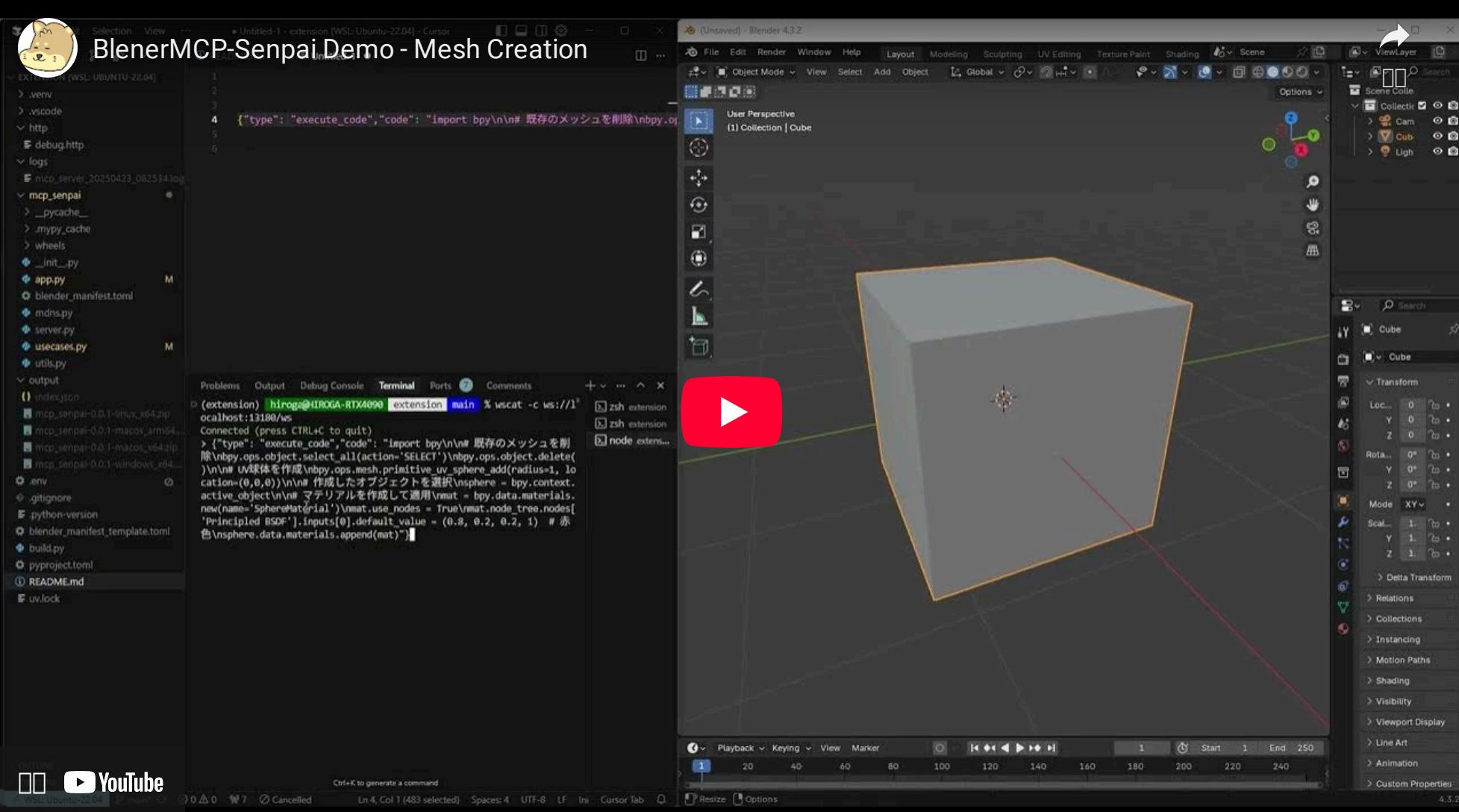


Blender MCP

- ハイロガ (xhiroga)
- @ハイロガ LT — 2025/04/23

⚠️ 🔍🔍🔍🔍🔍

- **α** 🔎
- 🔎
- 🔎

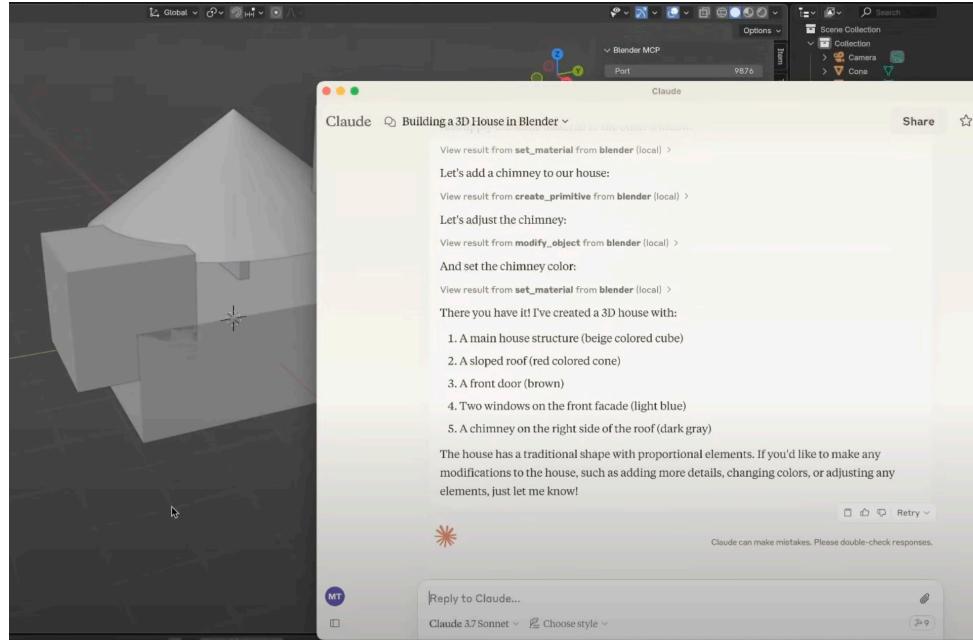


MCP 🔮

- Model Context Protocol 🔮
- Anthropic 🔮 LLM 🔮
- 🔮

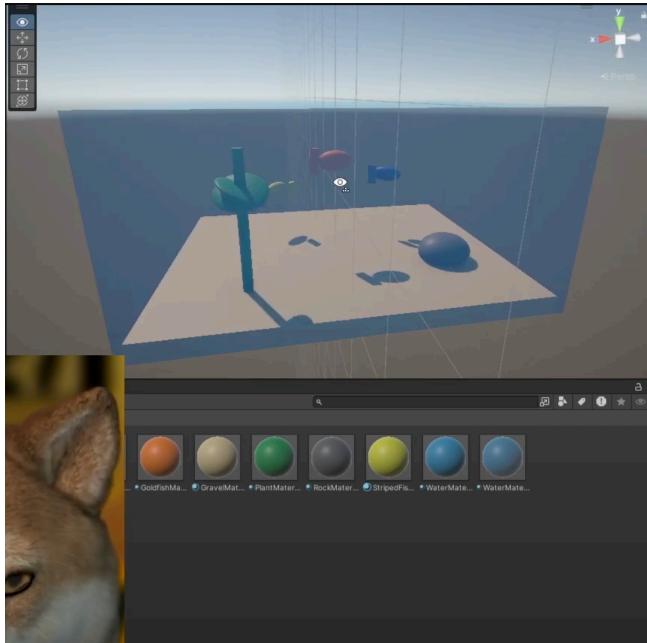
Blender MCP

- Blender MCP
- LLM 3D



Unity MCP

■ LLMとUnity連携



The screenshot shows the Unity Editor interface. On the left, there's a camera view showing a scene with several floating spheres of different colors (blue, green, red) against a blue sky. Below the camera view is a close-up image of a fox's face. On the right, the Unity Editor's main workspace displays a Materials panel with eight preview swatches labeled from left to right: GoldfishMat..., GravelMat..., PaintMat..., RockMat..., StripedFis..., WaterMat..., and WaterMat... . Above the Materials panel, the Unity Editor's top bar is visible with various icons and a search field.

need to:

1. Select the materials in the Unity Editor (GlassMaterialTransparent and WaterMaterialTransparent)
2. In the Inspector panel, change the "Surface Type" from "Opaque" to "Transparent"
3. You may also want to adjust other settings such as "Rendering Mode" to "Transparent" and possibly enable "Alpha Clipping" based on your preference

Since the MCP API doesn't provide a direct way to modify these specific shader properties, these changes would need to be made manually in the Unity Editor interface. The alpha values I've specified should show some transparency effect, but they won't render correctly without the proper Surface Type setting.

Let me save the scene with these updated materials:

View result from [save_scene](#) from unityMCP (...

Claude can make mistakes.
Please double-check responses.

Reply to Claude...

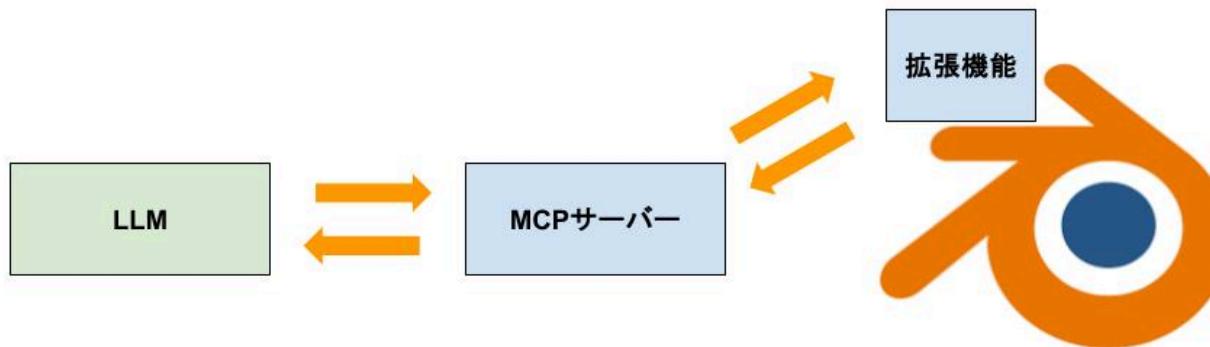


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- Blender□□□□□LLM□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□
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- MCPによるLLM実装について
 - ブラウザ版Blenderの開発
- Blender UIによるPython実装について
 - ブラウザ版Blenderの開発
- 2025-03のMCPによるLLM実装についてMCPによる実装について
 - Streamable HTTP





- **GPL**:
 - Blender
 - **Blender**
 - Blender

MCP

- MCP API TypeScript SDK
- TypeScript
- TypeScript Python Python 3
- LLM JSON-RPC
- JSON
- LLM JSON-RPC
- LLM MCP

RAG

- Retrieval Augmented Generation
- 資料庫查詢

RAG from Blender document

test_main.py - blender-mcp-senpai [WSL: Ubuntu-22.04] - Cursor

BLENDER-MCP-SENPAI [WSL: UBUNTU-22.04]

- > .cursor
- > .github
- > .mypy_cache
- < docs
- < extensions
- { index.json
- ↳ index.html
- > extension
- > mcp-server
- < rag
 - > .pytest_cache
 - > .venv
 - > input
 - < output
 - blender-manual.parquet
- < tests
 - > __pycache__
 - ↳ test_main.py
 - & .gitignore
 - python-version
 - main.py
 - pyproject.toml
 - README.md
 - uv.lock
 - .gitignore
 - LICENSE
 - README.md
- < OUTLINE

rag > tests > test_main.py ...

```
1  from pathlib import Path
2
3  import duckdb Chat Ctrl+L Edit Ctrl+K
4  import pytest
5  from sentence_transformers import SentenceTransformer
6
7
8  def query(query: str, model_name: str = "sentence-transformers/all-MiniLM-L6-v2", table: str = 'output/**/*.parquet', embedding_column: str = "vector", limit: int =
9      model = SentenceTransformer(model_name)
```

Problems Output Debug Console Terminal Ports Comments

LINE 1: D SELECT * FROM 'output/**/*.parquet' L...

D SELECT * FROM 'output/**/*.parquet' LIMIT 5;

id varchar	text varchar	vector float[]	language varchar	version varchar	hosted_url varchar	repo_name varchar	source varchar
1a6c095f-4572-487f...	:orphan:\n*****...	[-0.10677878, -0.12137669, 0/>`__\nBlende...	v4.4	https://docs.blender.org/manual/en/4.4/versions.html	blender-manual	manual/ver...	
6be324f0-e317-417c...	_nBlender 3\n0/>`__\nBlende...	[-0.1374241, -0.12561265, -0.04...	v4.4	https://docs.blender.org/manual/en/4.4/versions.html	blender-manual	manual/ver...	
6158506b-7c69-49e3...	ender 2.81 <https://...	[-0.12561265, -0.04...	en	https://docs.blender.org/manual/en/4.4/versions.html	blender-manual	manual/ver...	
e5752091-09ce-4997...	4x\n=====\\n...	[-0.006070915, 0.04...	en	https://docs.blender.org/manual/en/4.4/versions.html	blender-manual	manual/ver...	

(mcp-server) hiroga@HIROGA-RTX4090: ~ rag main % python

Python 3.13.0 (main, Oct 16 2024, 03:23:02) [Clang 18.1.8] on linux

Type "help", "copyright", "credits" or "license" for more information.

```
>>> import duckdb
Traceback (most recent call last):
  File "<python-input-0>", line 1, in <module>
    import duckdb
ModuleNotFoundError: No module named 'duckdb'
>>> from sentence_transformers import SentenceTransformer
Traceback (most recent call last):
  File "<python-input-1>", line 1, in <module>
    from sentence_transformers import SentenceTransformer
ModuleNotFoundError: No module named 'sentence_transformers'
```

Ctrl+K to generate a command

Screen Reader Optimized Ln 5, Col 1 (53 selected) Spaces: 4 UTF-8 LF Python 3.13.0 (.venv:venv) Cursor Tab

YouTube



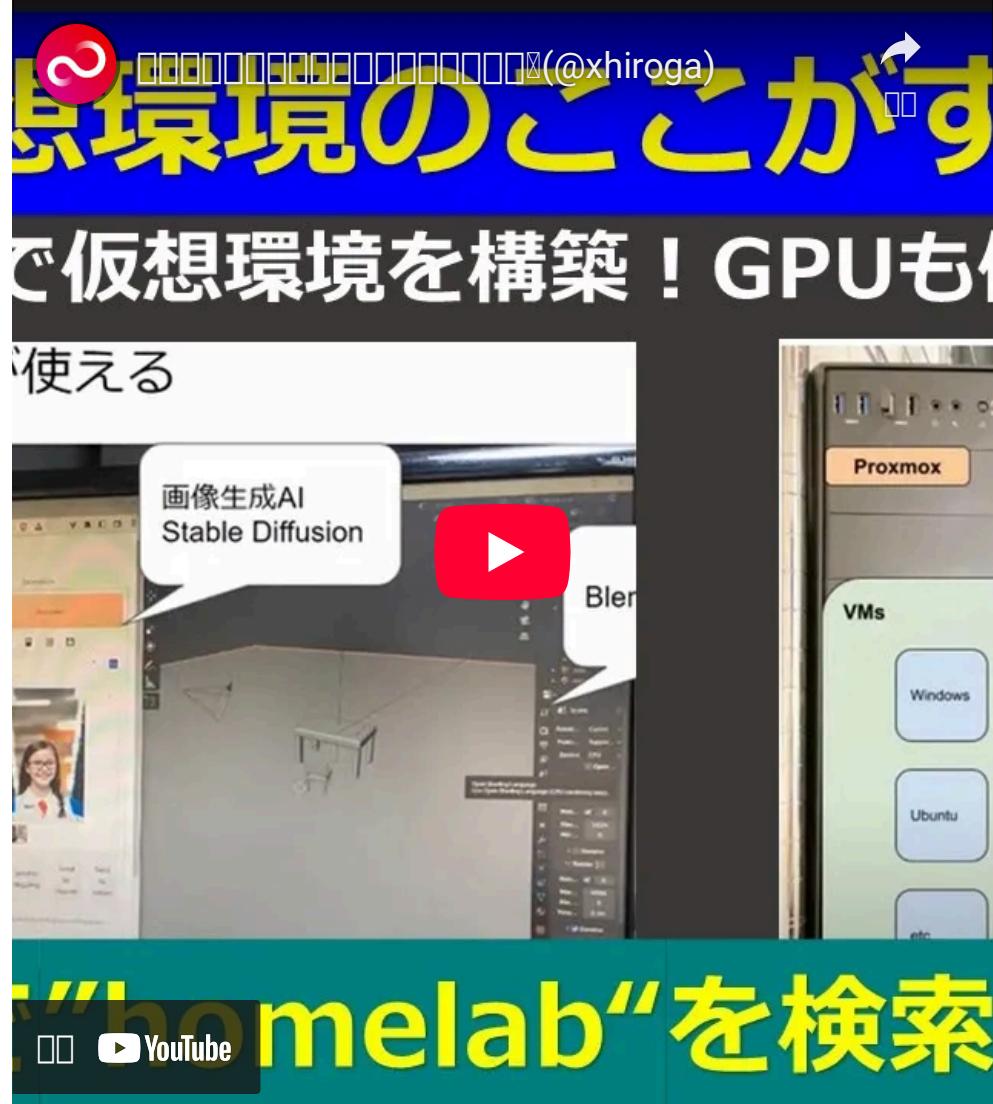
- MCP
- α



Blender MCP

GPU: GPU

- NVIDIA GPU
- AMD GPU
- Intel GPU
- NVIDIA RTX 4090





朝日: AWS ポートフォリオ

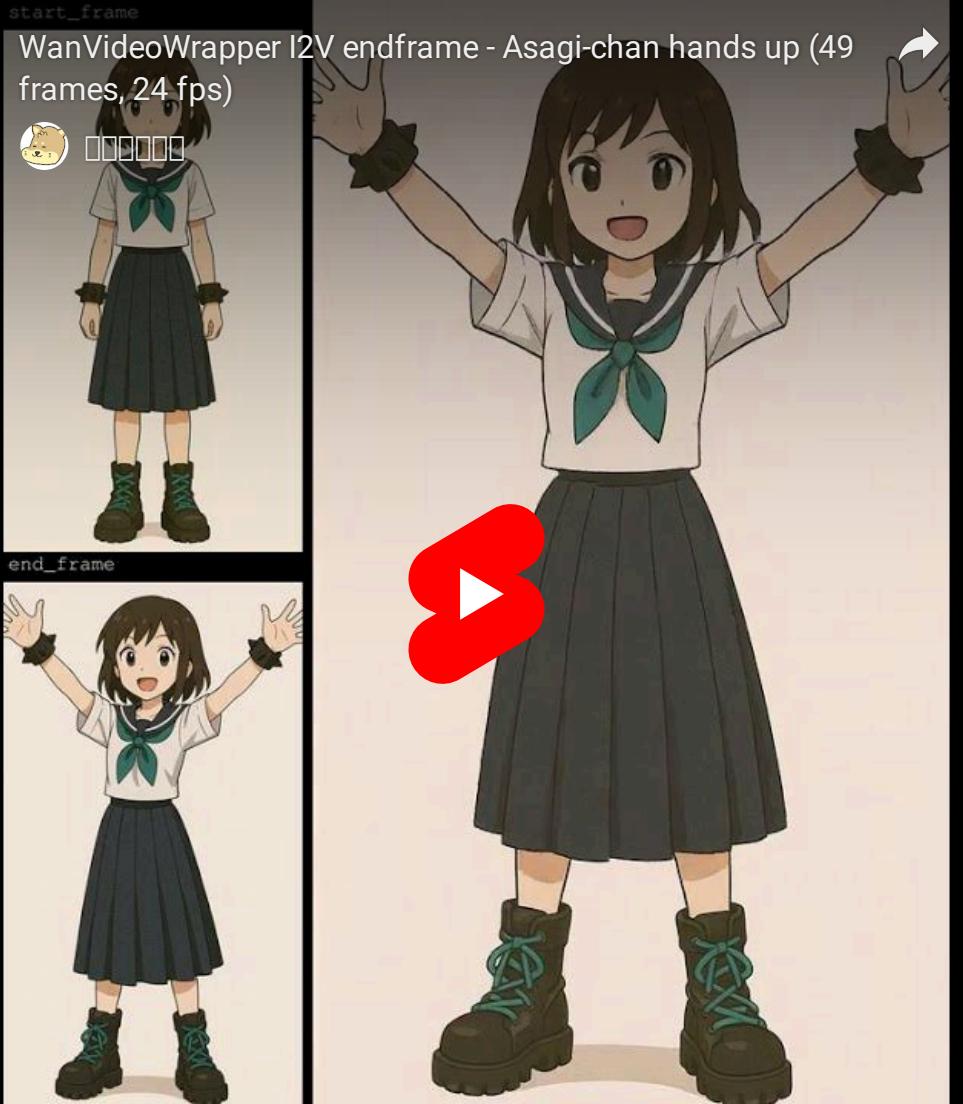
- 朝日出版社が運営する AWS ポートフォリオ
- AWS ハンズオン
- AWS ポートフォリオを活用してコスト削減実現!

AWS Startup Day 2023
今日ここで!
コスト削減ハンズオン

Startup Community
Hiroaki OGASAWARA (@xhiroga)

□□: □□□□□□□

- □□□□□□□AI□□□□□□□□□□□□□□□□□□□□□□□□□
-



AI: モデル開発

- モデルLLMの開発技術を理解する
必要性
- モデル開発技術の最新動向を把握する
必要性

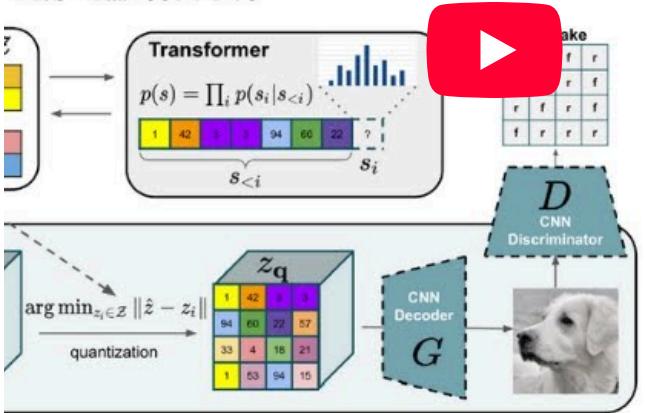
LlamaGen: LlamaのNext-Token予測を...

maGen: LlamaのNext-Token予測を...

小笠原寛明, 東京大学 松尾・岩澤

VQGAN

Nのアーキテクチャをベースにしています。VQGANとほぼ同じで、自
由度を用いる点が異なります。



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