

文字を表示する

# フォントの取り扱いについて

- パソコン(OS)に組み込まれているフォントの利用はパソコン上の文字の表示と印刷に制限されている
  - 例外として PDFへの組み込みは認められている
  - 放送される映像テロップなどの利用は別途契約
- CGソフトで読み込んで图形として表示する使い方に  
関してはフォントメーカーに問い合わせる
  - Webのロゴなどで使う場合も別途契約となることもある
- ライセンスが自由なオープンソースフォントを使う

# 参考資料

## ■ オープンソースフォント

■ 源ノ明朝・源ノ角ゴシック

■ Google Noto Fonts・Google Fonts (Japanese)

■ IPA フォント (ライセンス)

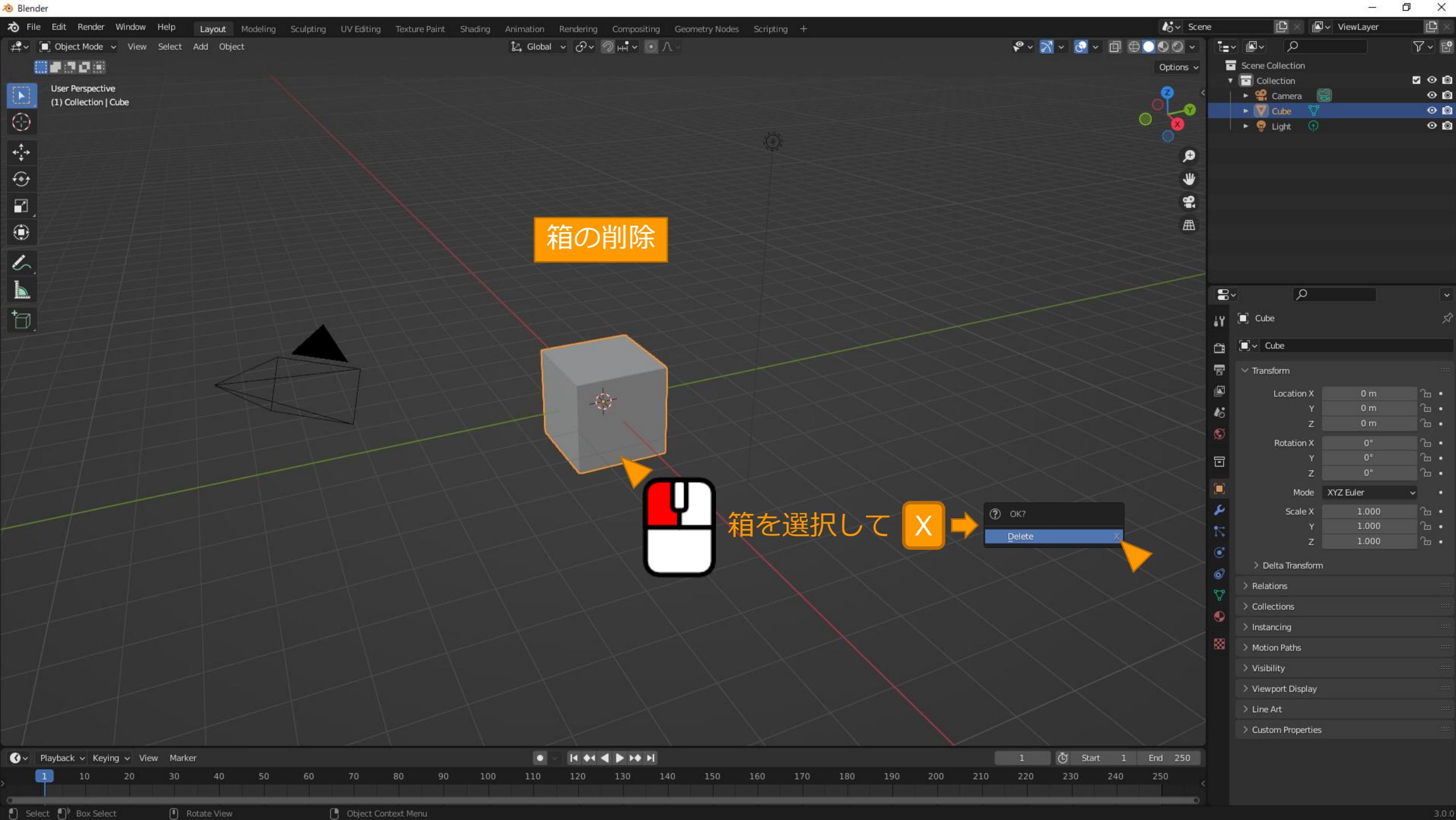
## ■ 資料

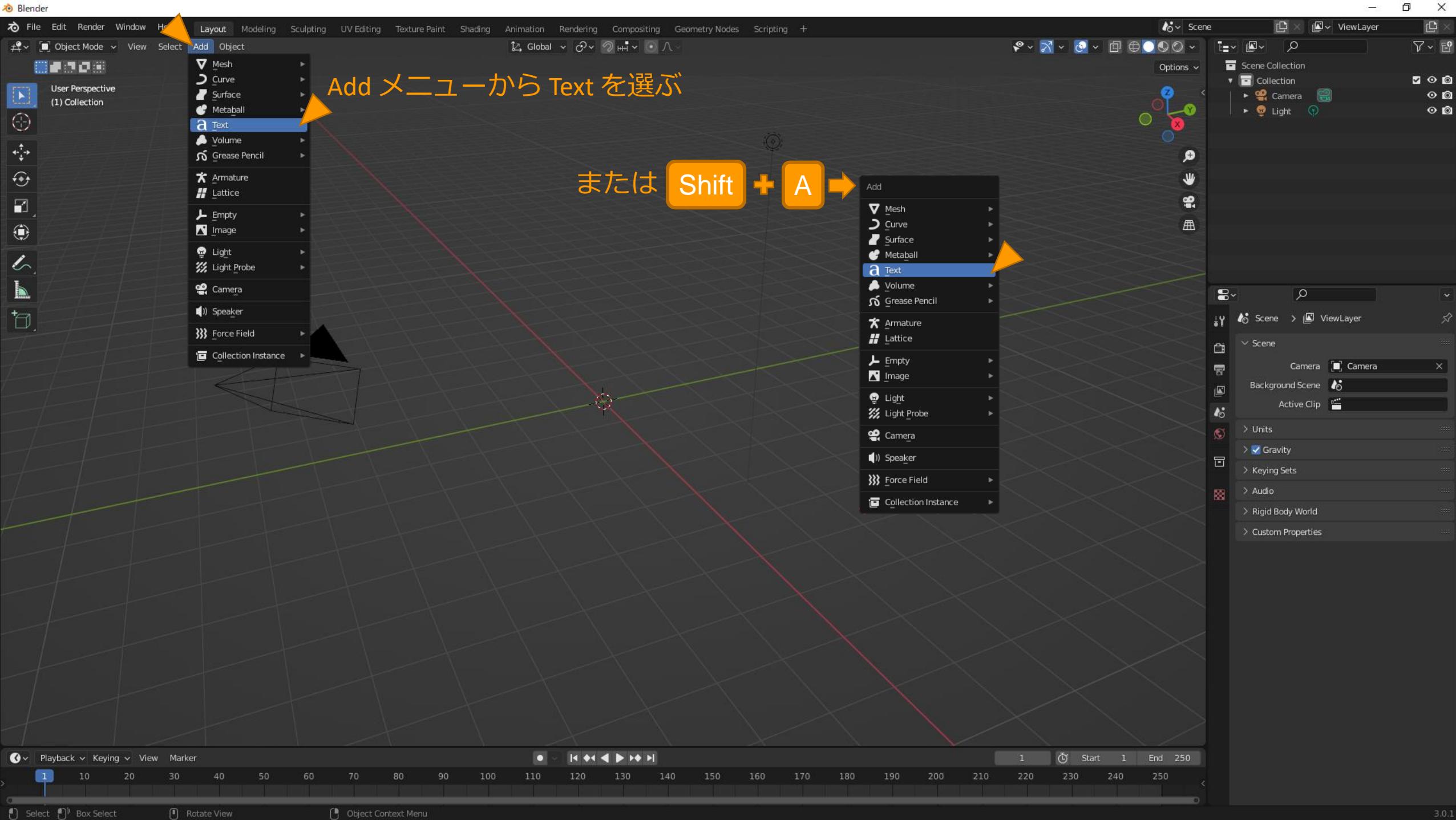
■ Windows標準フォントの"今"

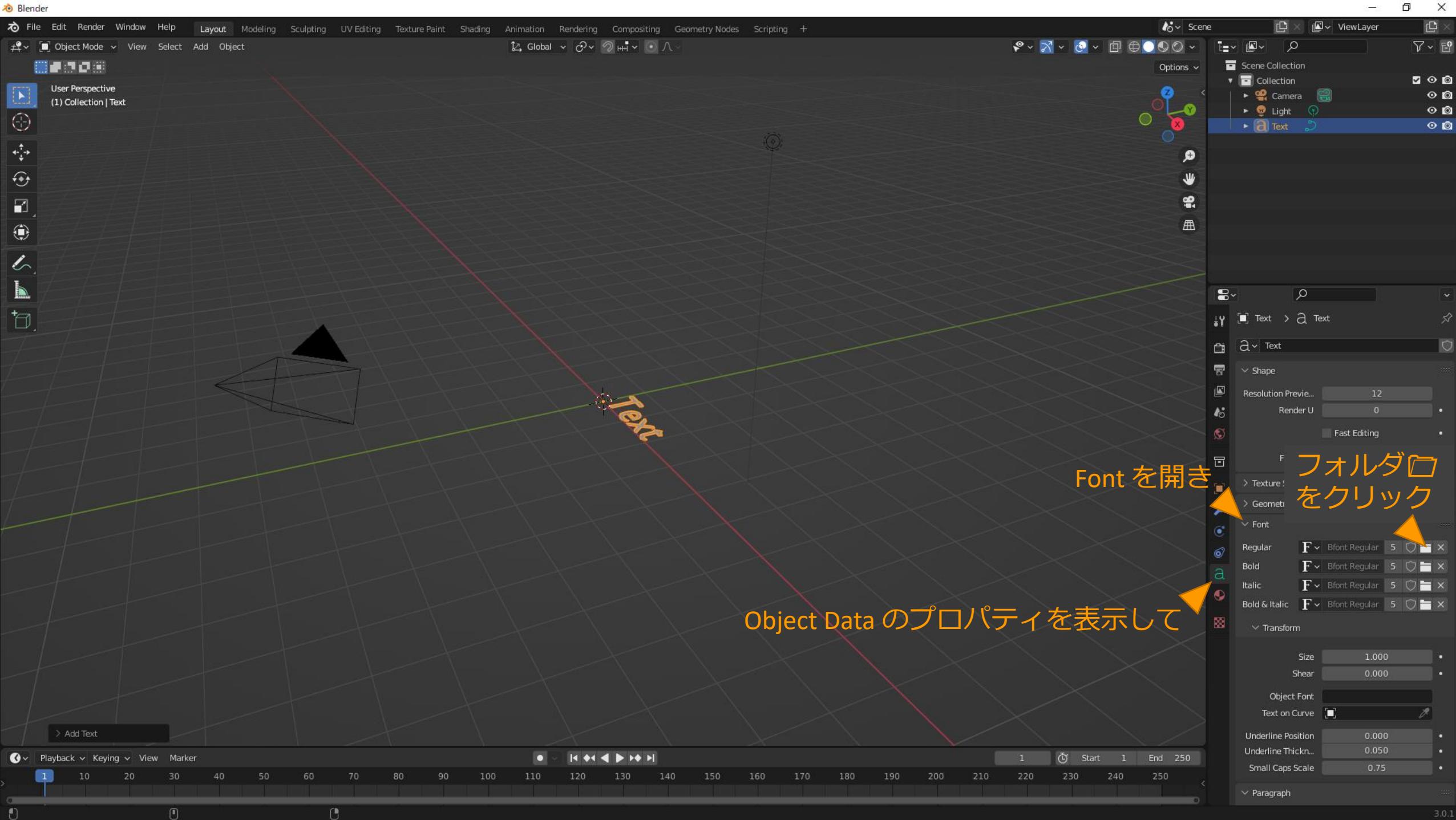
■ Source Han Sans の紹介 / Source Han Serif のご紹介

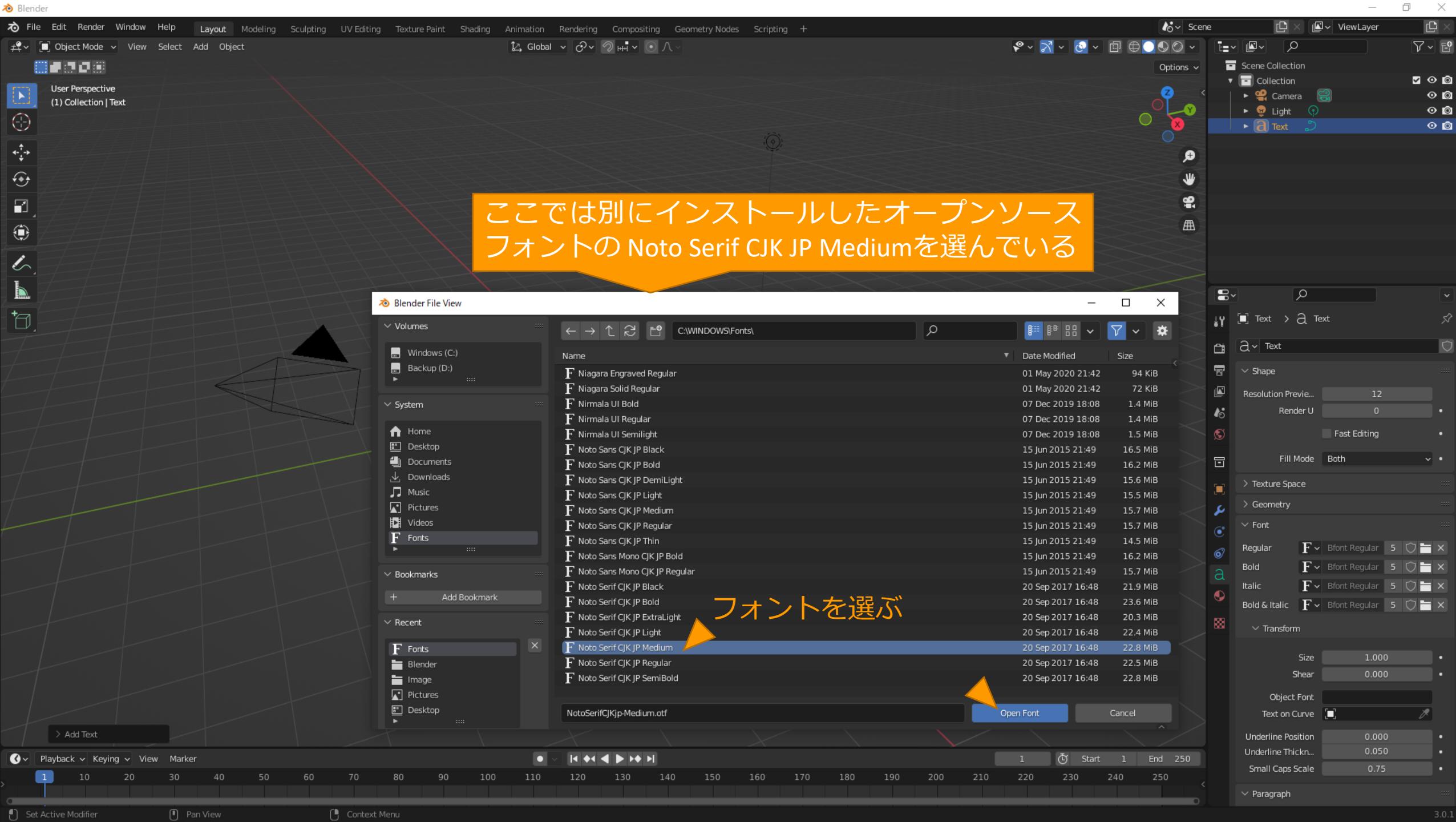
■ 源ノ明朝・源ノ角ゴシックと Noto Fonts は同じ字形

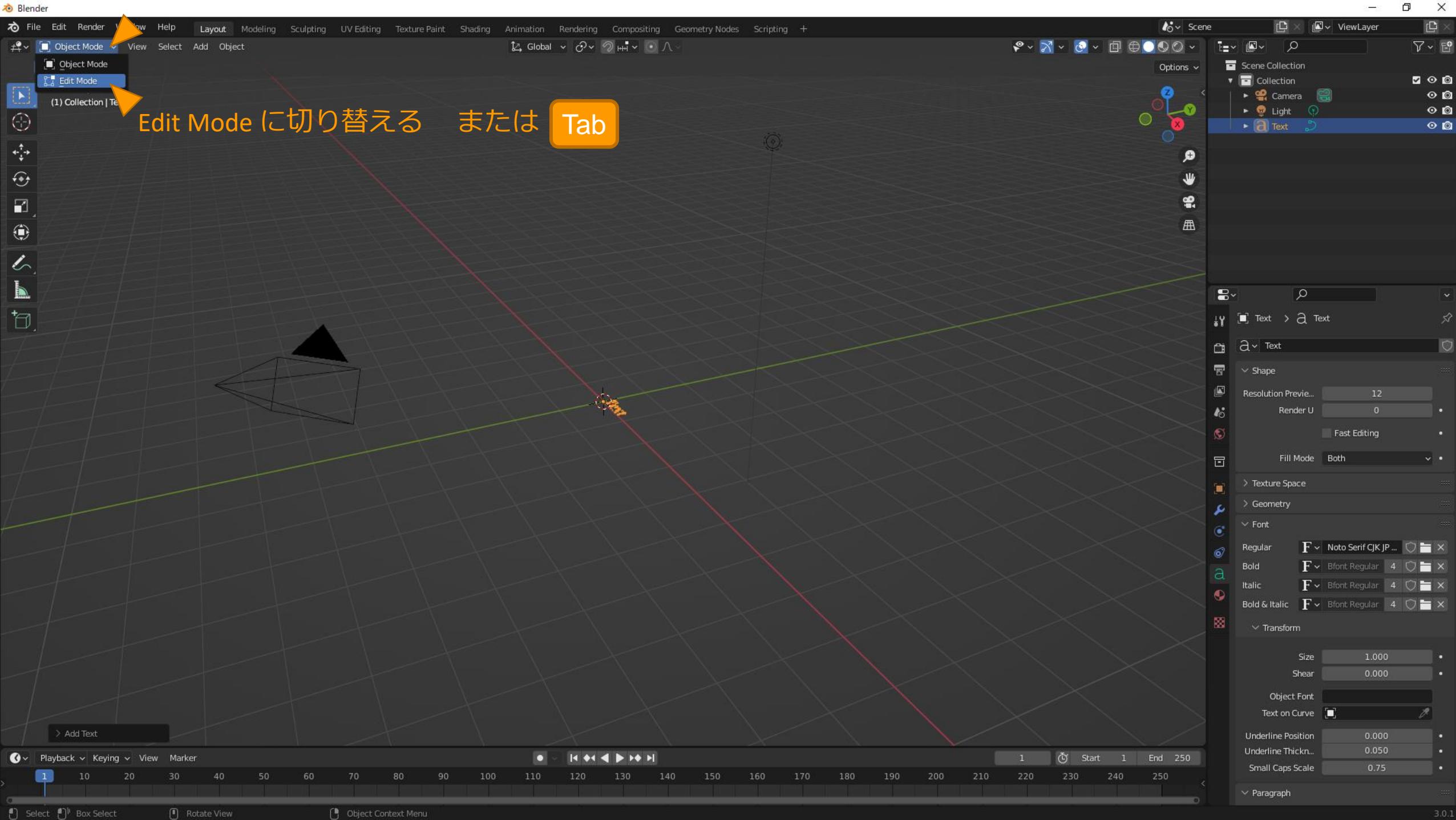


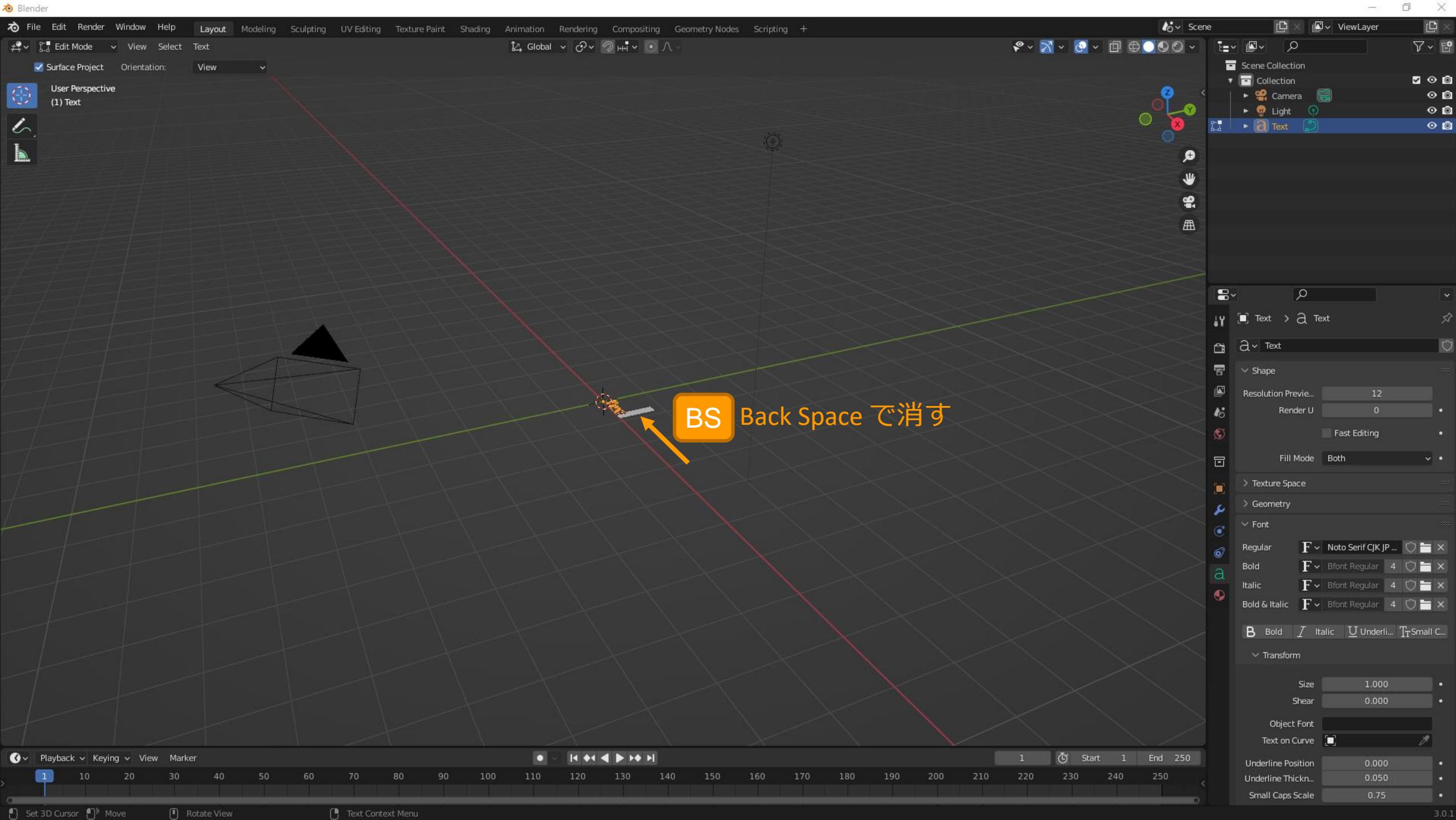


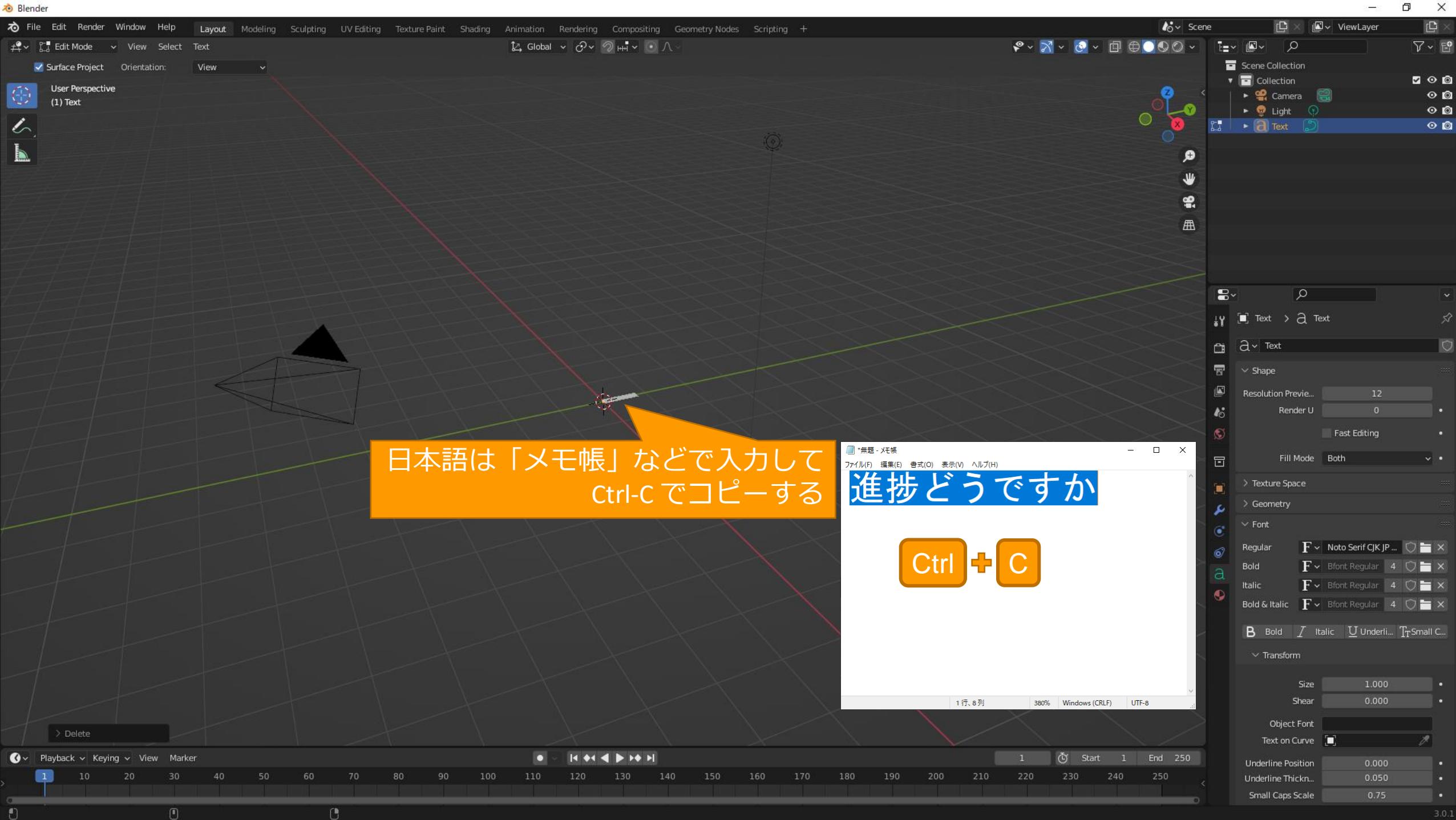


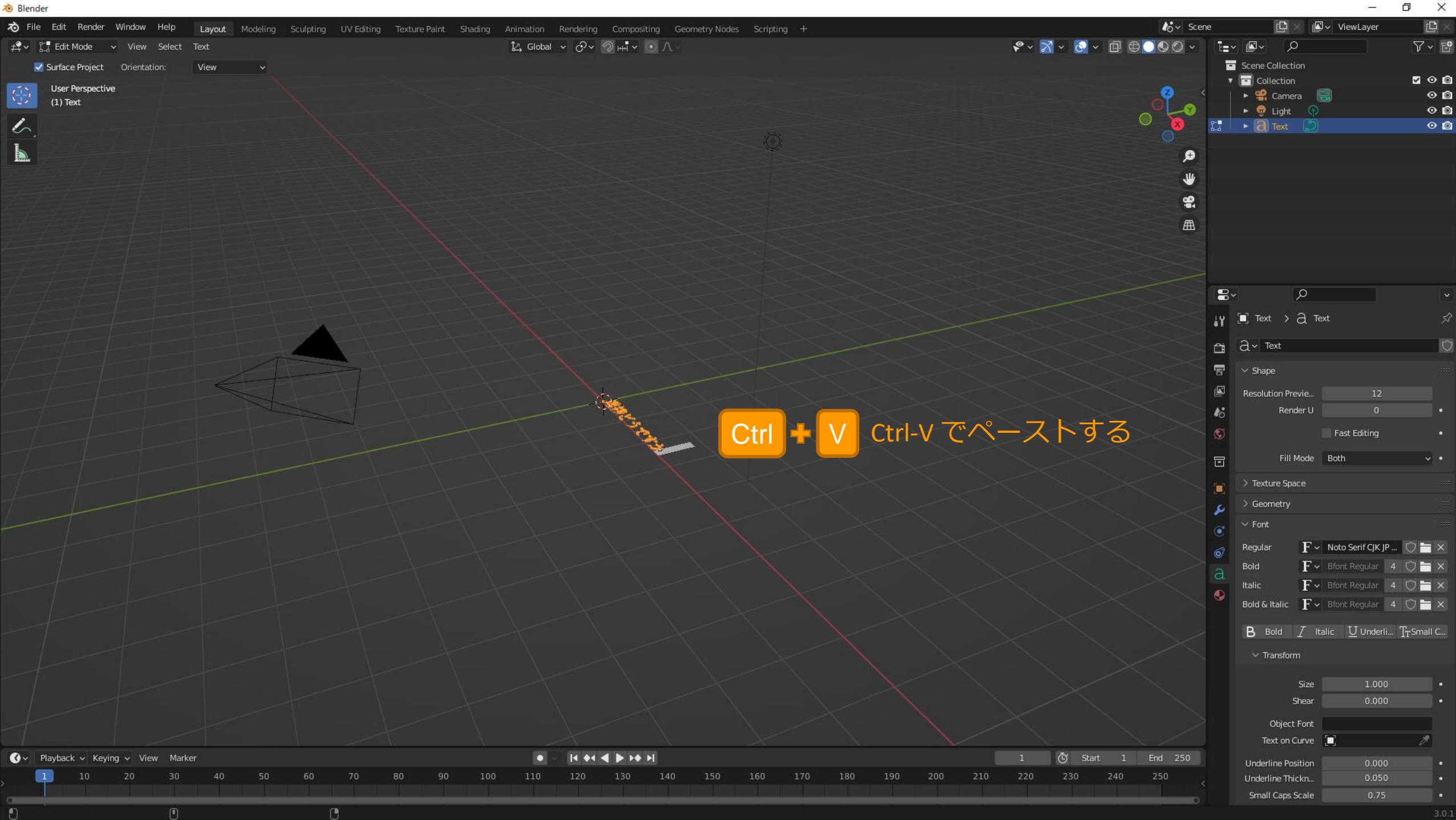


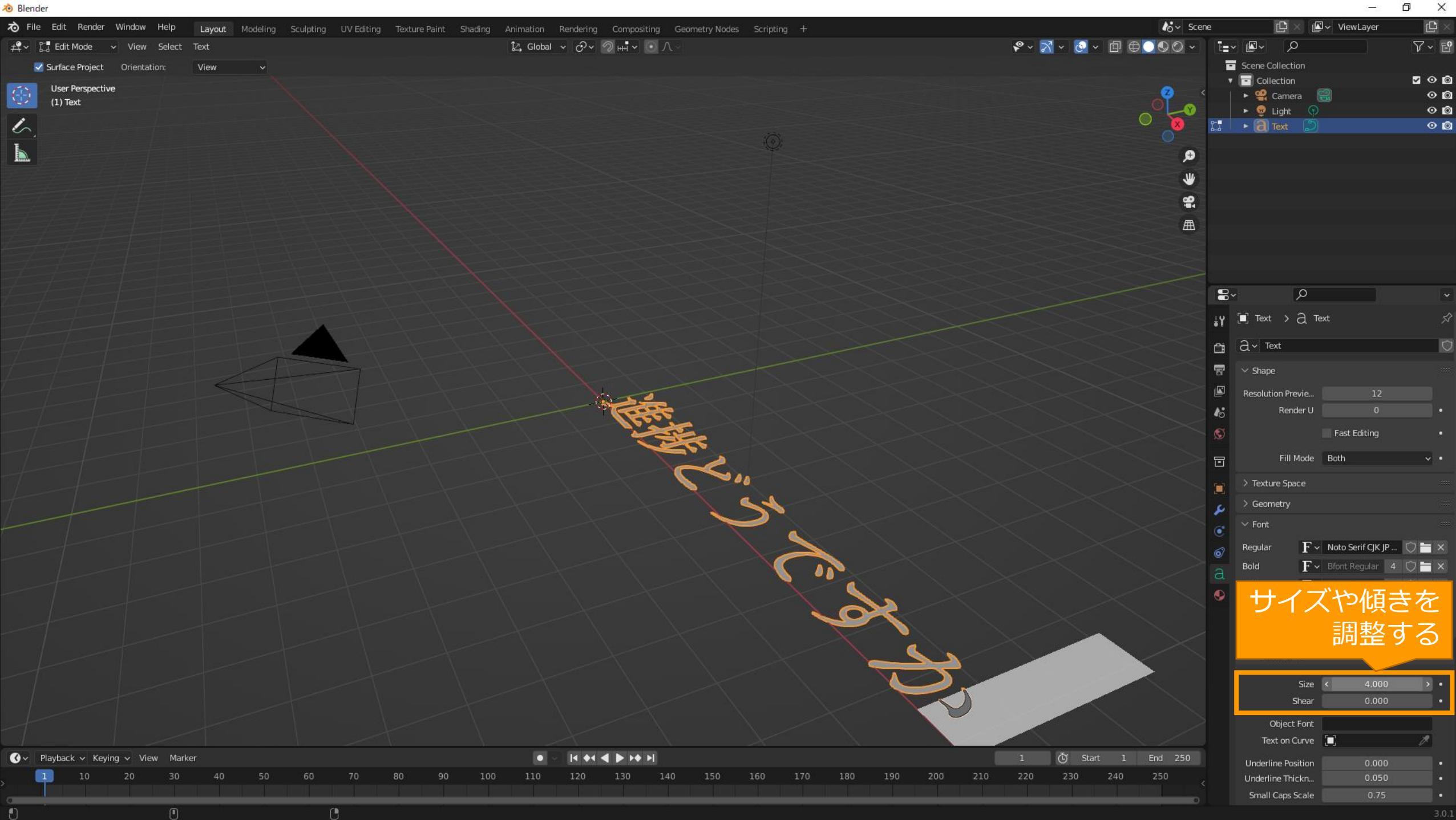


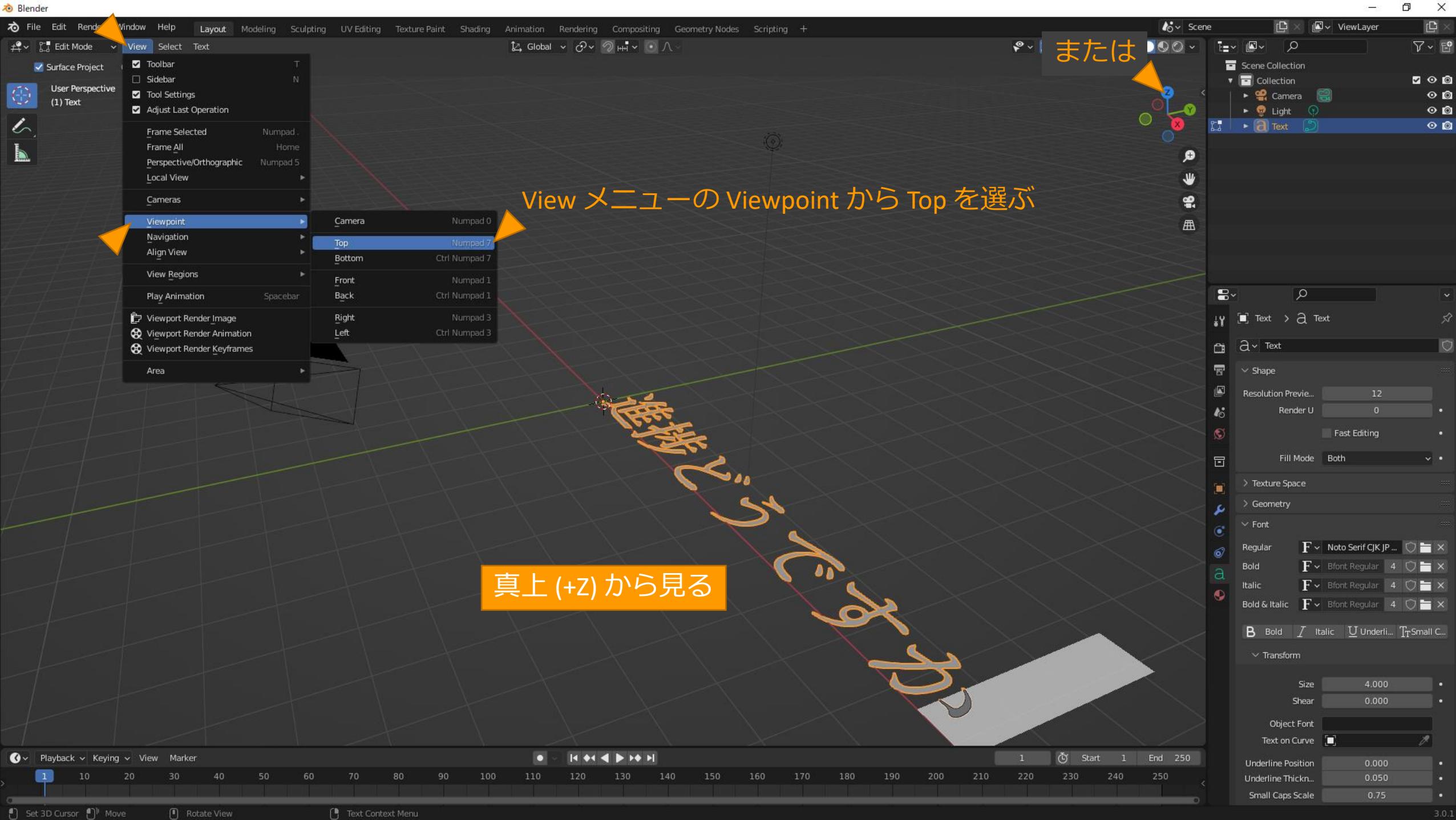


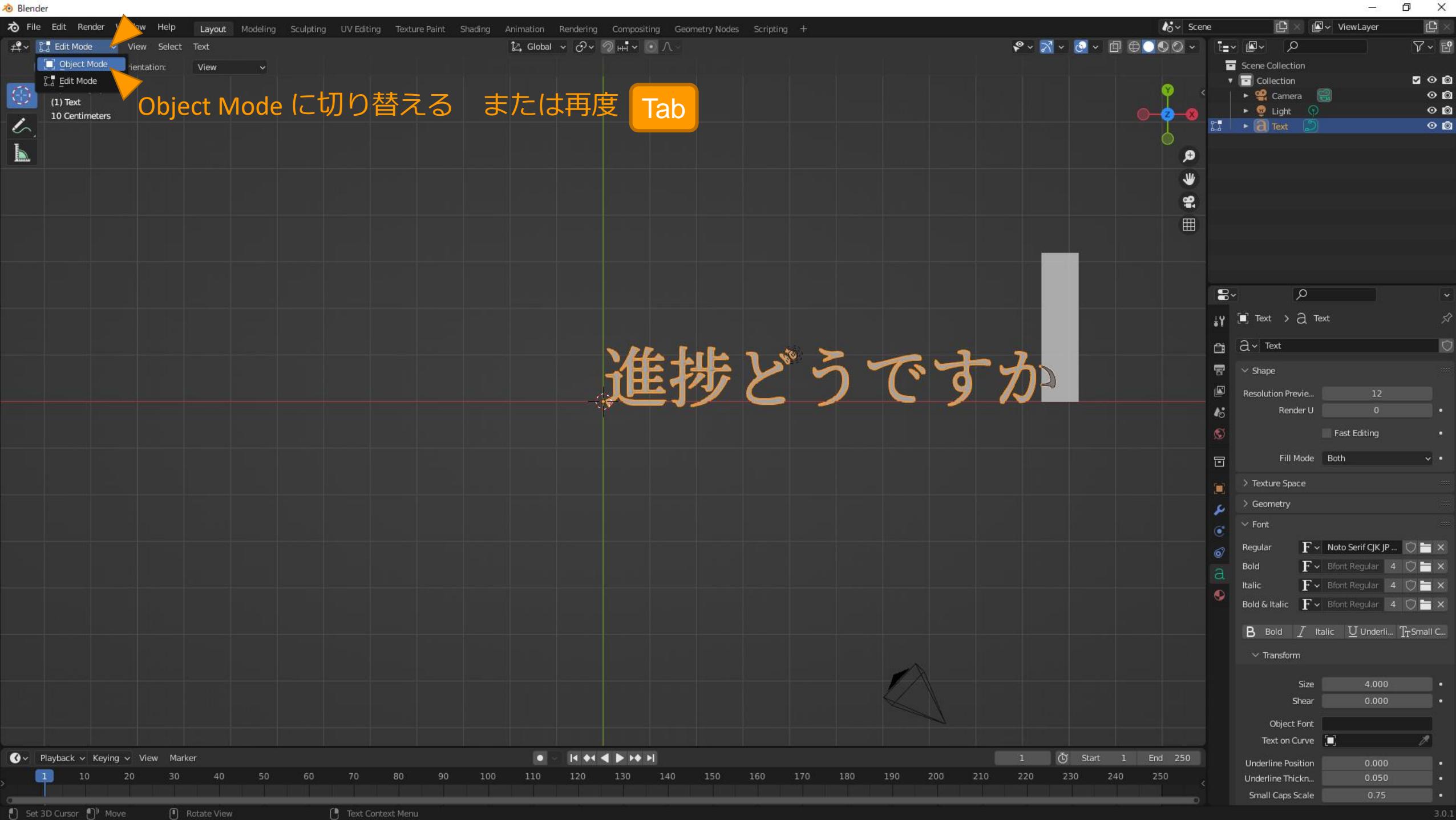




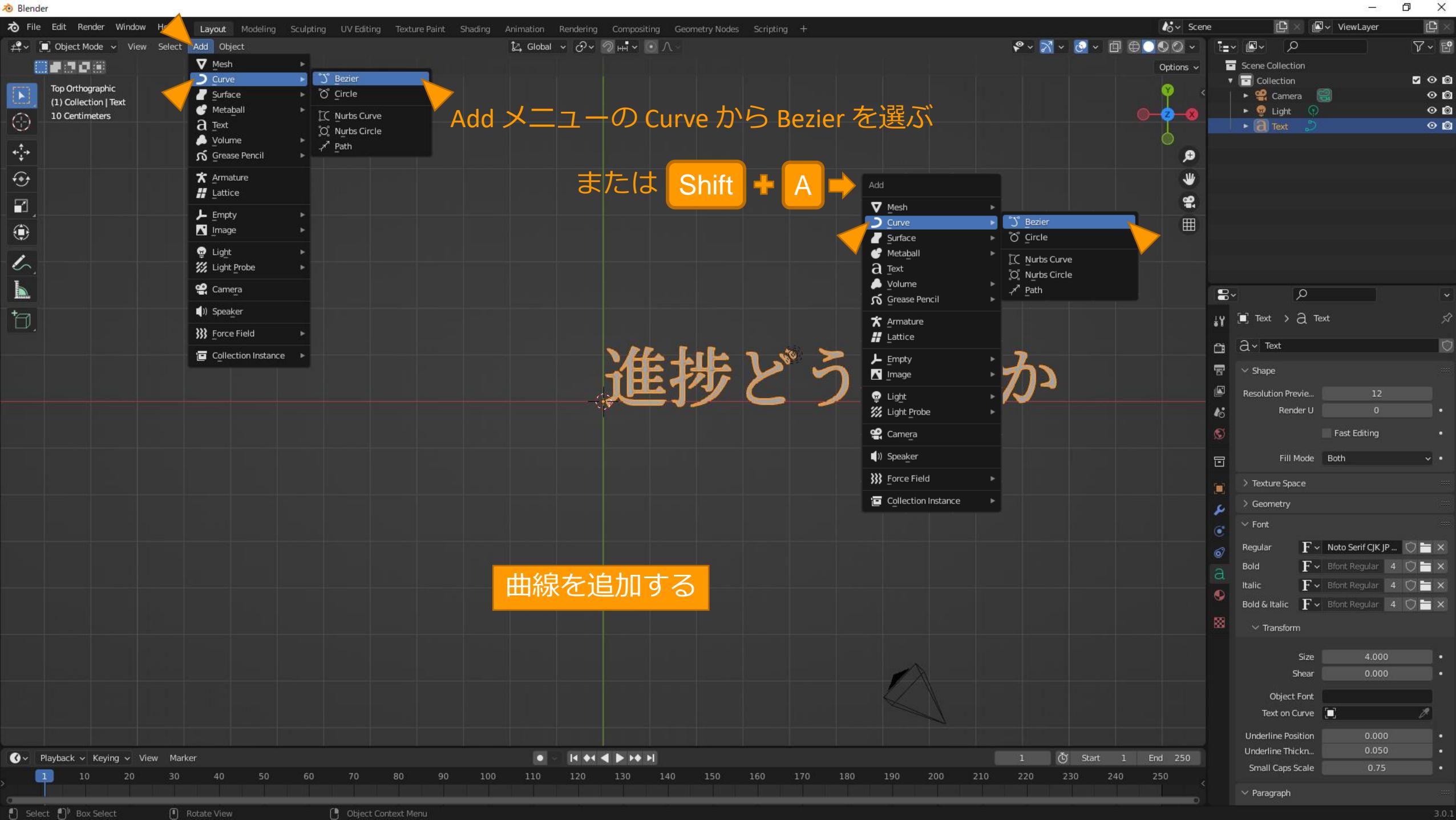


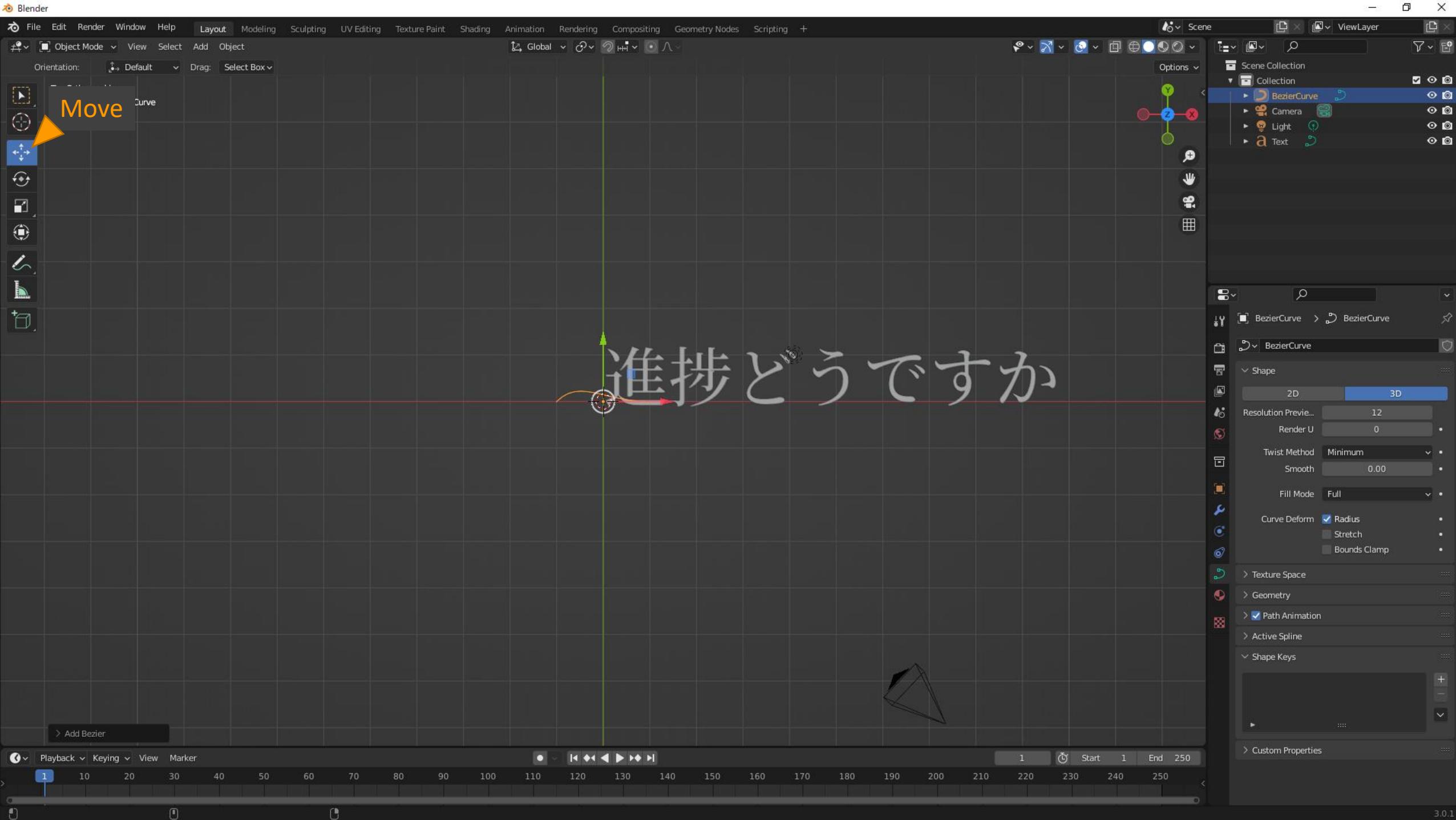






Object Mode に切り替える または再度 Tab





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

Top Orthographic (1) Collection | BezierCurve 10 Centimeters

Scene Collection Collection BezierCurve Camera Light Text

Move

Move X 5 m  
Y 0 m  
Z 0 m  
Axis Ortho X  
Orientation Global  
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 Start 1 End 250

3D Viewport

BezierCurve

Shape

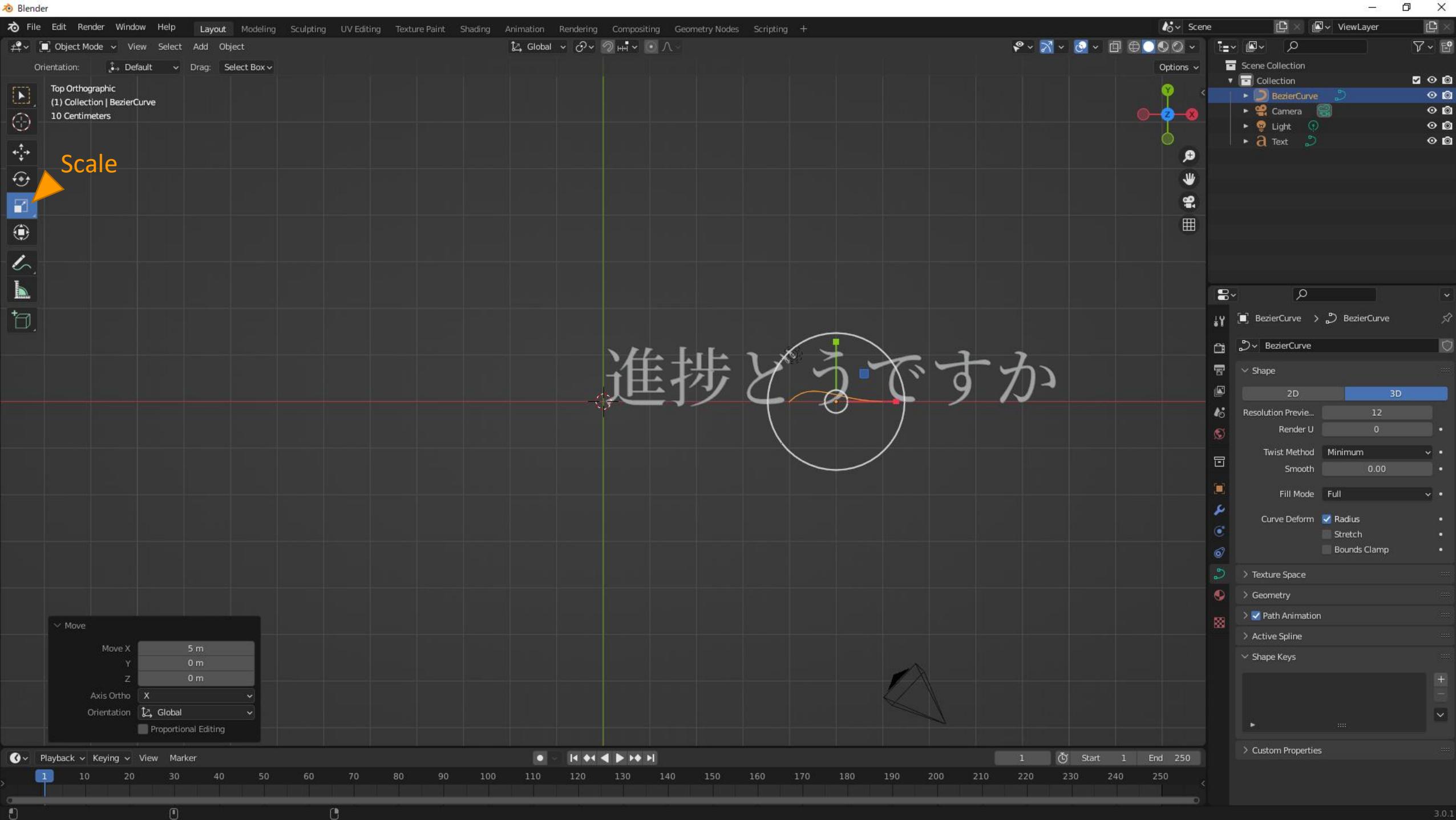
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Render U 0  
Twist Method Minimum  
Smooth 0.00  
Fill Mode Full

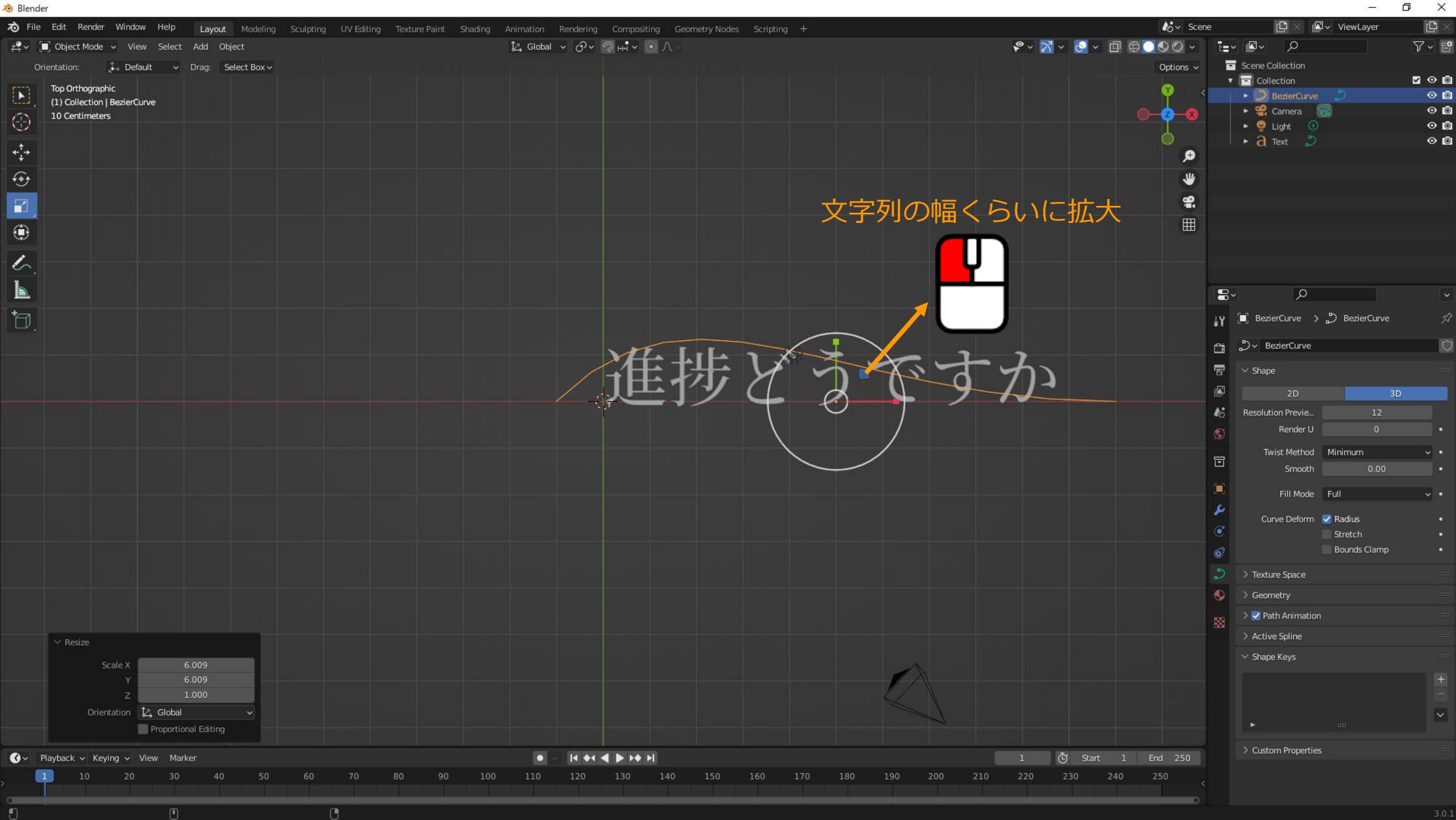
Curve Deform Radius  
Stretch  
Bounds Clamp

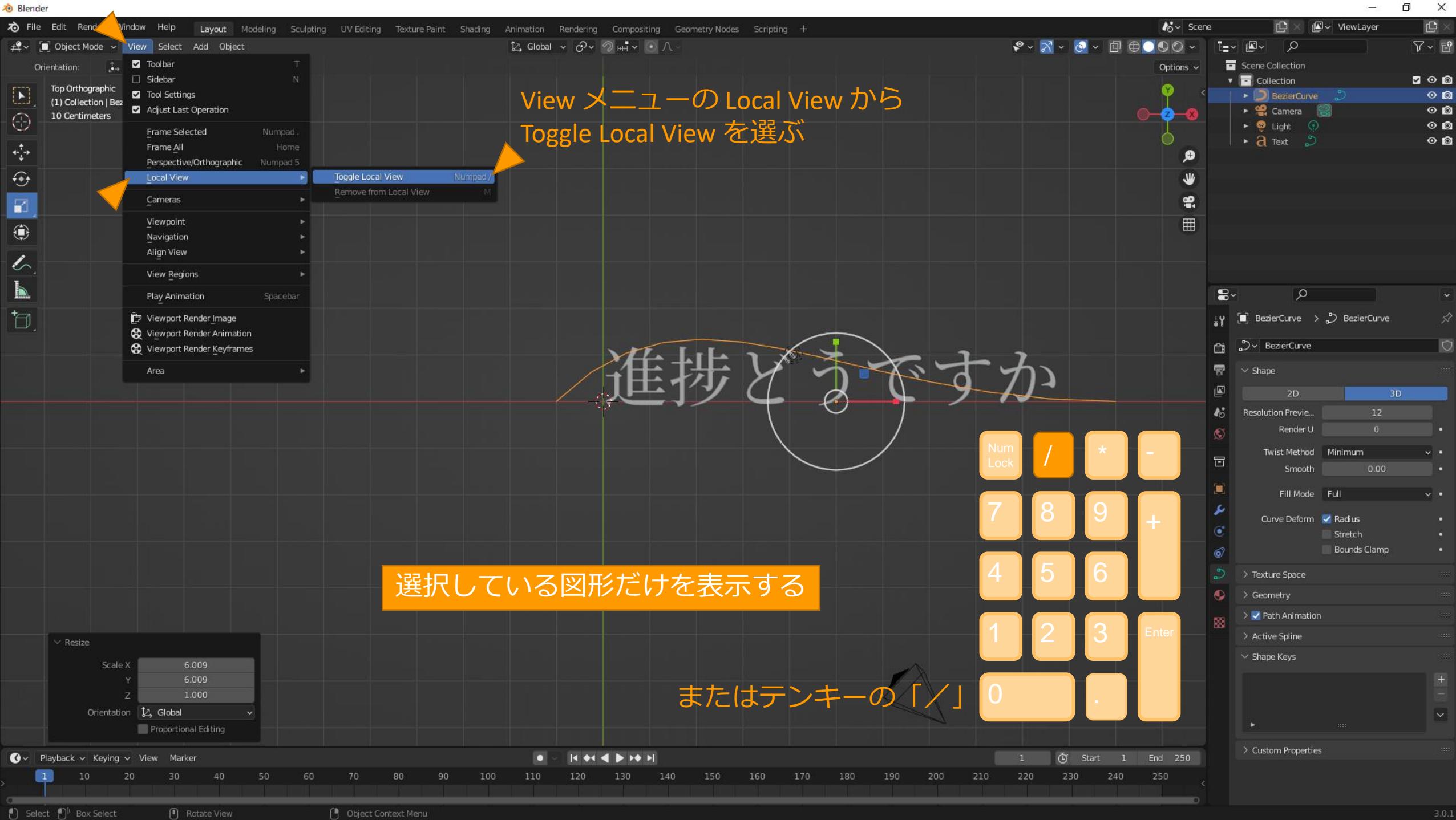
Texture Space  
Geometry  
Path Animation  
Active Spline  
Shape Keys

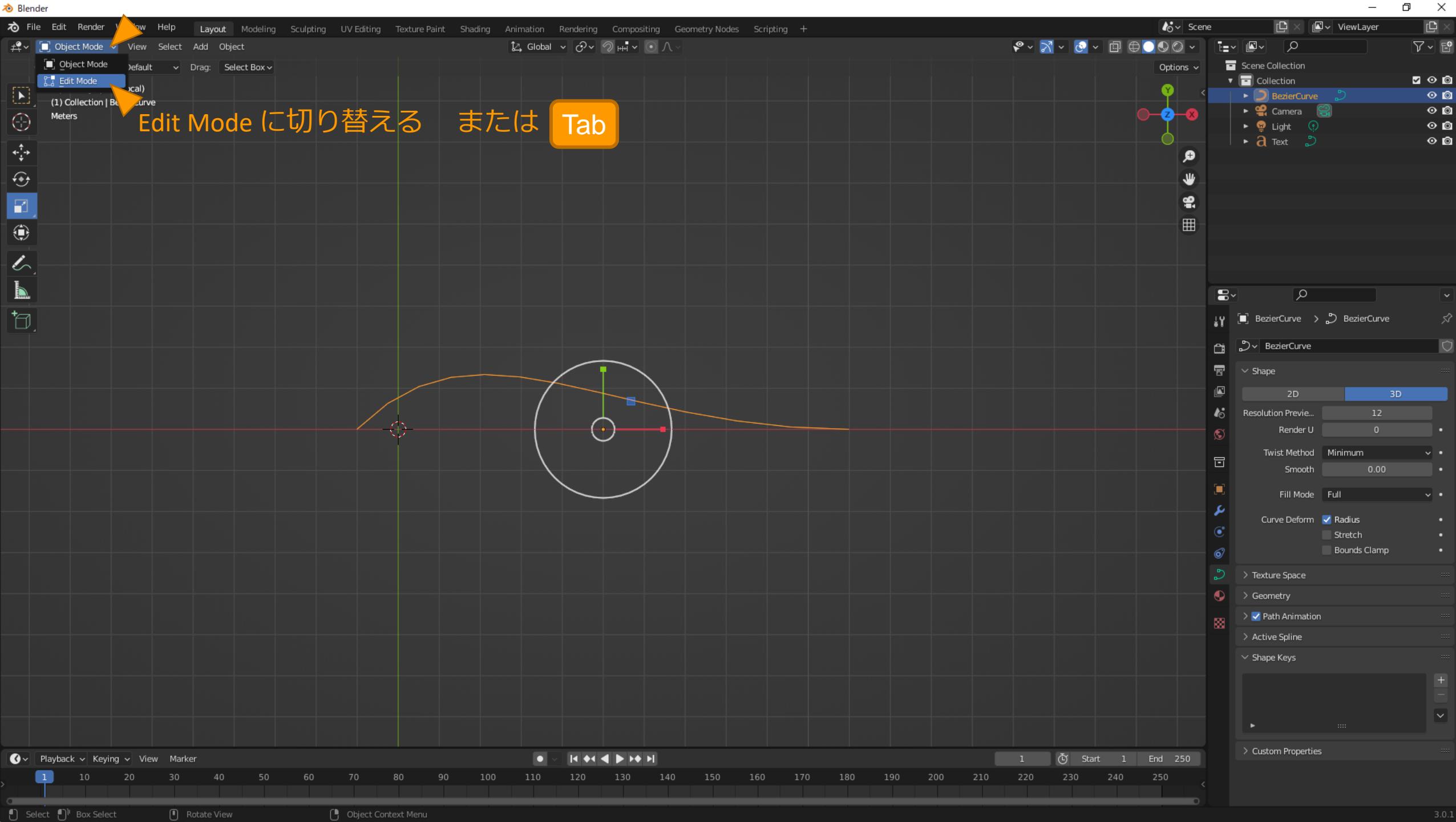
Custom Properties

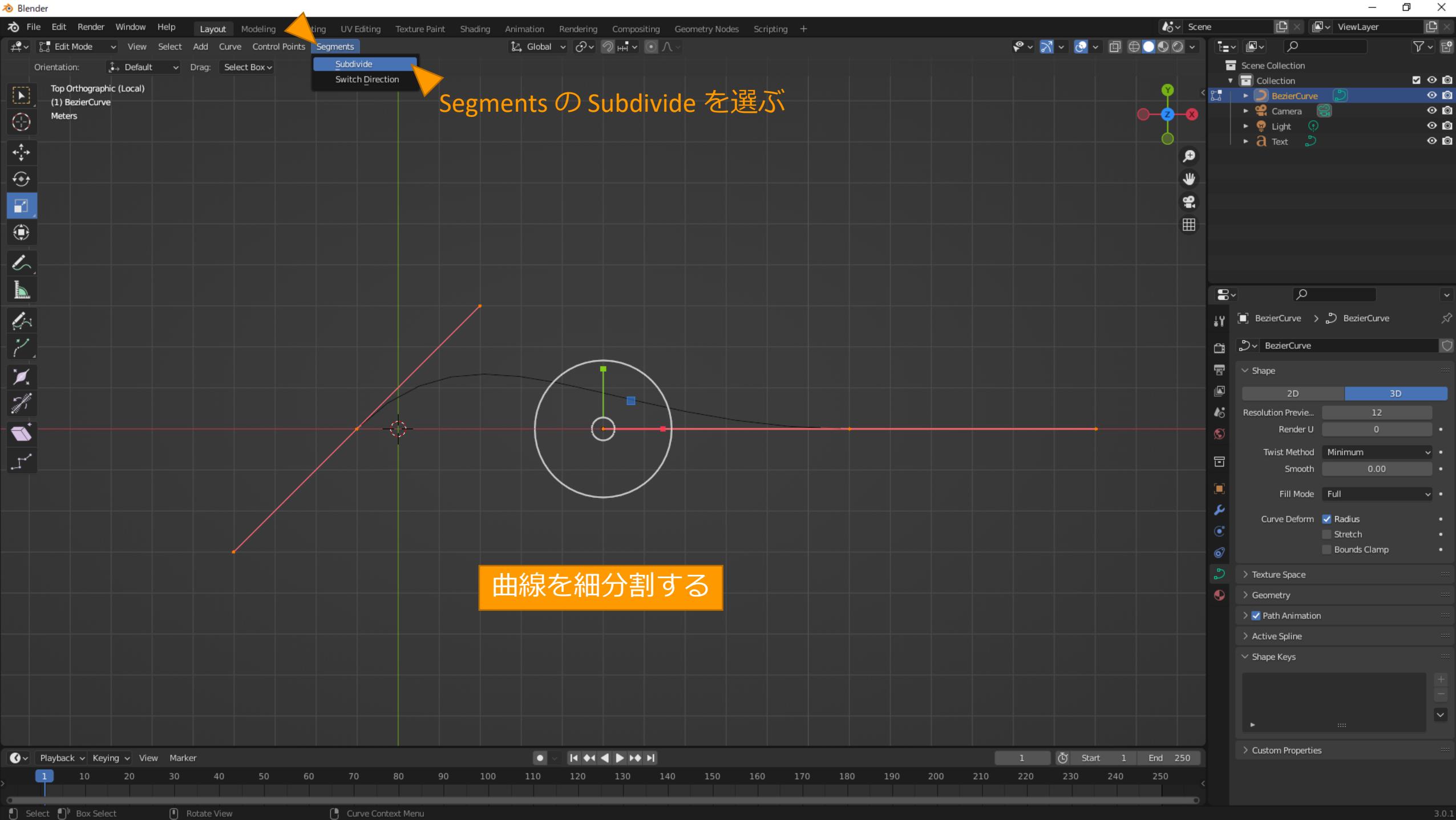
3.0.1





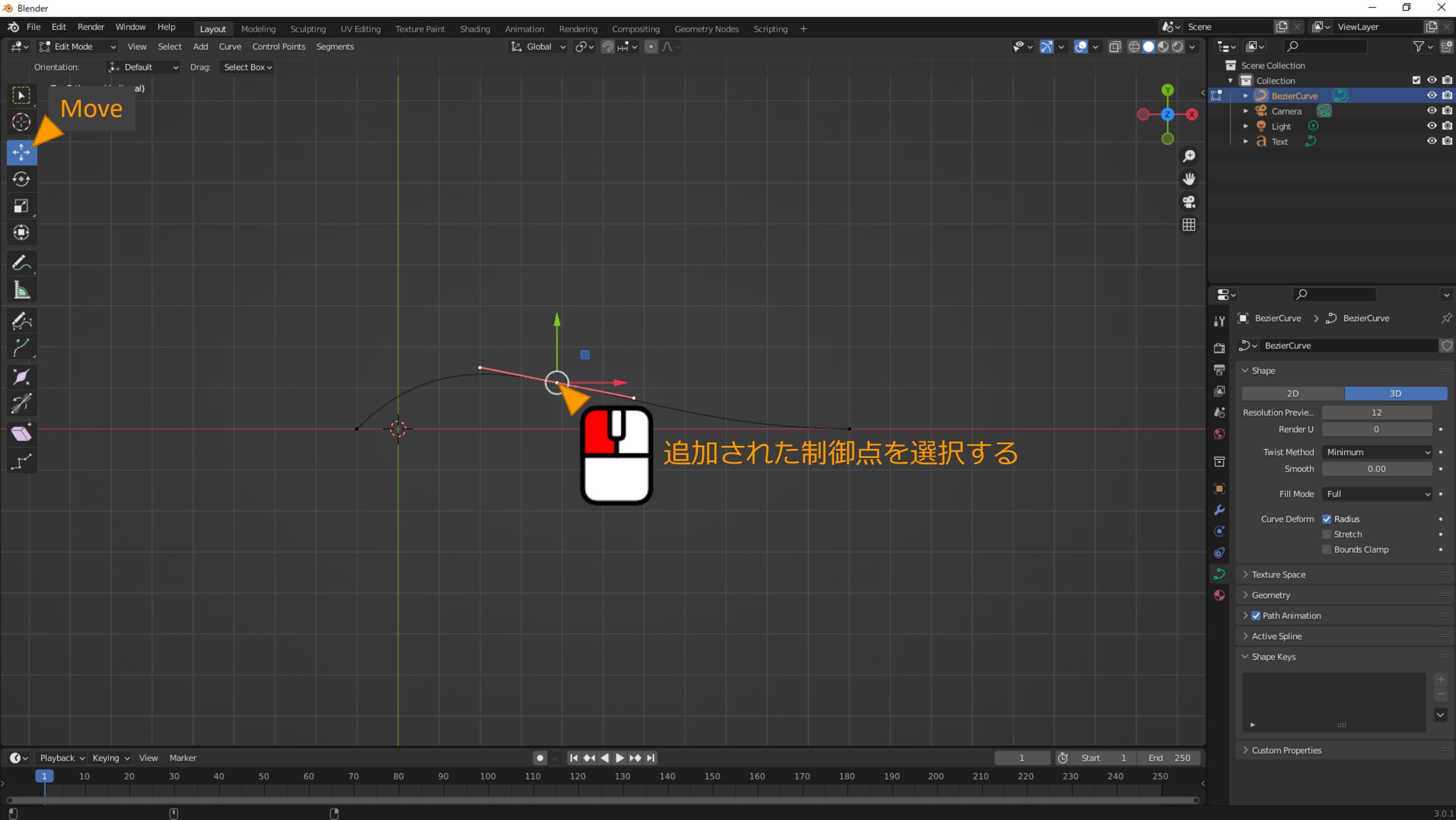


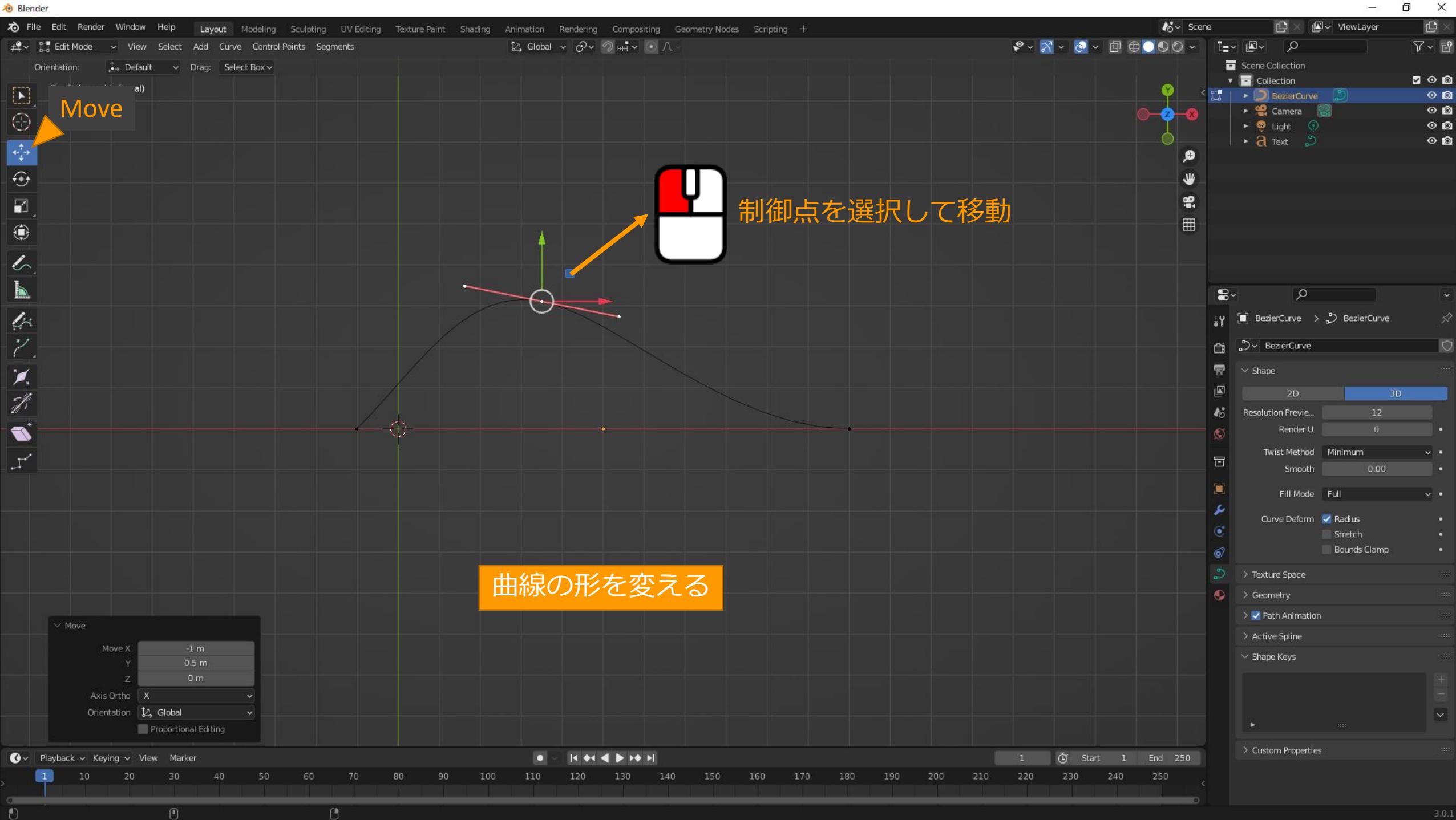


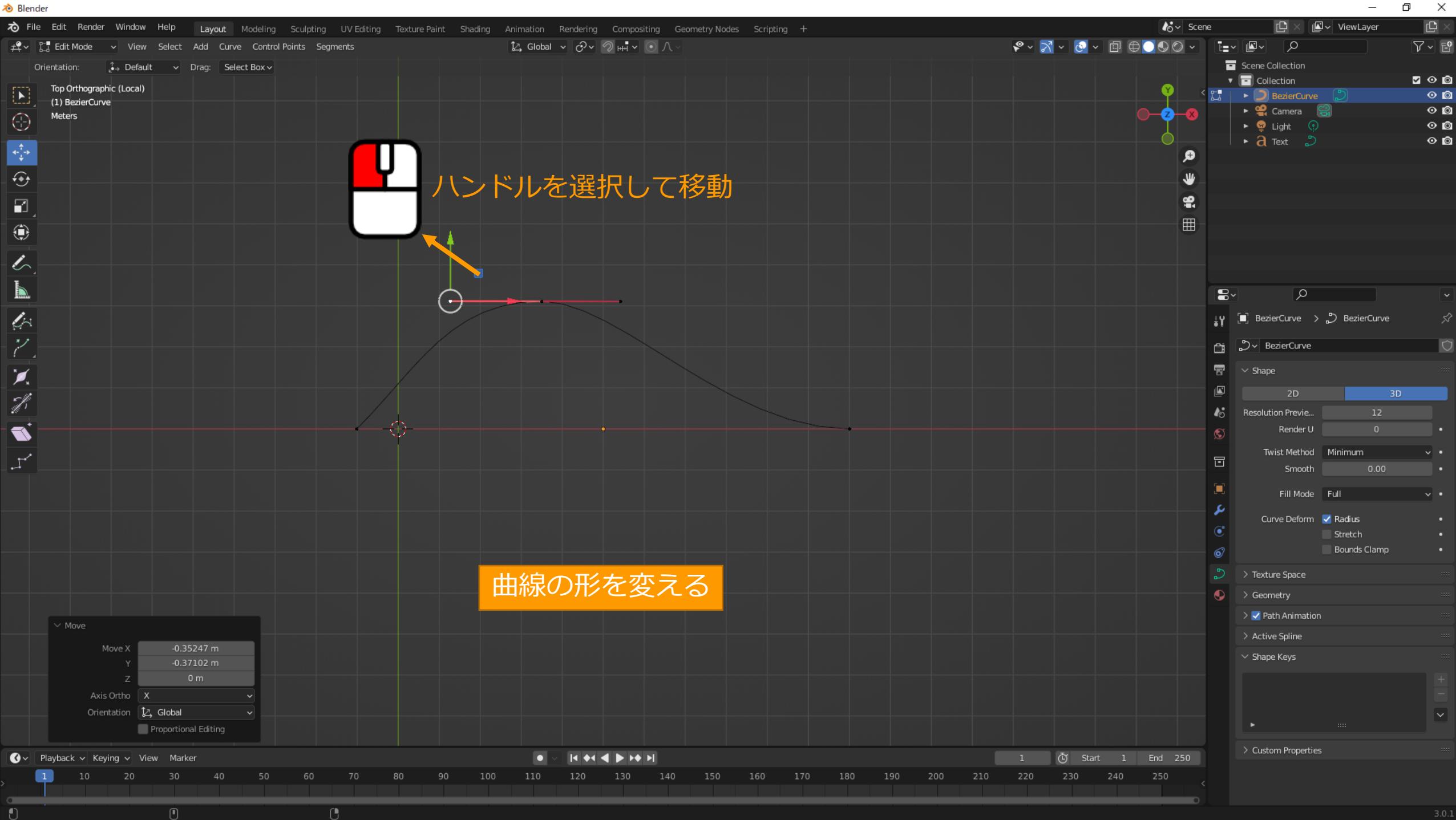


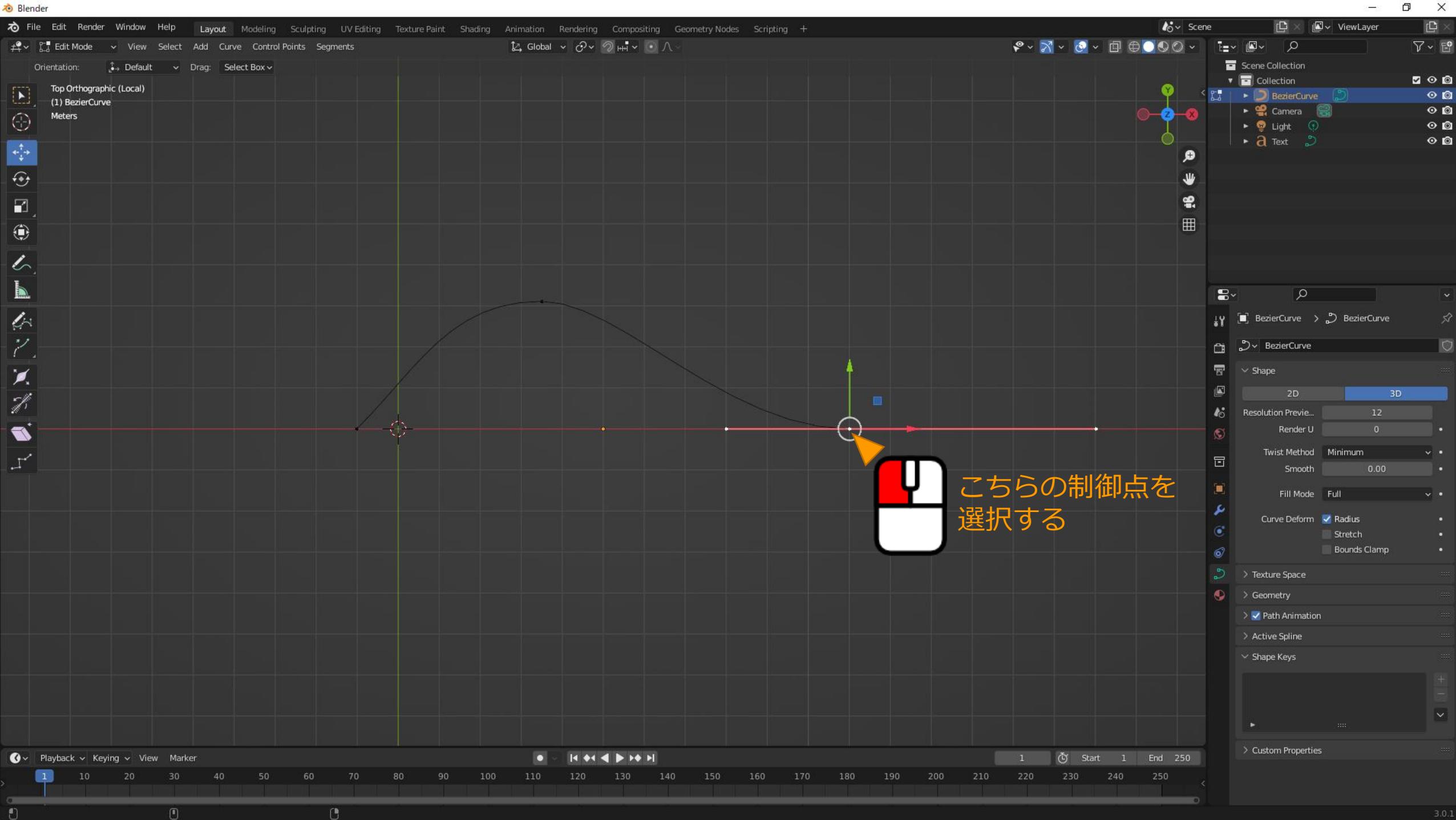
Segments の Subdivide を選ぶ

曲線を細分割する









こちらの制御点を  
選択する

