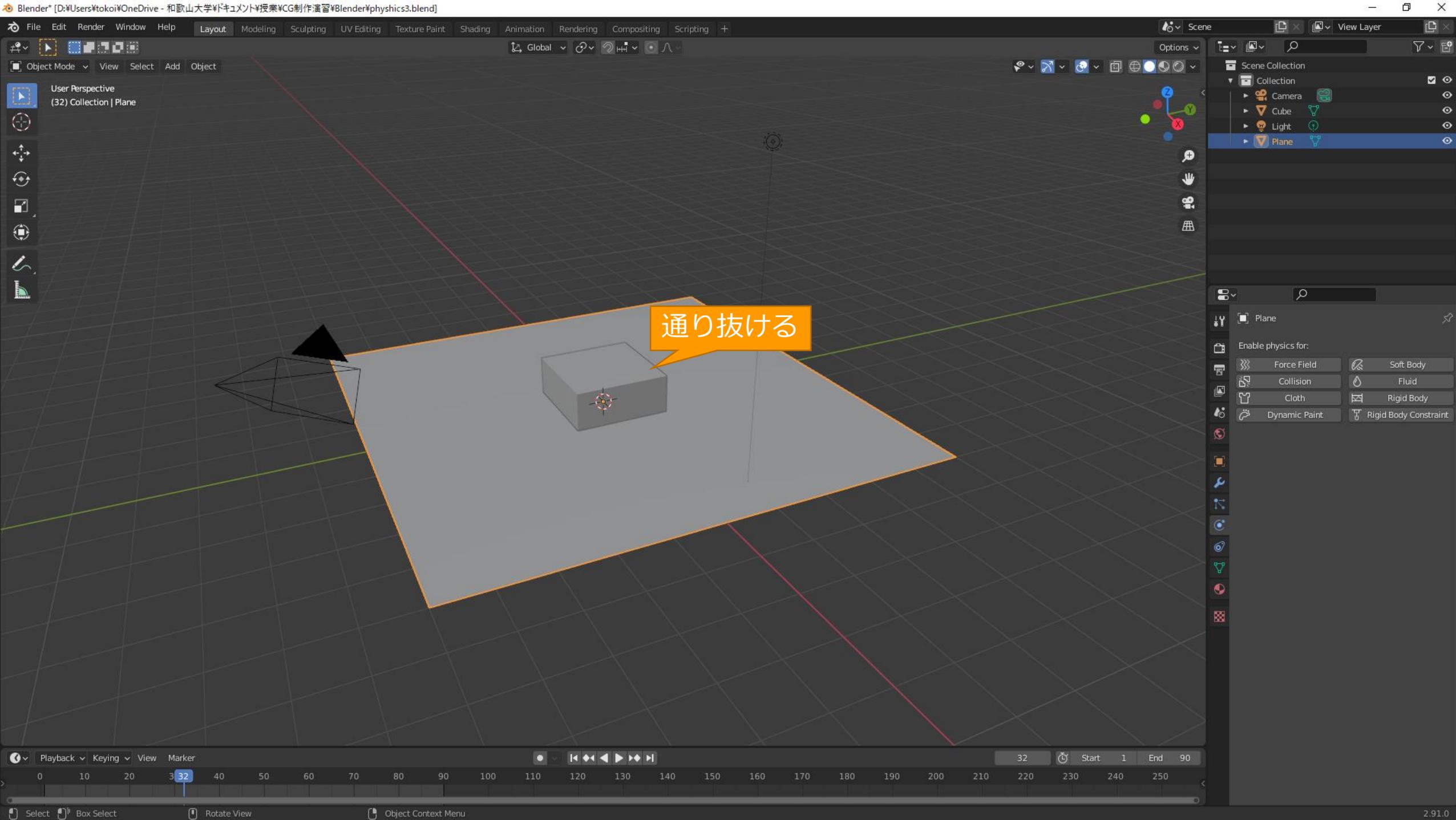
2.91.0

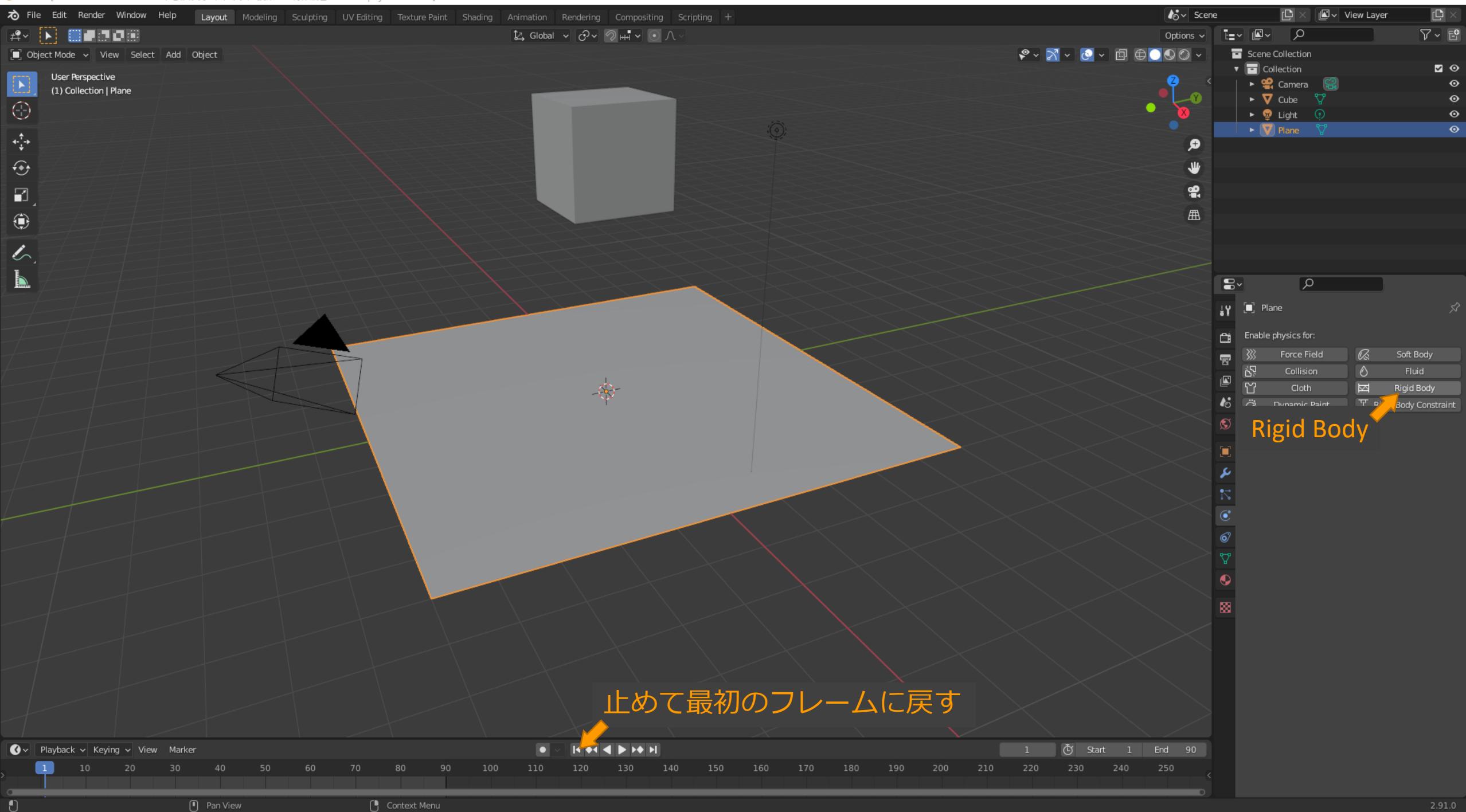
The image shows a Blender 3D interface. In the 3D Viewport, a gray cube and a black pyramid are visible. A 3D cursor is positioned near the pyramid. A large orange text box in the center of the screen contains the text "Enter または 確定" (Enter or Confirm) with a white floppy disk icon. A smaller text box at the bottom left of the screen contains the text "試しに 5m くらい" (Try 5m) with an orange arrow pointing to the Z value in the move panel. The move panel shows the following values: Move X: 0 m, Y: 0 m, Z: 5 m. The orientation is set to "Global" and "Proportional Editing" is checked. The right side of the screen displays the Outliner, Properties, and Timeline panels. The Properties panel is open, showing the "Rigid Body" settings for the selected cube, including mass (1 kg), dynamic status, and collision properties. The Timeline panel shows a single frame at 1, with start and end frames at 1 and duration at 90.

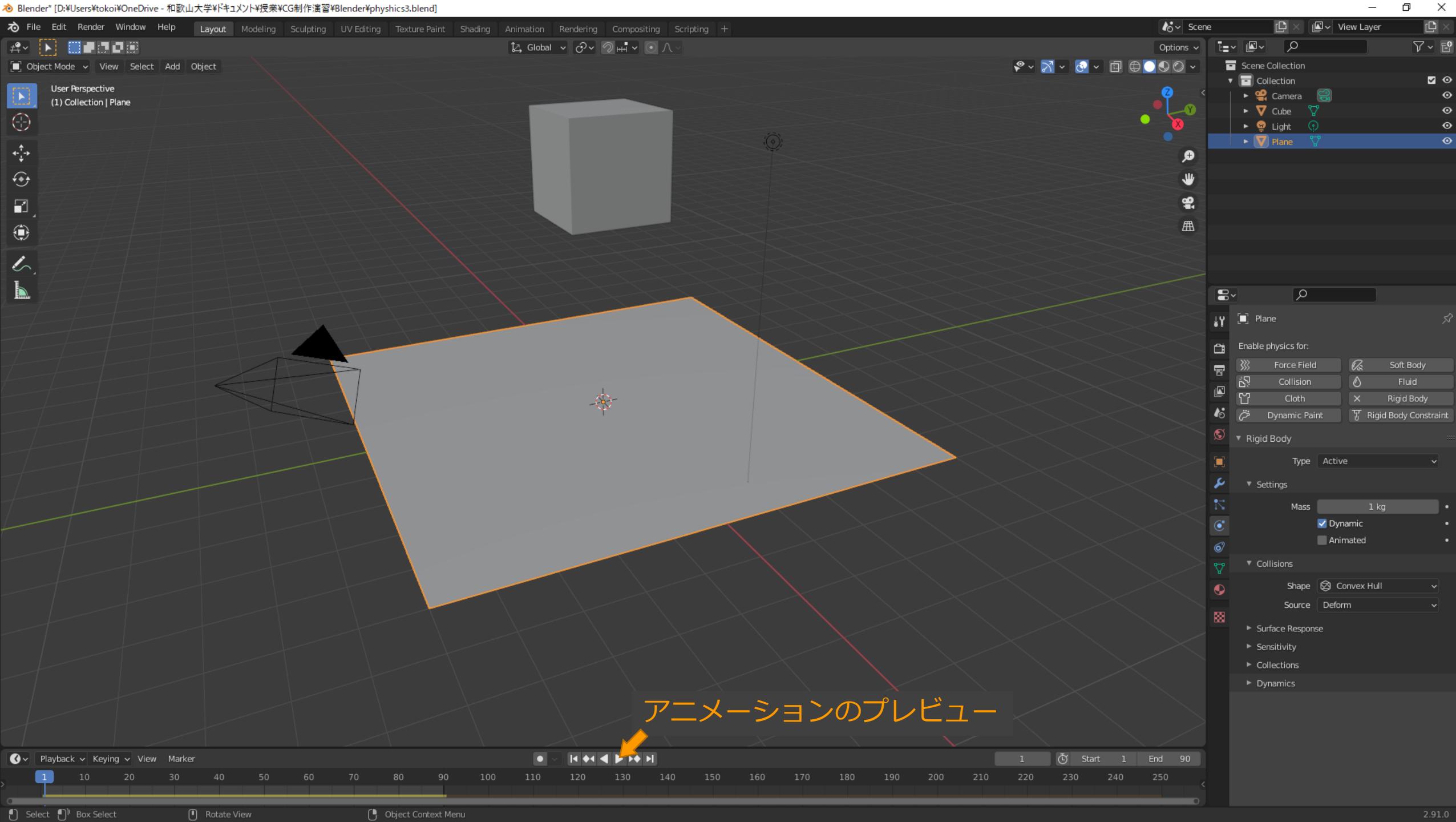


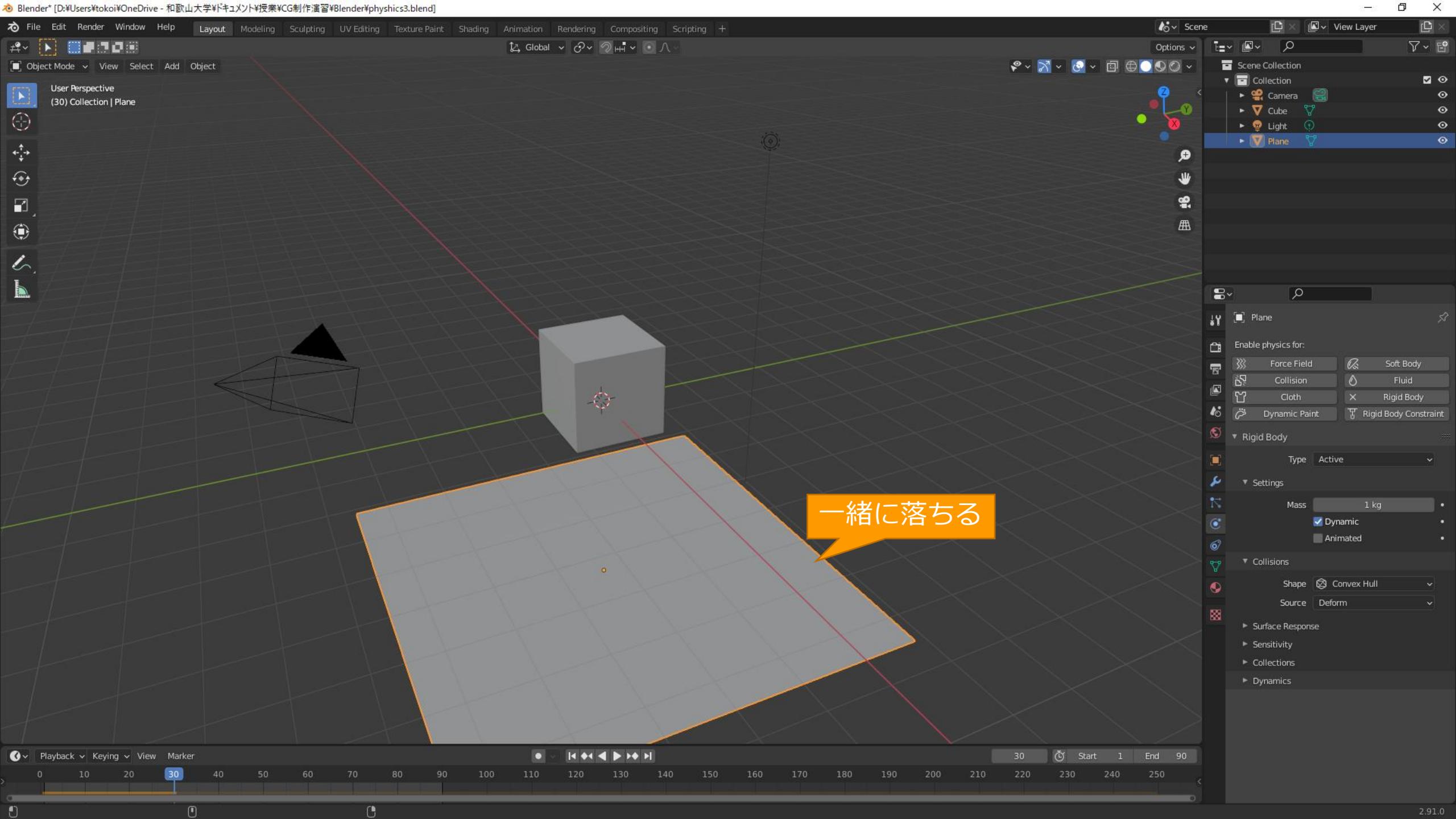


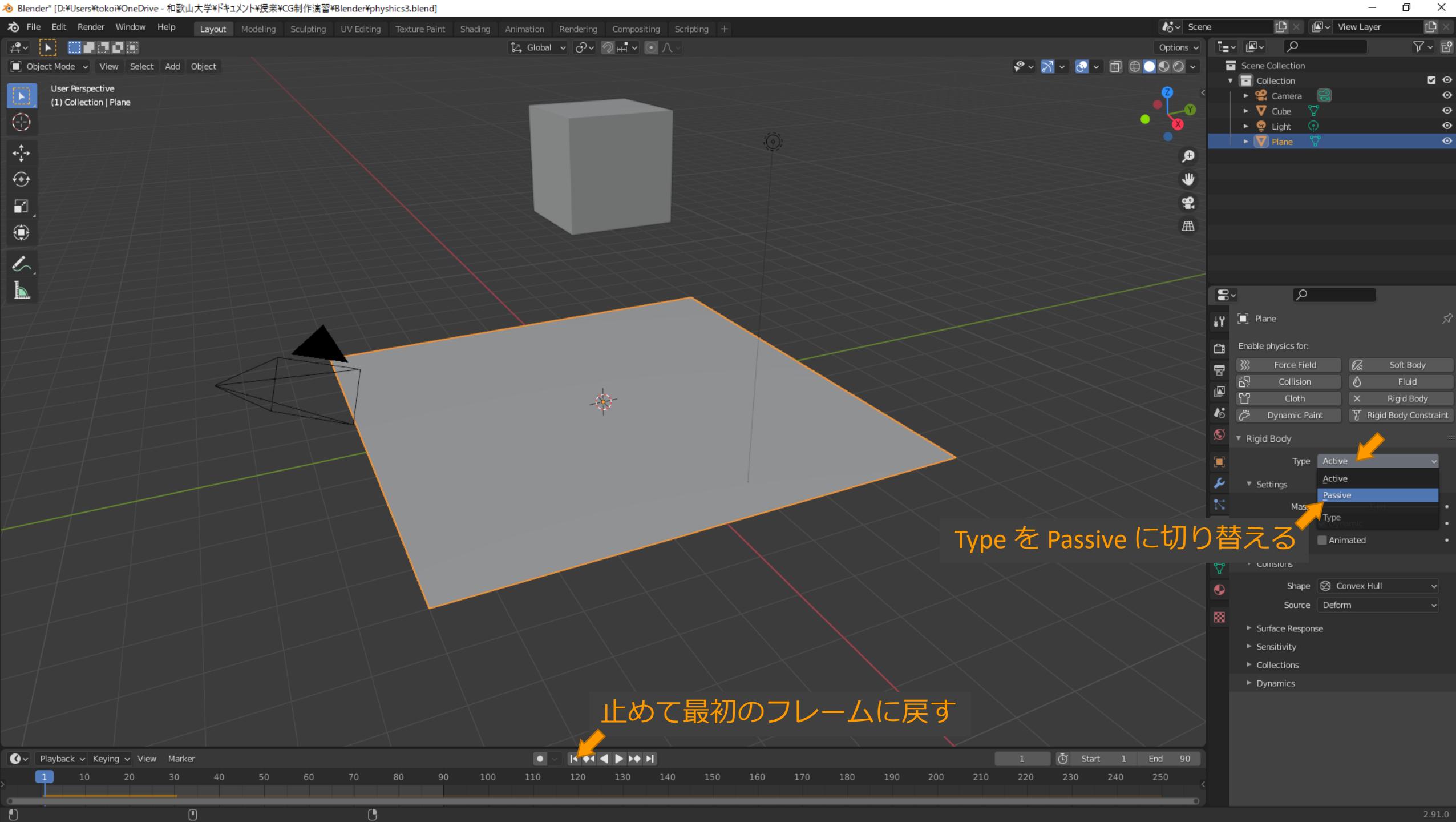


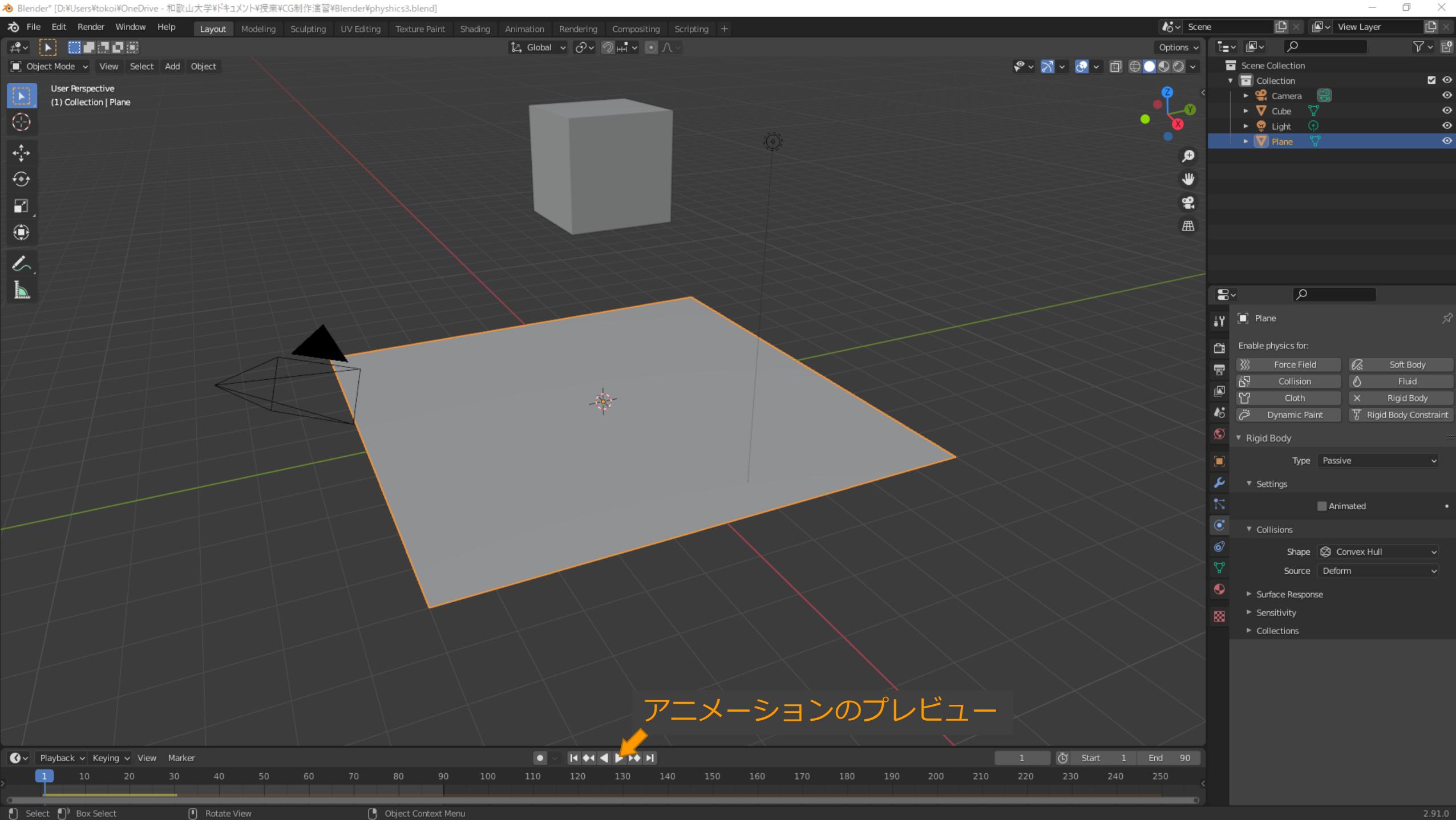


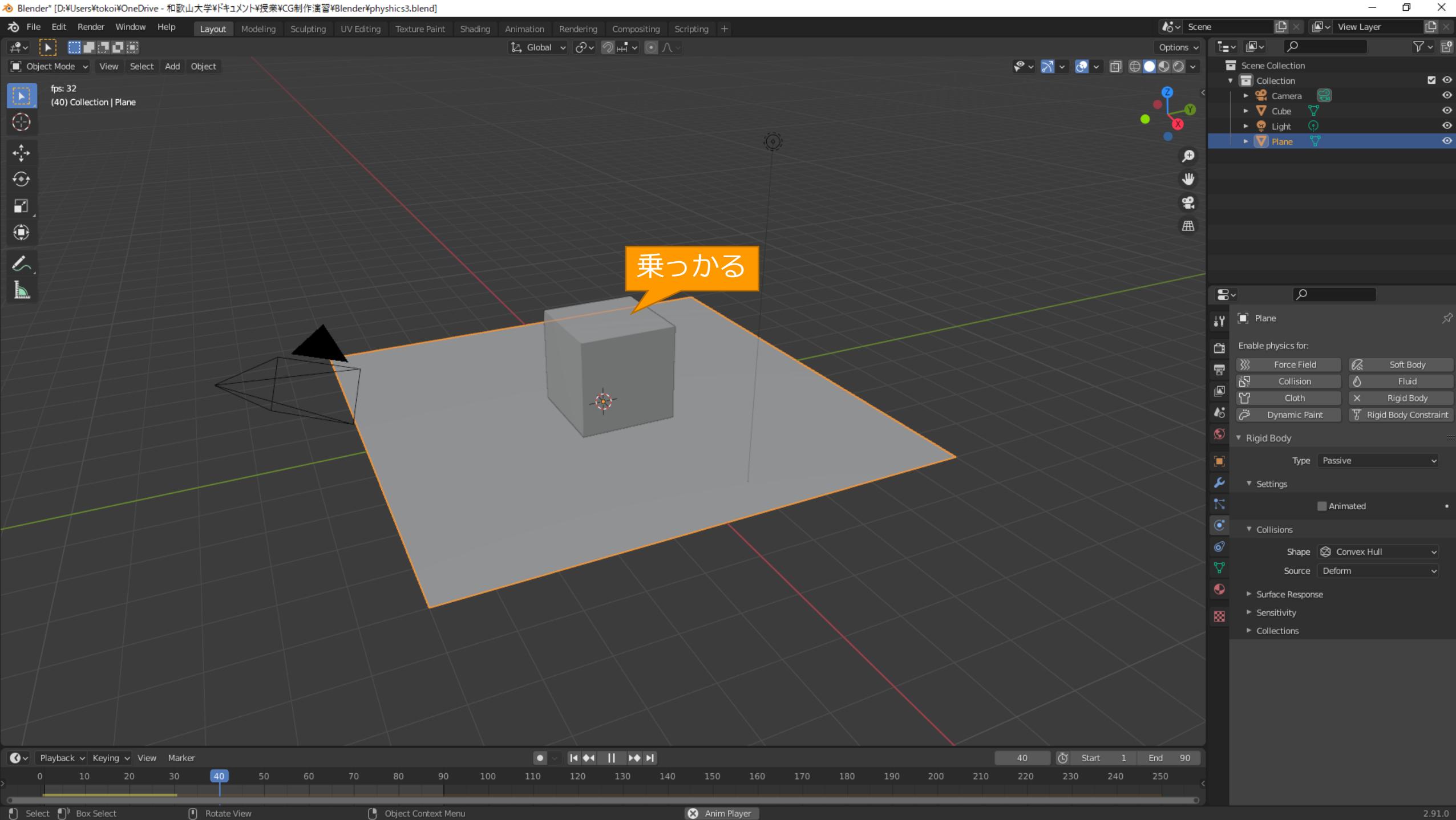


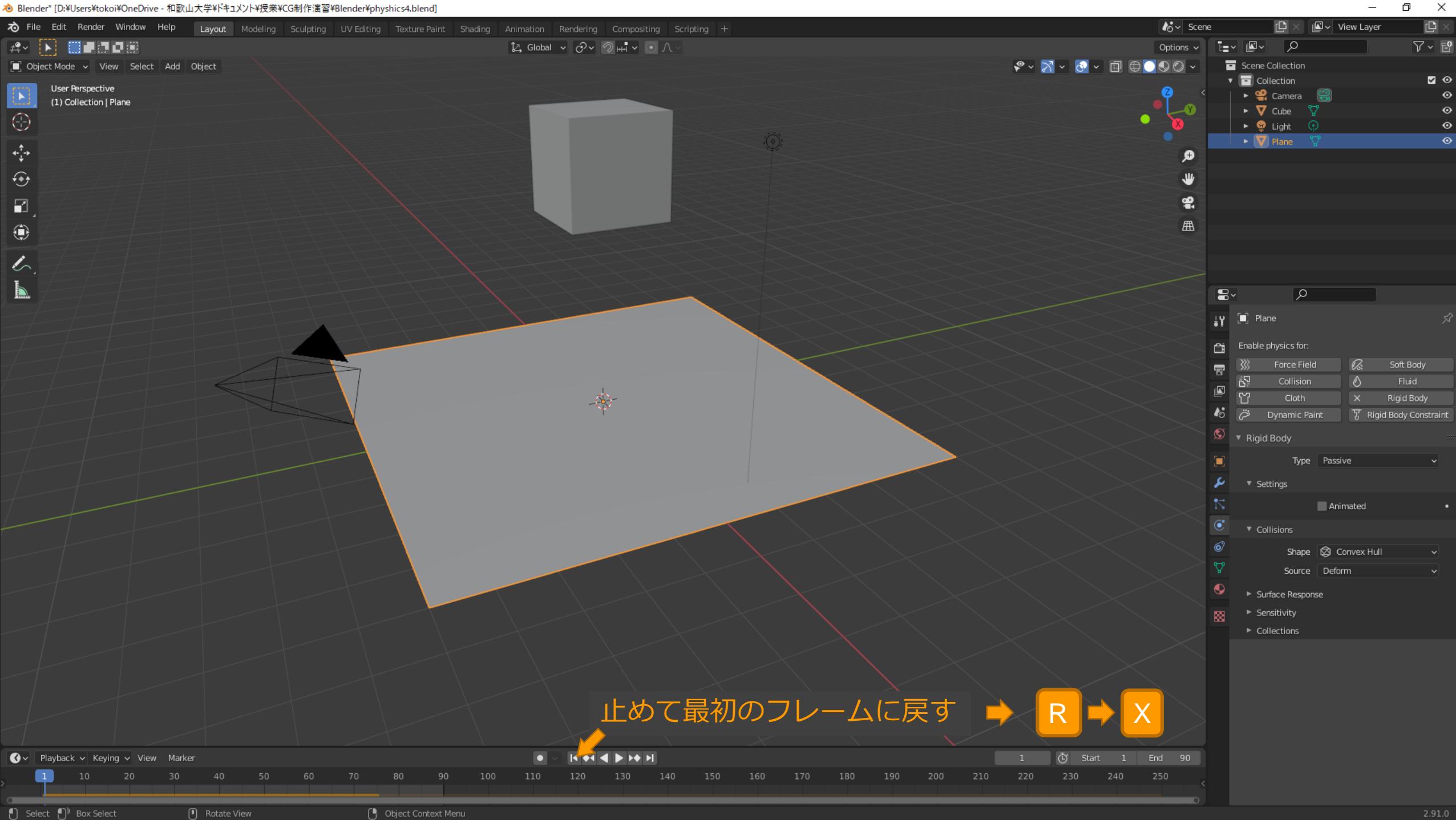












Blender 2.91.0

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

Global Viewport Options

Rot: 15.87 along global X

User Perspective (1) Collection | Plane

3D Viewport: A large 3D scene showing a gray cube, a gray plane, and a small black pyramid. A camera icon is visible in the background. A 3D cursor is positioned on the plane. A yellow arrow points to the 3D cursor with the text "角度を調整" (Adjust angle).

Scene Collection: A list of objects in the scene.

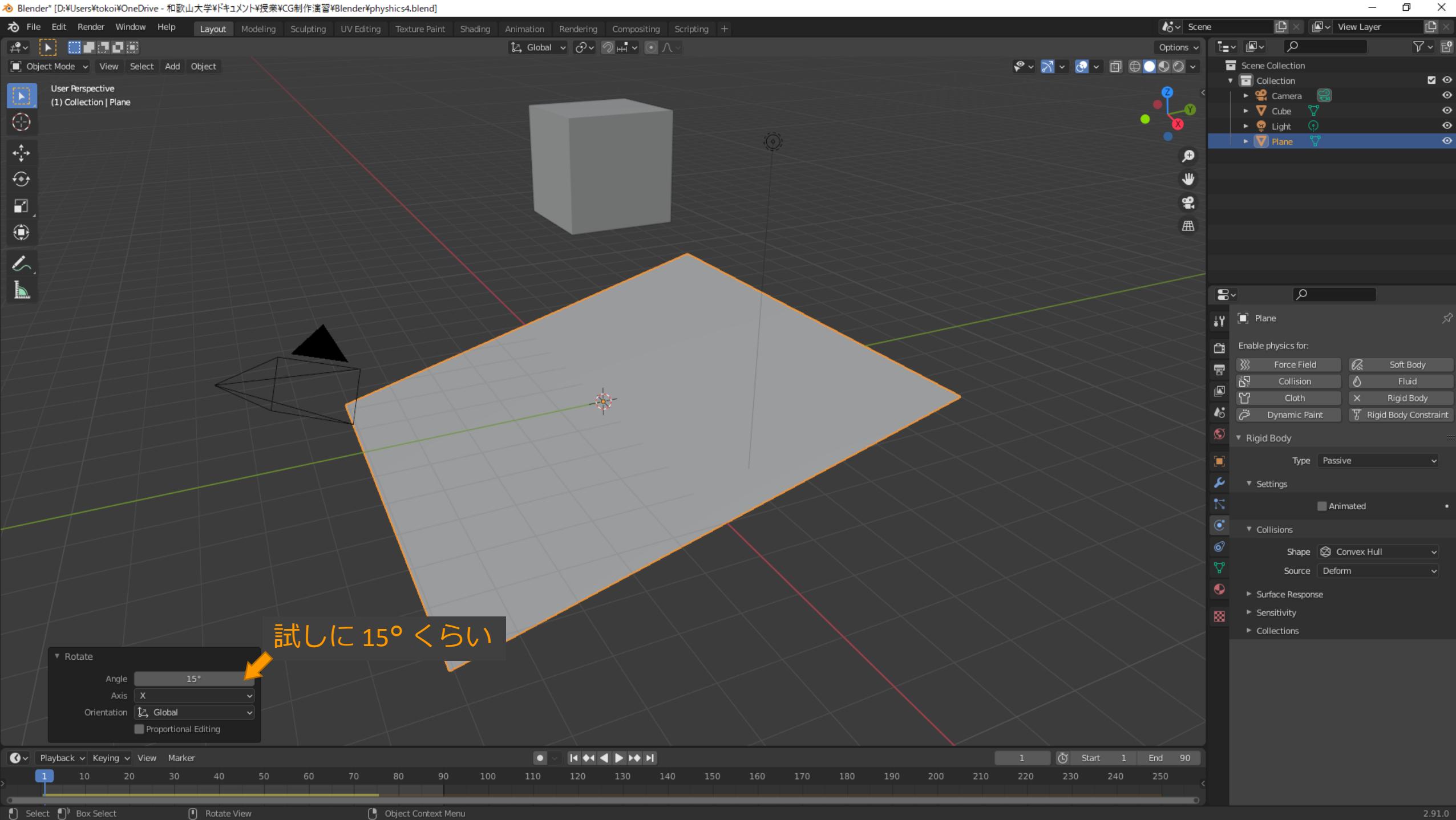
- Collection (Camera, Cube, Light, Plane)

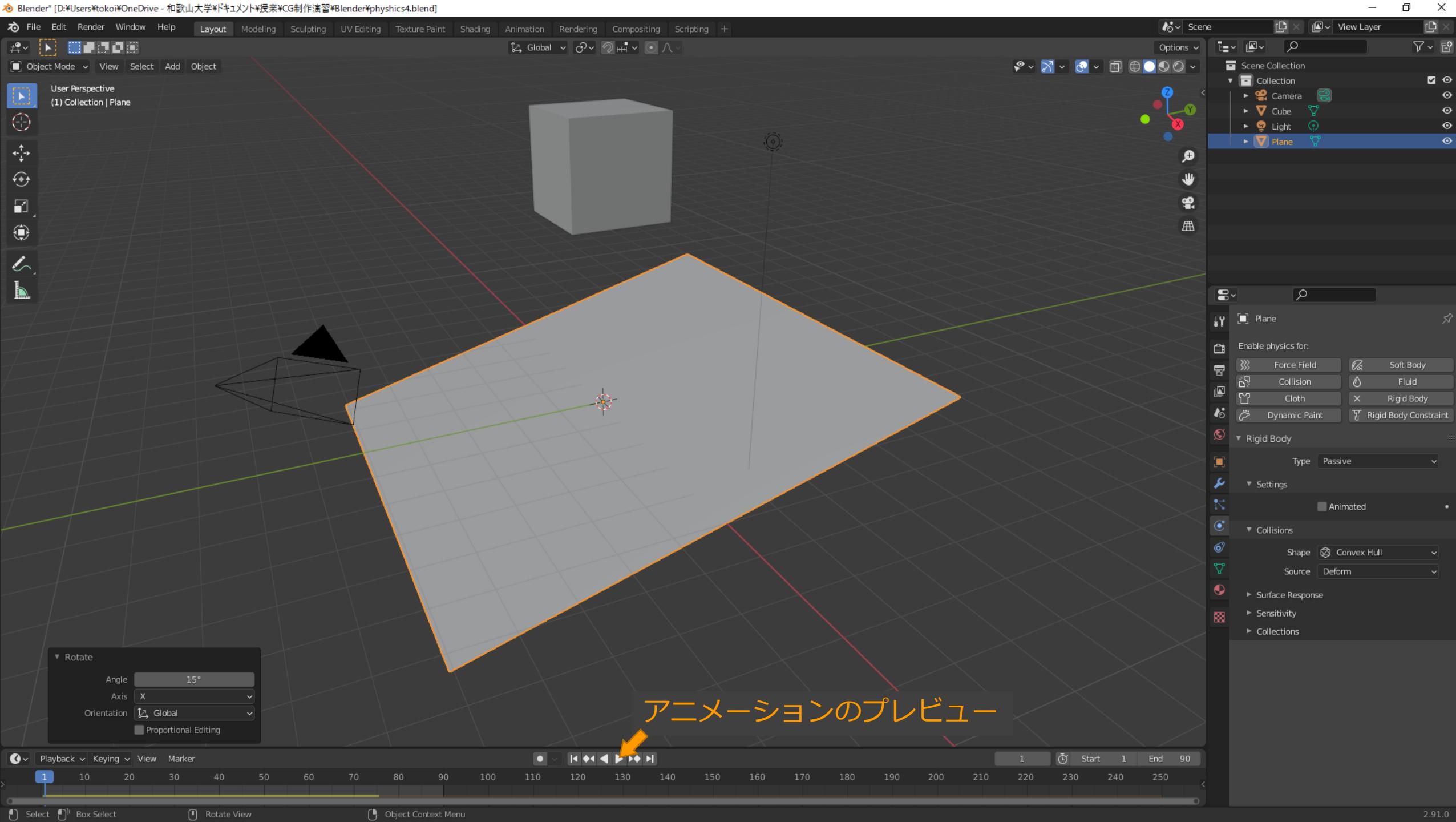
Plane Properties Panel:

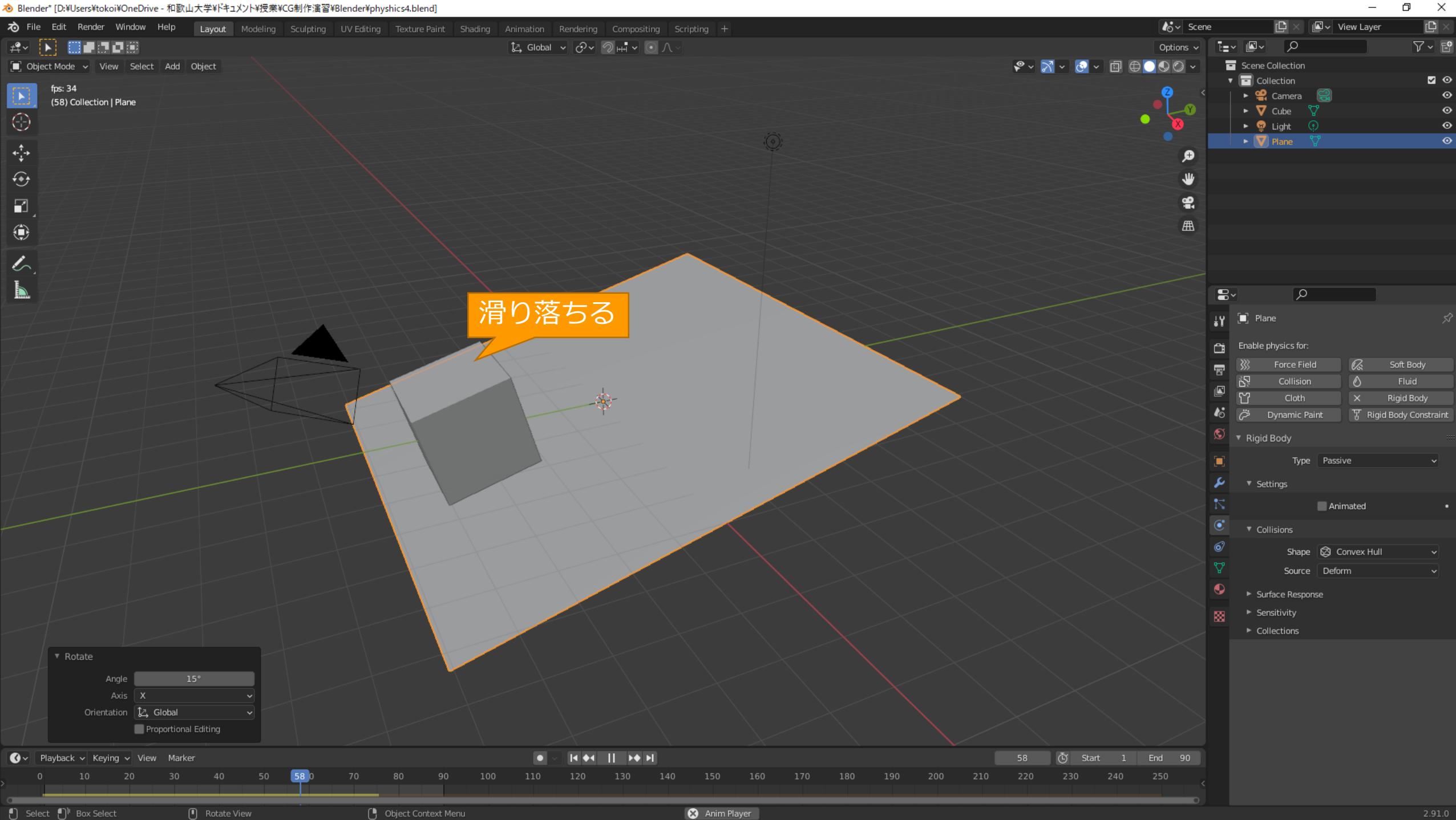
- Enable physics for:
 - Force Field, Collision, Cloth, Dynamic Paint
 - Soft Body, Fluid, Rigid Body, Rigid Body Constraint
- Rigid Body:
 - Type: Passive
 - Settings: Animated
 - Collisions:
 - Shape: Convex Hull
 - Source: Deform
 - Surface Response
 - Sensitivity
 - Collections

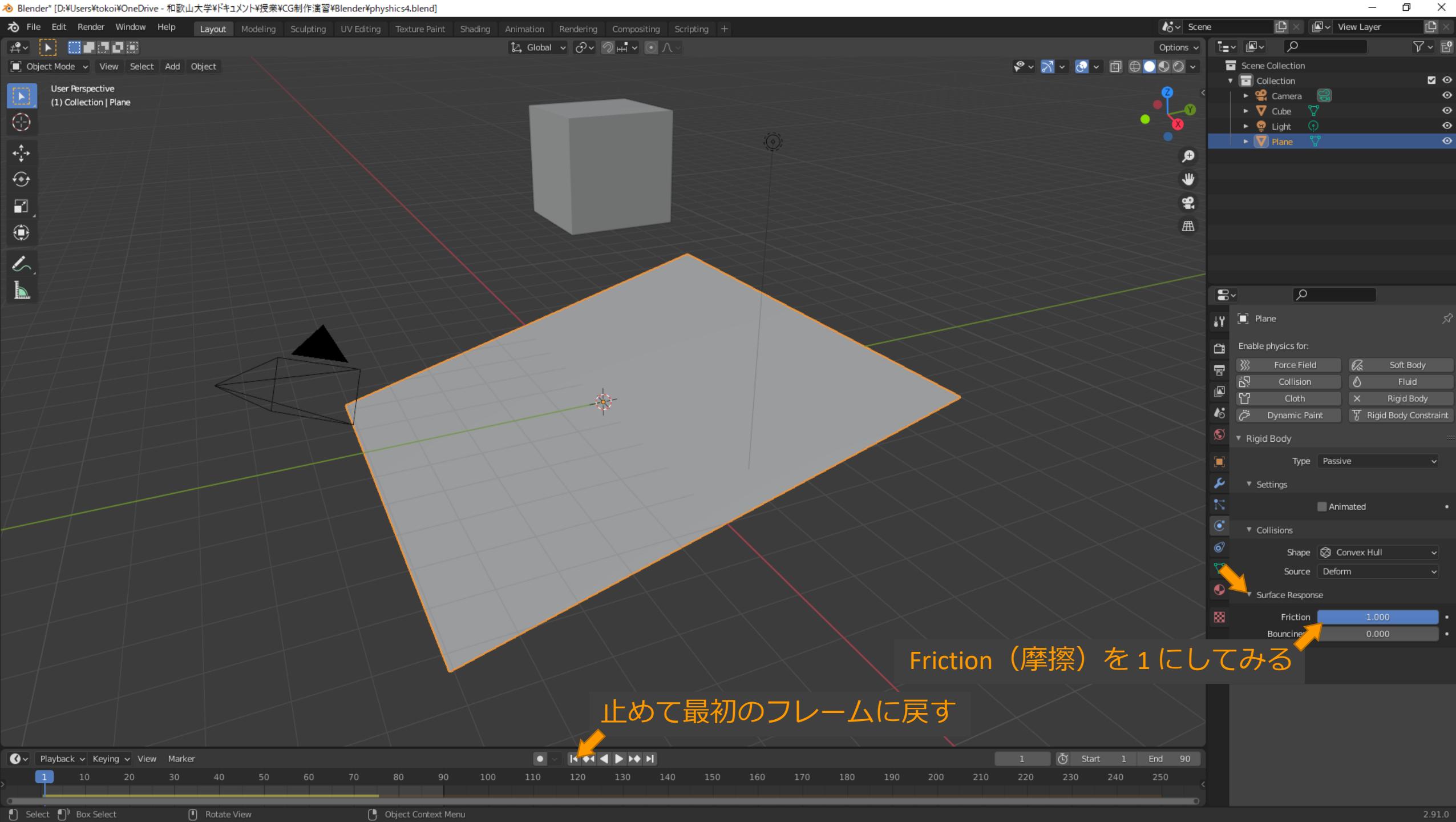
Timeline: Shows frames 1 to 250. The current frame is 1. The playback controls include buttons for frame selection, playback, and keying.

Bottom Bar: Confirm, Cancel, X axis, Y axis, Z axis, X plane, Y plane, Z plane, Clear Constraints, Snap Invert, Snap Toggle, Move, Rotate, Resize, Automatic Constraint, Automatic Constraint Plane.









Blender 2.91.0

User Perspective (70) Collection | Plane

Scene Collection

- Collection
- Camera
- Cube
- Light
- Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body
- Rigid Body Constraint

Rigid Body

Type: Passive

Settings

Animated

Collisions

Shape: Convex Hull

Source: Deform

Surface Response

Friction: 1.000

Bounciness: 0.000

Sensitivity

Collections

Playback View Marker

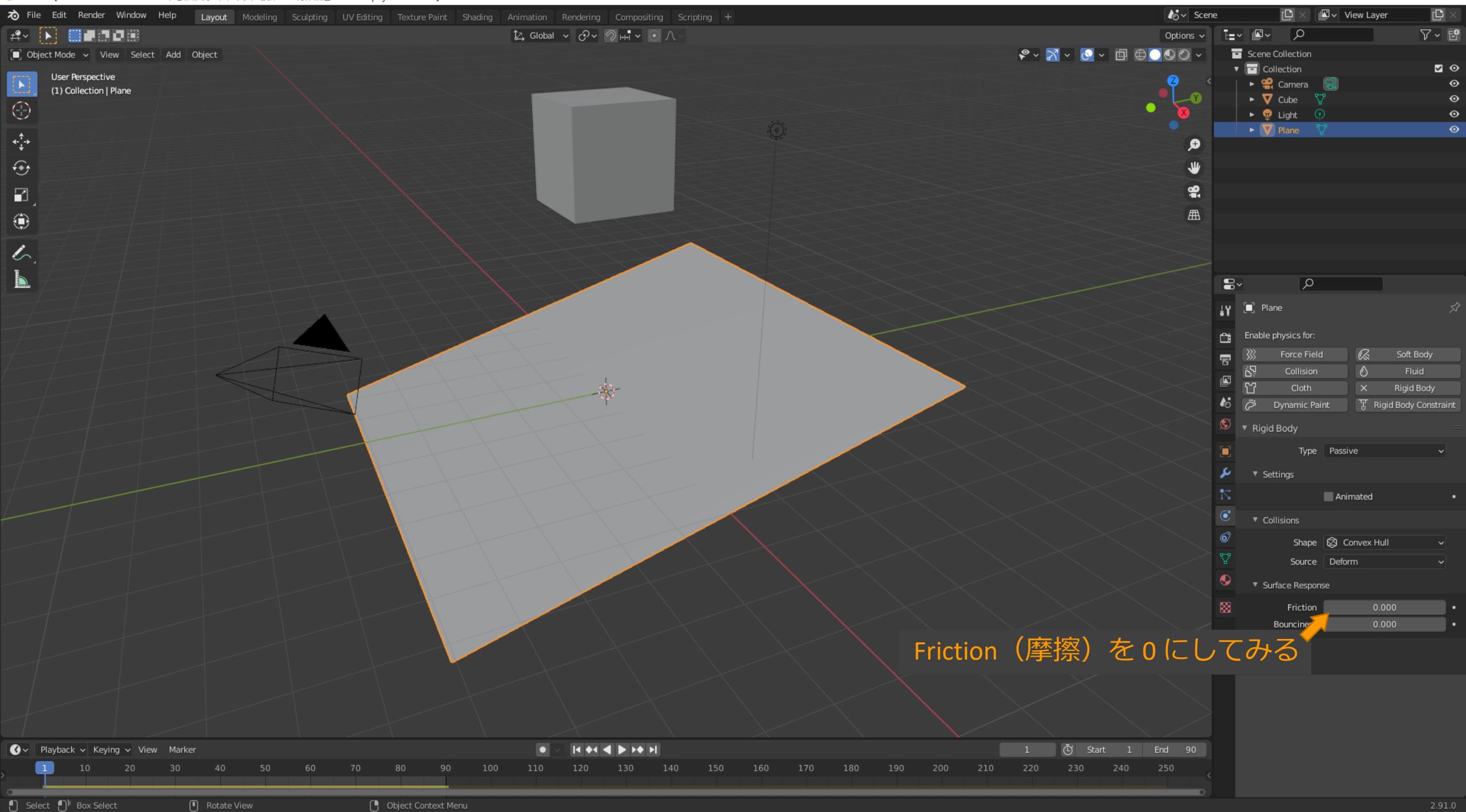
0 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

70 Start 1 End 90

0 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

Select Box Select Rotate View Object Context Menu

止まる



Blender 2.91.0

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

Global View Options

User Perspective (80) Collection | Plane

Scene Collection

- Collection
- Camera
- Cube
- Light
- Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body
- Soft Body
- Fluid
- Rigid Body Constraint

Rigid Body

Type: Passive

Settings

Animated

Collisions

Shape: Convex Hull

Source: Deform

Surface Response

Friction: 0.000

Bounciness: 0.000

Sensitivity

Collections

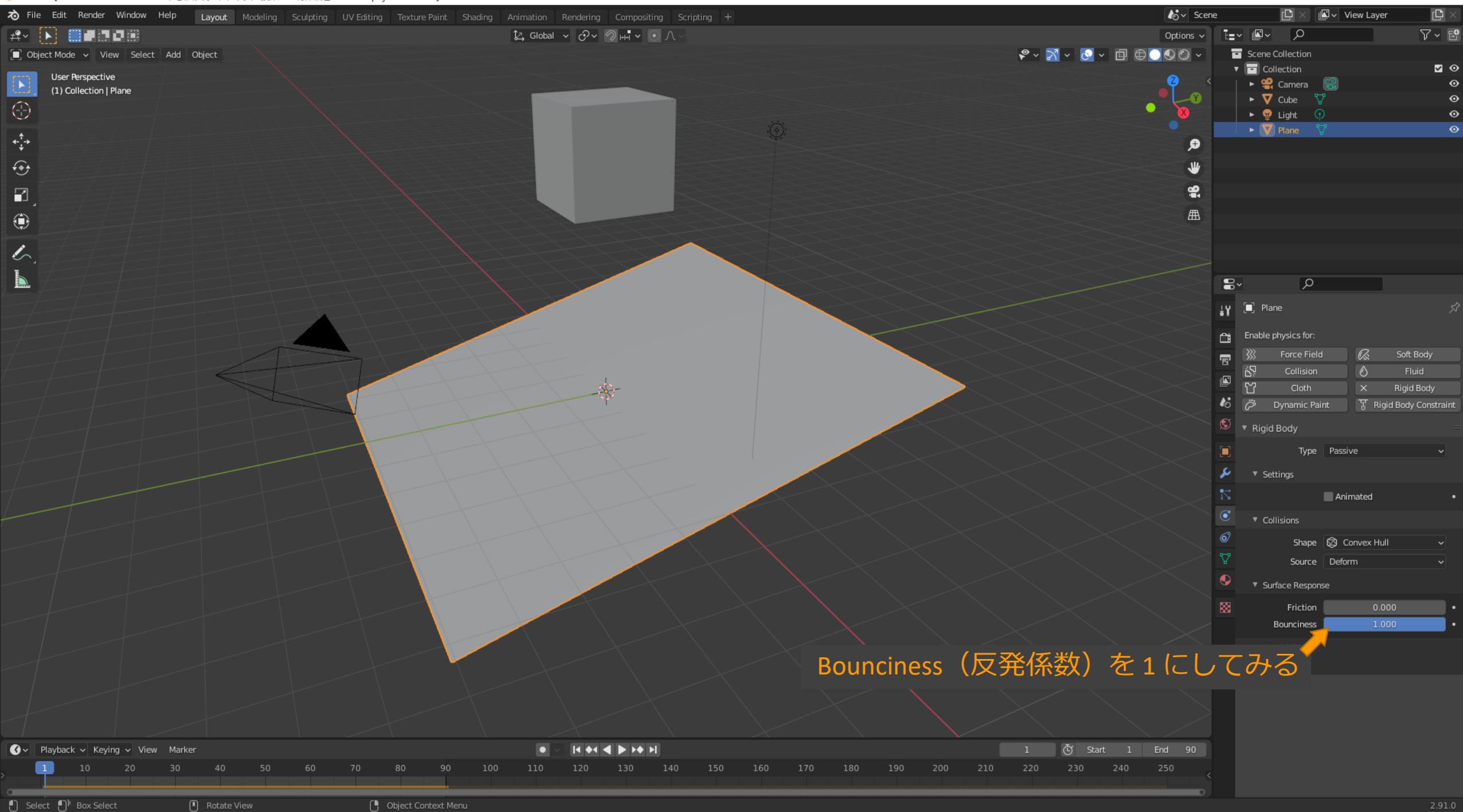
Playback Keying View Marker

0 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: 90

Select Box Select Rotate View Object Context Menu

良く滑る



Blender 2.91.0

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

Global View Options

User Perspective (80) Collection | Plane

Scene Collection

- Collection
- Camera
- Cube
- Light
- Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Rigid Body
- Soft Body
- Fluid
- Rigid Body Constraint

Rigid Body

Type: Passive

Settings

Animated

Collisions

Shape: Convex Hull

Source: Deform

Surface Response

Friction: 0.000

Bounciness: 1.000

Sensitivity

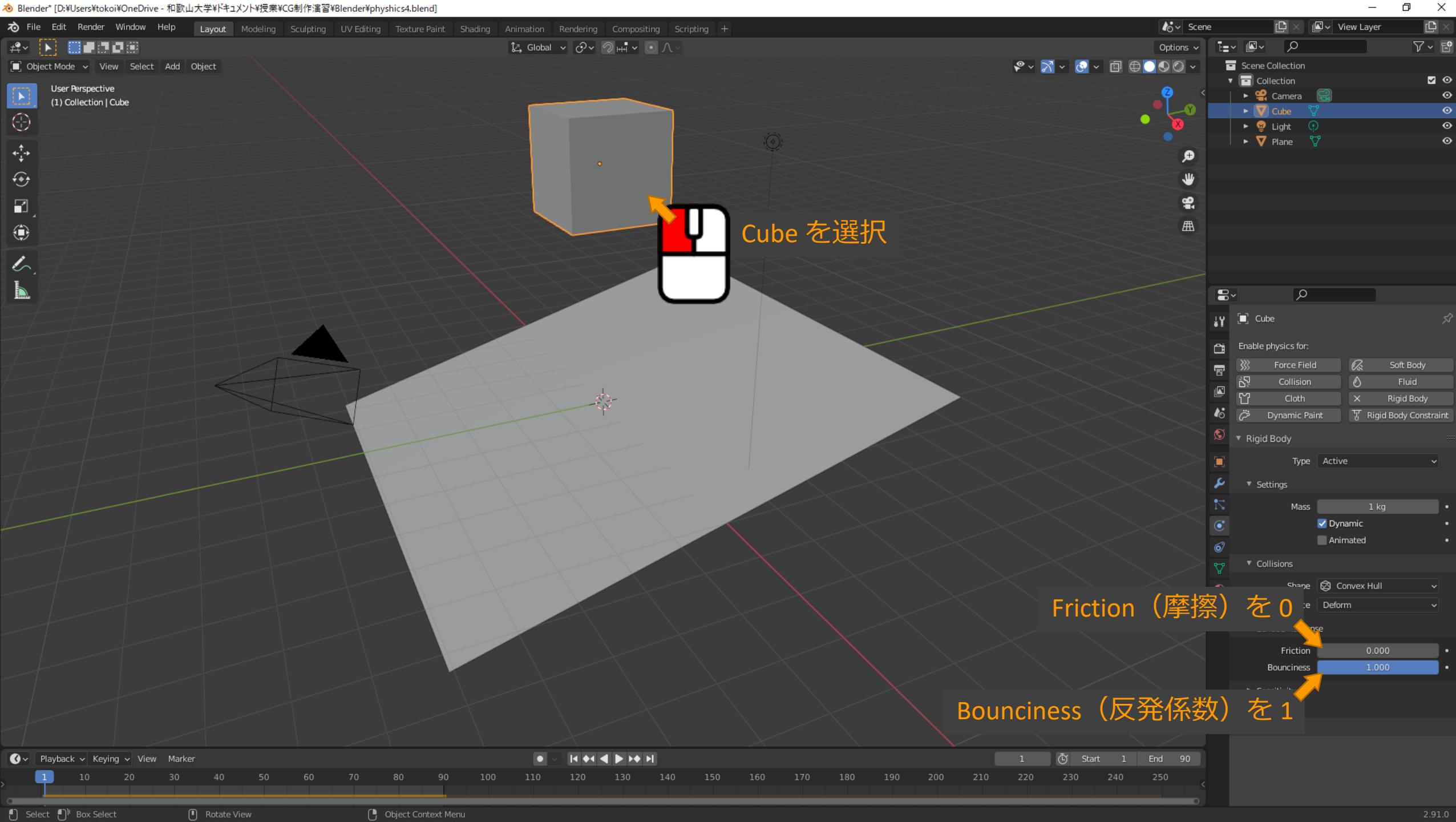
Collections

Playback Keying View Marker

0 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: 90

Select Box Select Rotate View Object Context Menu



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

Global View Options

User Perspective (45) Collection | Cube

3D Viewport with a gray cube and a gray plane. A small gray cube is on the plane. A green line connects the plane to the cube. A red line connects the cube to the top-left corner of the plane. A blue line connects the top-left corner of the plane to the top-left corner of the plane. A yellow box with the text "転げまわって落ちる" (Roll and fall) is overlaid on the scene.

Scene

Scene Collection

- Collection
- Camera
- Cube
- Light
- Plane

Search: Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint

Rigid Body

Type: Active

Settings

- Mass: 1 kg
- Dynamic (checked)
- Animated

Collisions

- Shape: Convex Hull
- Source: Deform

Surface Response

- Friction: 0.000
- Bounciness: 1.000

Playback Keying View Marker

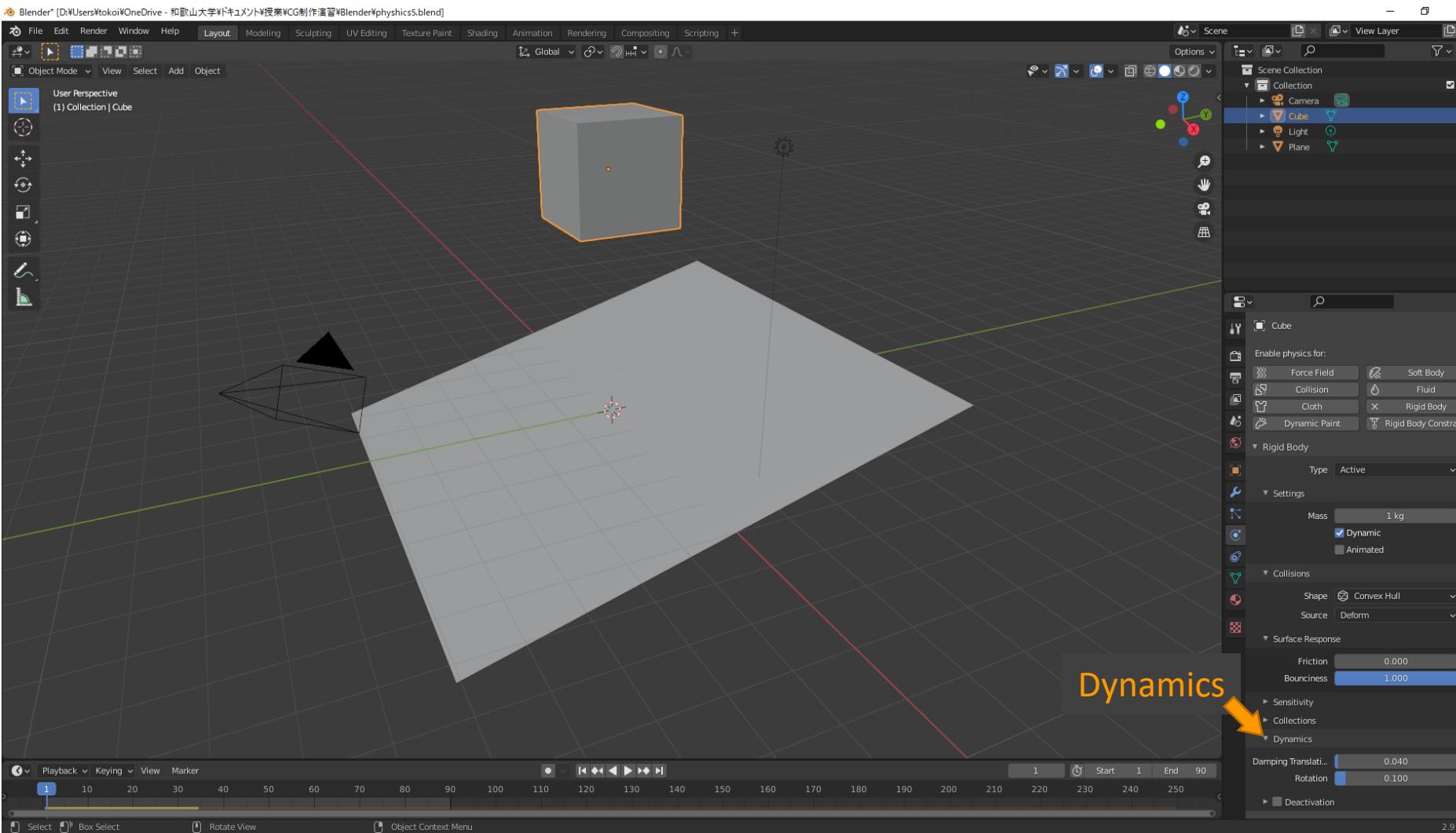
Frame: 45

0 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

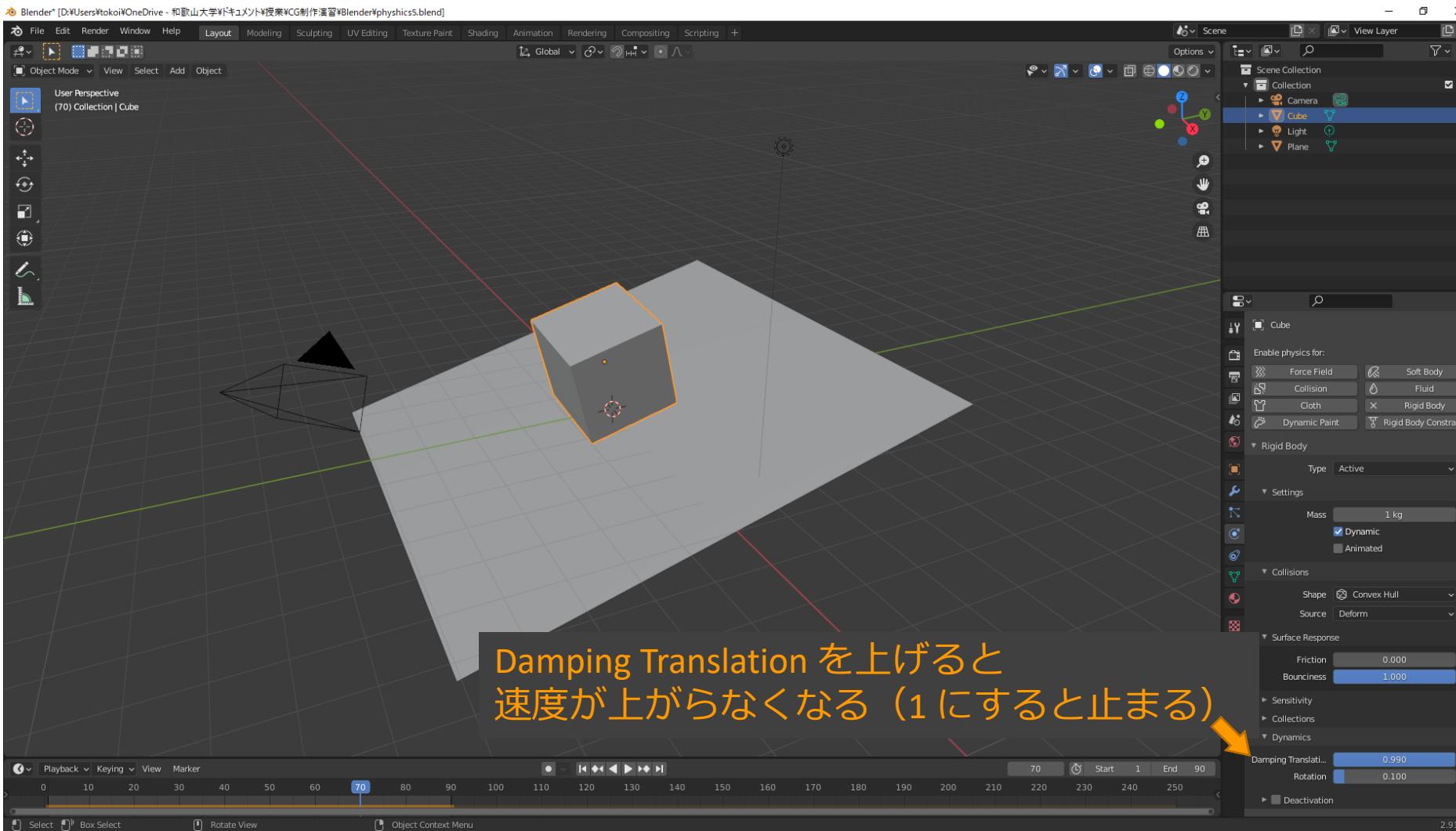
Select Keyframes Box Select Pan View Change Frame

2.91.0

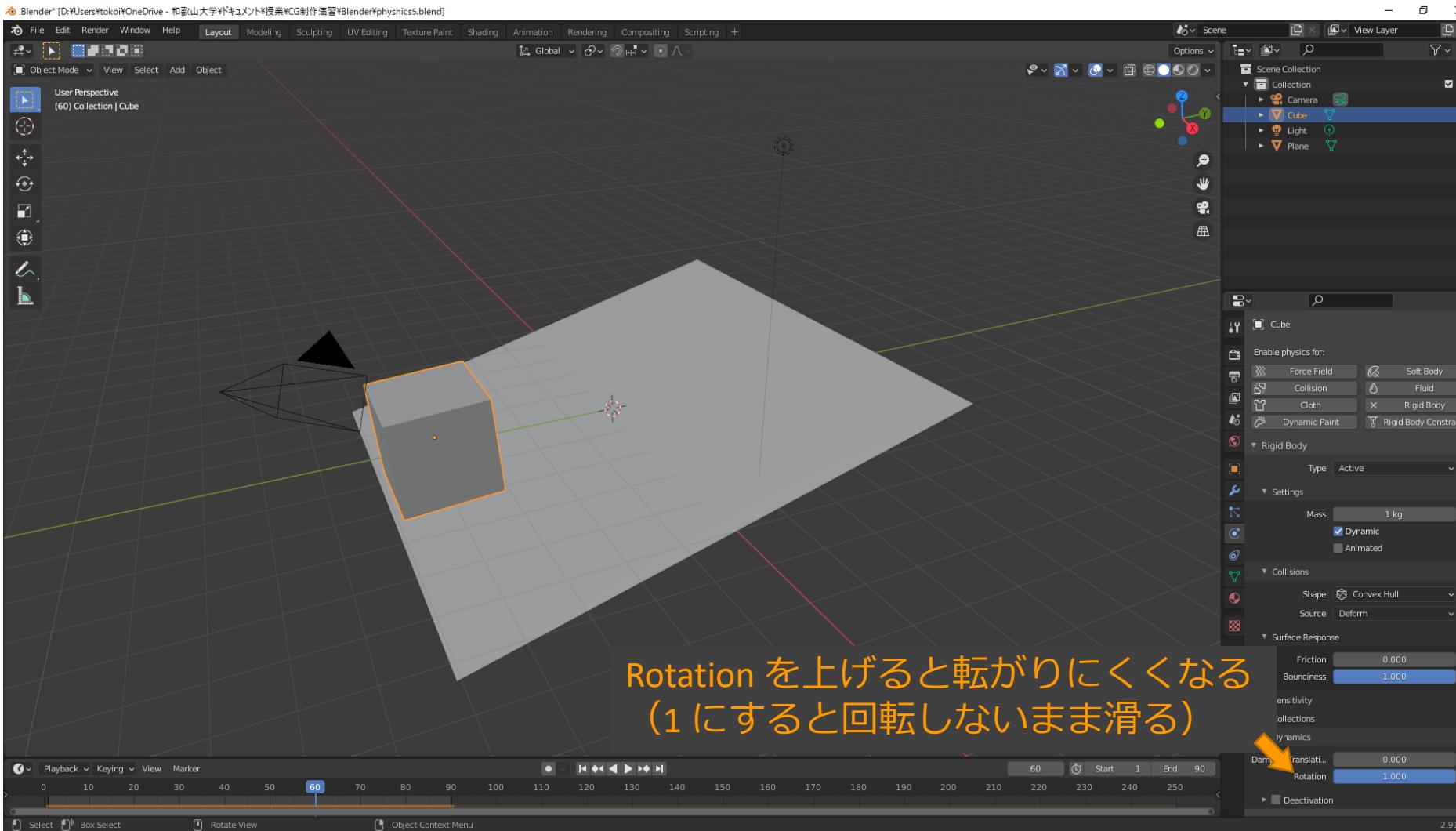
Dynamics (力学) のパラメータ



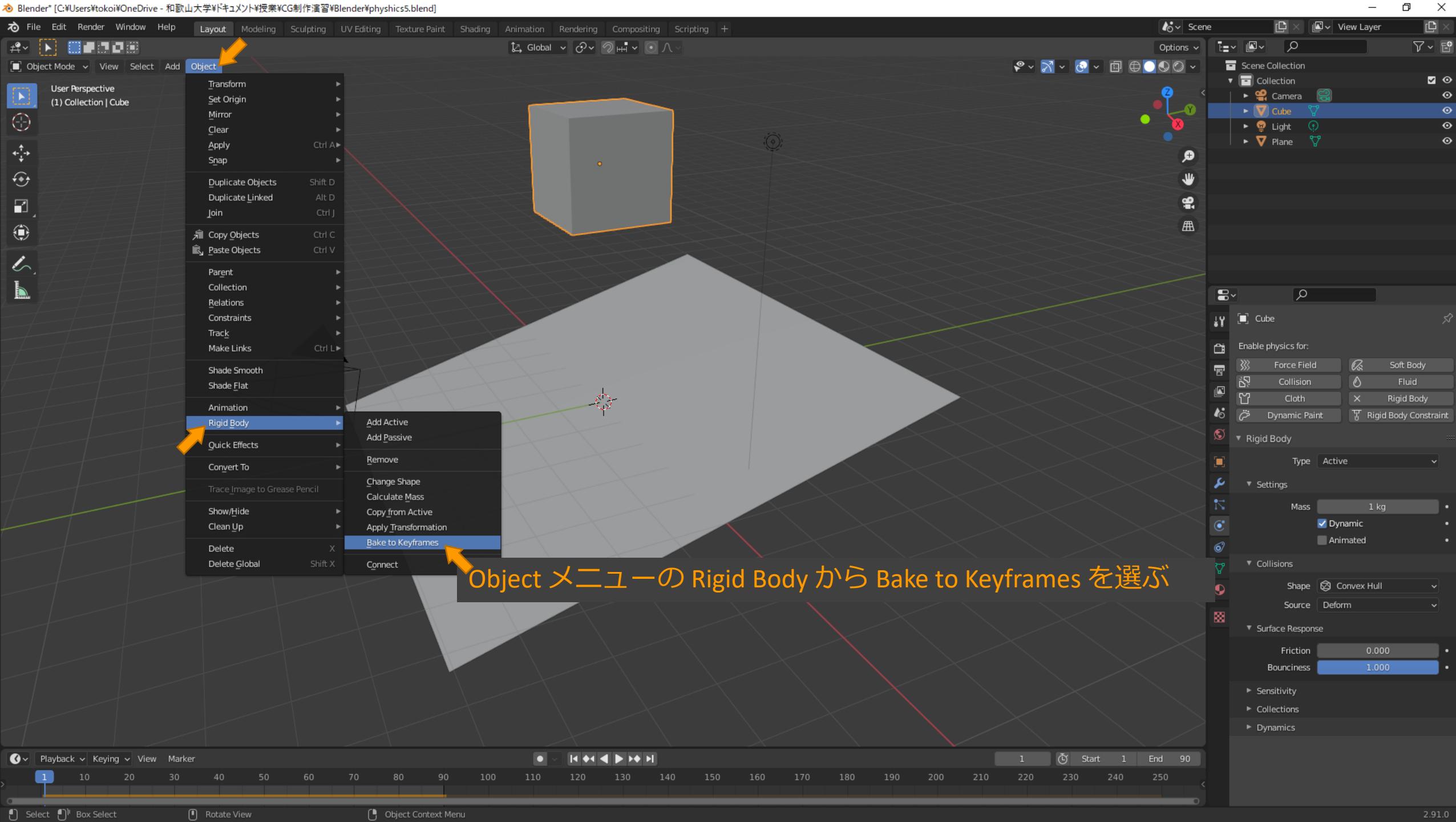
Damping Translation (速度の減衰係数)



Rotation (転がりにくさ)



シミュレーション結果の アニメーション作成



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 Plane

Bake to Keyframes

Start Frame: 1 End Frame: 90 Frame Step: 1

OK

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 90

Scene Collection

Collection Camera Cube Light Plane

Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint

Rigid Body

Type: Active

Settings

- Mass: 1 kg
- Dynamic
- Animated

Collisions

- Shape: Convex Hull
- Source: Deform

Surface Response

- Friction: 0.000
- Bounciness: 1.000

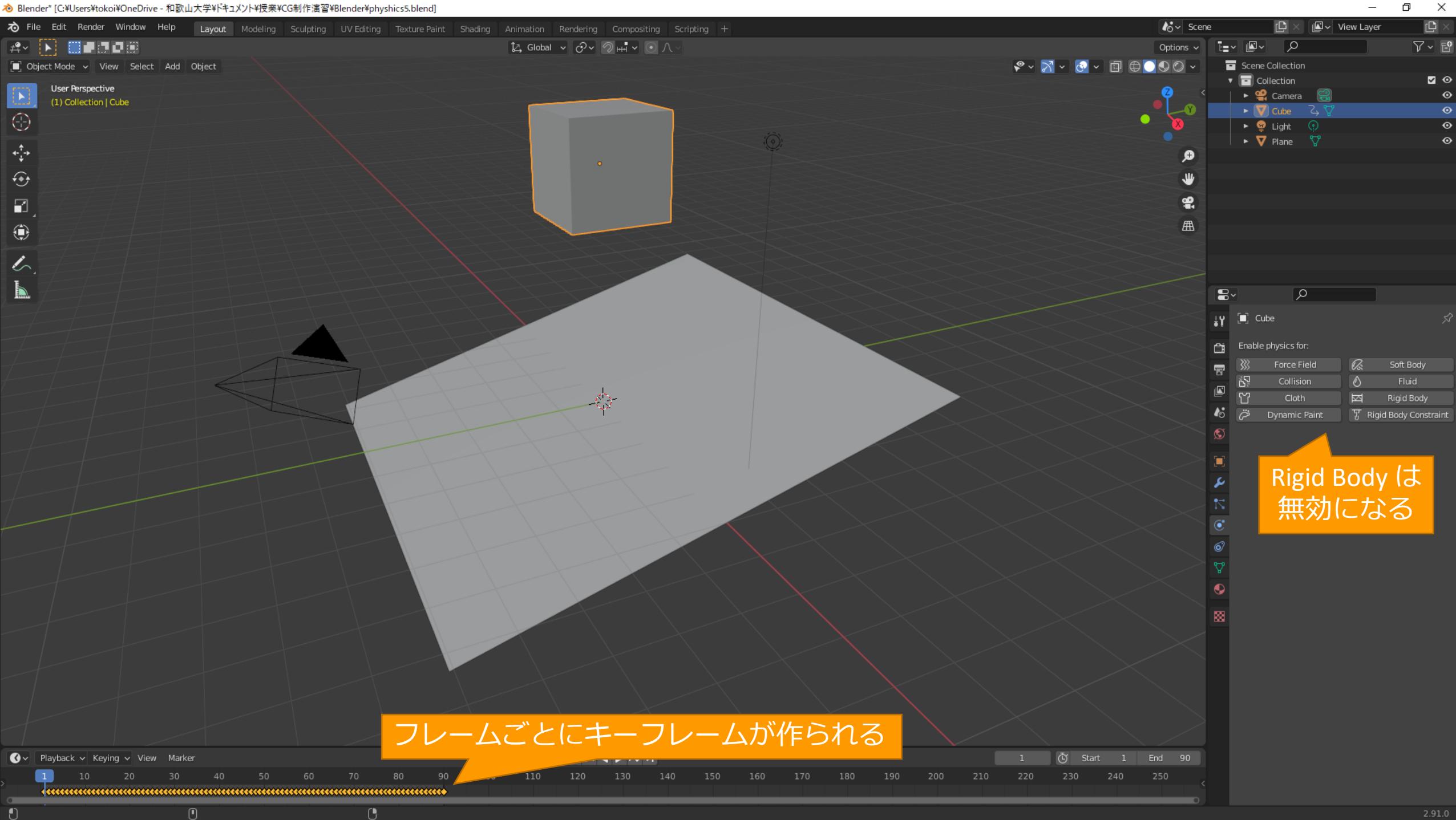
Sensitivity

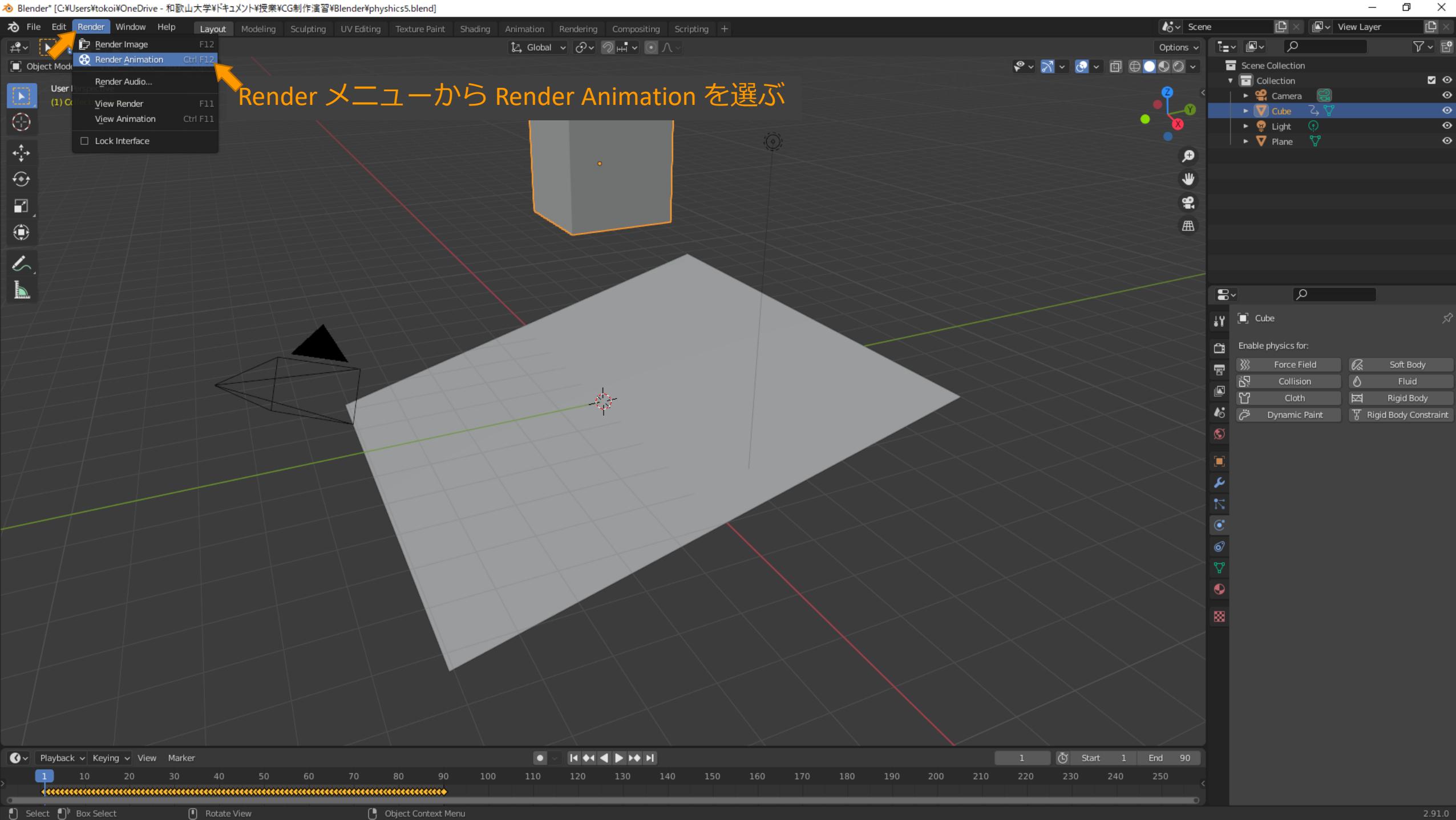
Collections

Dynamics

Object Context Menu

2.91.0





250 フレームを超える剛体シミュレーション

