

コップのようなものを作る

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

Global Viewport ViewLayer

User Perspective (1) Collection | Cube

3.00

General (全般) で

New File Getting Started

- General
- 2D Animation
- Sculpting
- VFX
- Video Editing

Open... Release Notes

Recover Last Session Development Fund

Scene Collection

- Collection
- Camera
- Cube
- Light

Options

3.00

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

Delta Transform

Relations

Collections

Instancing

Motion Paths

Visibility

Viewport Display

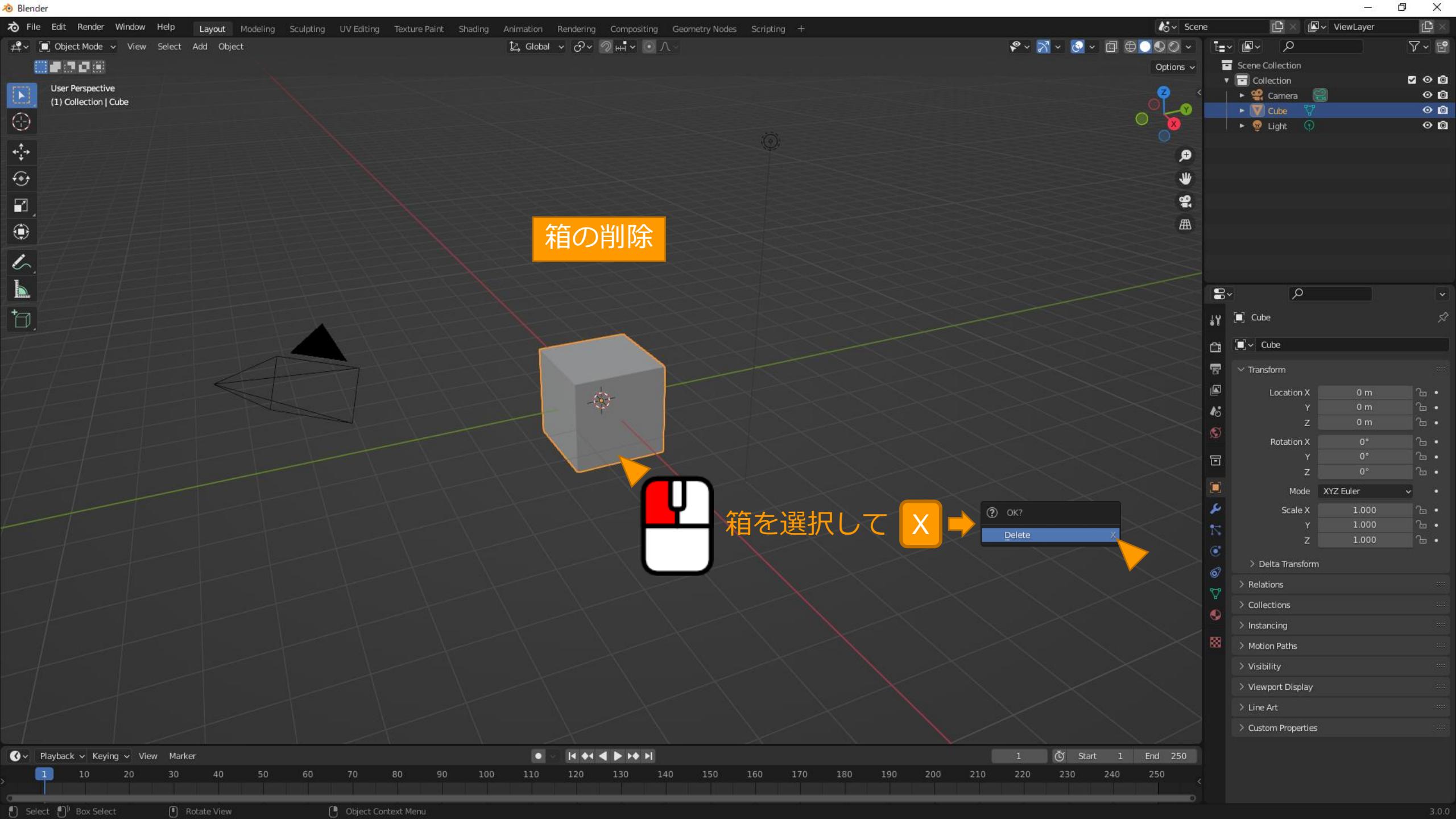
Line Art

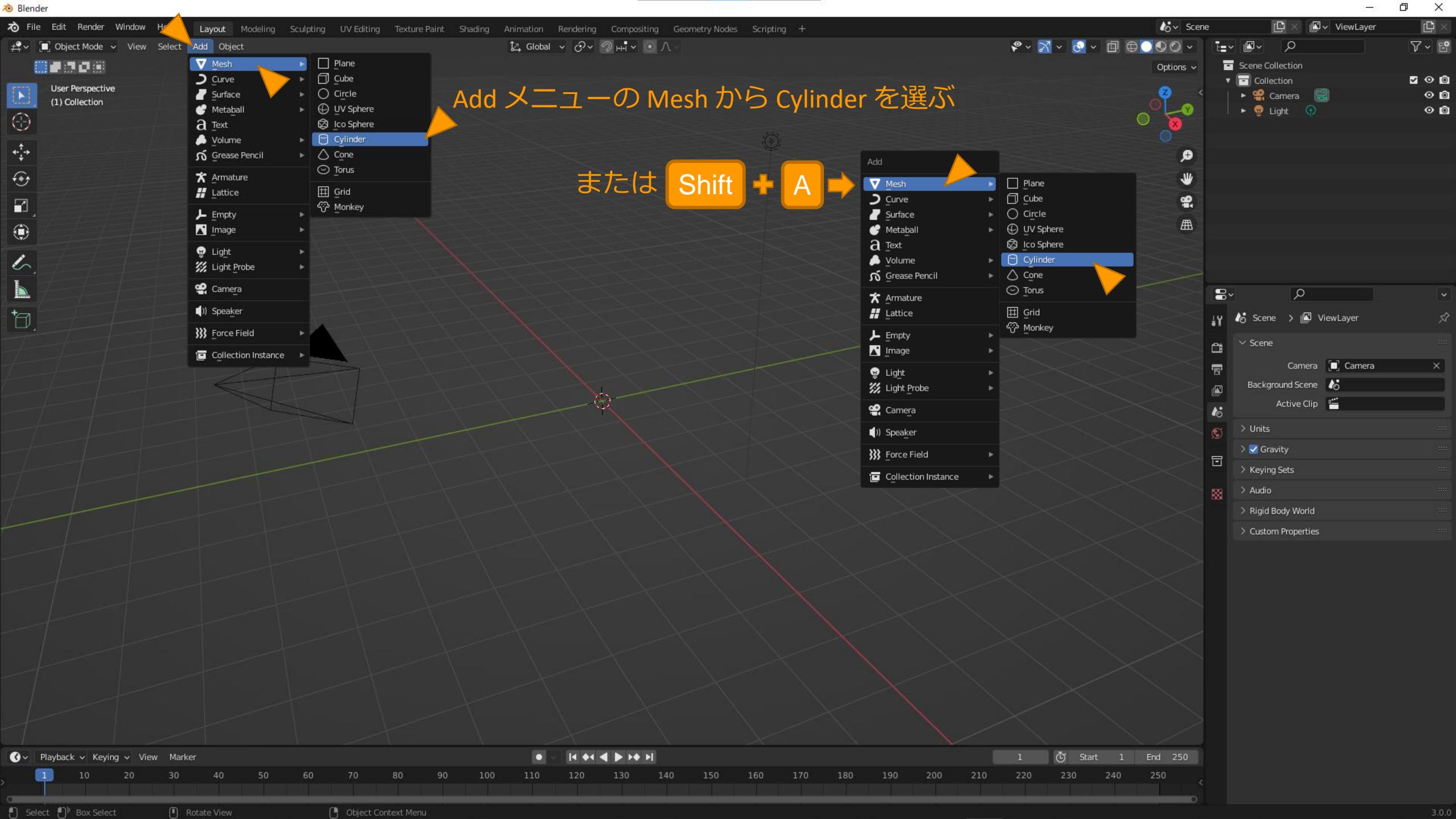
Custom Properties

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

Start 1 End 250





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

Global Viewport

User Perspective (1) Collection | Cylinder

Options

Scene Collection

Collection

Camera

Cylinder

Light

+

Hand

Zoom

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 View Marker

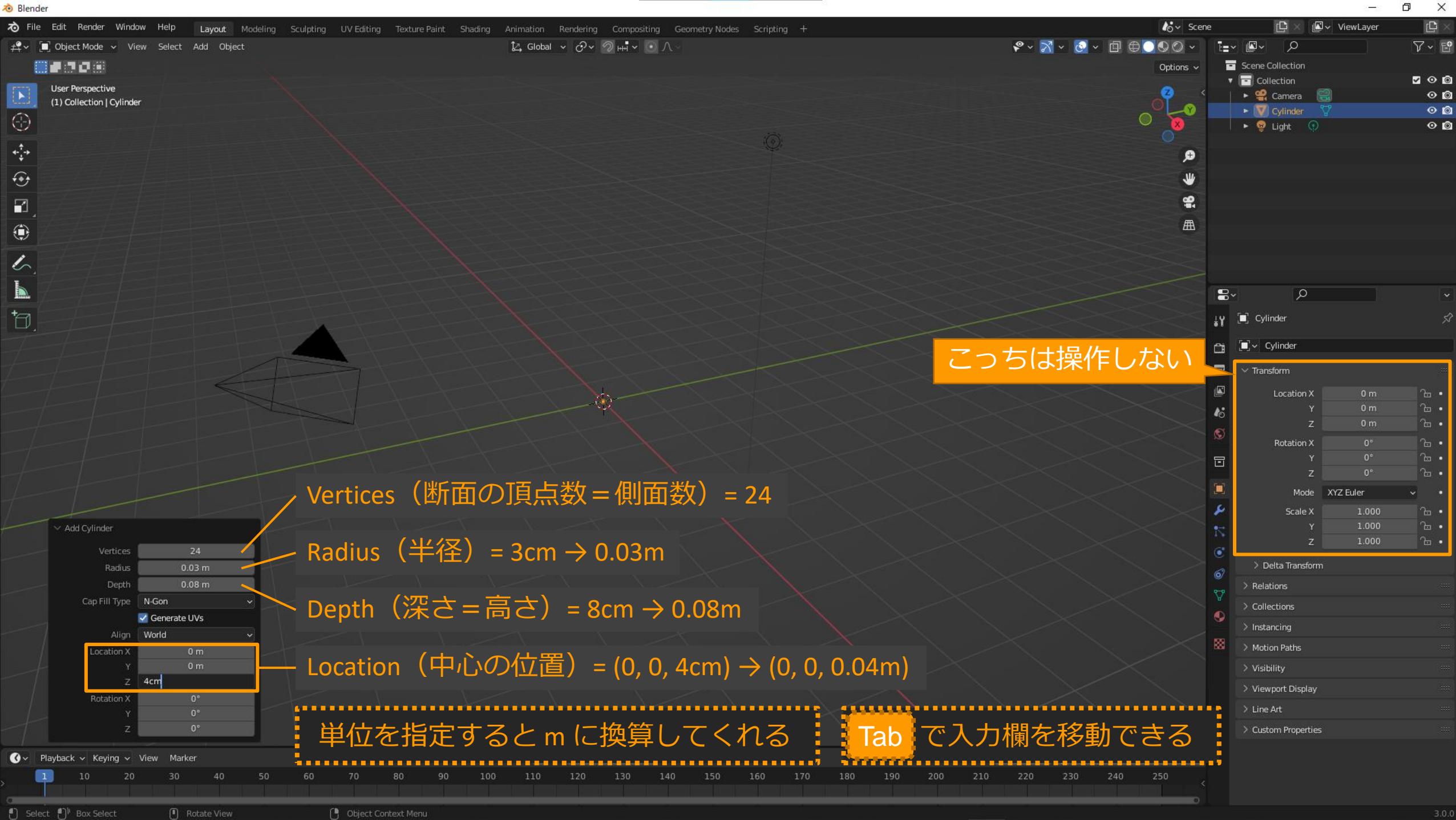
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

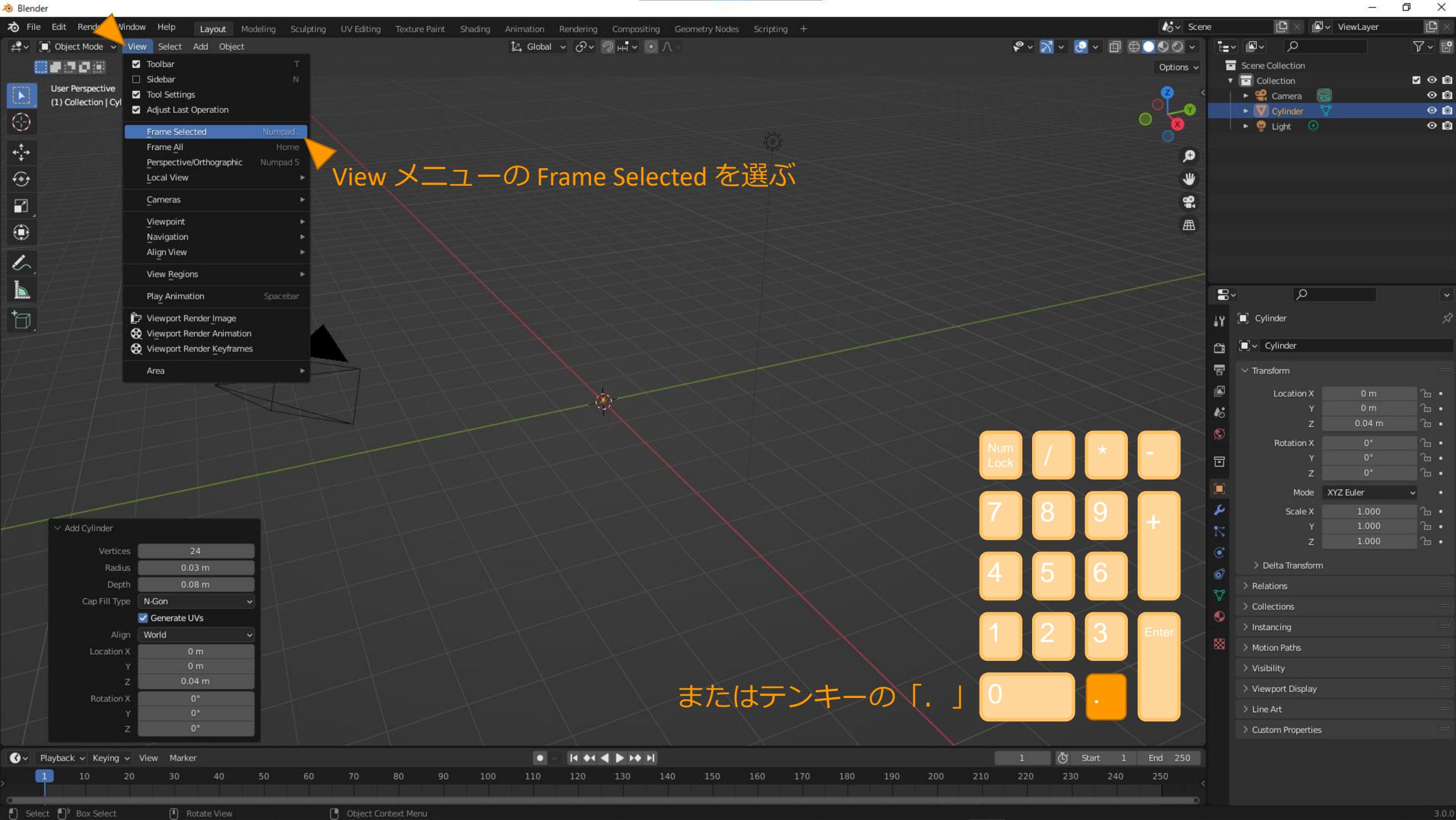
Start 1 End 250

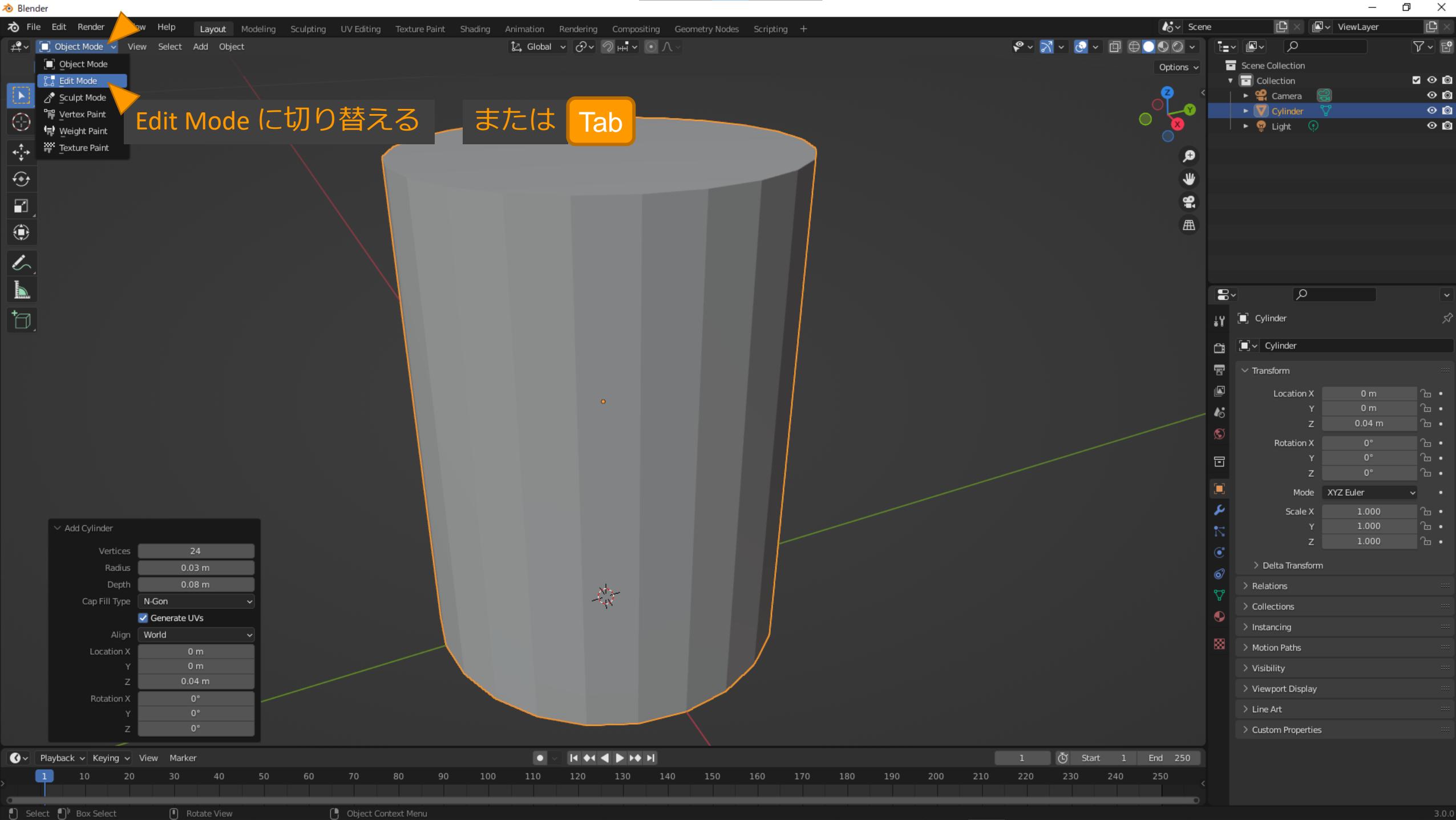
3.00

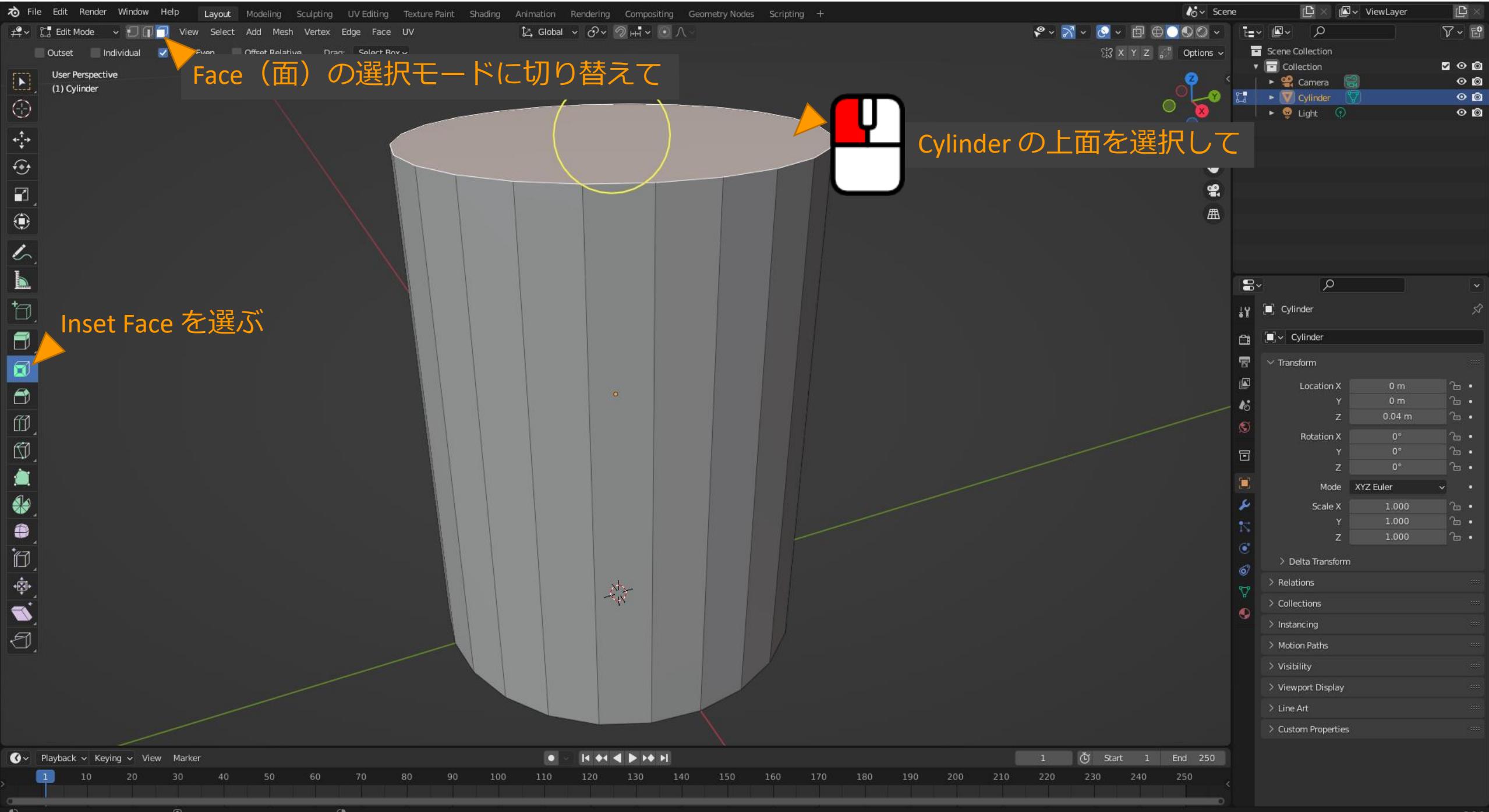
円柱が一つできる

ここをクリック









Blender 3.0.0

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) Cylinder

Offset Even Offset Relative Drag: Select Box

Inset Faces

- Boundary
- Offset Even
- Offset Relative
- Edge Rail

Thickness: 0.004734 m Depth: 0 m

Outset  Select Outer  Individual  Interpolate

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

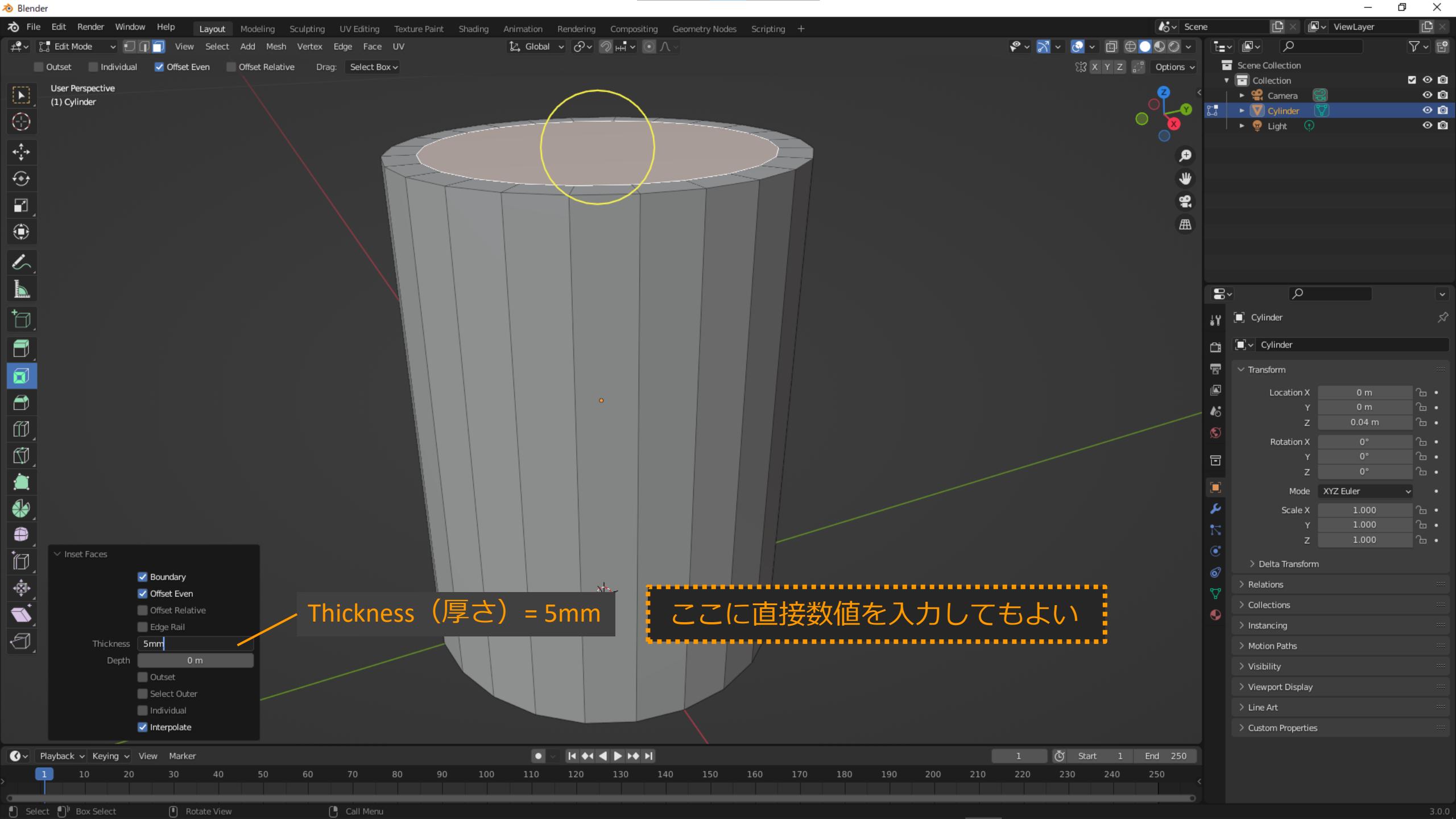
Scene Collection Collection Camera Cylinder Light

Transform

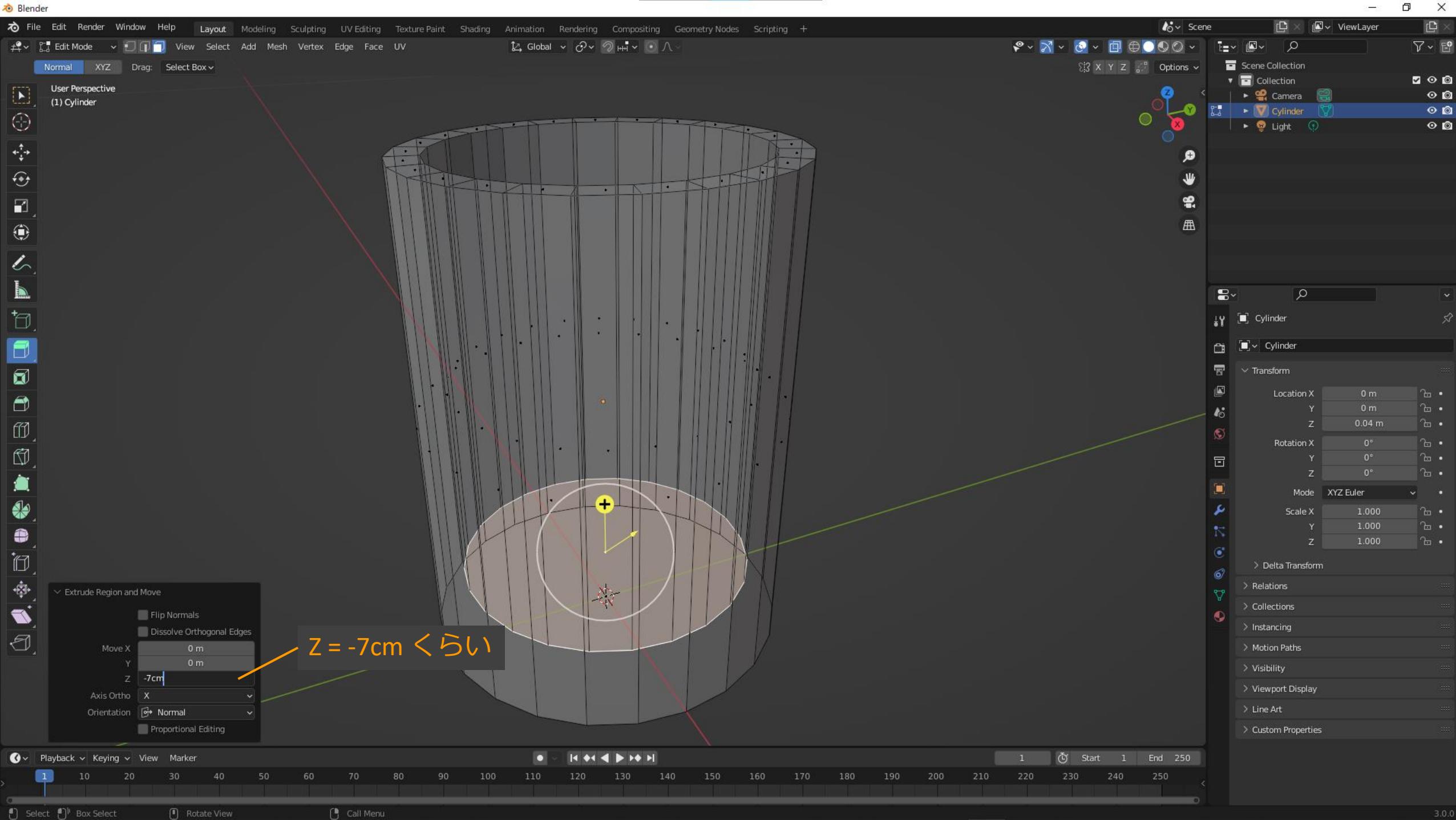
Location X	0 m
Y	0 m
Z	0.04 m
Rotation X	0°
Y	0°
Z	0°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

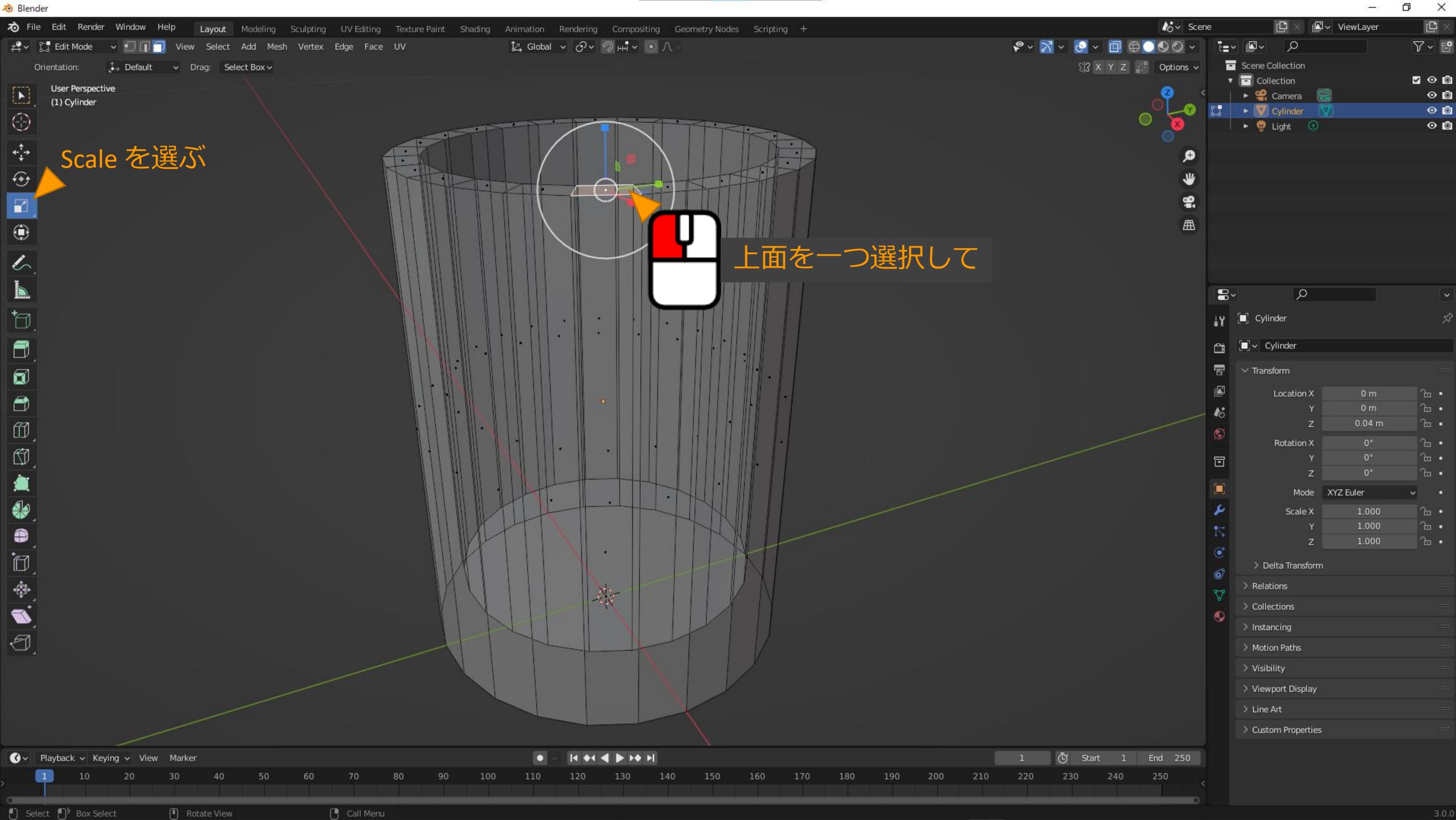
Delta Transform Relations Collections Instancing Motion Paths Visibility Viewport Display Line Art Custom Properties

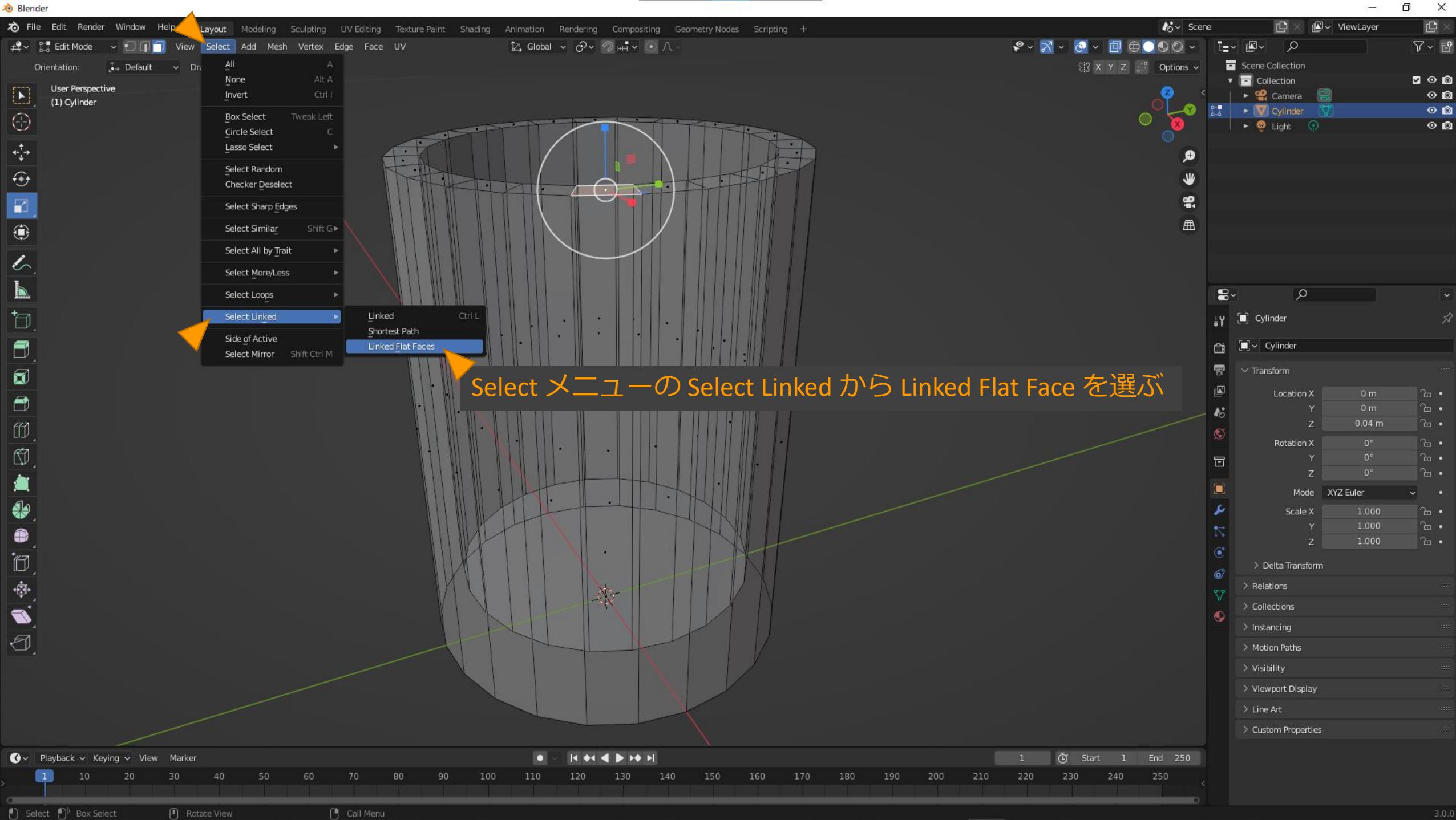
3.0.0

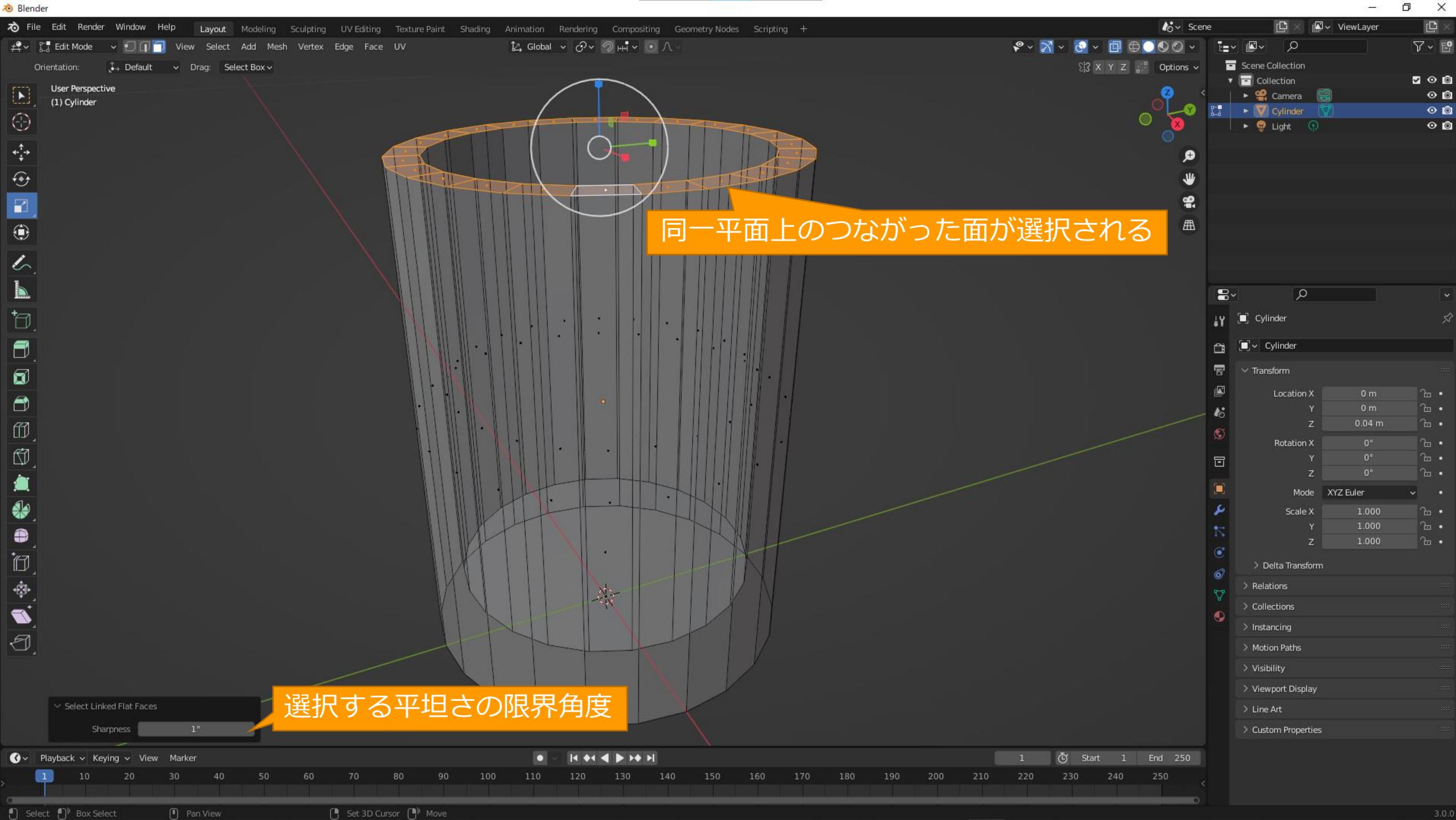


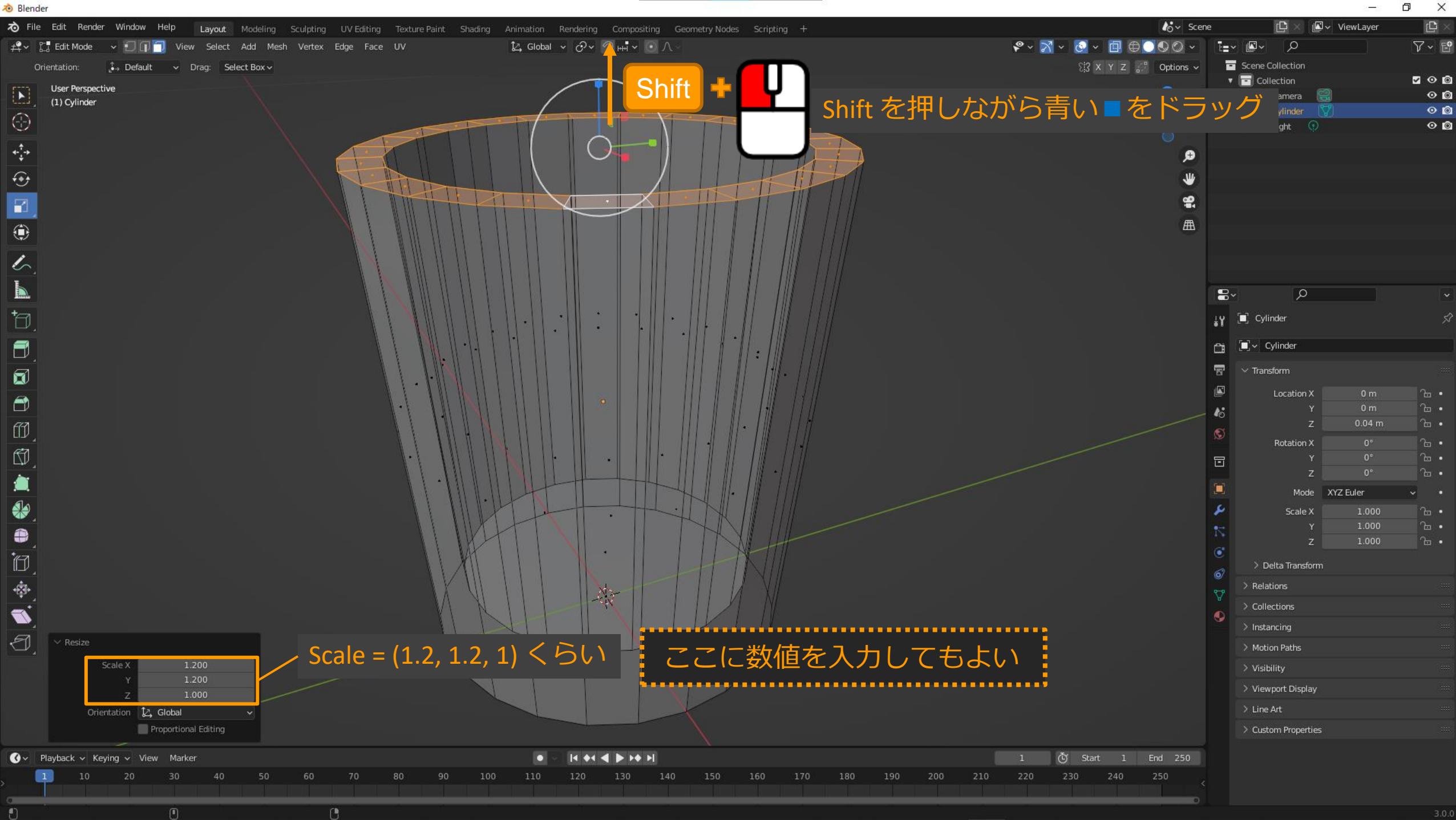


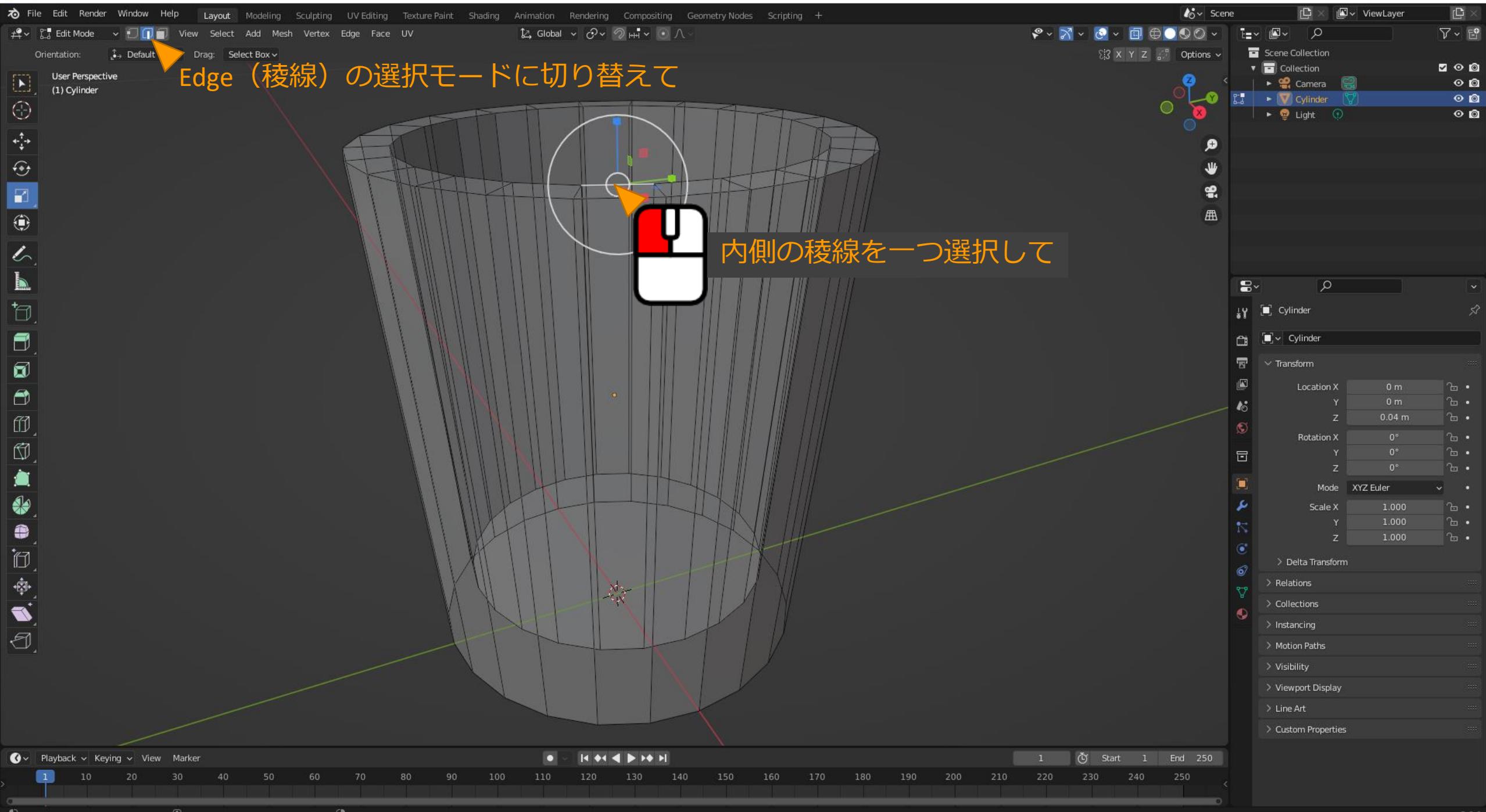


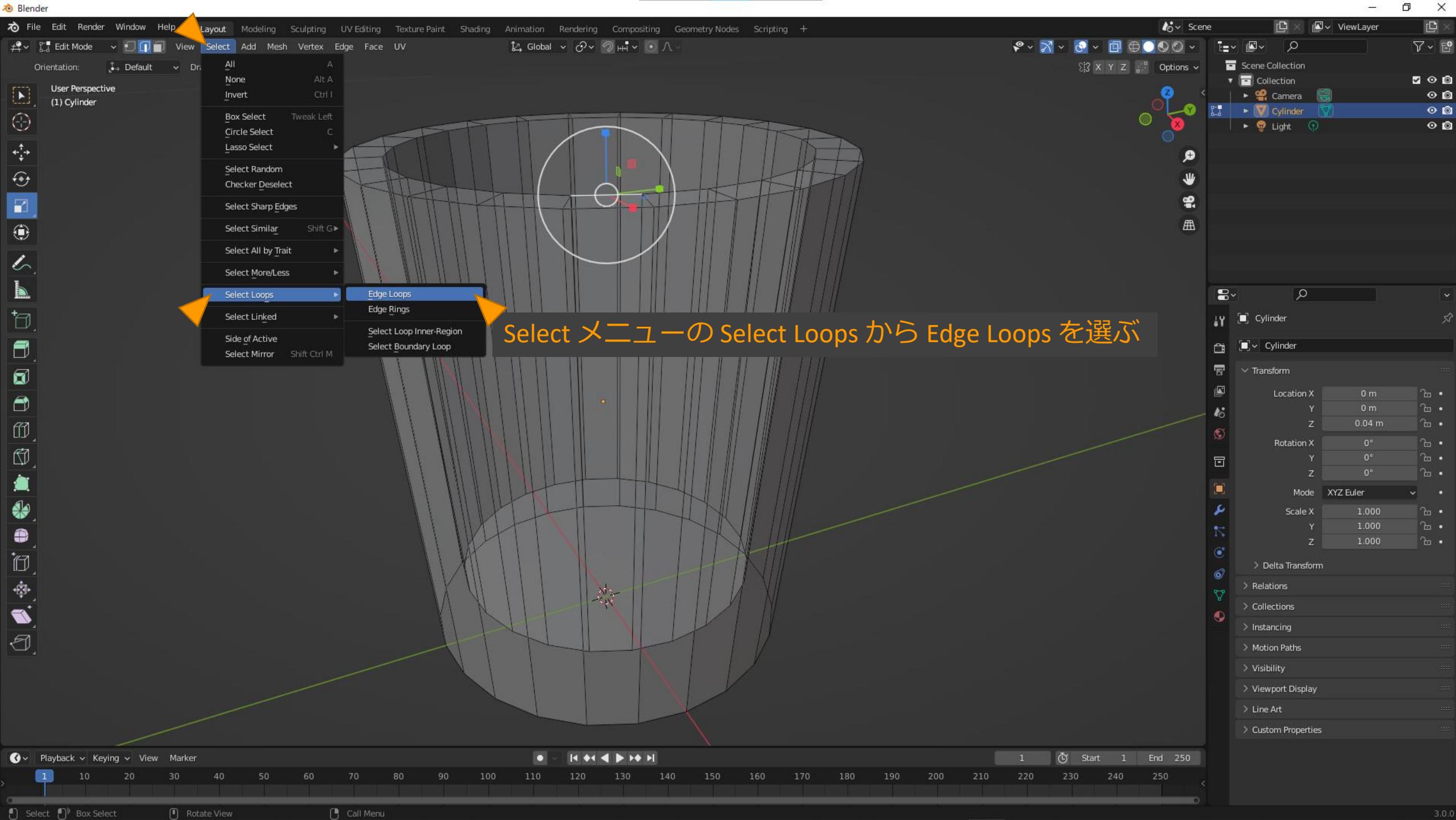


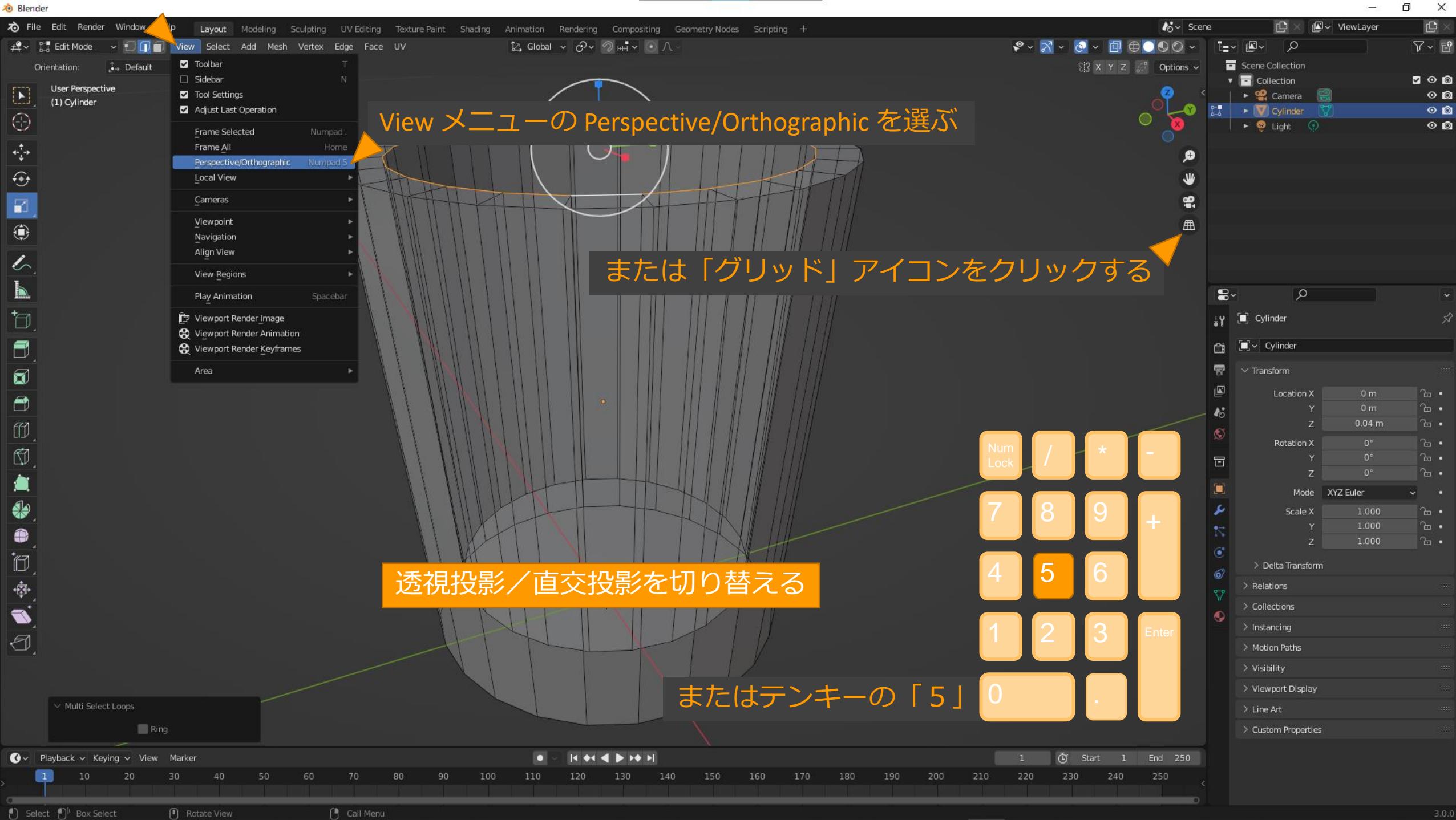












Blender メニューとツールバー

Orientation: Default Drag: Select Box

User Orthographic (1) Cylinder

Shift を押しながら青い■をドラッグ

または こっちの青い■をドラッグ

Scale = (1.033, 1.033, 1) くらい

ここに数値を入力してもよい

Scale X: 1.033  
Y: 1.033  
Z: 1.000

Orientation: Global  
Proportional Editing

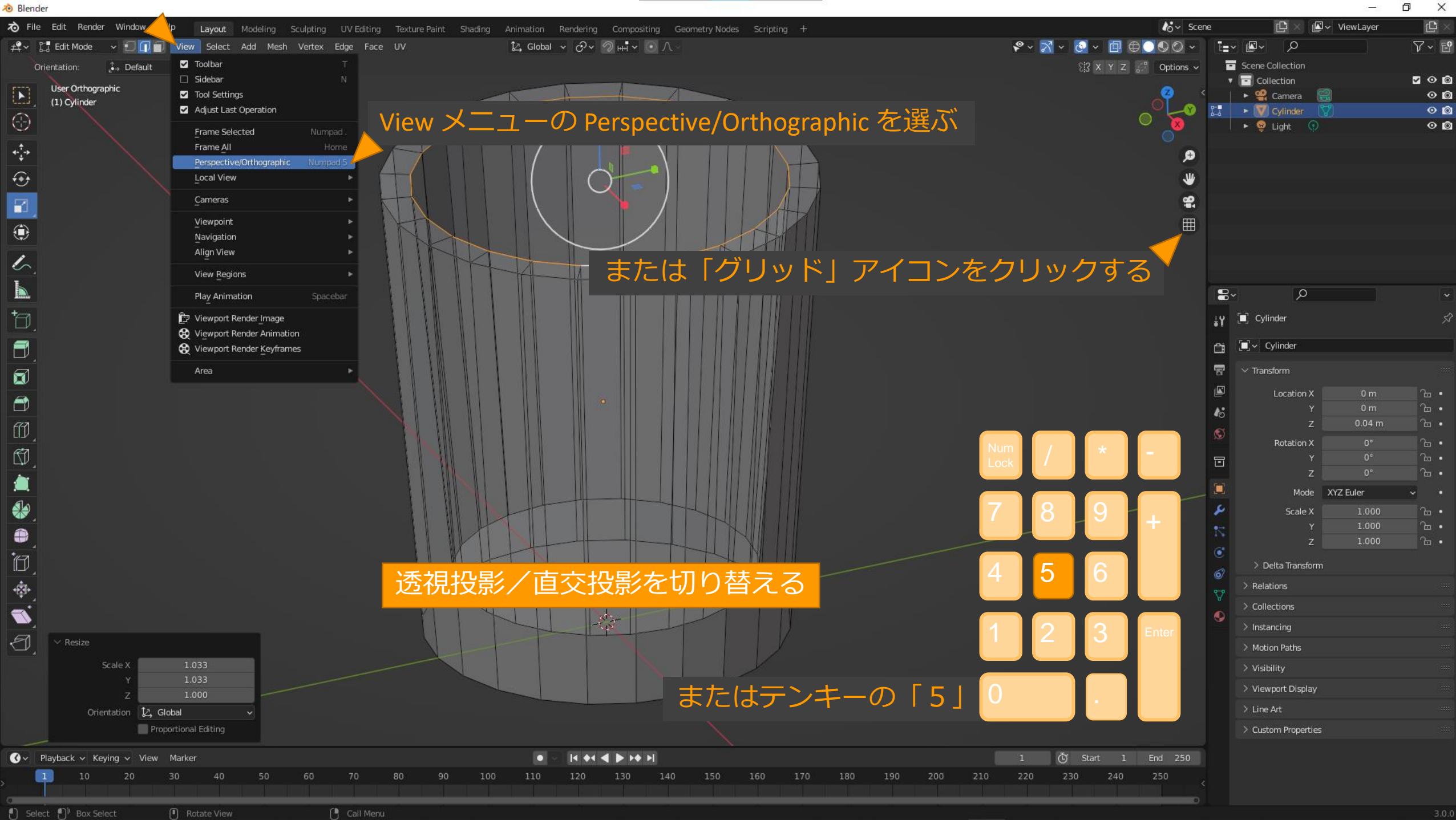
Scene Collection  
Collection  
Camera  
Cylinder

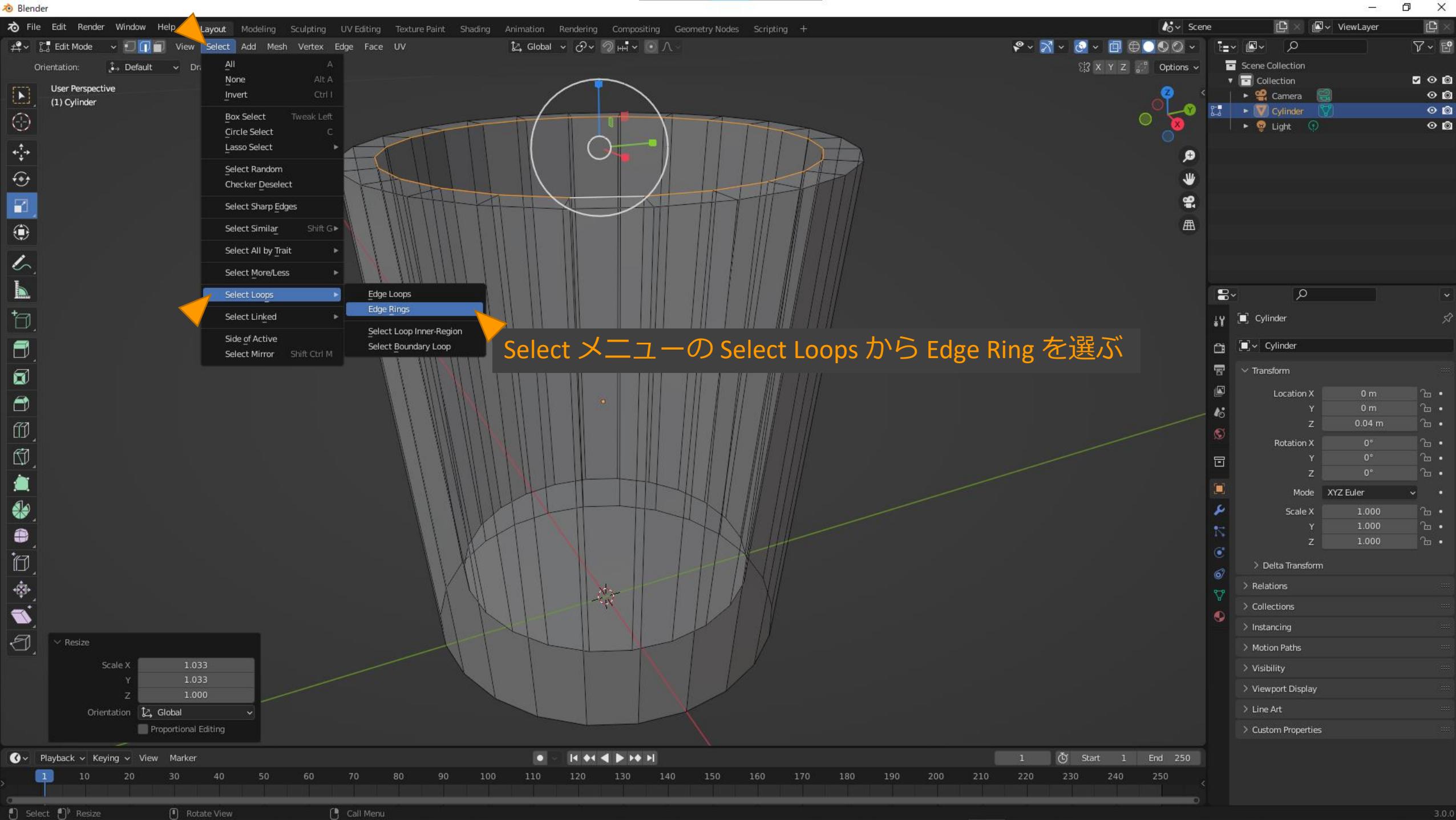
Transform  
Location X: 0 m  
Y: 0 m  
Z: 0.04 m  
Rotation X: 0°  
Y: 0°  
Z: 0°  
Mode: XYZ Euler  
Scale X: 1.000  
Y: 1.000  
Z: 1.000

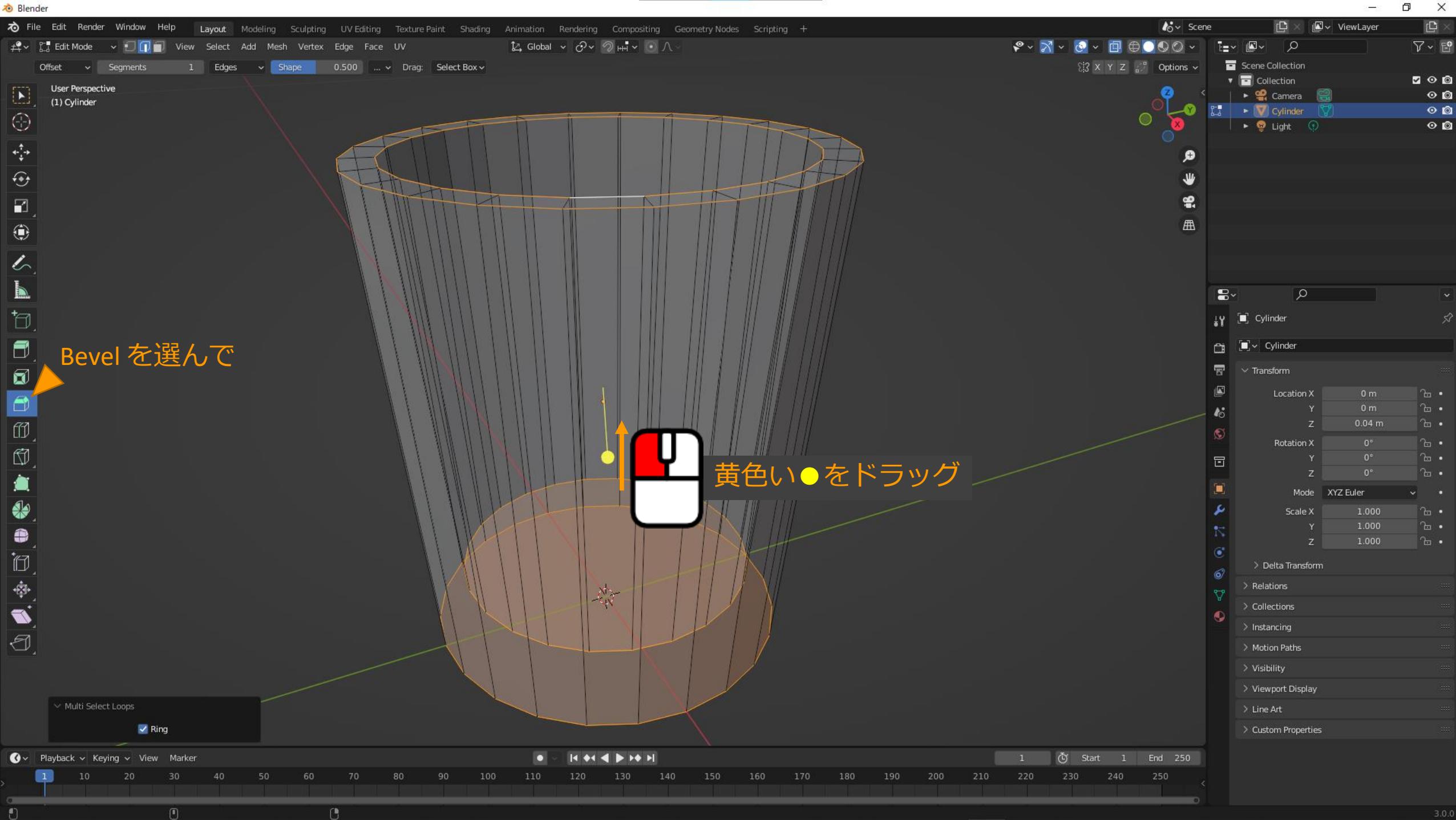
Playback: 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250  
View: 1 Start 1 End 250  
Marker: 1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

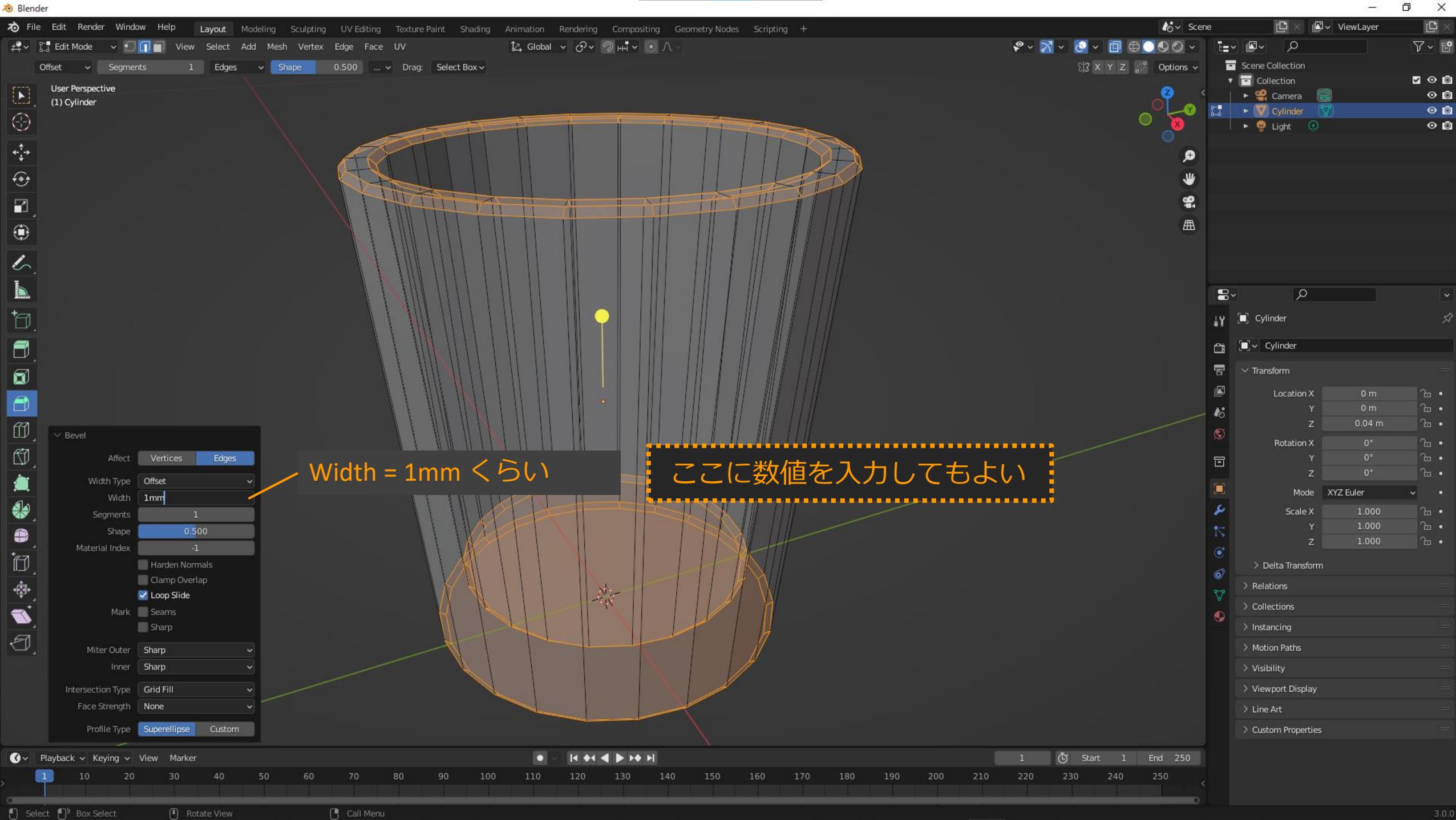
選択: Box Select  
パン: Pan View  
UV: Set 3D Cursor  
モード: Move

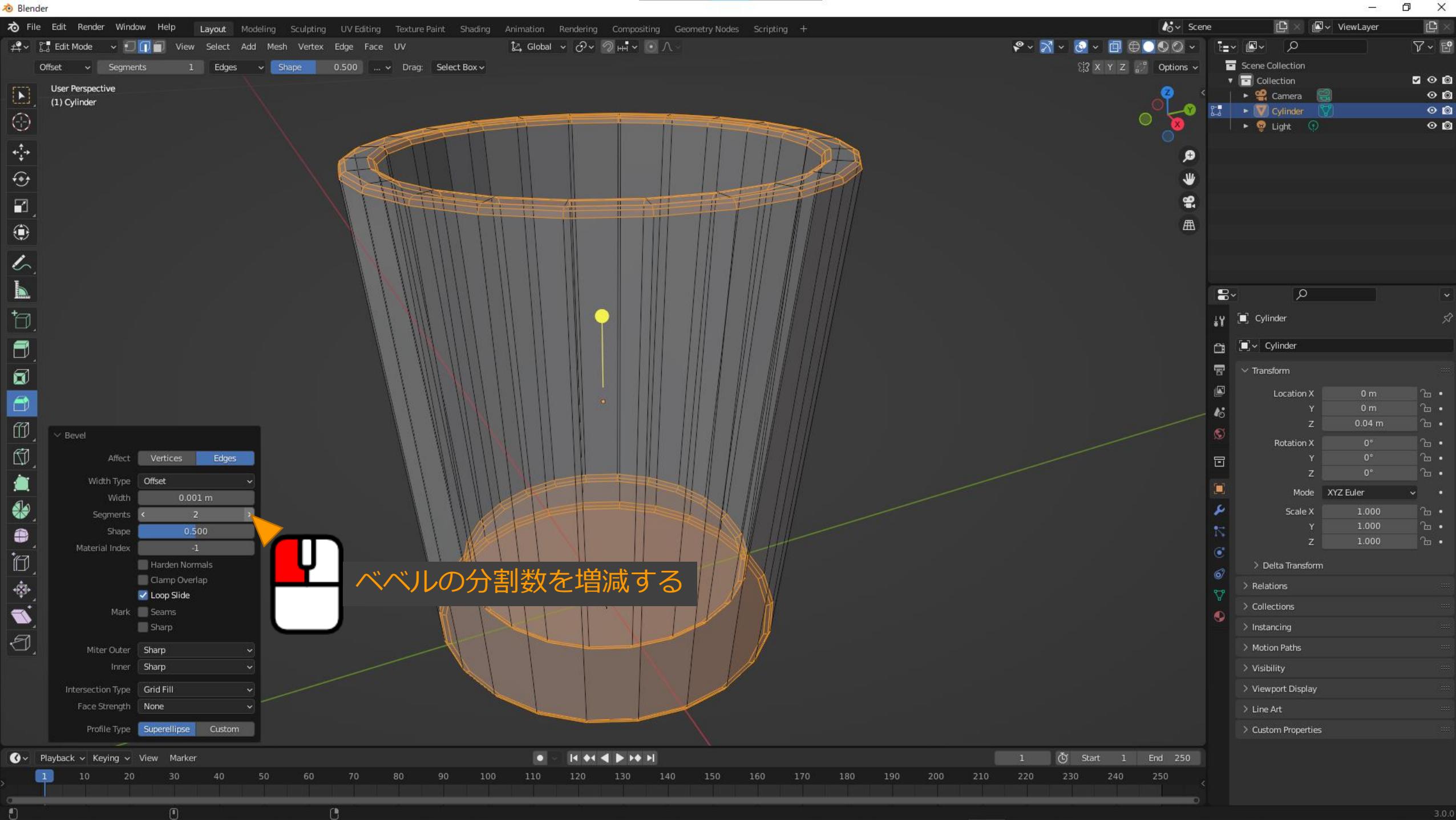
3.0.0

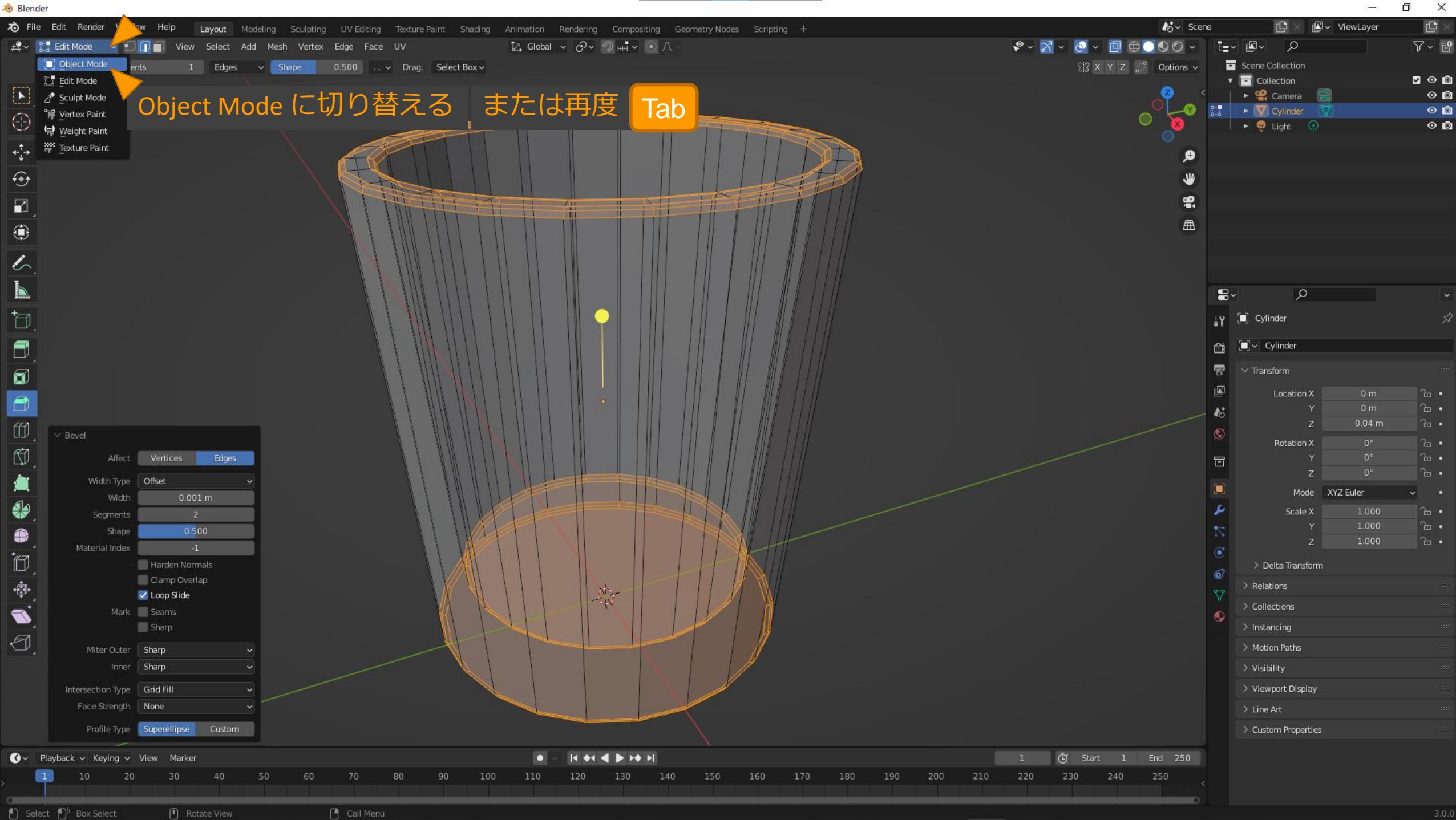




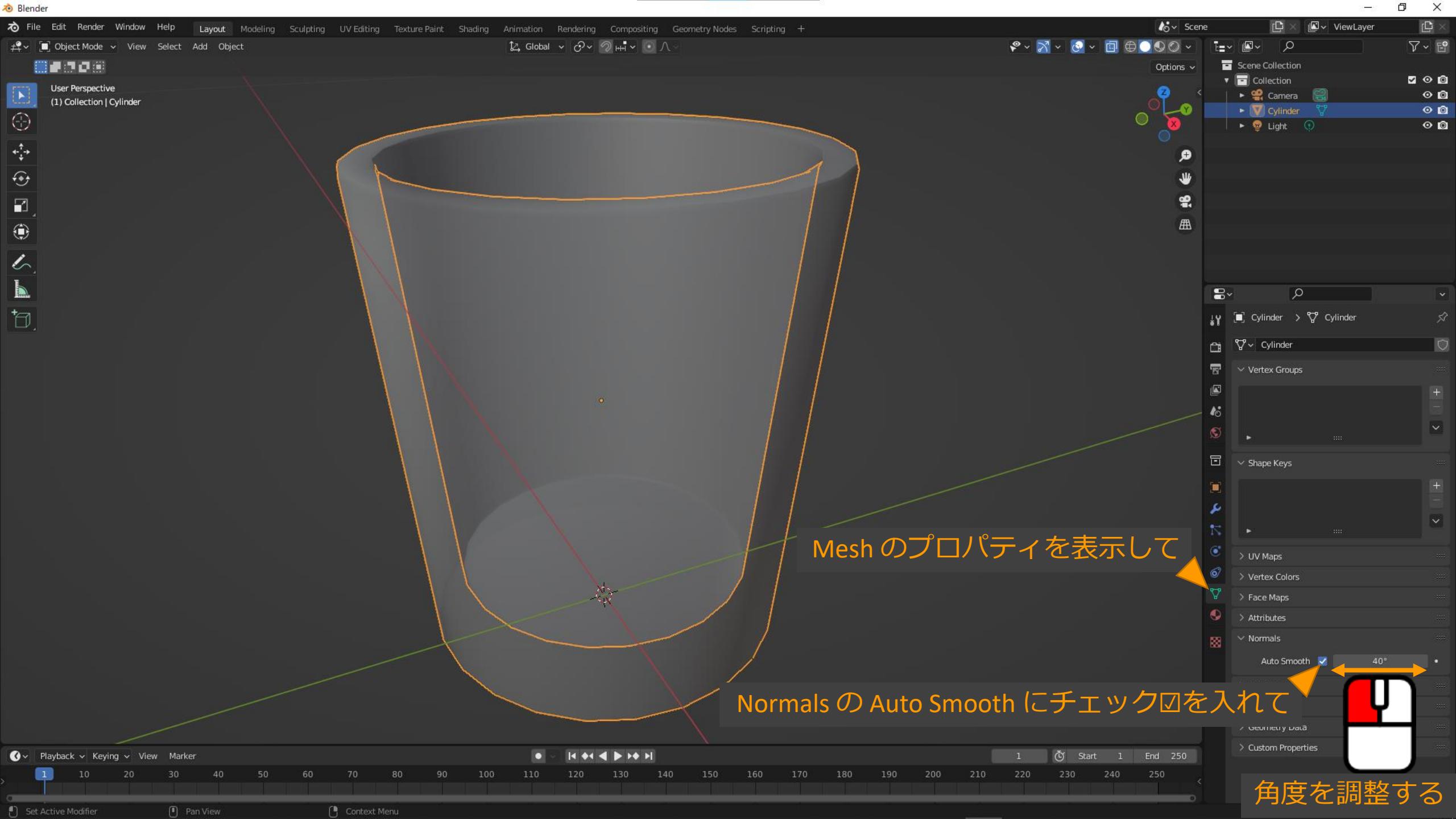


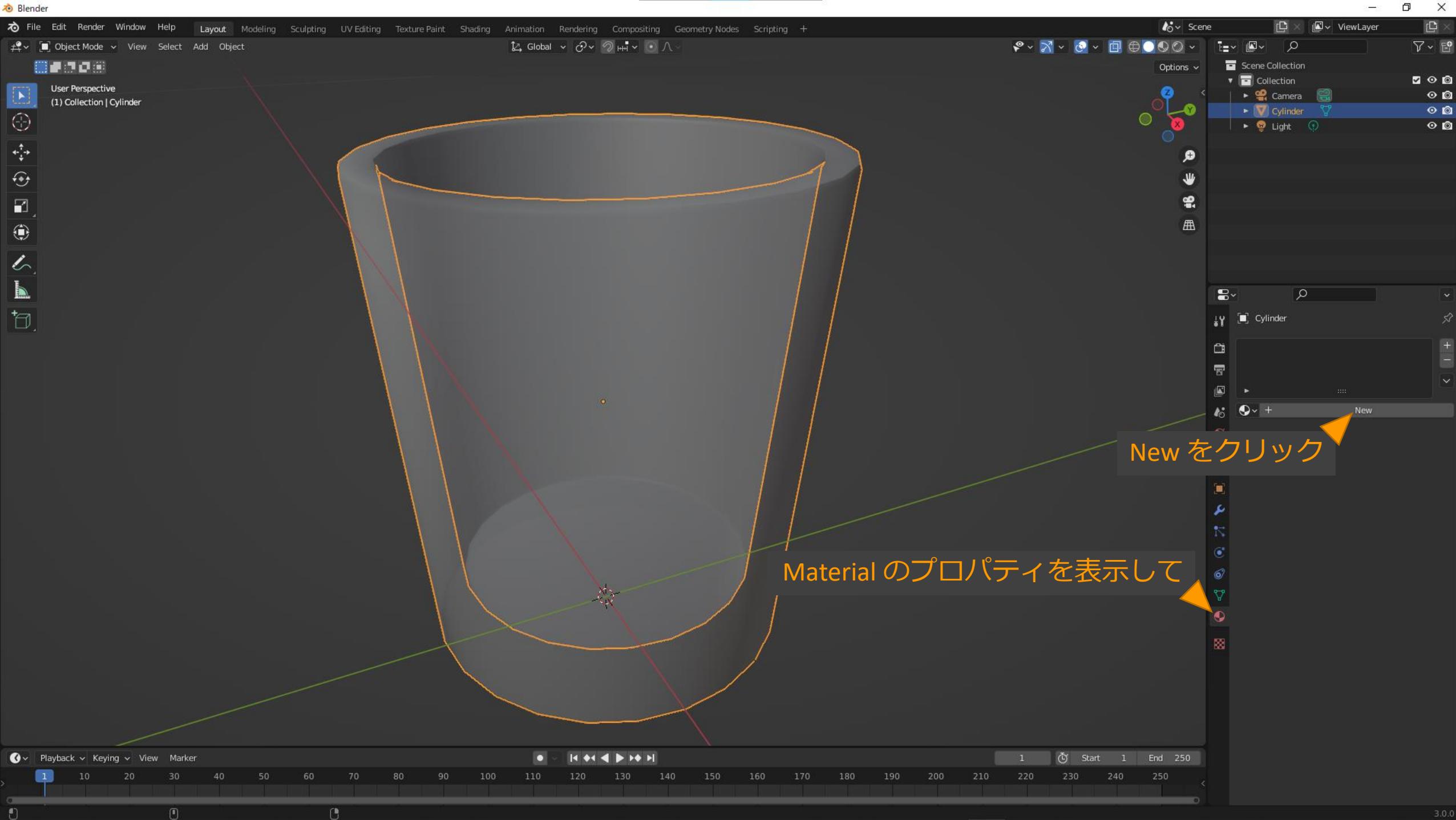




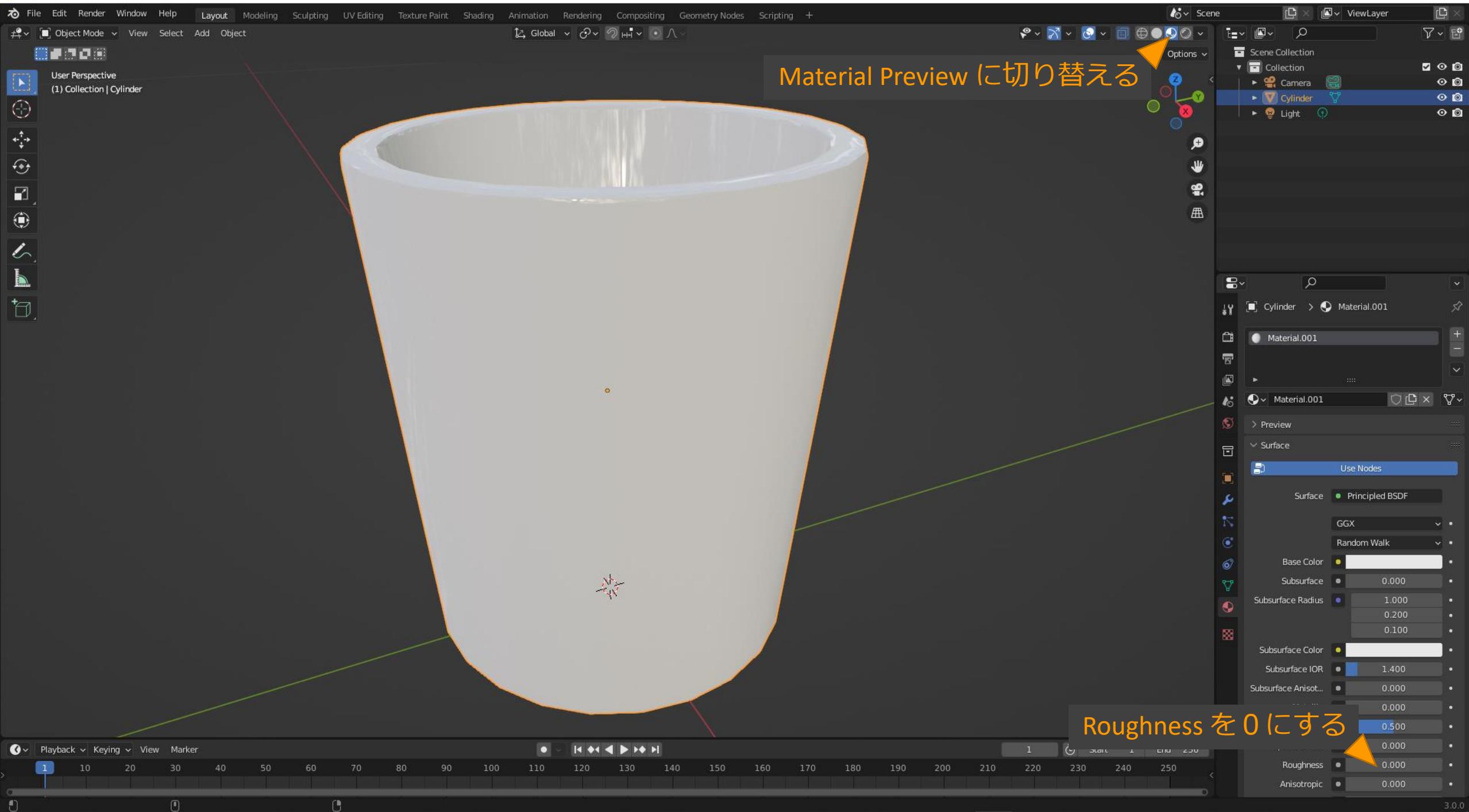


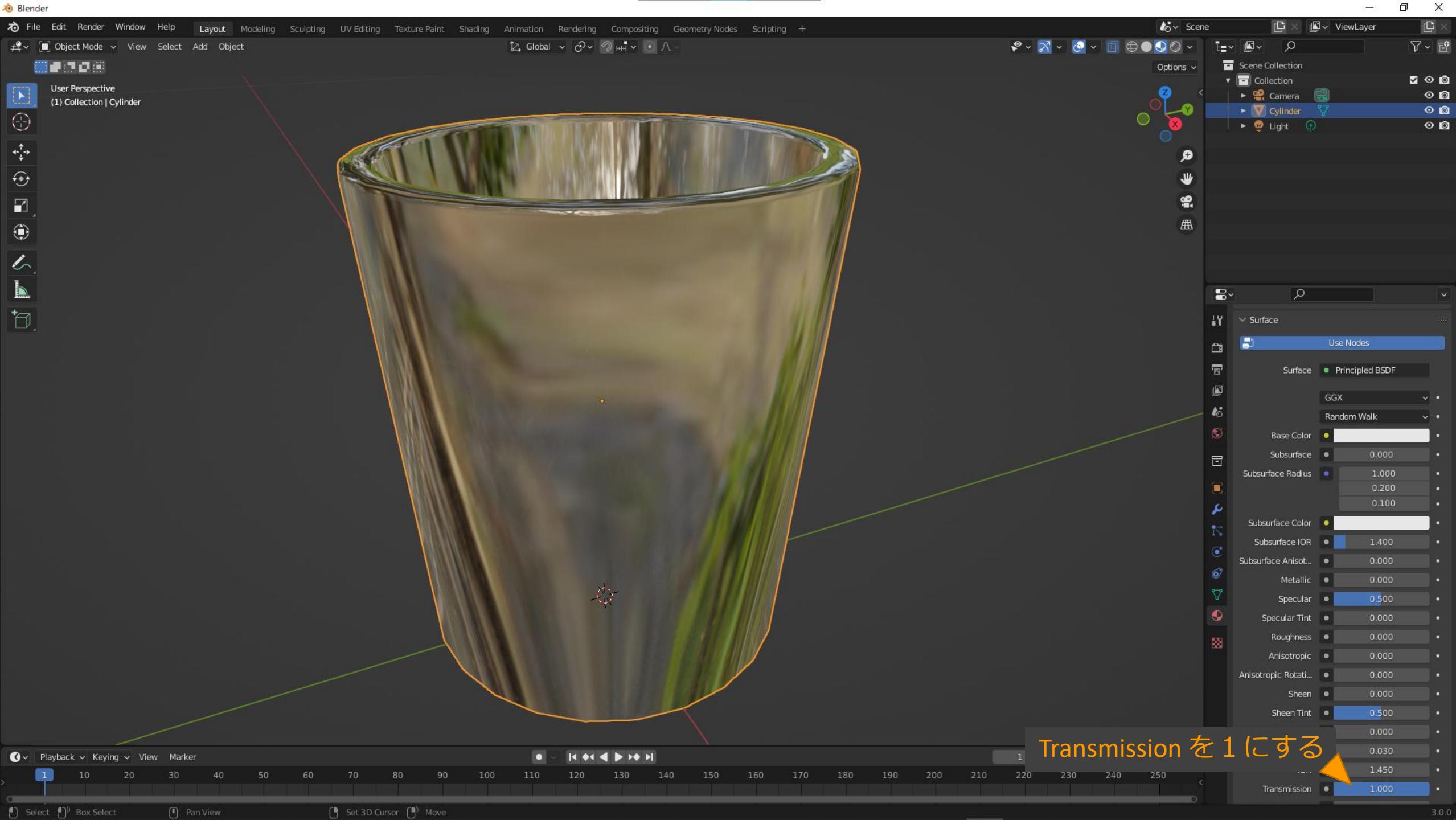


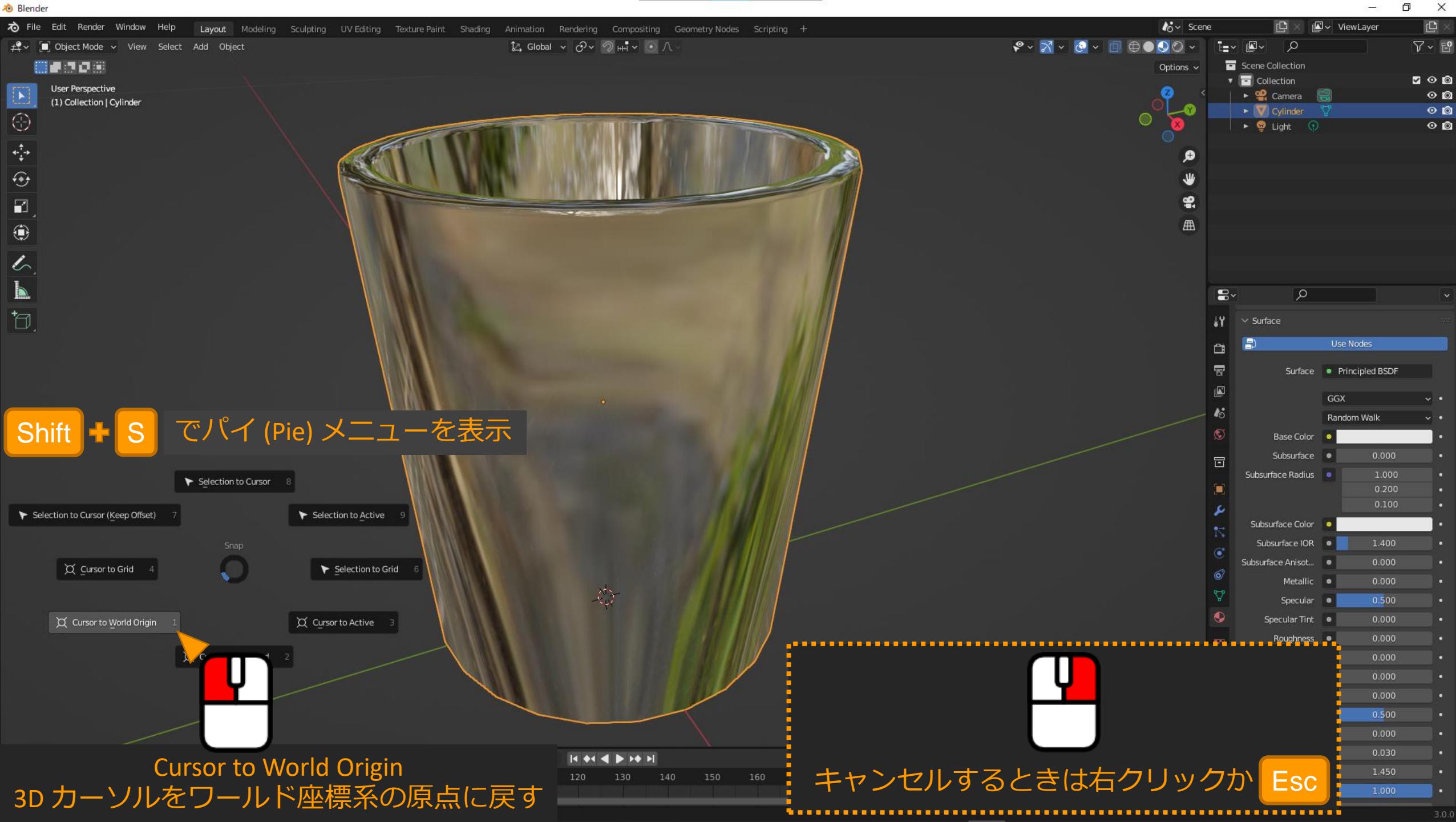


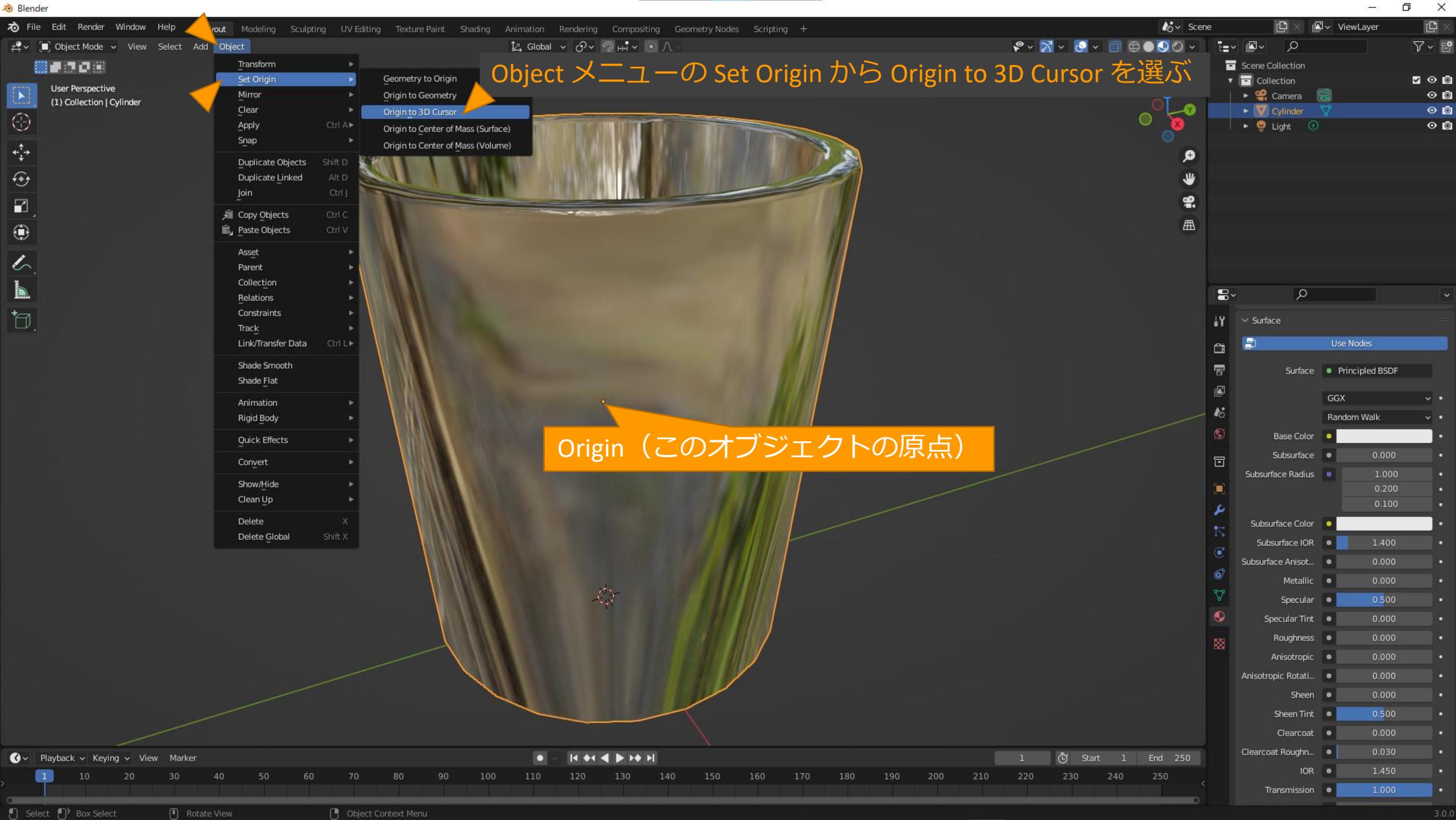


Blender









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

Object Mode View Select Add Object

Global

User Perspective (1) Collection | Cylinder

Scene Collection

新しいCollectionを作る

Light

Surface Use Nodes

Surface Principled BSDF

GGX Random Walk

Base Color

Subsurface

Subsurface Radius

Subsurface Color

Subsurface IOR

Subsurface Anisot...

Metallic

Specular

Specular Tint

Roughness

Anisotropic

Anisotropic Rotati...

Sheen

Sheen Tint

Clearcoat

Clearcoat Rough...

IOR

Transmission

Set Origin

Type: Origin to 3D Cursor

Center: Median Center

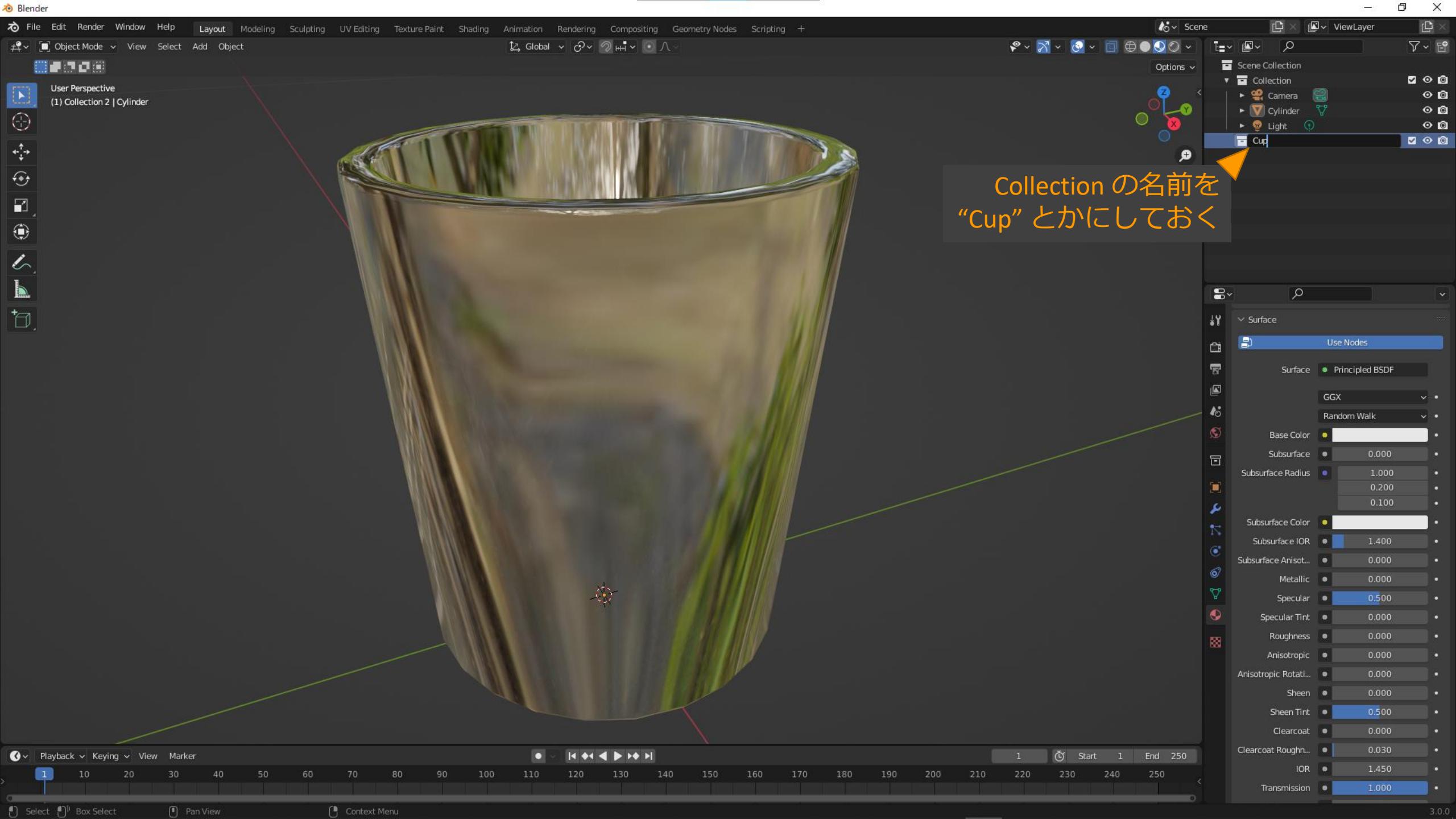
Playback Keying View Marker

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

Box Select Pan View Set 3D Cursor Move

• このカップは底の中心はワールド座標の原点にある  
• このカップのオブジェクトの原点を底の中心にする



Collection の名前を  
“Cup” とかにしておく

Scene Collection

- Collection
- Camera
- Cylinder
- Light
- Cup**

Surface

Use Nodes

Surface Principled BSDF

GGX Random Walk

Base Color: 0.000

Subsurface: 0.000

Subsurface Radius: 1.000, 0.200, 0.100

Subsurface Color: 0.000

Subsurface IOR: 1.400

Subsurface Anisot...: 0.000

Metallic: 0.000

Specular: 0.500

Specular Tint: 0.000

Roughness: 0.000

Anisotropic: 0.000

Anisotropic Rotati...: 0.000

Sheen: 0.000

Sheen Tint: 0.500

Clearcoat: 0.000

Clearcoat Rough...: 0.030

IOR: 1.450

Transmission: 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

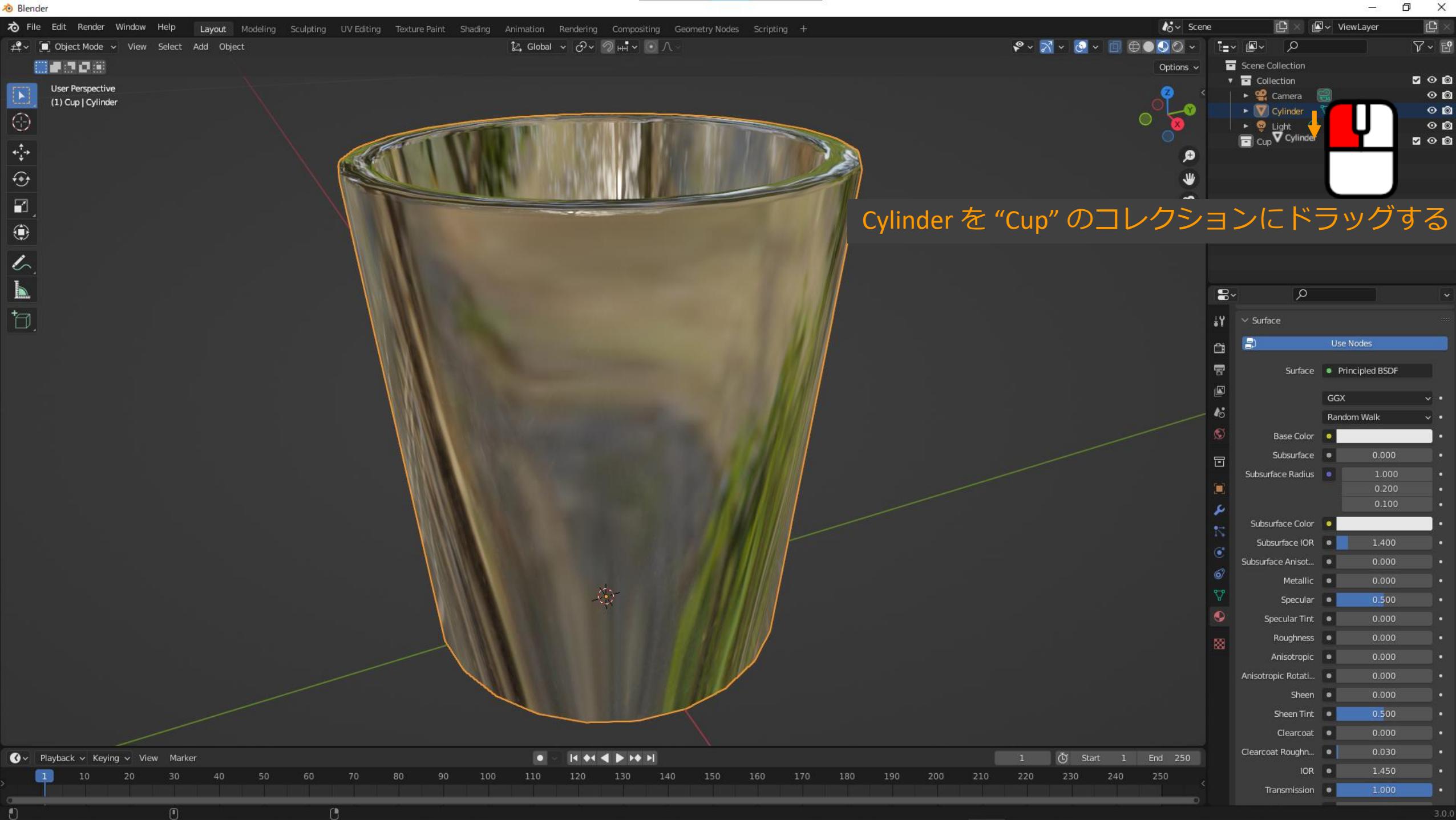
1 Start 1 End 250

Select Box Select

Pan View

Context Menu

3.00



Blender

