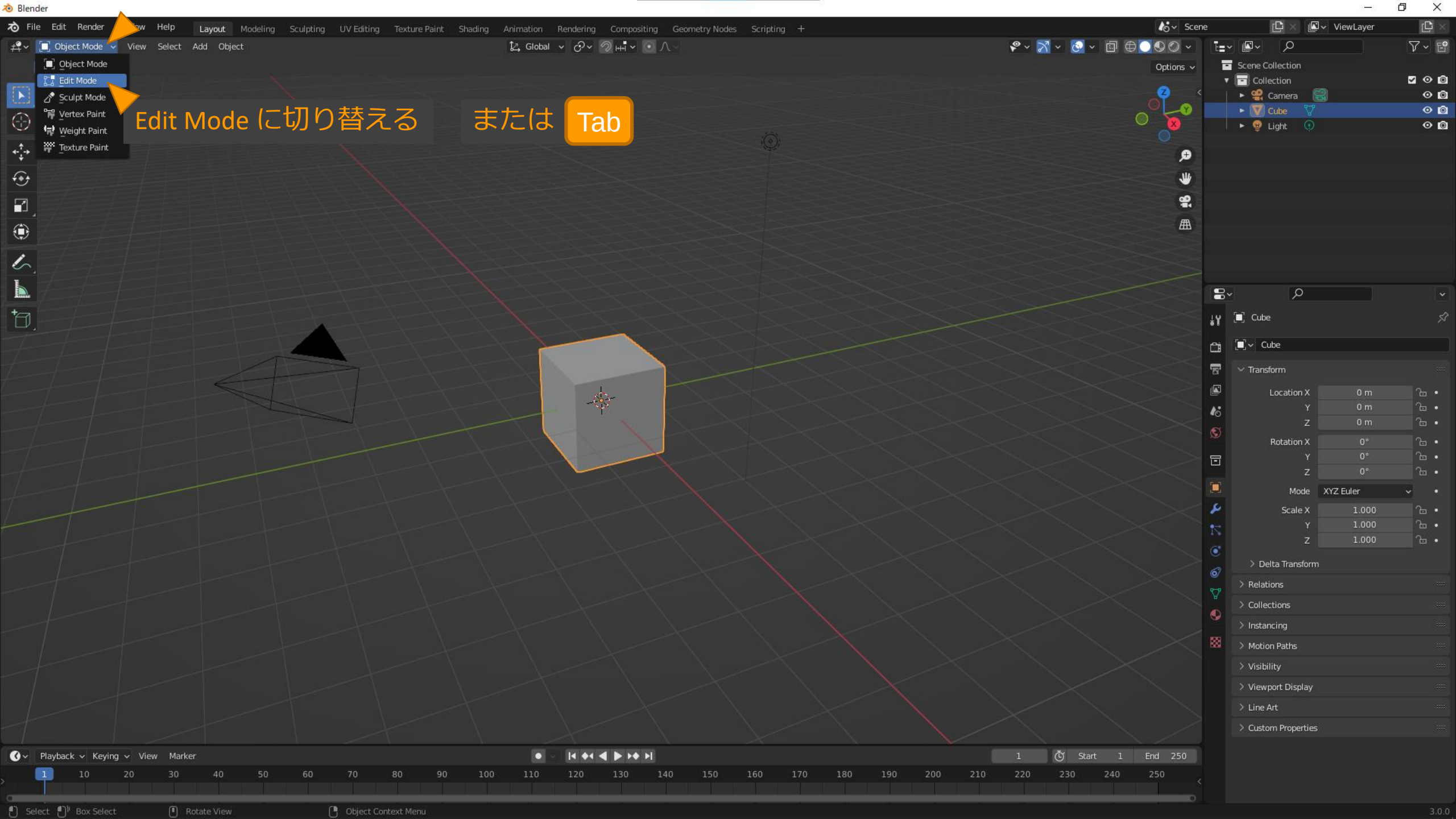


テクスチャマッピング



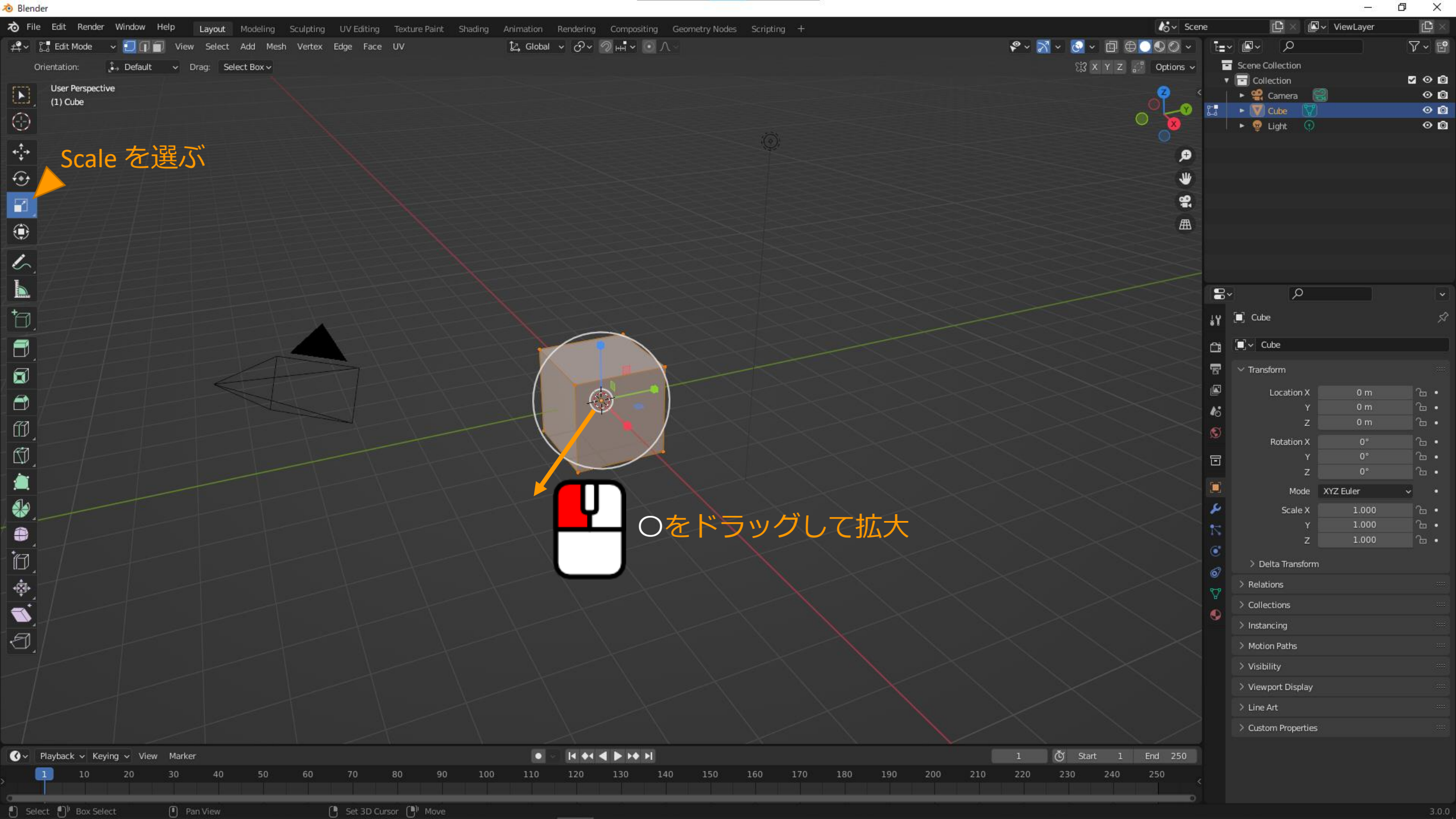
Blender を起動する

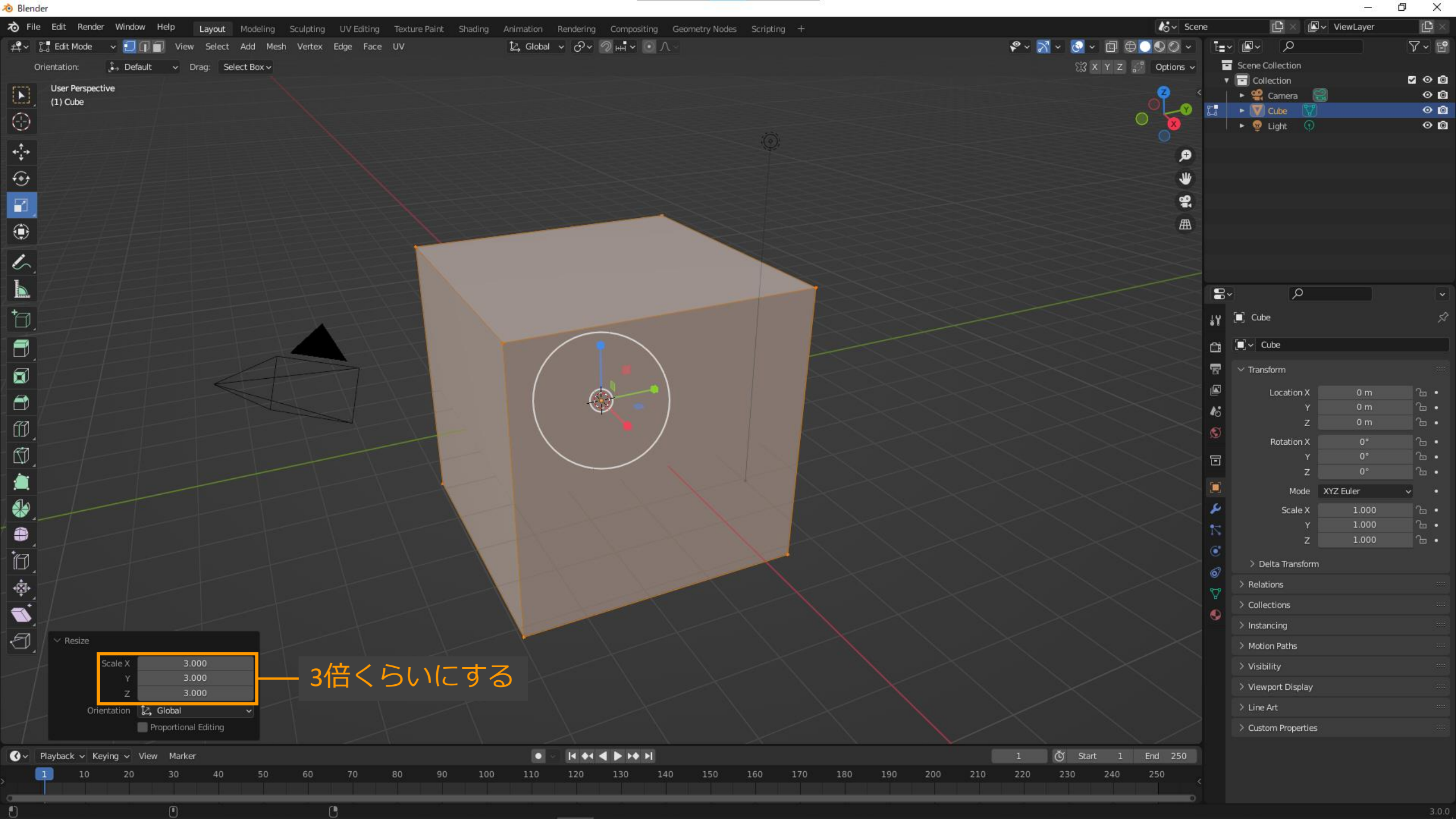
General (全般) で



Edit Mode に切り替える

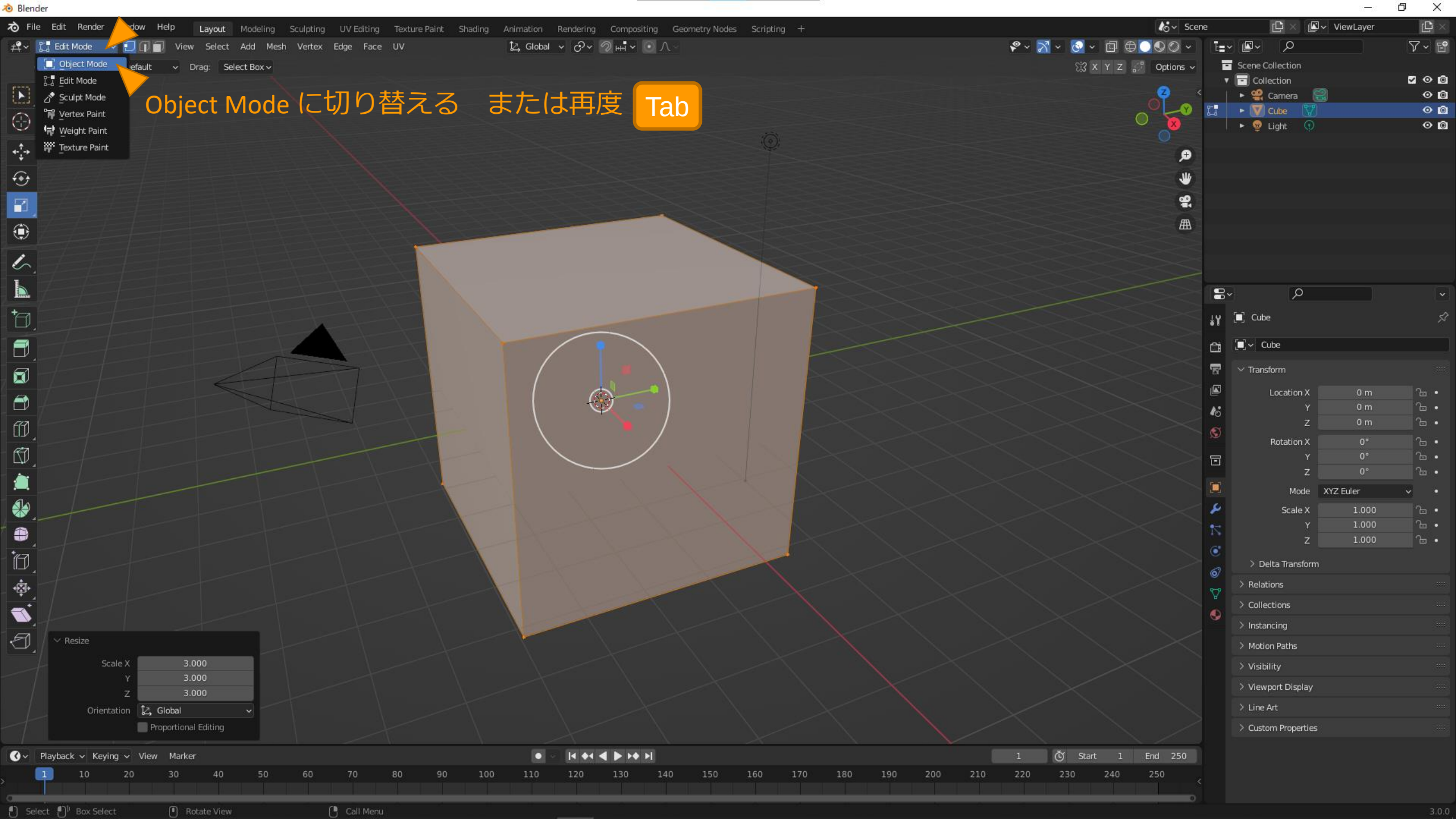
または Tab

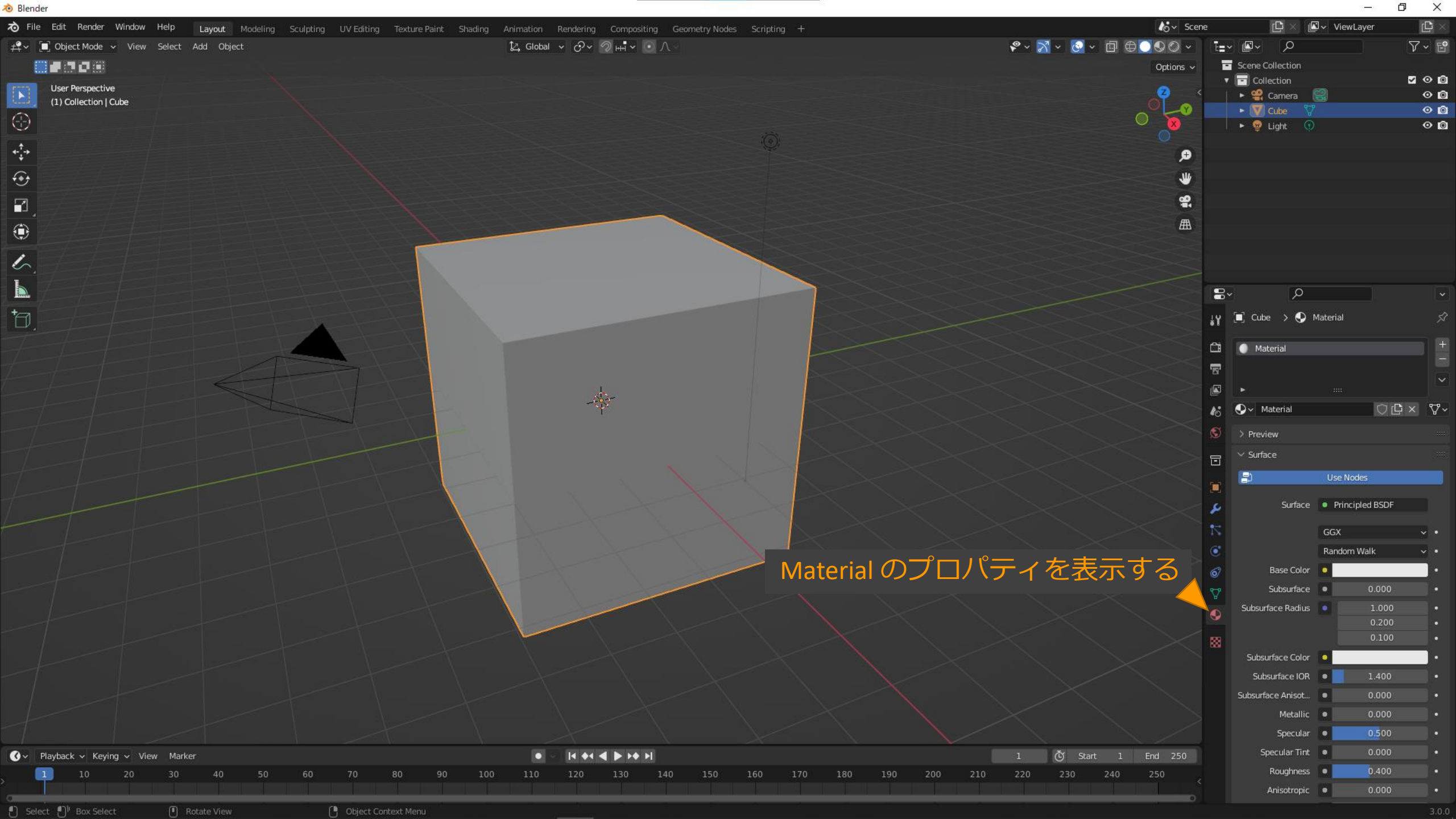




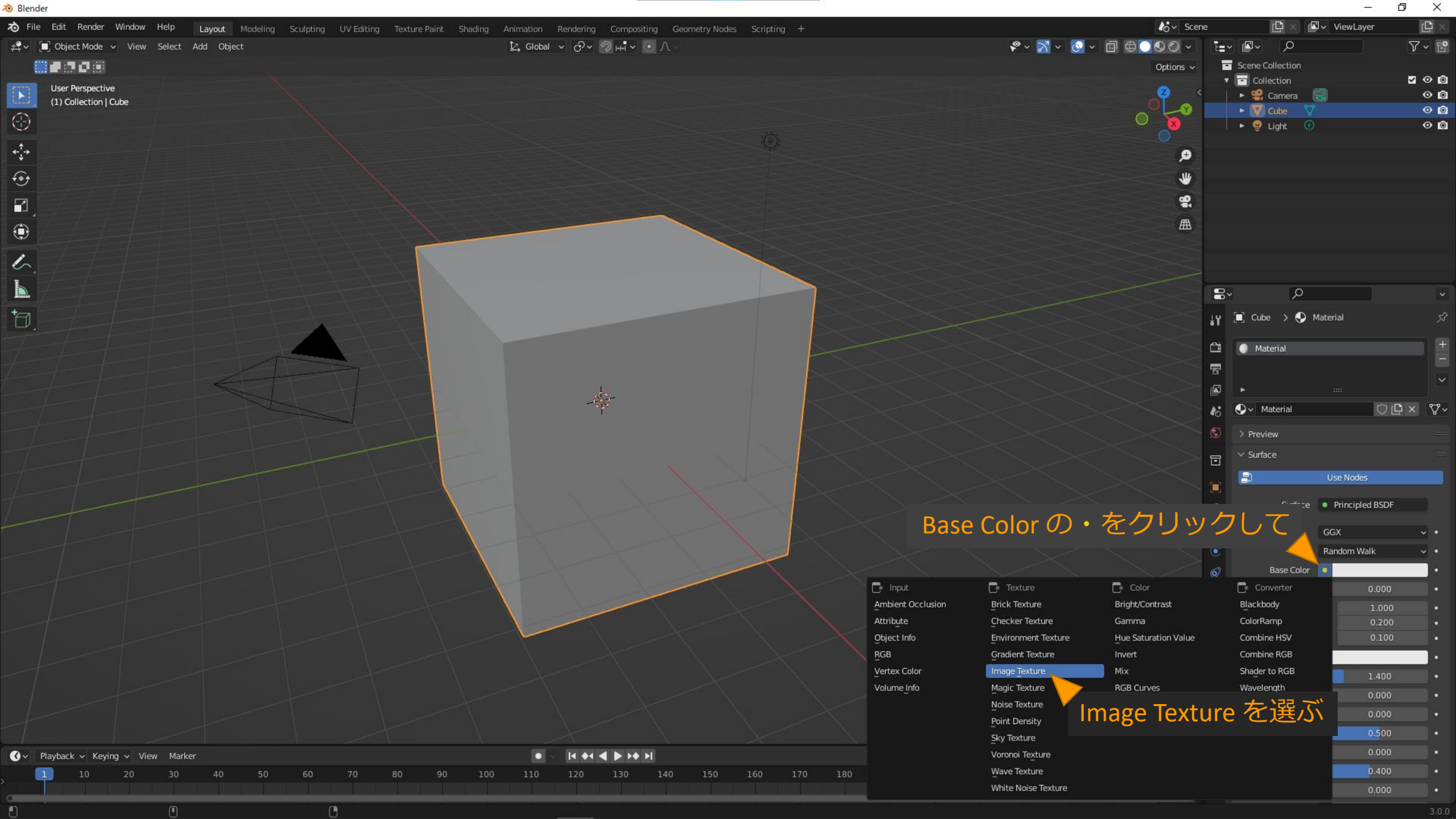
Scale X	3.000
Y	3.000
Z	3.000

3倍くらいにする

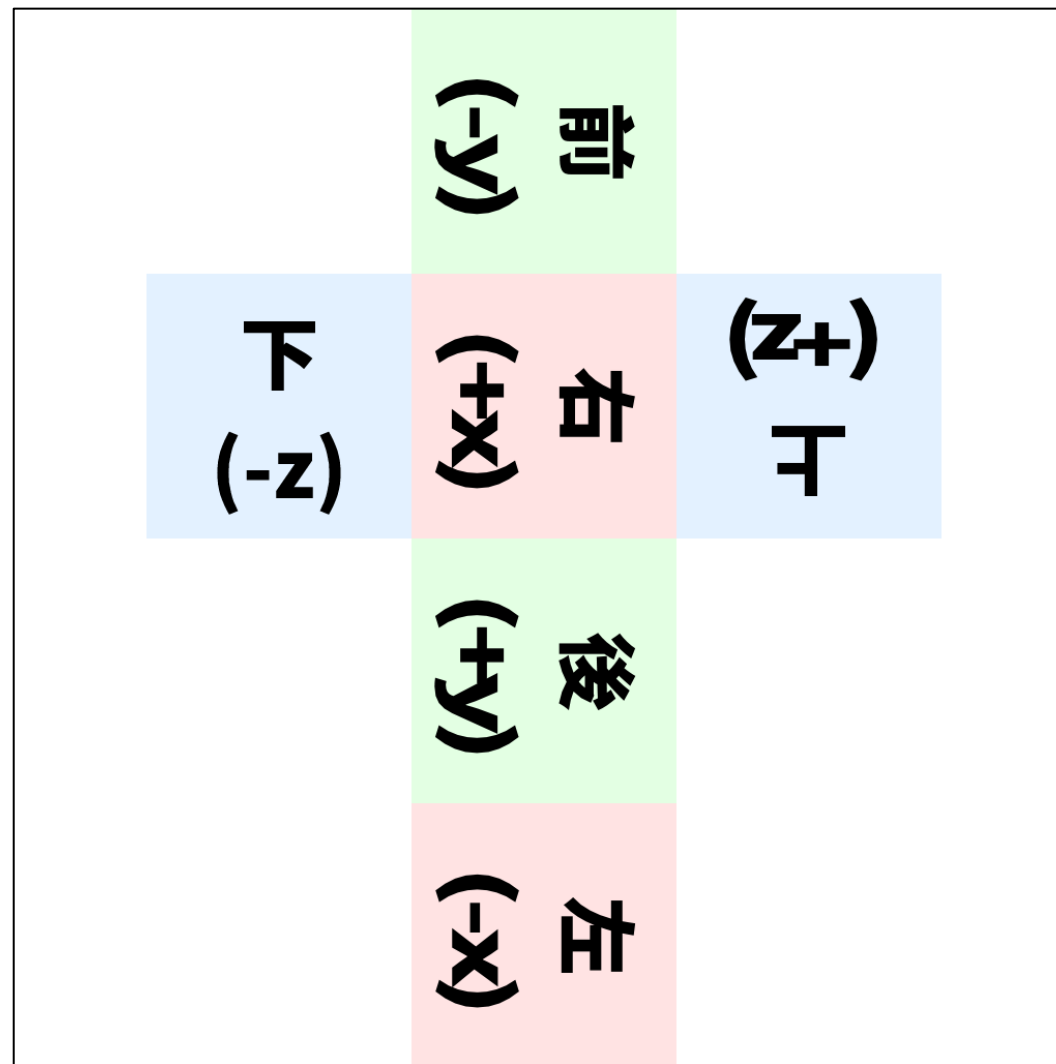


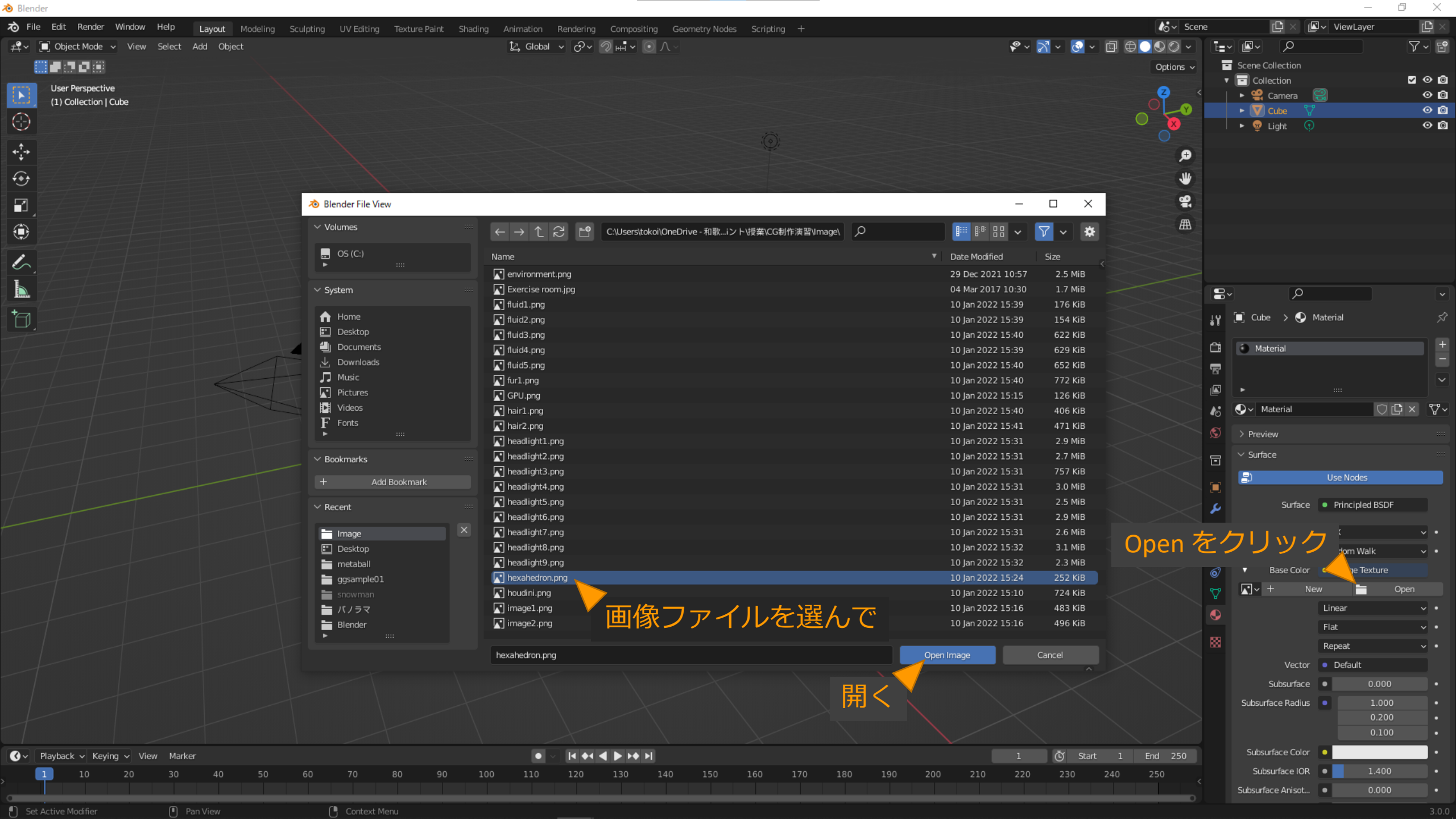


Material のプロパティを表示する



読み込む画像 (hexahedron.png)





Blender File View

OS (C:) System Home Desktop Documents Downloads Music Pictures Videos Fonts

Bookmarks Add Bookmark

Recent Image Desktop metaball ggsample01 snowman パノラマ Blender

Name	Date Modified	Size
environment.png	29 Dec 2021 10:57	2.5 MiB
Exercise room.jpg	04 Mar 2017 10:30	1.7 MiB
fluid1.png	10 Jan 2022 15:39	176 KiB
fluid2.png	10 Jan 2022 15:39	154 KiB
fluid3.png	10 Jan 2022 15:40	622 KiB
fluid4.png	10 Jan 2022 15:39	629 KiB
fluid5.png	10 Jan 2022 15:40	652 KiB
tur1.png	10 Jan 2022 15:40	772 KiB
GPU.png	10 Jan 2022 15:15	126 KiB
hair1.png	10 Jan 2022 15:40	406 KiB
hair2.png	10 Jan 2022 15:41	471 KiB
headlight1.png	10 Jan 2022 15:31	2.9 MiB
headlight2.png	10 Jan 2022 15:31	2.7 MiB
headlight3.png	10 Jan 2022 15:31	757 KiB
headlight4.png	10 Jan 2022 15:31	3.0 MiB
headlight5.png	10 Jan 2022 15:31	2.5 MiB
headlight6.png	10 Jan 2022 15:31	2.9 MiB
headlight7.png	10 Jan 2022 15:31	2.6 MiB
headlight8.png	10 Jan 2022 15:32	3.1 MiB
headlight9.png	10 Jan 2022 15:32	2.3 MiB
hexahedron.png	10 Jan 2022 15:24	252 KiB
houdini.png	10 Jan 2022 15:10	724 KiB
image1.png	10 Jan 2022 15:16	483 KiB
image2.png	10 Jan 2022 15:16	496 KiB

hexahedron.png Open Image Cancel

Open をクリック

開く

Base Color Open

Linear Flat Repeat

Vector Default

Subsurface 0.000

Subsurface Radius 1.000 0.200 0.100

Subsurface Color

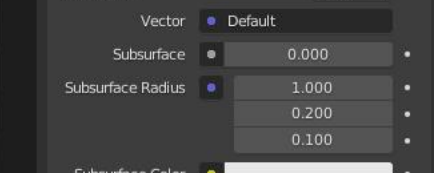
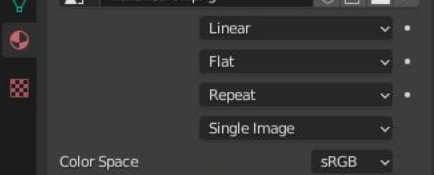
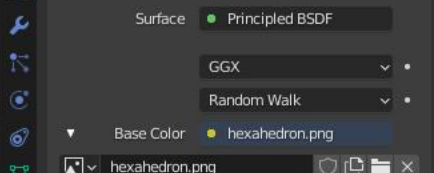
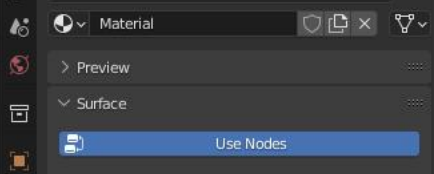
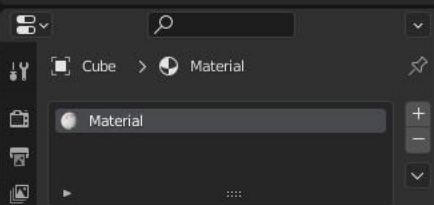
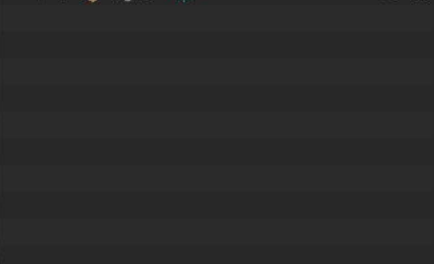
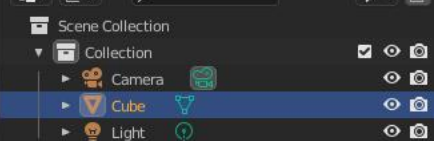
Subsurface IOR 1.400

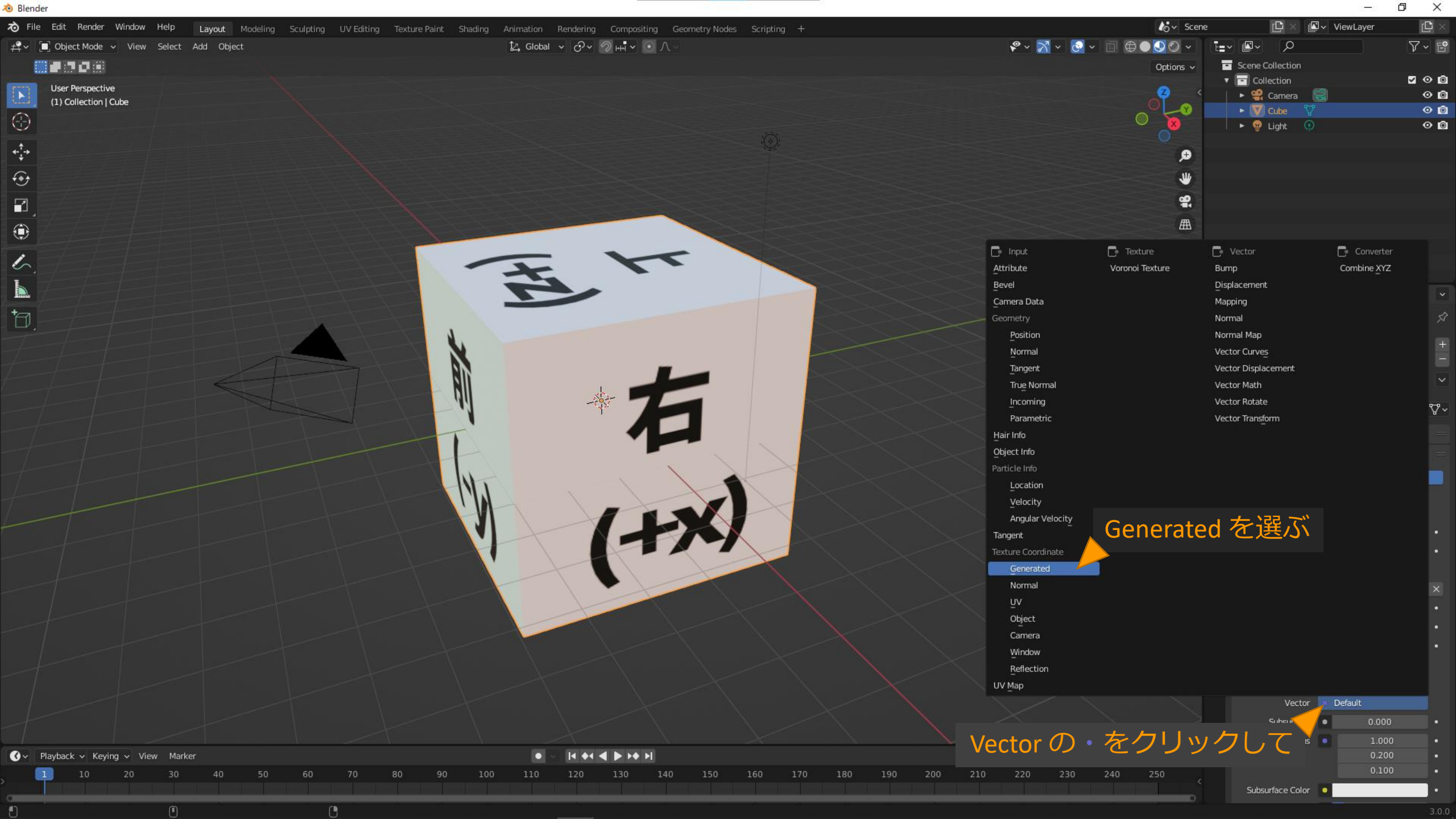
Subsurface Anisot...



Material Preview

(Default は UV マッピング)





Generated を選ぶ

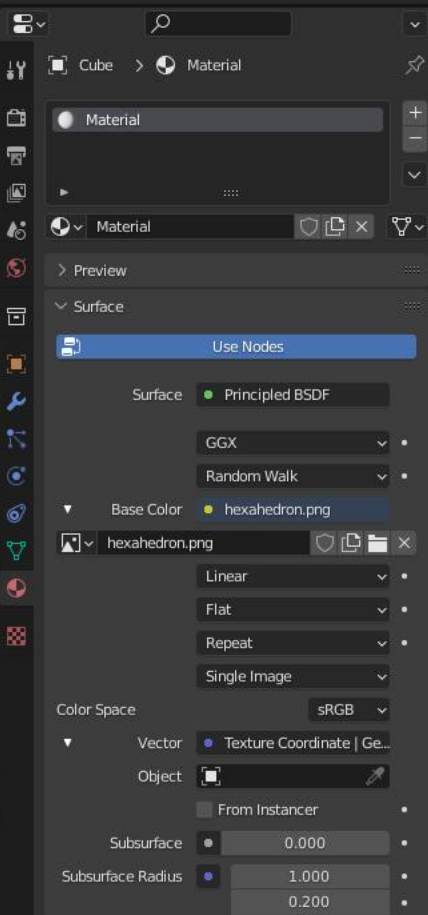
Vector の ・ をクリックして

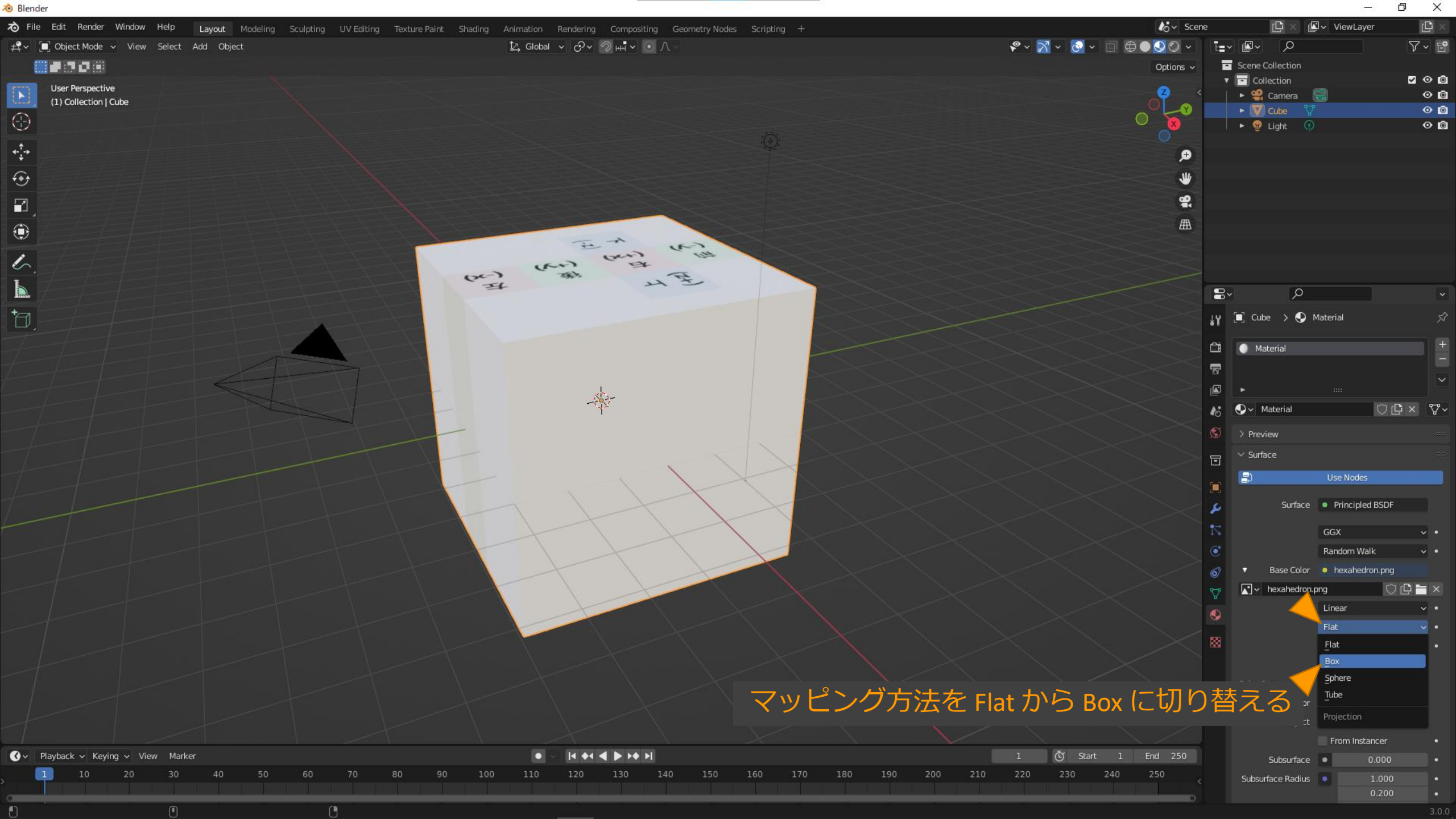
User Perspective
(1) Collection | Cube

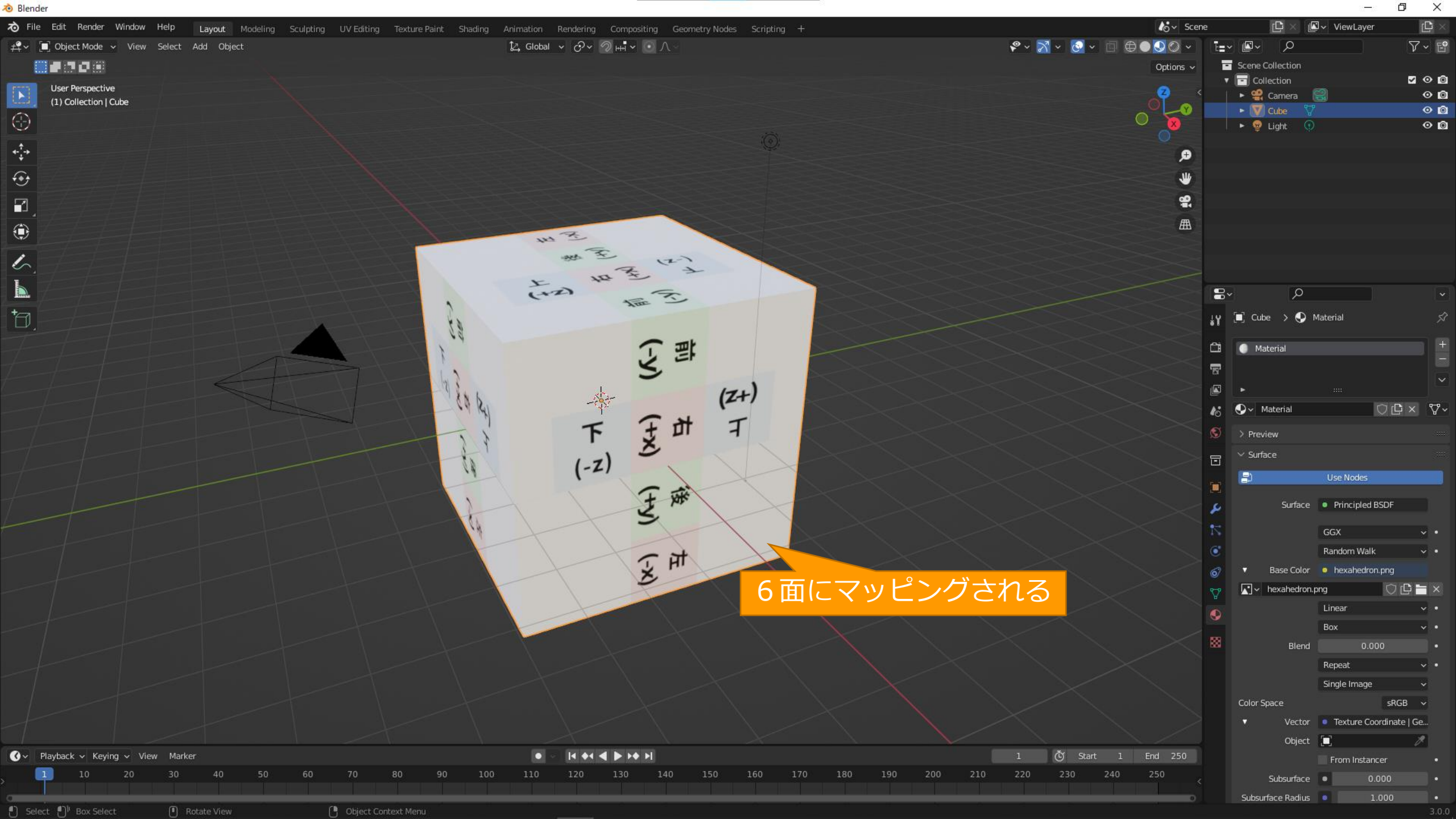
Options

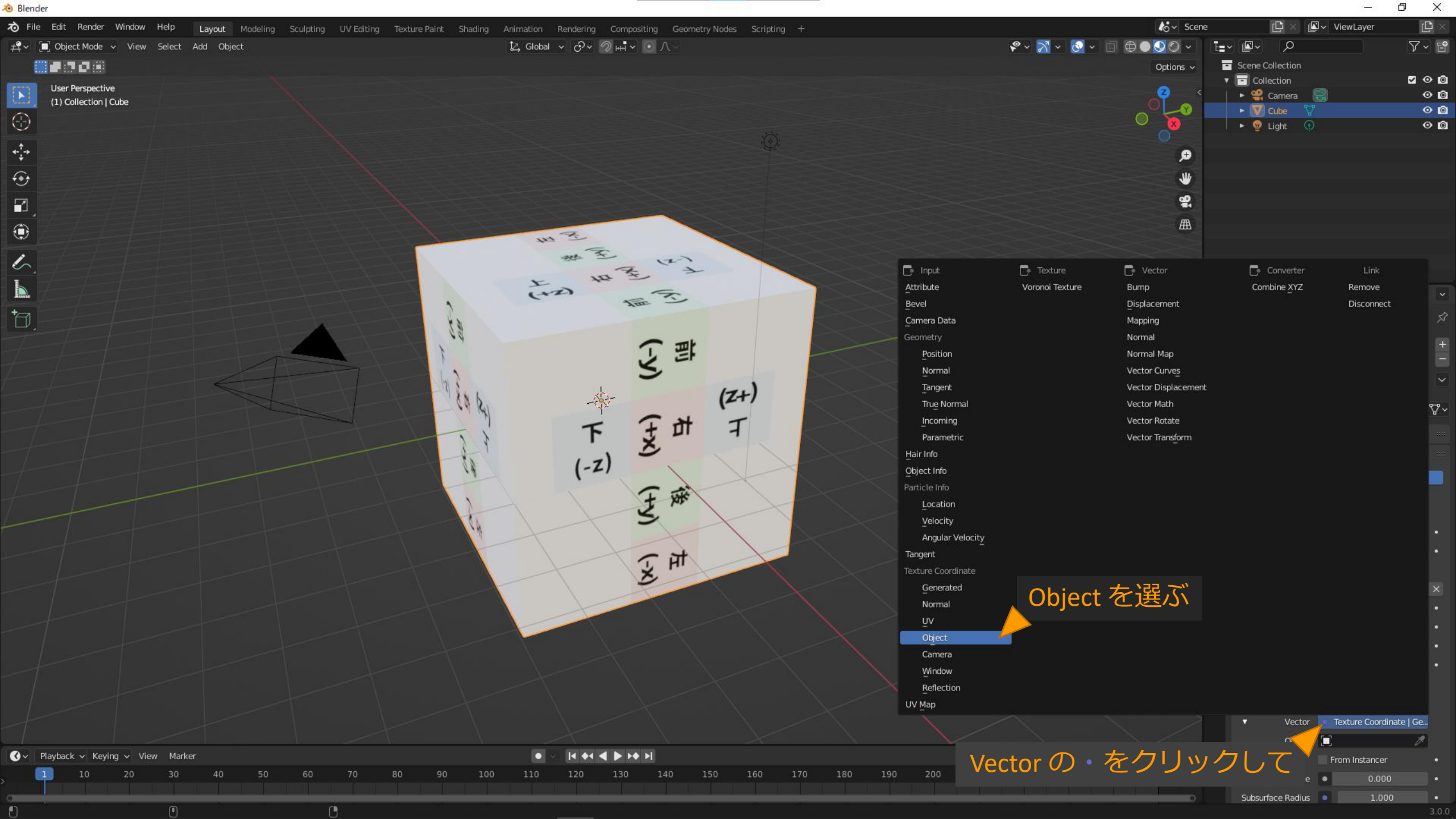


上面にだけマッピングされる



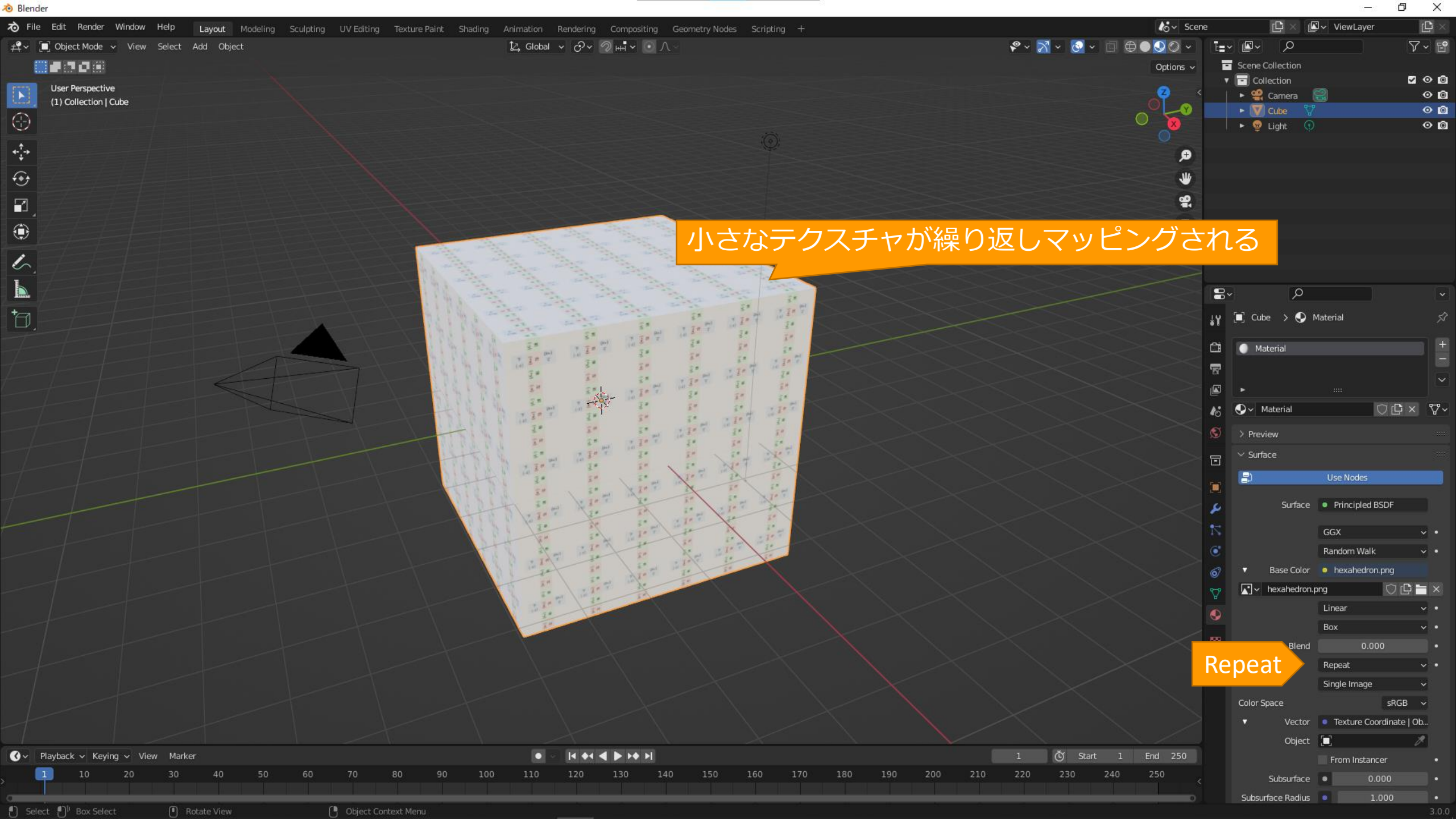






Object を選ぶ

Vector の・をクリックして

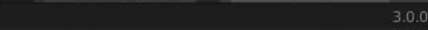
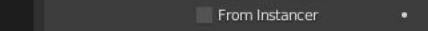
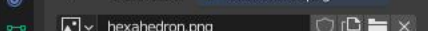
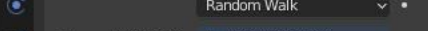
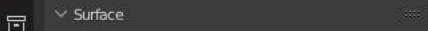
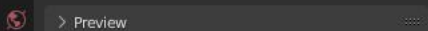
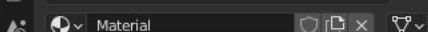
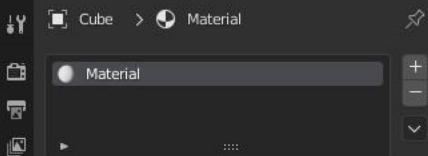
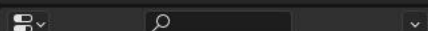


小さなテクスチャが繰り返しマッピングされる

Repeat

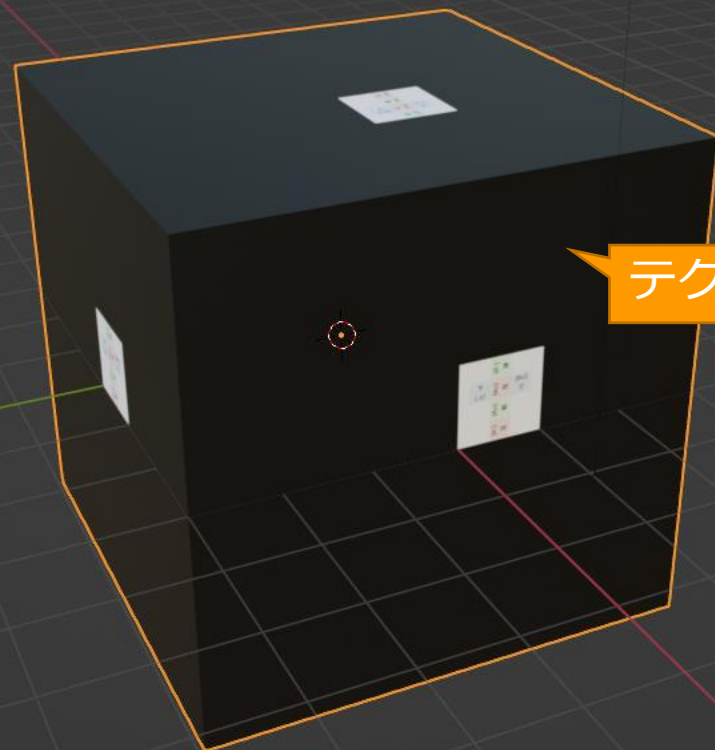
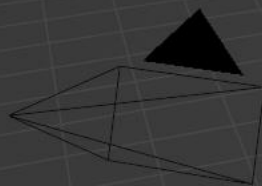
User Perspective
(1) Collection | Cube

Options

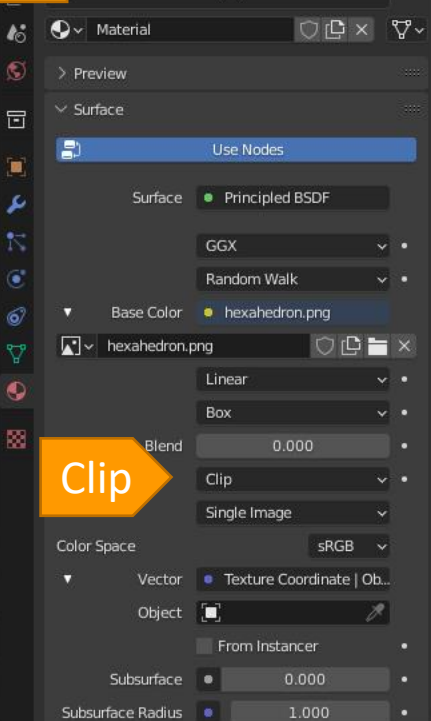
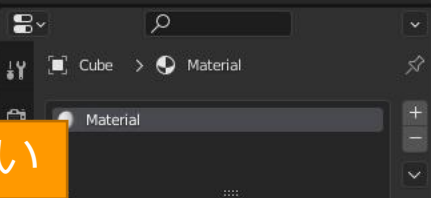


テクスチャの最外周が拡張される

Extend

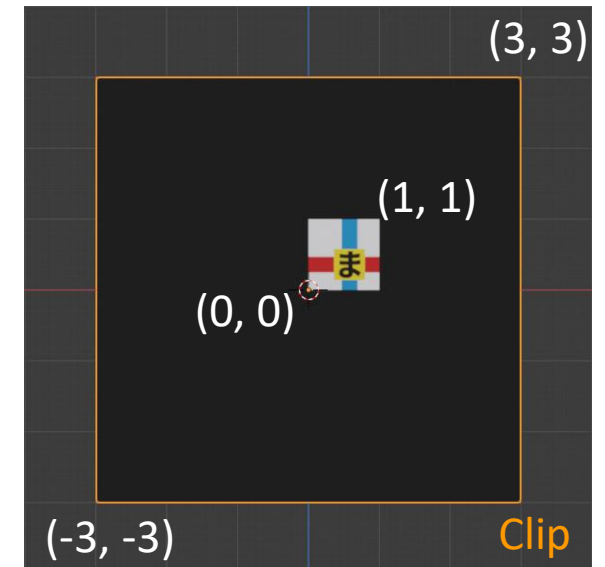
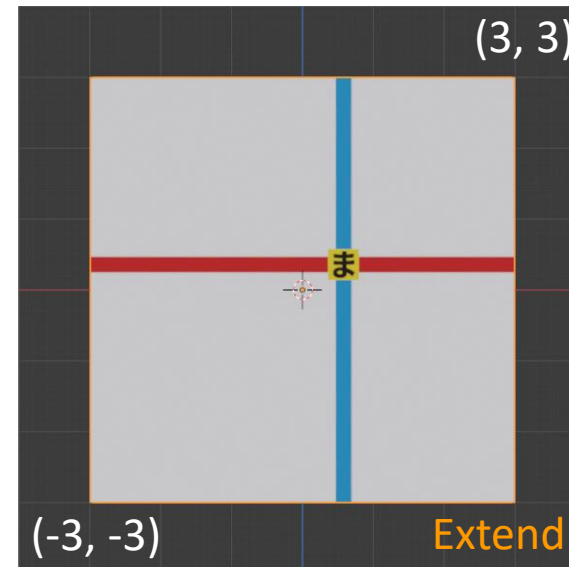
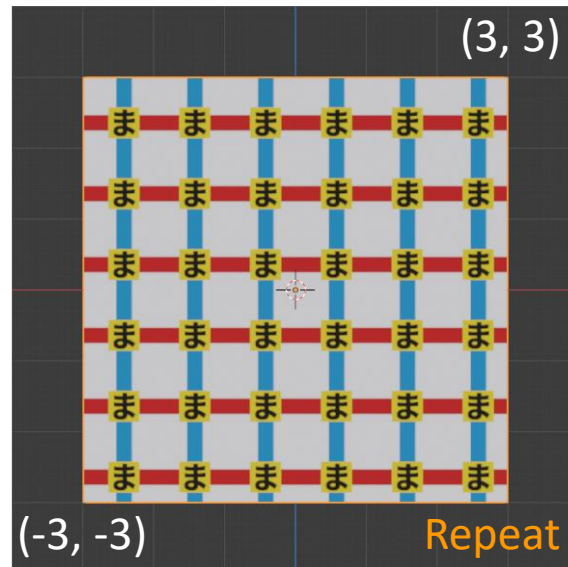
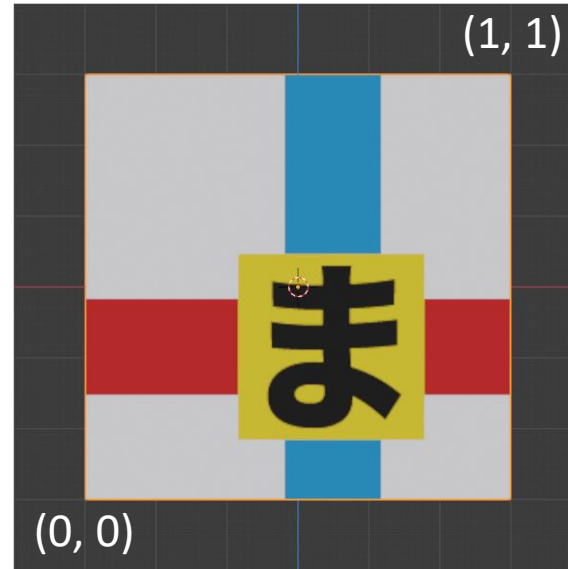
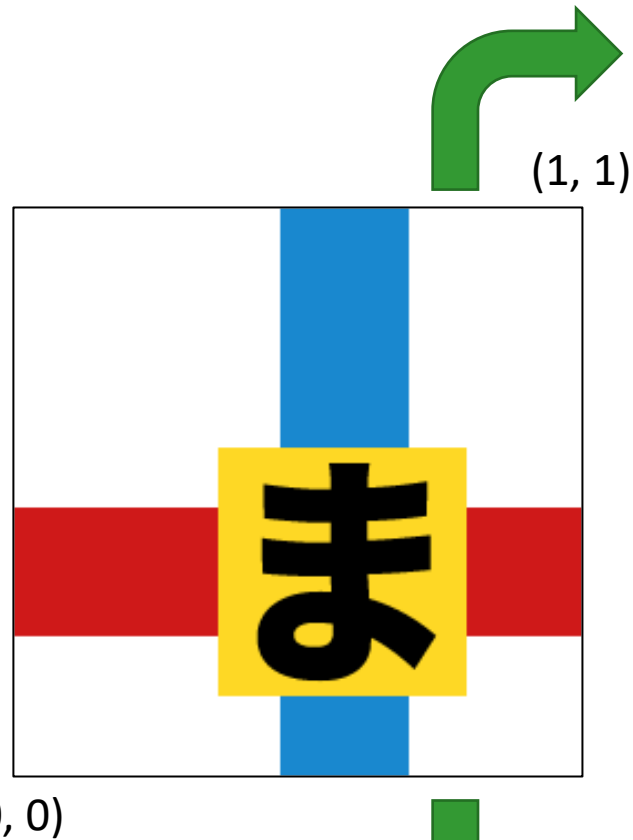


テクスチャの外部には色が塗られない



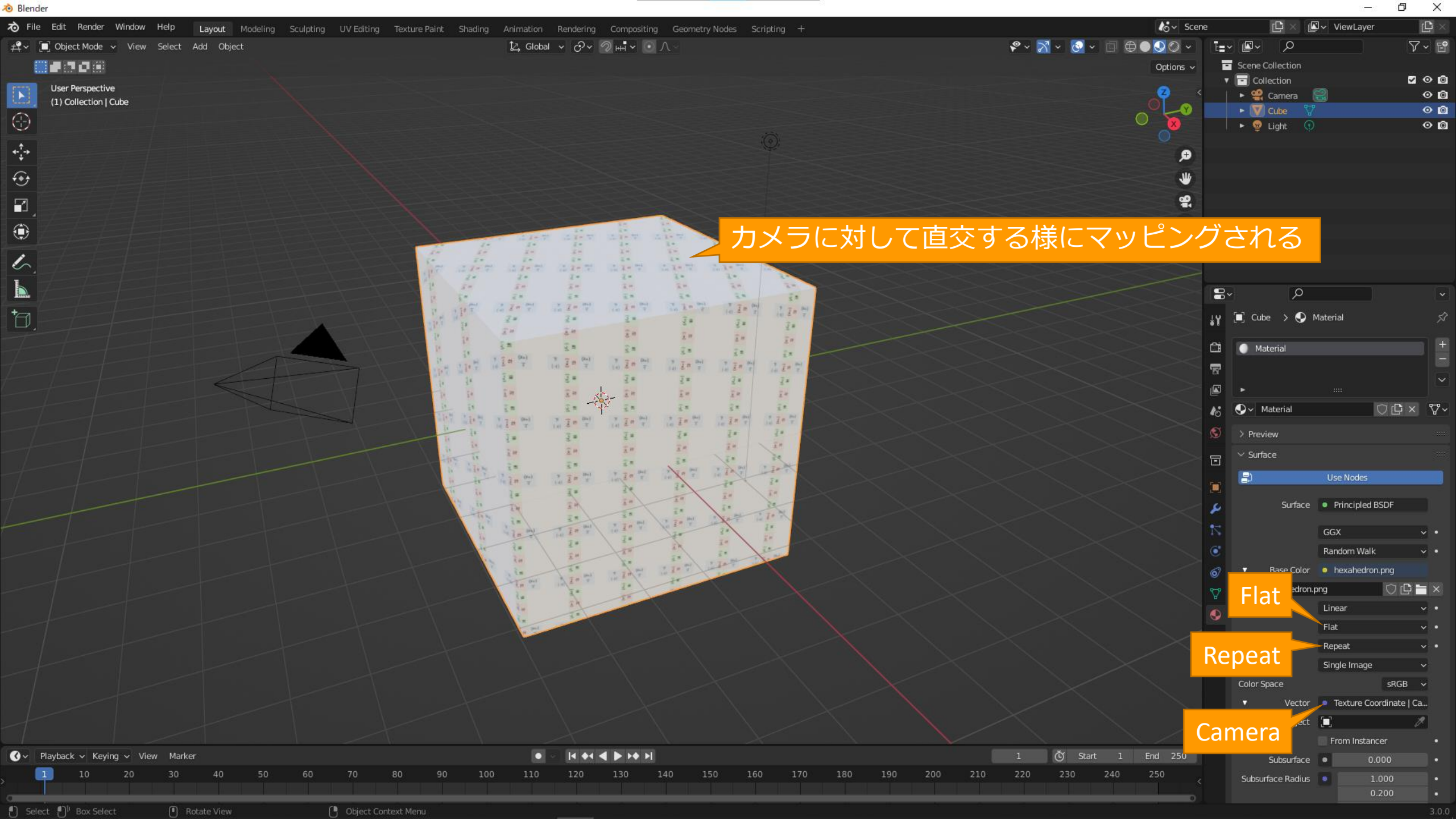
Generated

ではオブジェクトの（外接箱の）正規化した座標系に対してマッピングされる



Object

ではオブジェクトの（外接箱の）実寸に対してマッピングされる

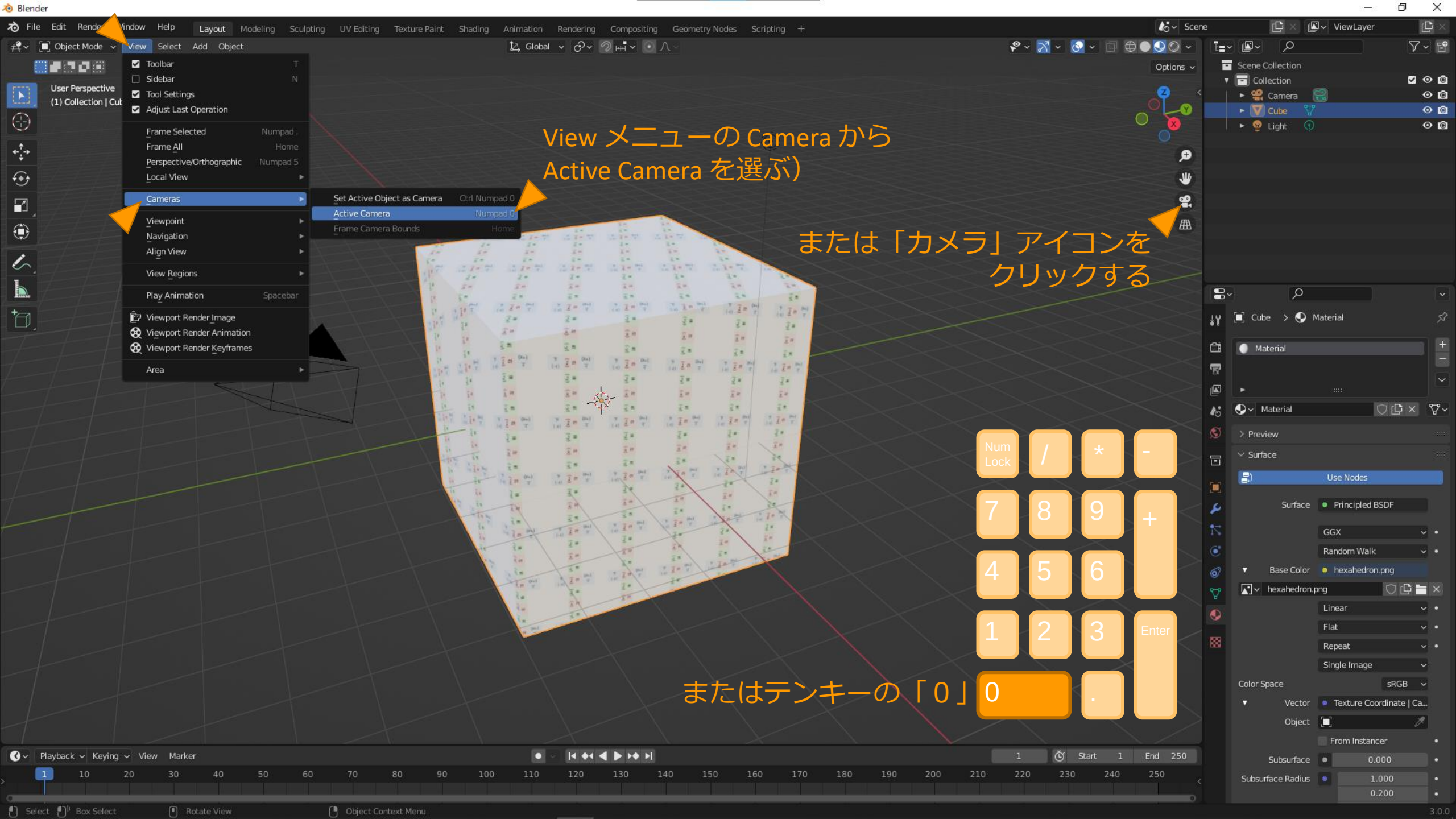


カメラに対して直交する様にマッピングされる

Flat

Repeat

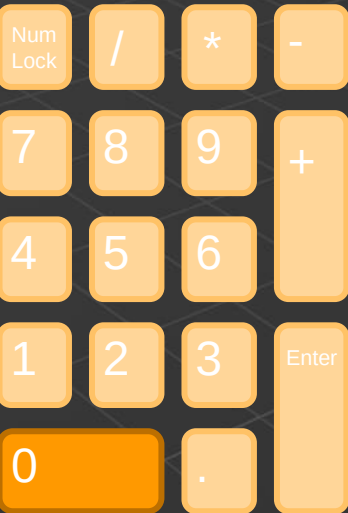
Camera



View メニューの Camera から
Active Camera を選ぶ)

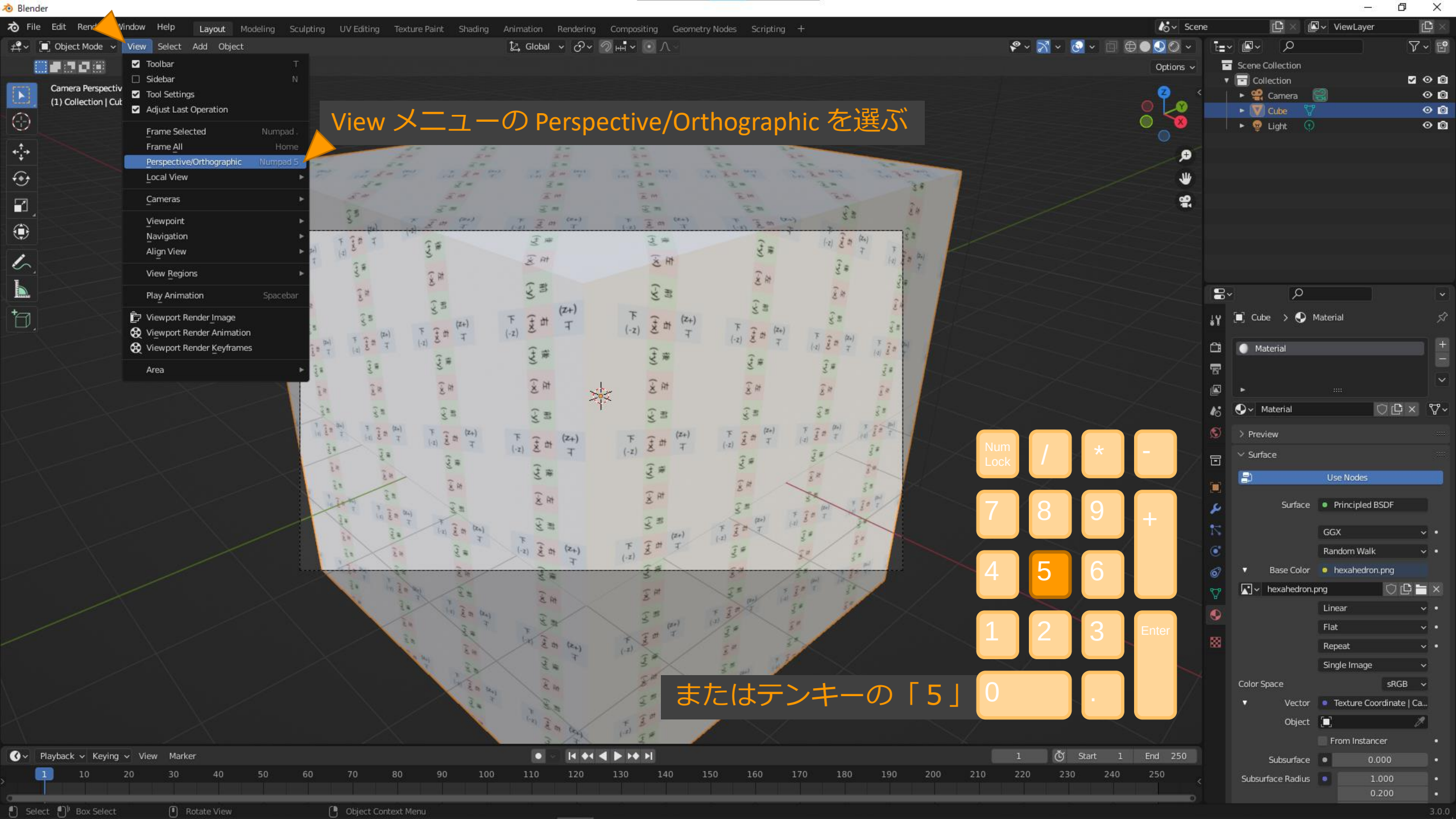
または「カメラ」アイコンを
クリックする

またはテンキーの「0」



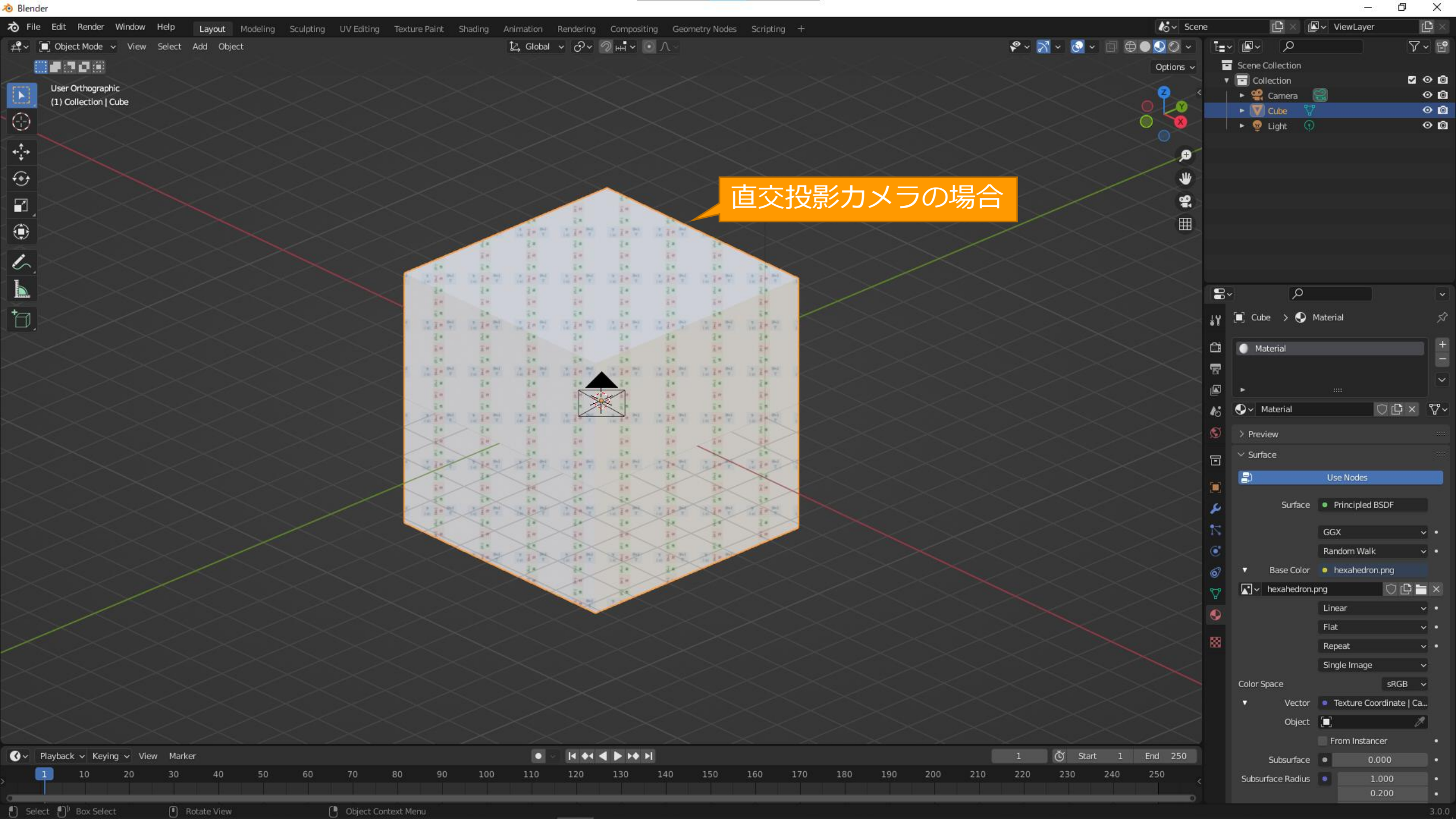
Camera Perspective
(1) Collection | Cube

カメラからの見た目



View メニューの Perspective/Orthographic を選ぶ

またはテンキーの「5」



直交投影カメラの場合

User Orthographic
(1) Collection | Cube

Rotate



オブジェクトを回転してもカメラに対するテクスチャの位置が変わらない

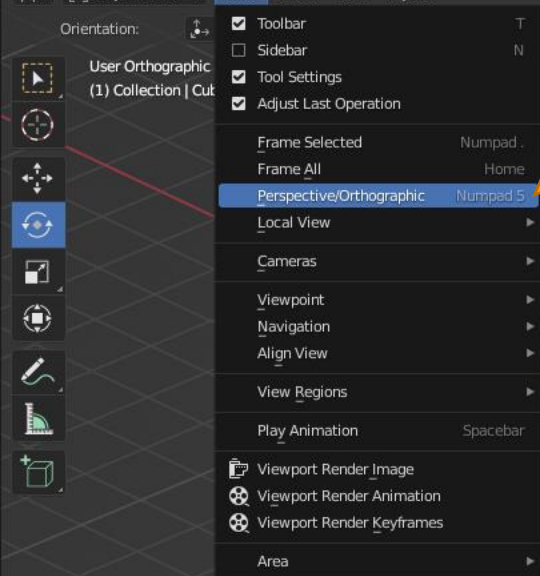
Rotate

Angle 30°

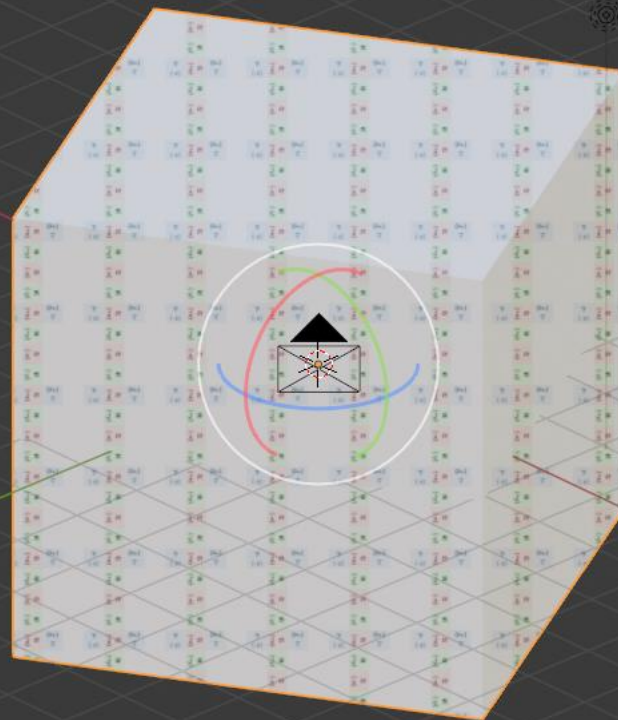
Axis Z

Orientation Global

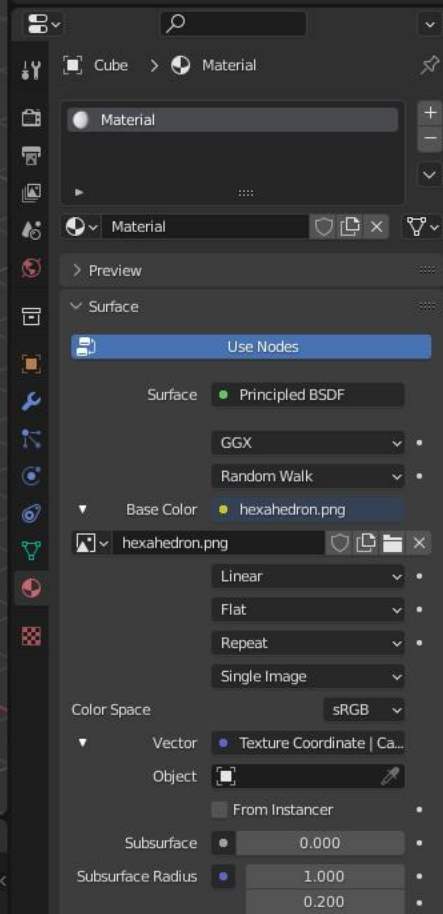
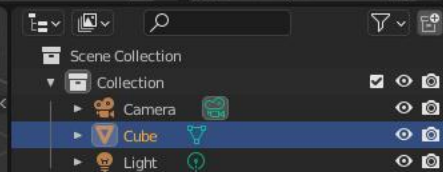
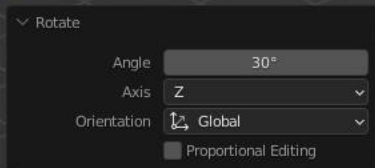
Proportional Editing

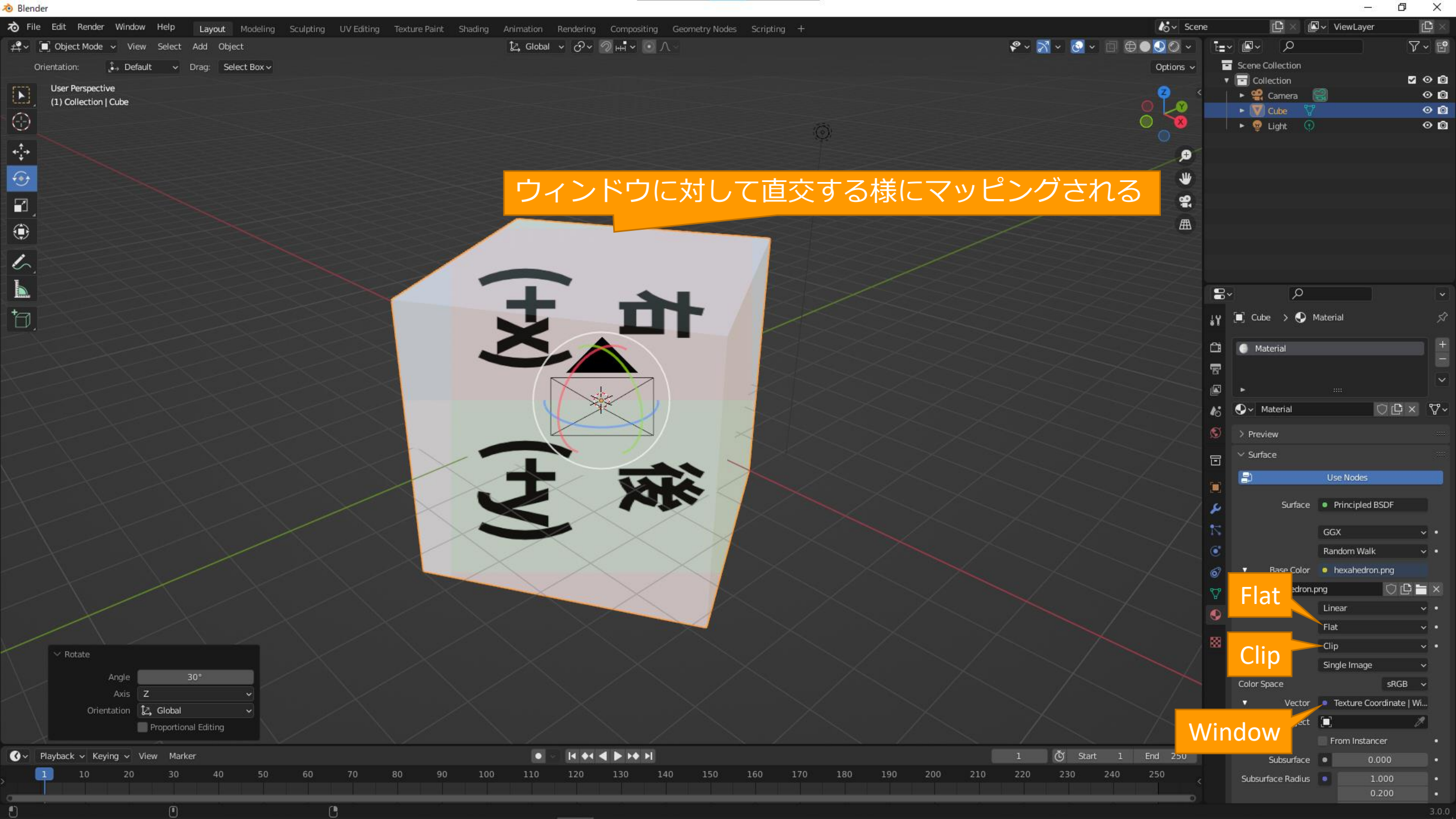


View メニューの Perspective/Orthographic を選ぶ



またはテンキーの「5」





ウィンドウに対して直交する様にマッピングされる

Flat

Clip

Window

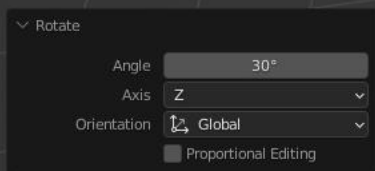
User Perspective
(1) Collection | Cube

ビューを回転してもテクスチャが動かない

「座標軸」を左ボタンでドラッグする

カメラ

または中ボタン/ホイールでドラッグする



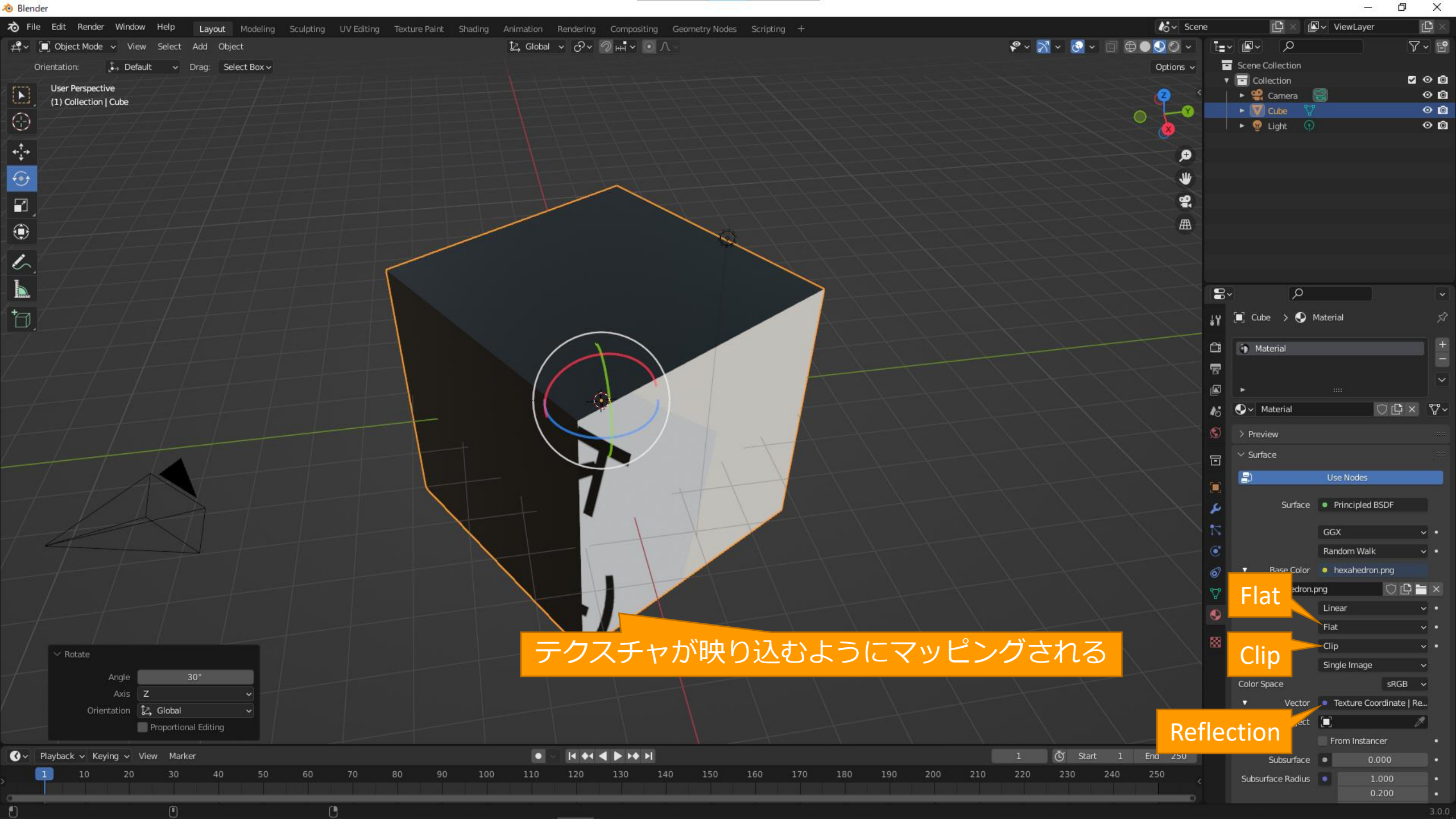
Rotate

Angle 30°

Axis Z

Orientation Global

Proportional Editing

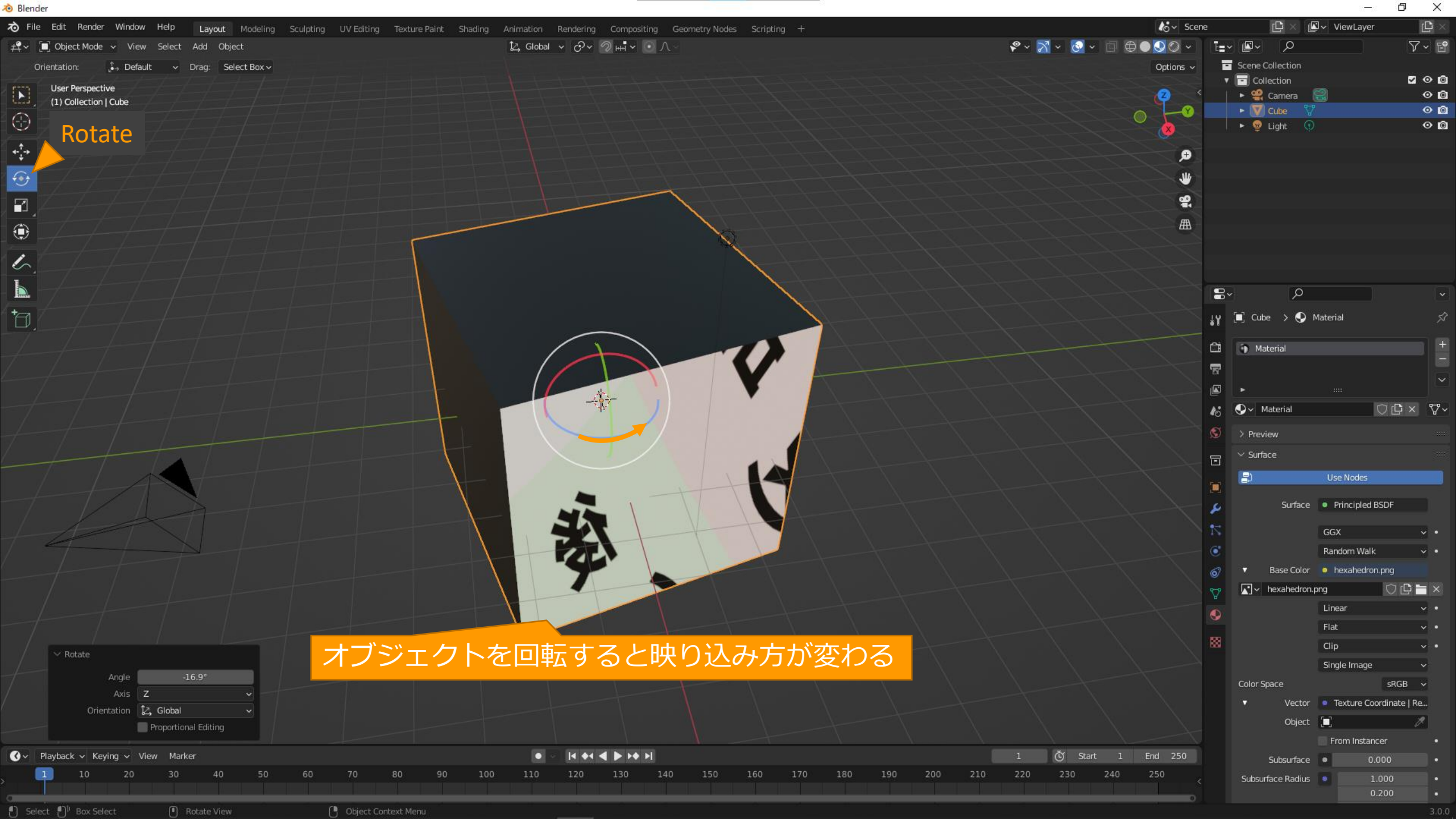


テクスチャが映り込むようにマッピングされる

Flat

Clip

Reflection



Rotate

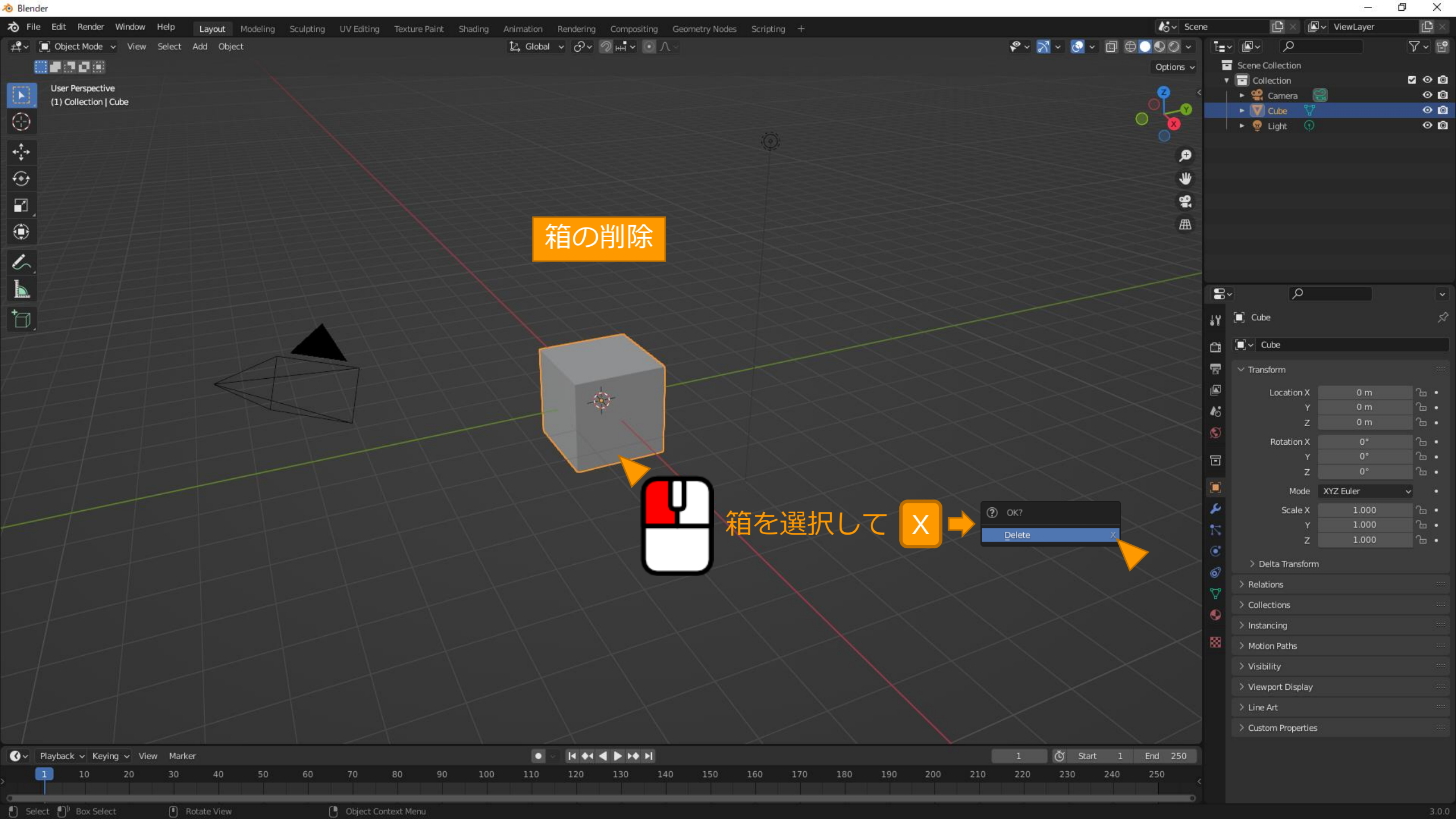
オブジェクトを回転すると映り込み方が変わる

円柱に巻き付ける

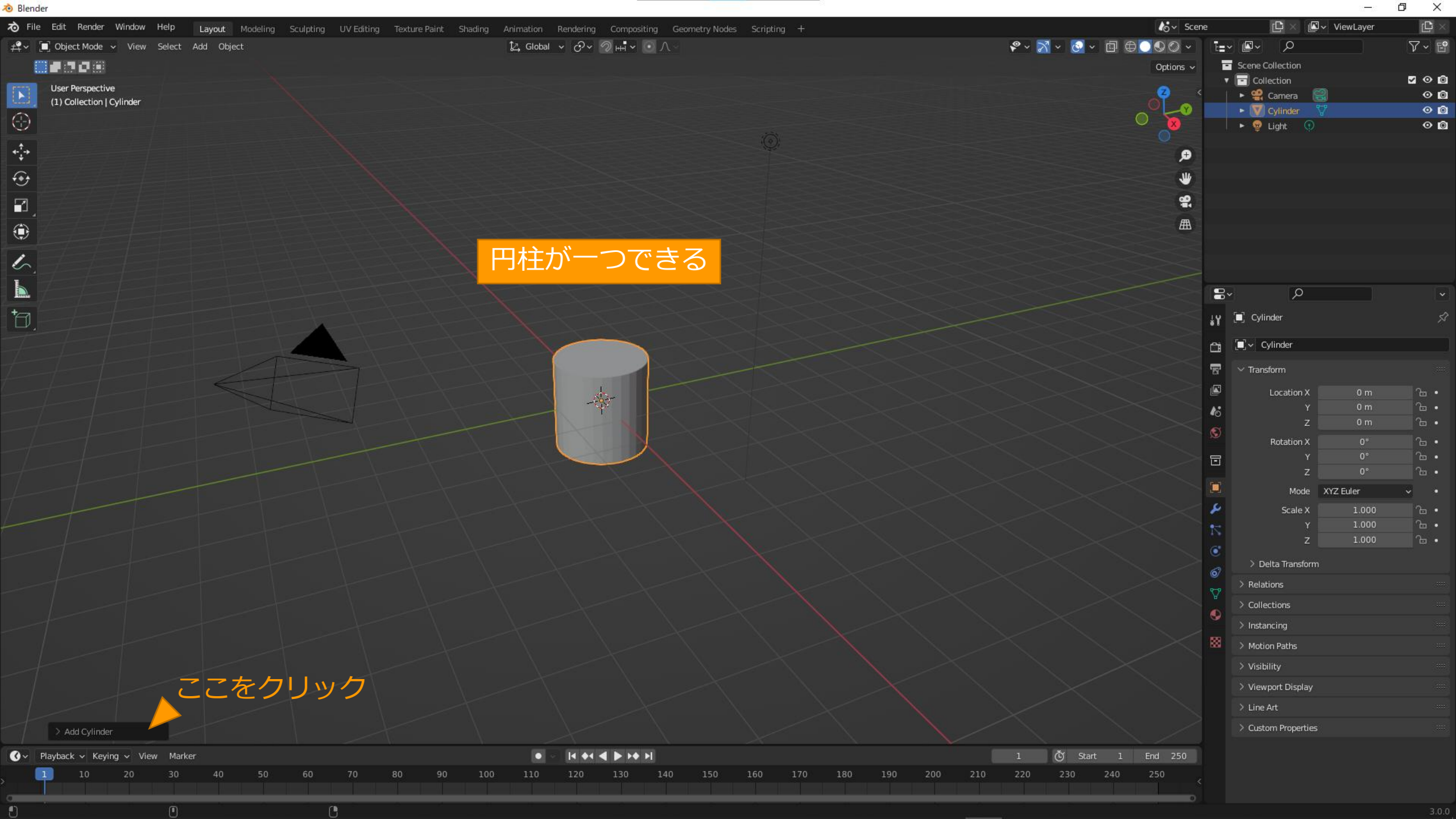


Blender を起動する

General (全般) で







円柱が一つできる

ここをクリック

> Add Cylinder

Cylinder

Cylinder

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

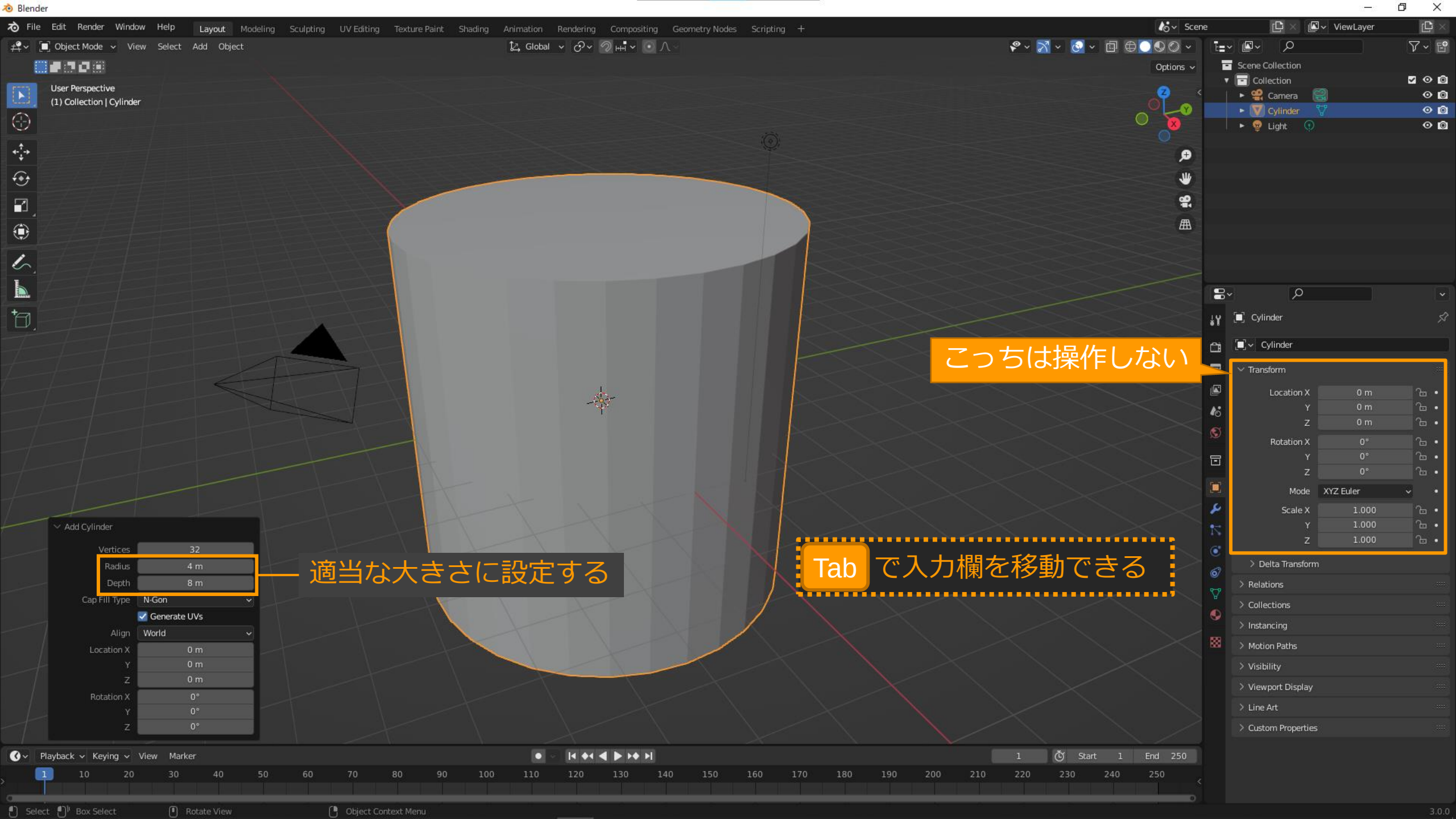
> Motion Paths

> Visibility

> Viewport Display

> Line Art

> Custom Properties



Object Mode (1) Collection | Cylinder

Object Menu:

- Transform
 - Set Origin
 - Mirror
 - Clear
 - Apply
 - Snap
- Duplicate Objects (Shift D)
- Duplicate Linked (Alt D)
- Join (Ctrl J)
- Copy Objects (Ctrl C)
- Paste Objects (Ctrl V)
- Asset
 - Parent
 - Collection
 - Relations
 - Constraints
 - Track
 - Link/Transfer Data (Ctrl L)
- Shade Smooth
- Shade Flat
- Animation
 - Rigid Body
- Quick Effects
- Convert
- Show/Hide
- Clean Up
- Delete (X)
- Delete Global (Shift X)

Object Context Menu:

- Shade Smooth
- Shade Flat
- Convert To
- Set Origin
- Copy Objects (Ctrl C)
- Paste Objects (Ctrl V)
- Duplicate Objects (Shift D)
- Duplicate Linked (Alt D)
- Rename Active Object... (F2)
- Mirror
- Snap
- Parent
- Move to Collection (M)
- Insert Keyframe... (I)
- Delete (X)

Properties Panel:

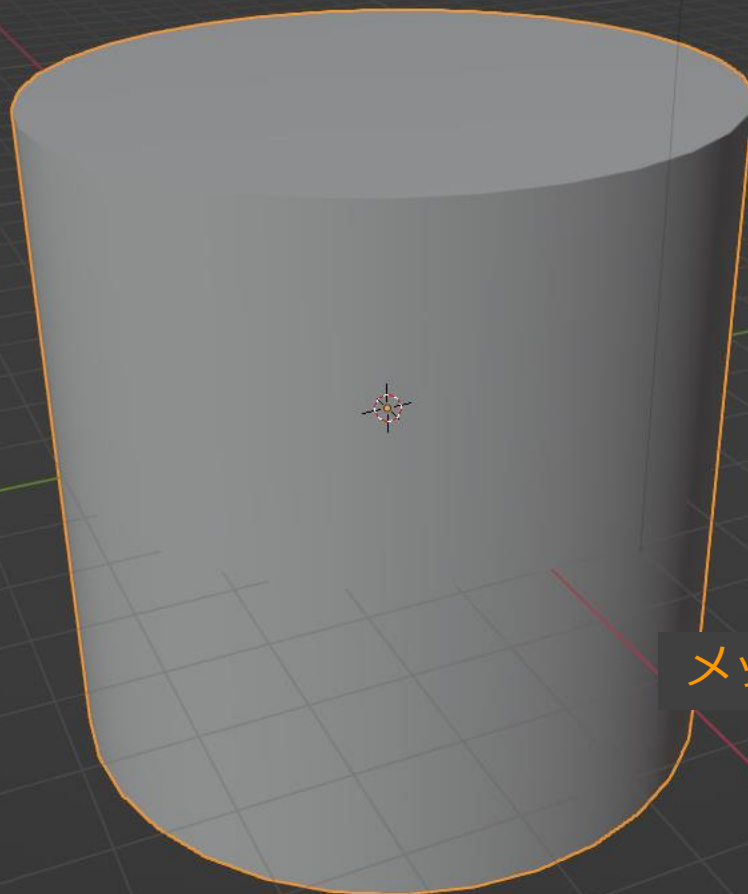
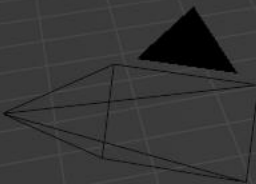
- Cylinder
- Transform
 - Location X: 0 m
 - Y: 0 m
 - Z: 0 m
 - Rotation X: 0°
 - Y: 0°
 - Z: 0°
 - Mode: XYZ Euler
 - Scale X: 1.000
 - Y: 1.000
 - Z: 1.000
- Delta Transform
- Relations
- Collections
- Instancing
- Motion Paths
- Visibility
- Viewport Display
- Line Art
- Custom Properties

Timeline: 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

Shade Smooth を選ぶ

Object メニューから Shade Smooth を選ぶ

または右クリックして



メッシュのプロパティを表示して

Normals の Auto Smooth にチェック☑を入れて

角度を調整する

Scene Collection

- Collection
 - Camera
 - Cylinder
 - Light

Cylinder > Cylinder

Vertex Groups

Shape Keys

UV Maps

Vertex Colors

Face Maps

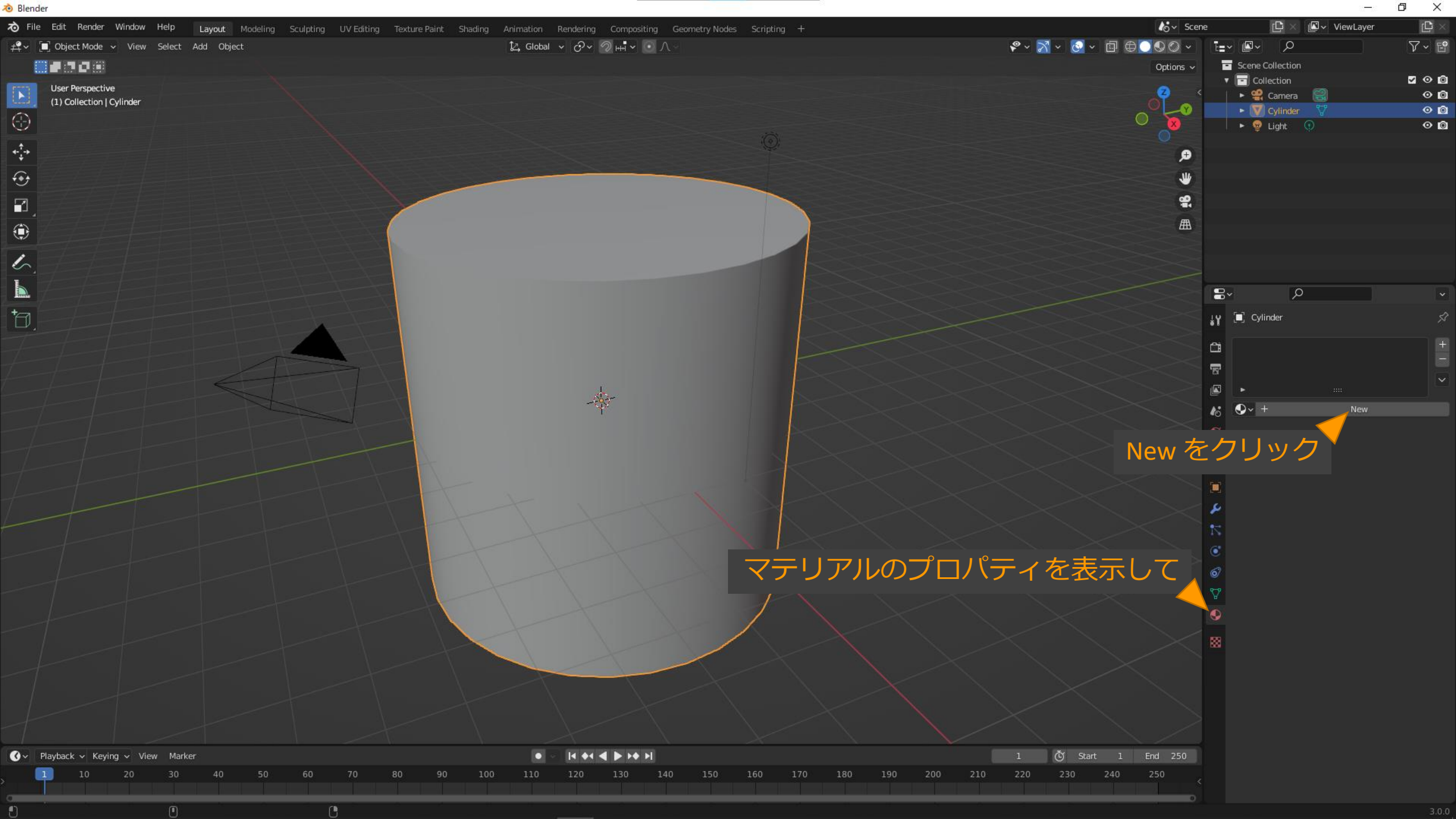
Attributes

Normals

Auto Smooth ☒ 30°

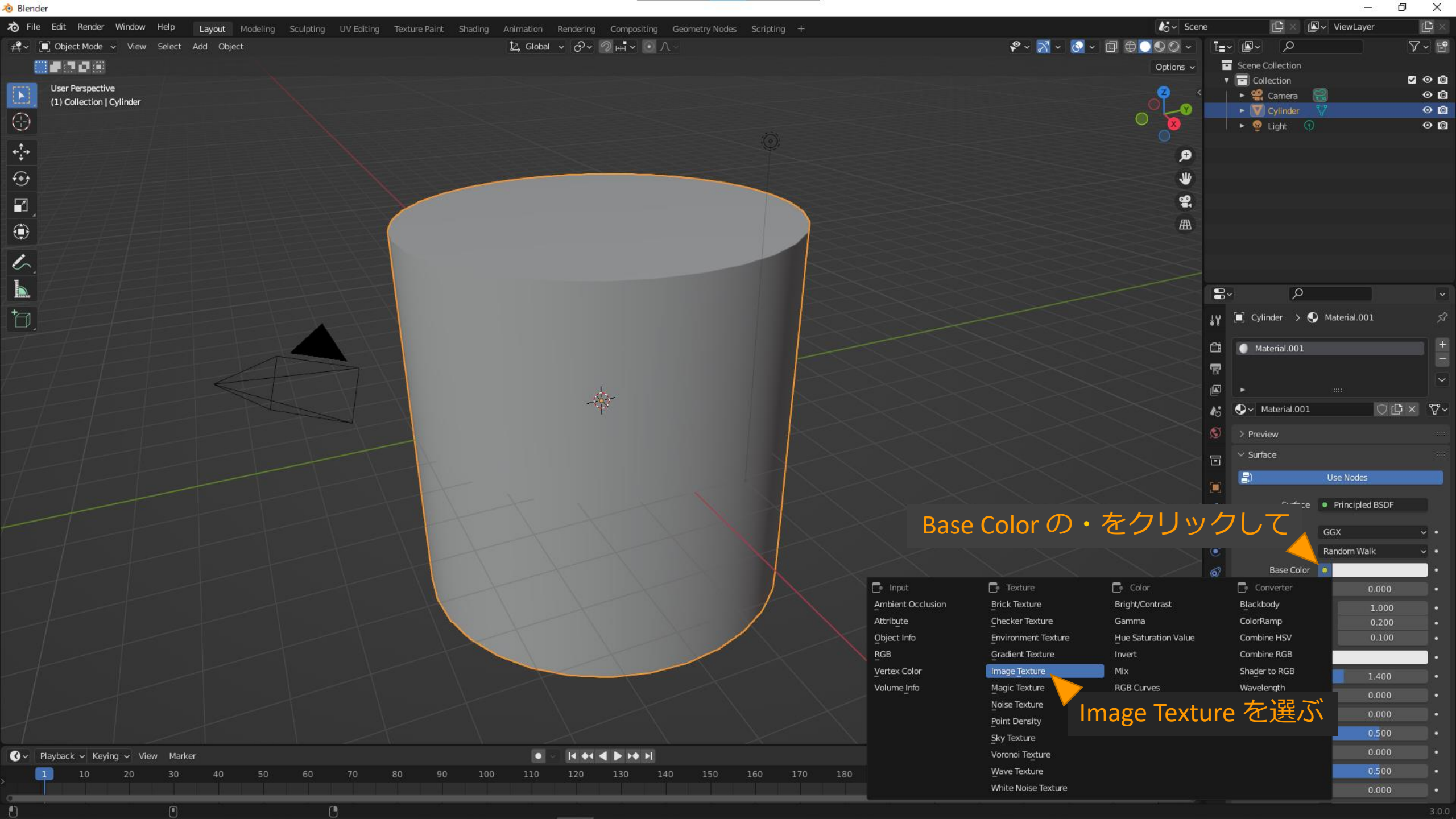
Custom Properties





New をクリック

マテリアルのプロパティを表示して



Base Color の・をクリックして

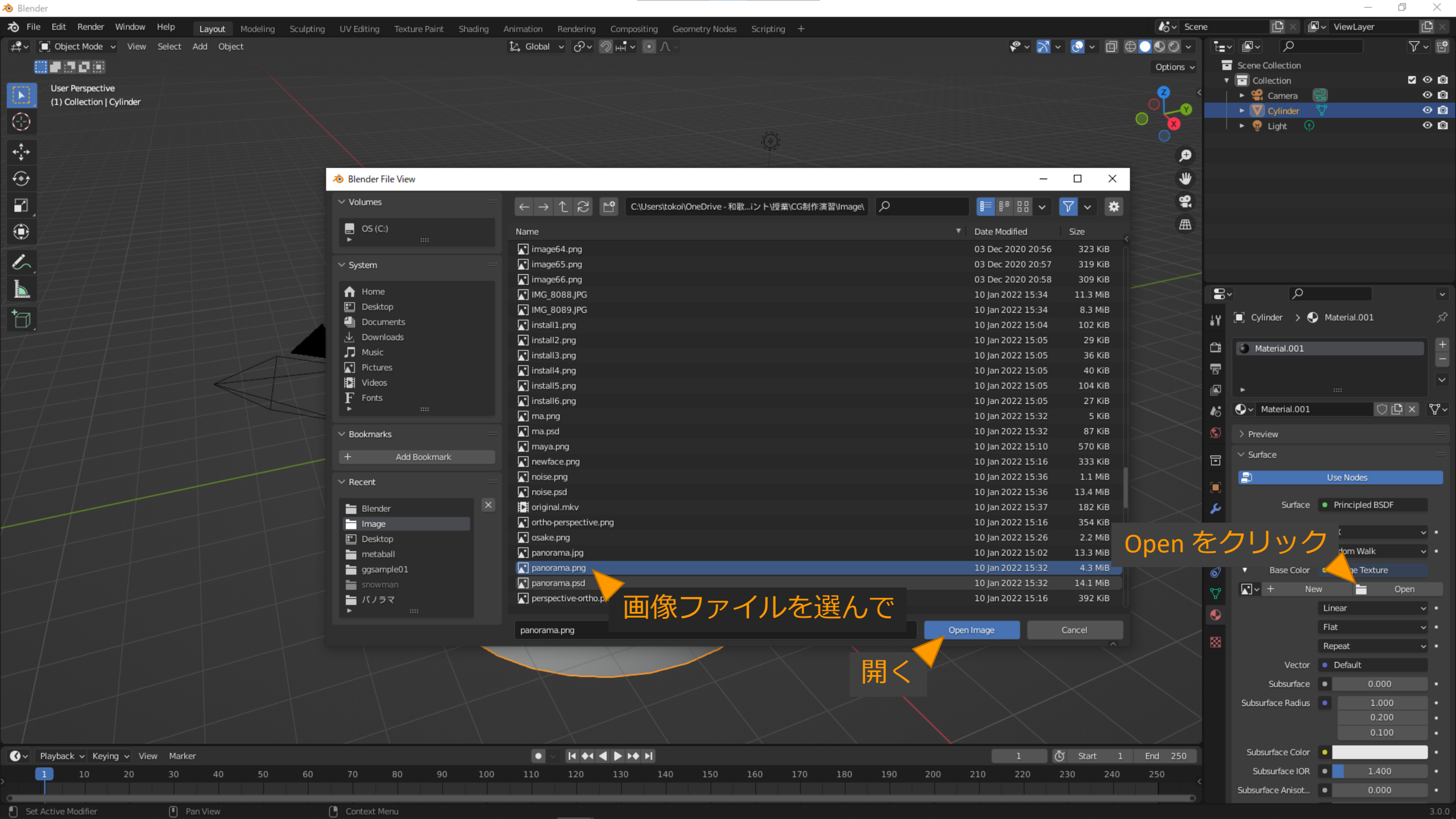
Image Texture を選ぶ

巻き付ける画像 (panorama.png)

上端の1ラインは黄色にしている



下端の1ラインは黄色にしている



画像ファイルを選んで

Open をクリック

開く

User Perspective
(1) Collection | Cylinder

Default の UV マッピング (後述) では
上面・底面に画像の一部がマッピングされる

Material Preview

上端の 1 ラインは黄色になっている



Scene Collection

- Collection
 - Camera
 - Cylinder
 - Light

Cylinder > Material.001

Material.001

Preview

Surface

Use Nodes

Surface Principled BSDF

GGX

Random Walk

Base Color panorama.png

panorama.png

Linear

Flat

Repeat

Single Image

Color Space sRGB

Vector Default

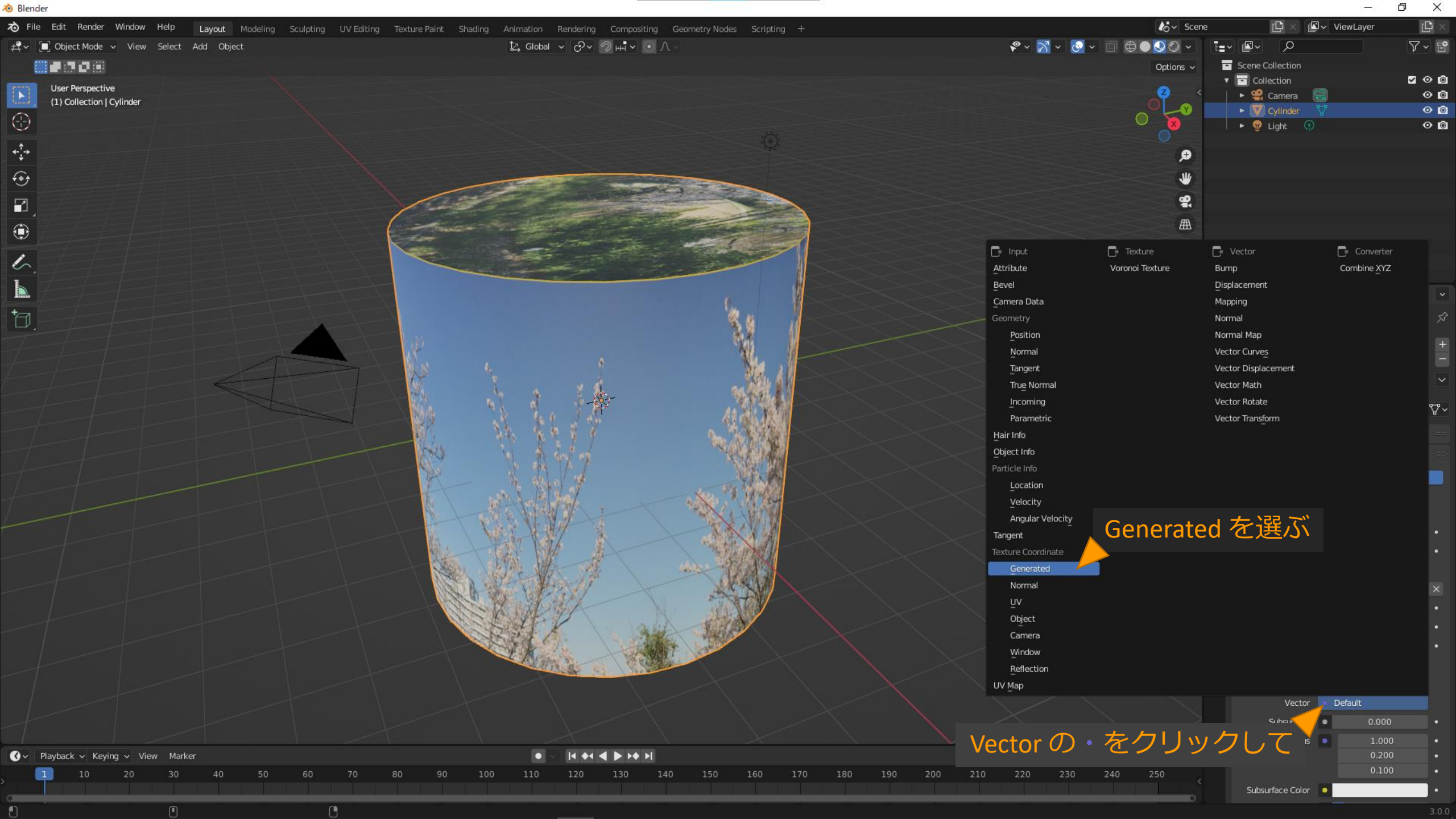
Subsurface 0.000

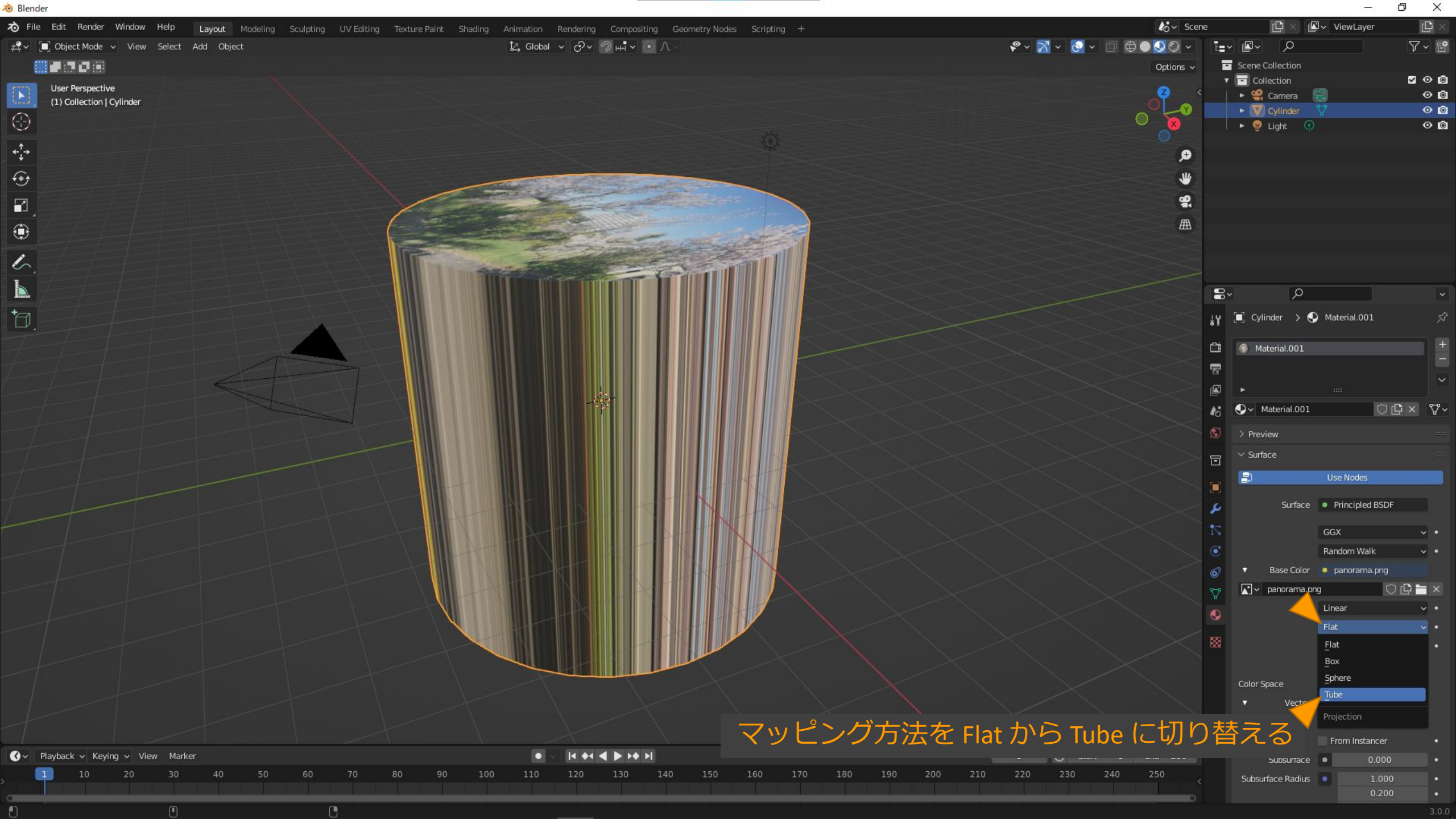
Subsurface Radius 1.000

0.200

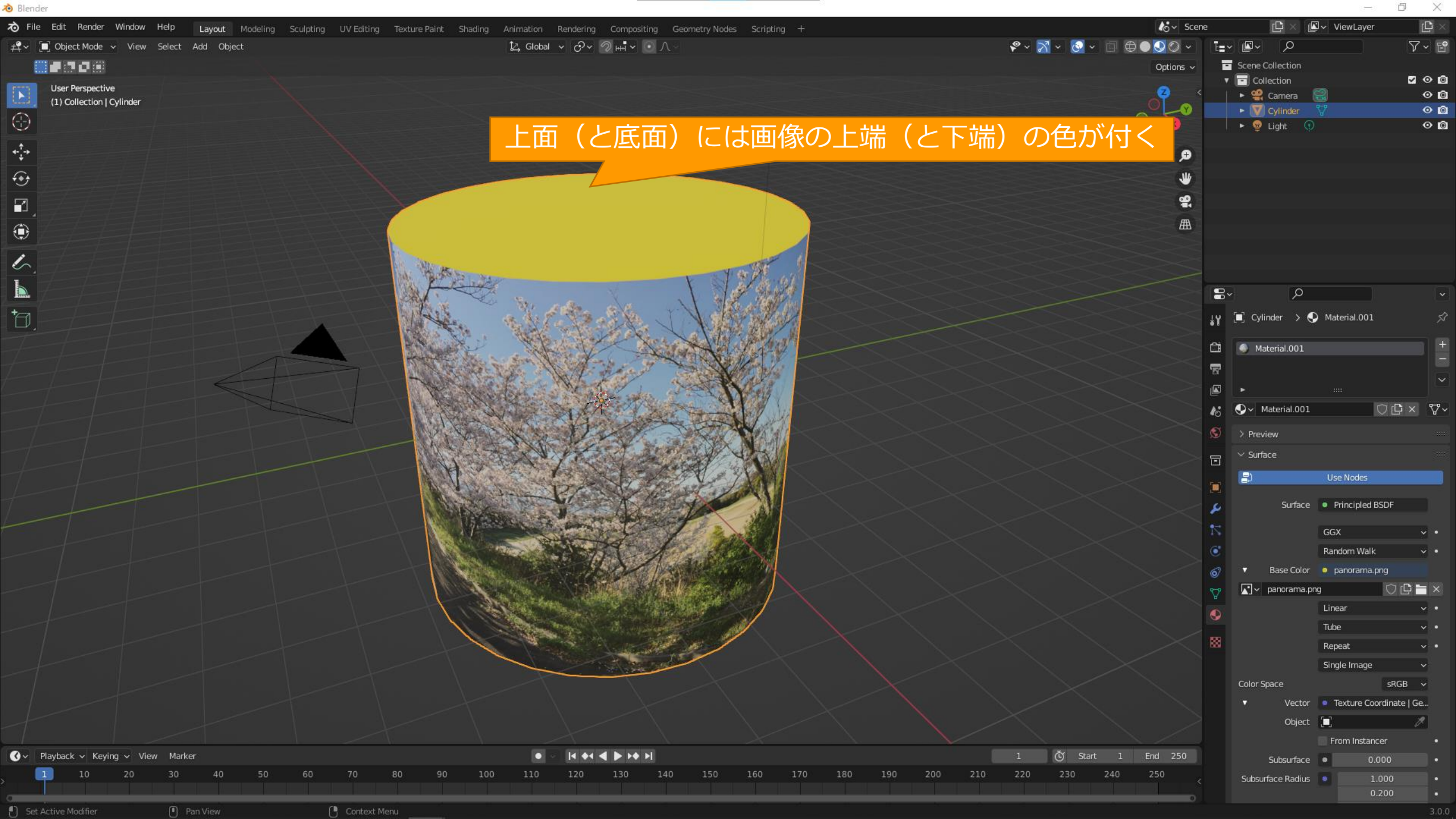
0.100

Subsurface Color





マッピング方法を Flat から Tube に切り替える



上面（と底面）には画像の上端（と下端）の色が付く

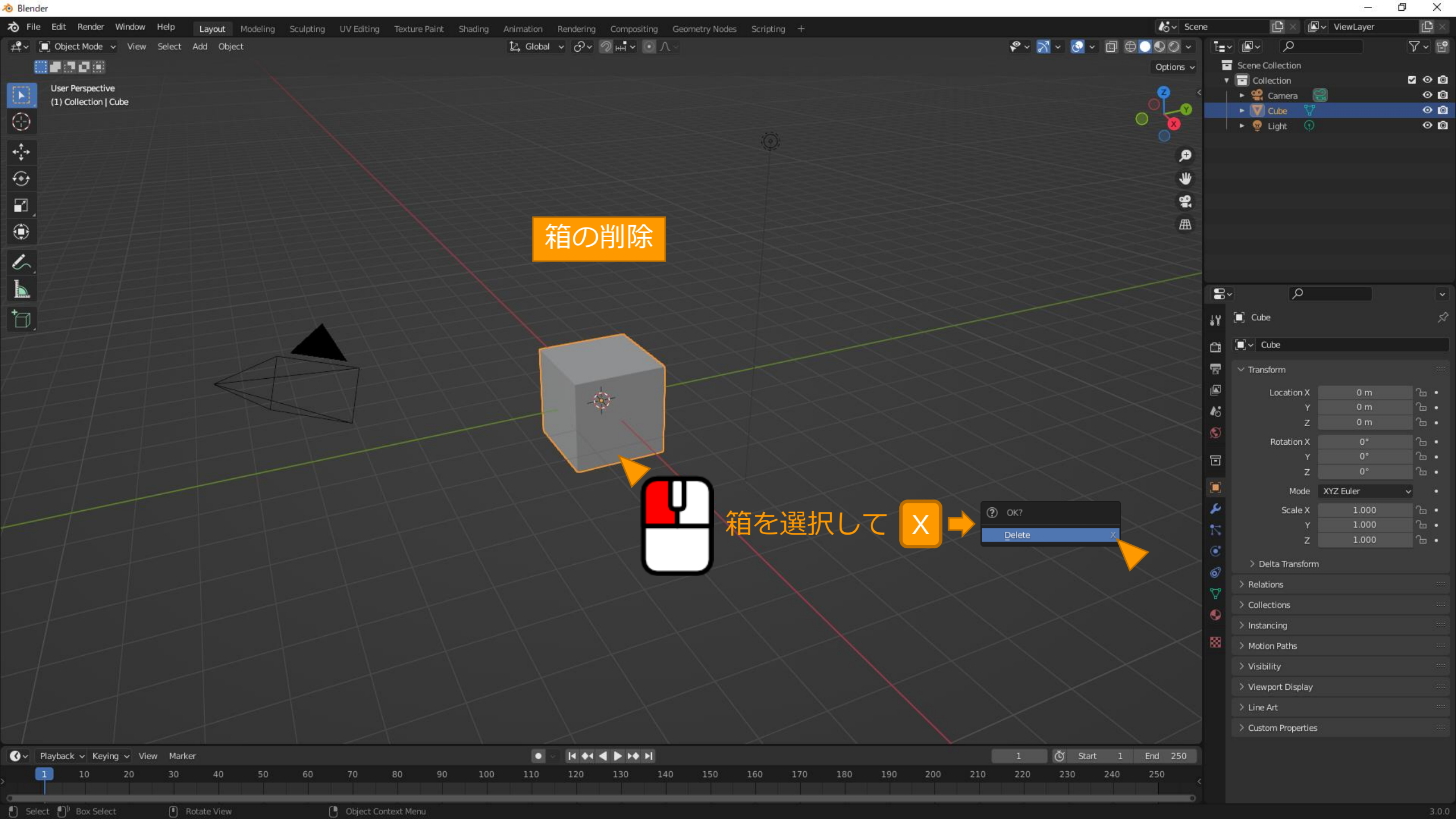
球に貼り付ける



Blender を起動する

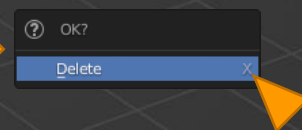
General (全般) で

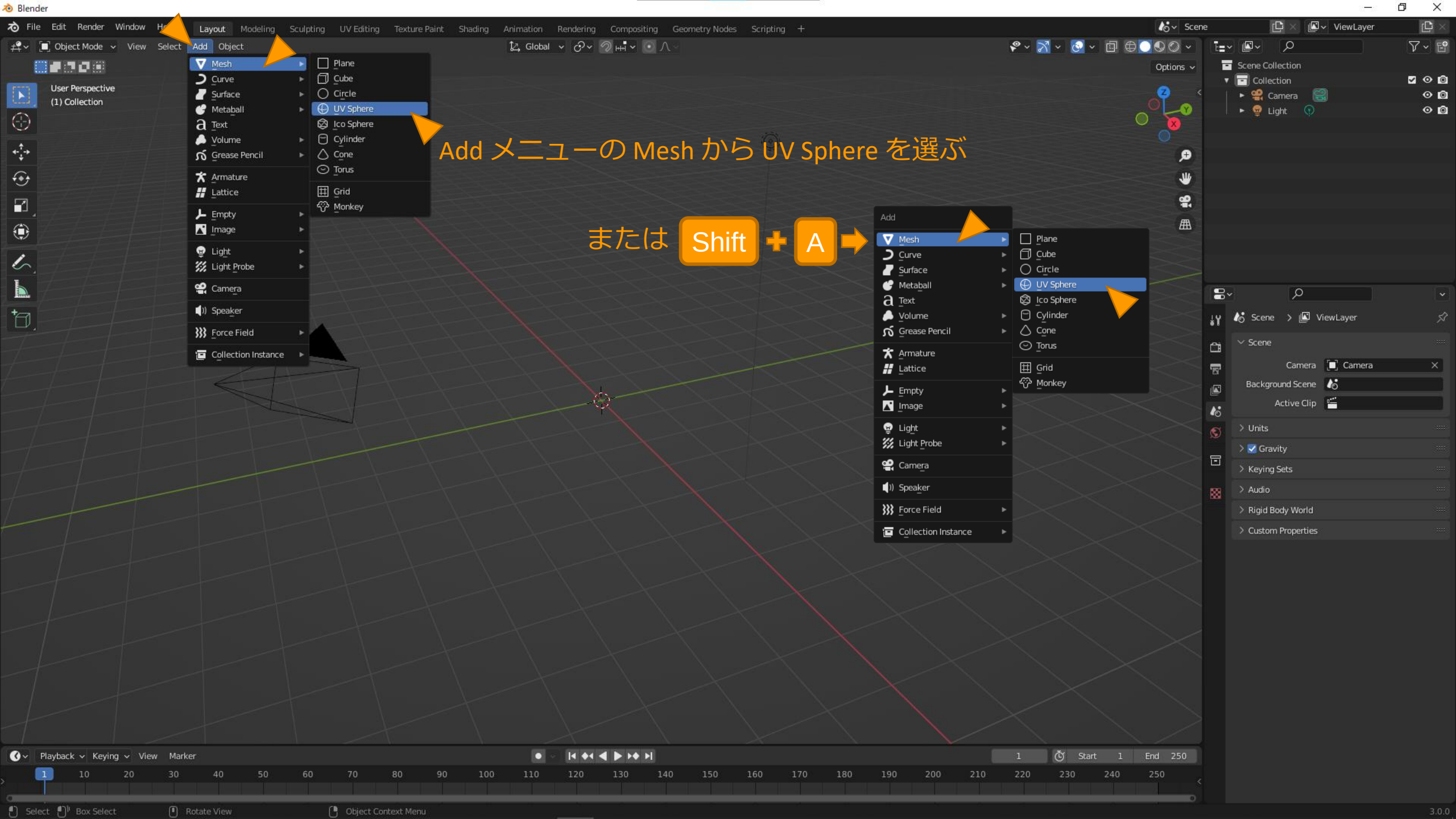




箱の削除

箱を選択して





Add メニューの Mesh から UV Sphere を選ぶ

または Shift + A



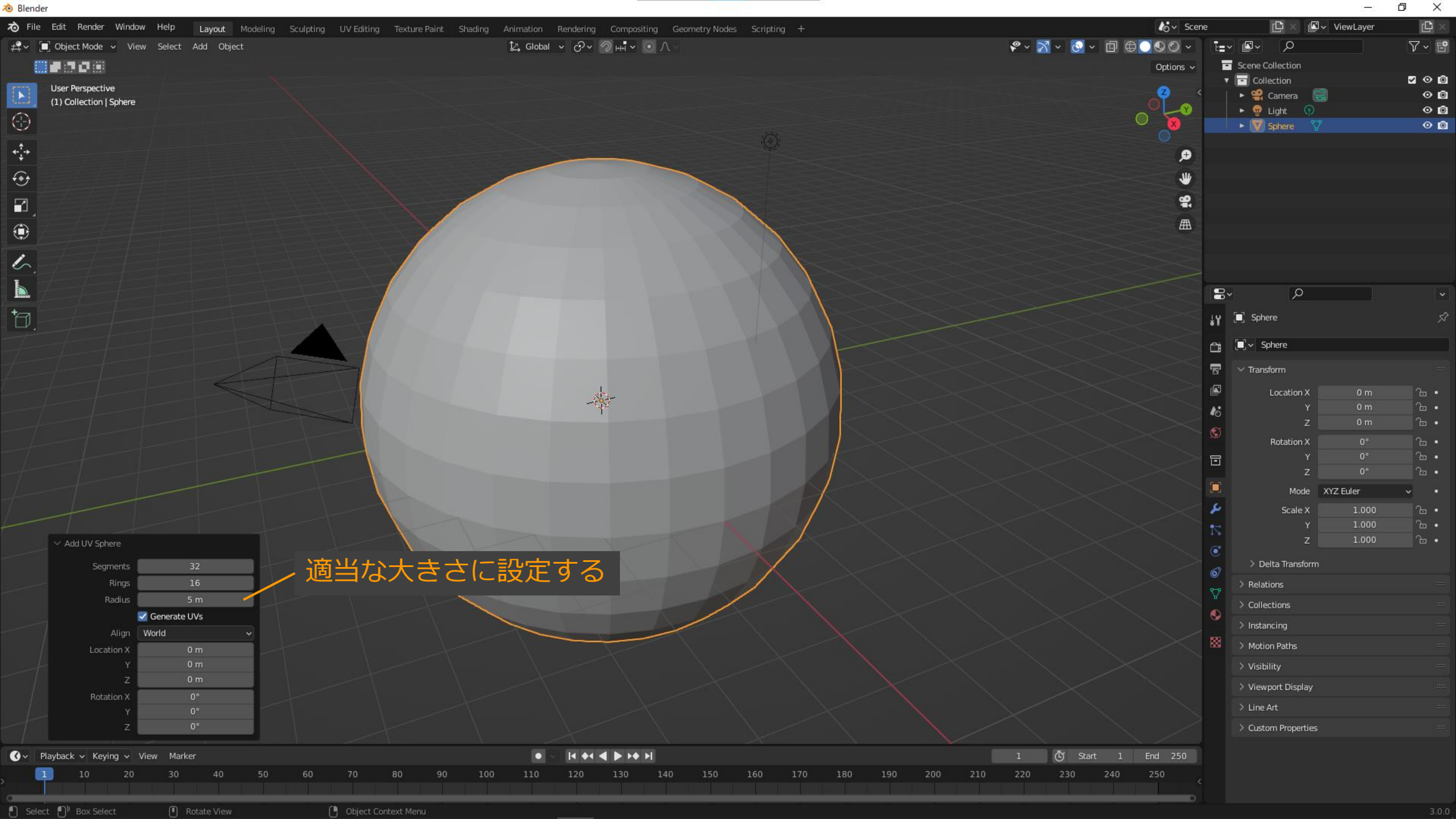
球が一つできる

ここをクリック

> Add UV Sphere



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	🔒



Object Mode (1) Collection | Sphere

Object Menu:

- Transform
 - Set Origin
 - Mirror
 - Clear
 - Apply
 - Snap
- Duplicate Objects (Shift D)
- Duplicate Linked (Alt D)
- Join (Ctrl J)
- Copy Objects (Ctrl C)
- Paste Objects (Ctrl V)
- Asset
 - Parent
 - Collection
 - Relations
 - Constraints
 - Track
 - Link/Transfer Data (Ctrl L)
- Shade Smooth
- Shade Flat
- Animation
 - Rigid Body
- Quick Effects
- Convert
- Show/Hide
- Clean Up
- Delete (X)
- Delete Global (Shift X)

Object Context Menu:

- Shade Smooth
- Shade Flat
- Convert To
- Set Origin
- Copy Objects (Ctrl C)
- Paste Objects (Ctrl V)
- Duplicate Objects (Shift D)
- Duplicate Linked (Alt D)
- Rename Active Object... (F2)
- Mirror
- Snap
- Parent
- Move to Collection (M)
- Insert Keyframe... (I)
- Delete (X)

Shade Smooth を選ぶ

Object メニューから Shade Smooth を選ぶ

または右クリックして

Add UV Sphere

Segments	32
Rings	16
Radius	5 m
☒ Generate UVs	
Align	World
Location X	0 m
Y	0 m
Z	0 m
Rotation X	0°
Y	0°
Z	0°

Scene Collection

- Collection
 - Camera
 - Light
 - Sphere

Sphere Properties

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

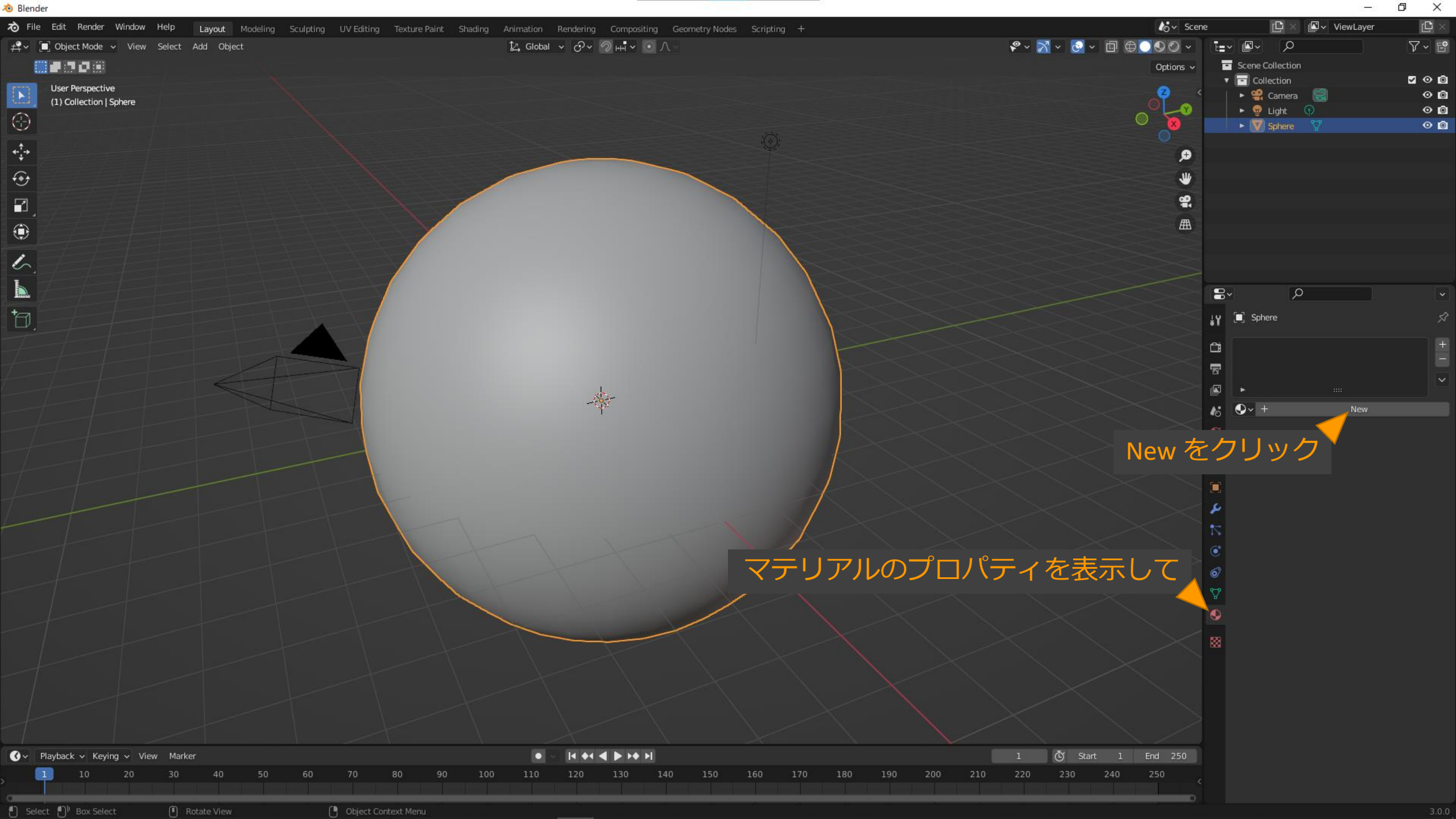
Delta Transform

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

Timeline: 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

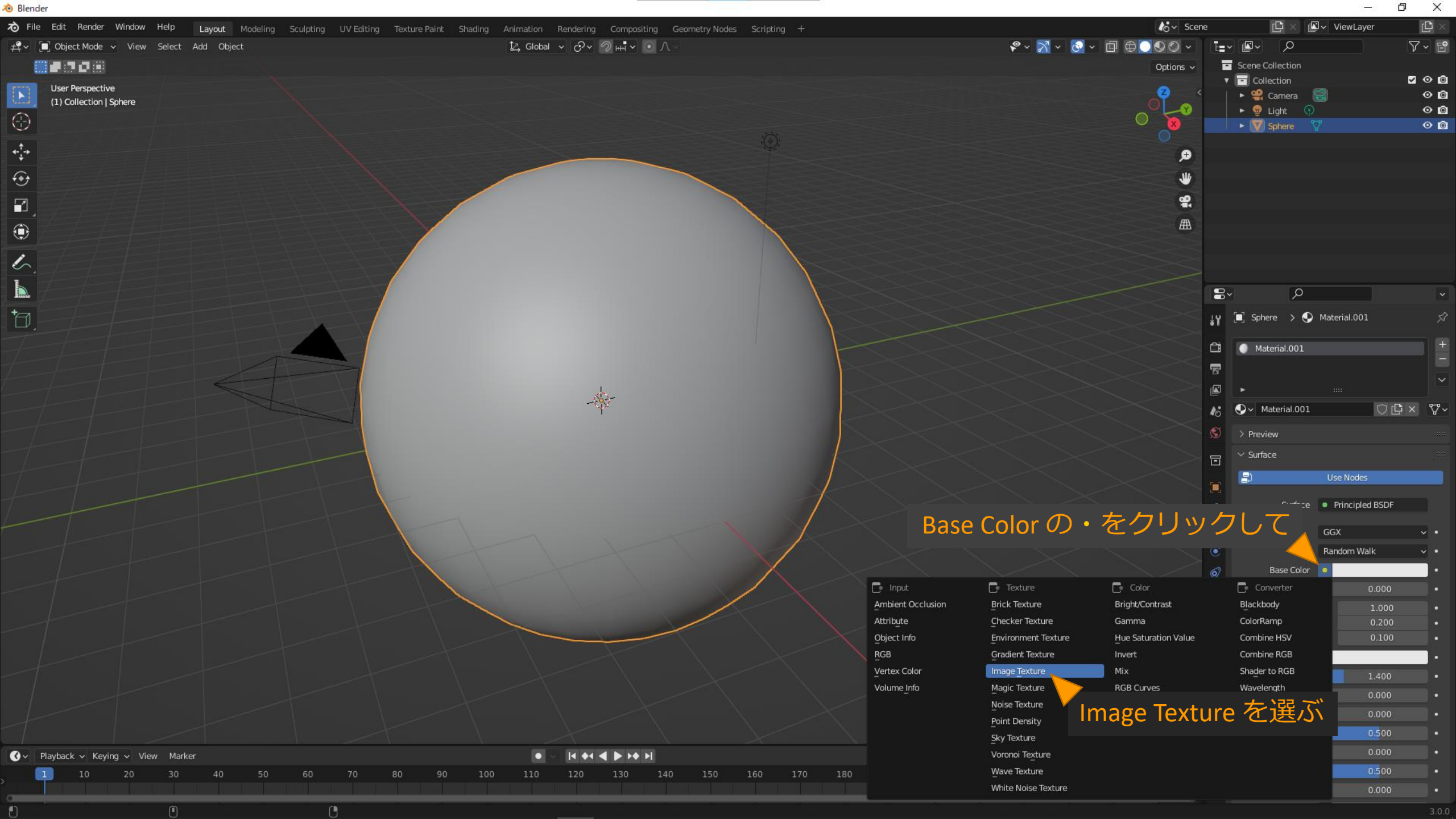
Playback Keying View Marker

Select Box Select Rotate View Object Context Menu



New をクリック

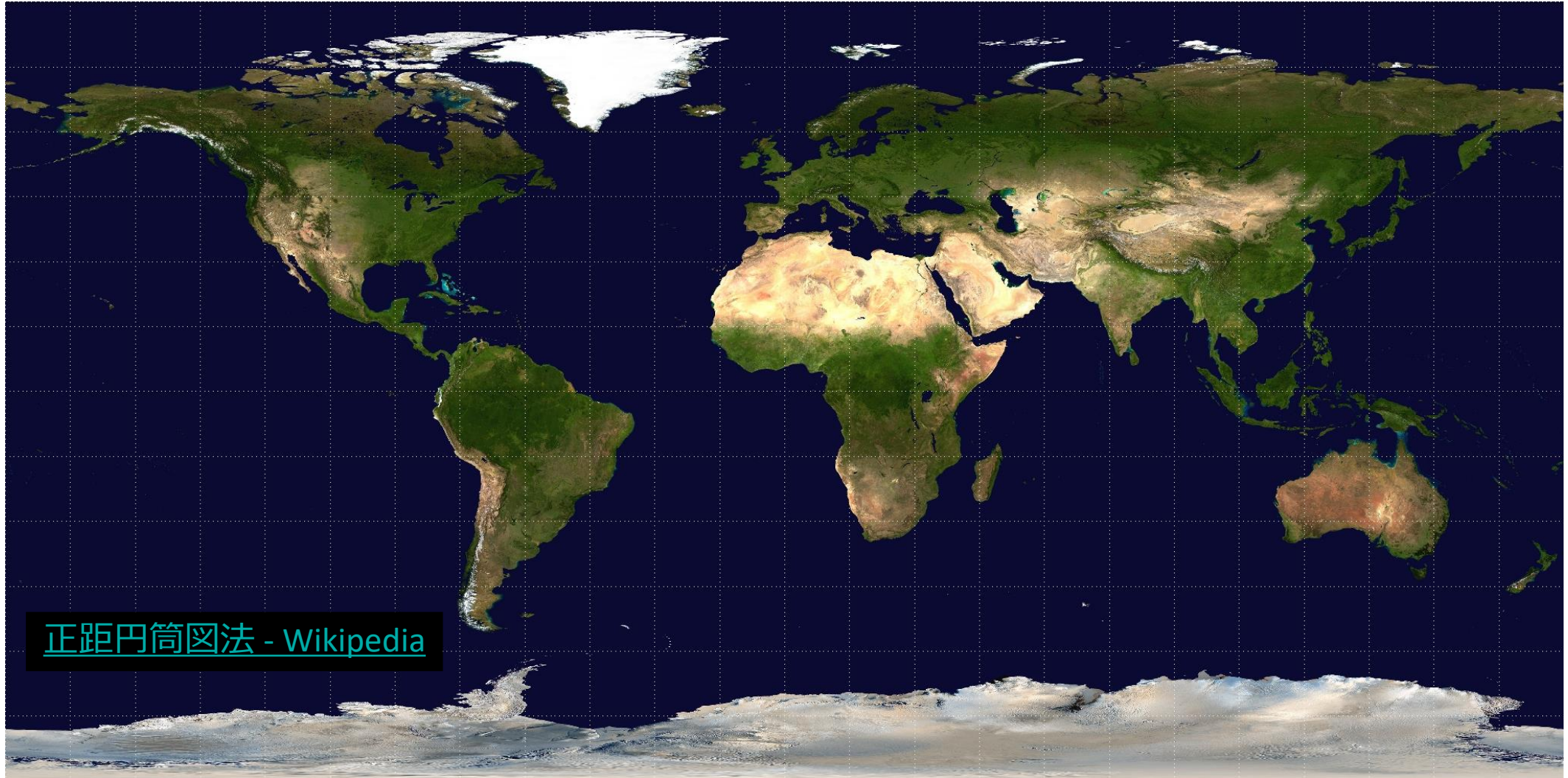
マテリアルのプロパティを表示して



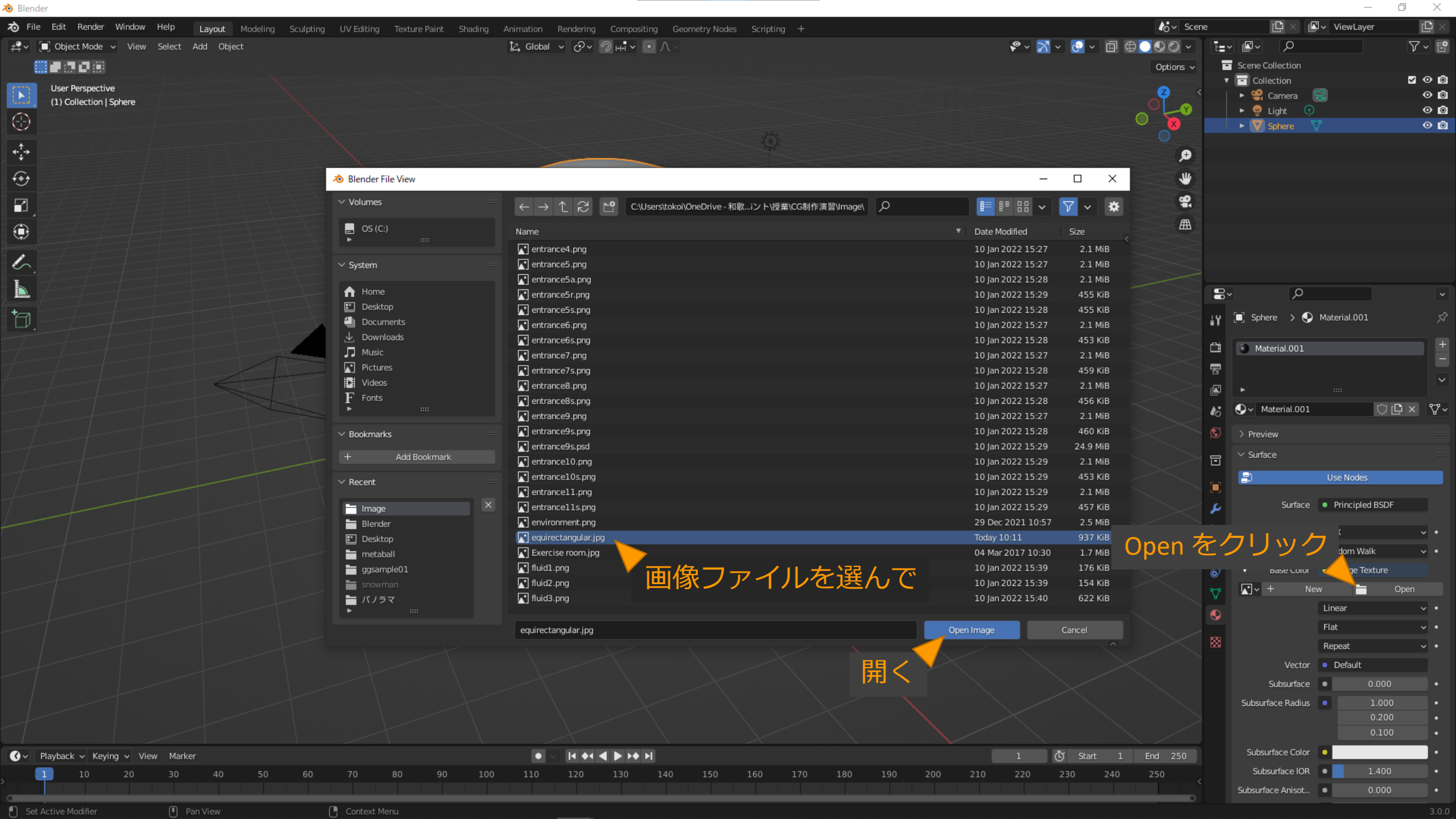
Base Color の・をクリックして

Image Texture を選ぶ

正距円筒図法画像 (equirectangular.jpg)



[正距円筒図法 - Wikipedia](#)



Blender File View

OS (C:)

System

- Home
- Desktop
- Documents
- Downloads
- Music
- Pictures
- Videos
- Fonts

Bookmarks

+ Add Bookmark

Recent

- Image
- Blender
- Desktop
- metaball
- ggsample01
- snowman
- パノラマ

Name	Date Modified	Size
entrance4.png	10 Jan 2022 15:27	2.1 MiB
entrance5.png	10 Jan 2022 15:27	2.1 MiB
entrance5a.png	10 Jan 2022 15:28	2.1 MiB
entrance5r.png	10 Jan 2022 15:29	455 KiB
entrance5s.png	10 Jan 2022 15:28	455 KiB
entrance6.png	10 Jan 2022 15:27	2.1 MiB
entrance6s.png	10 Jan 2022 15:28	453 KiB
entrance7.png	10 Jan 2022 15:27	2.1 MiB
entrance7s.png	10 Jan 2022 15:28	459 KiB
entrance8.png	10 Jan 2022 15:27	2.1 MiB
entrance8s.png	10 Jan 2022 15:28	456 KiB
entrance9.png	10 Jan 2022 15:27	2.1 MiB
entrance9s.png	10 Jan 2022 15:28	460 KiB
entrance9s.psd	10 Jan 2022 15:29	24.9 MiB
entrance10.png	10 Jan 2022 15:29	2.1 MiB
entrance10s.png	10 Jan 2022 15:29	453 KiB
entrance11.png	10 Jan 2022 15:29	2.1 MiB
entrance11s.png	10 Jan 2022 15:29	457 KiB
environment.png	29 Dec 2021 10:57	2.5 MiB
equirectangular.jpg	Today 10:11	937 KiB
Exercise room.jpg	04 Mar 2017 10:30	1.7 MiB
fluid1.png	10 Jan 2022 15:39	176 KiB
fluid2.png	10 Jan 2022 15:39	154 KiB
fluid3.png	10 Jan 2022 15:40	622 KiB

equirectangular.jpg

Open Image

Cancel

画像ファイルを選んで

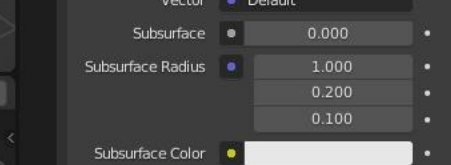
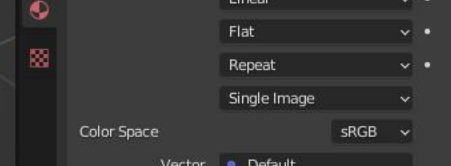
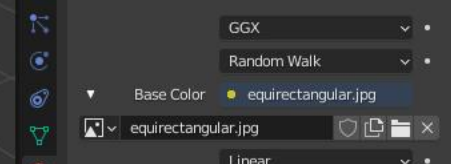
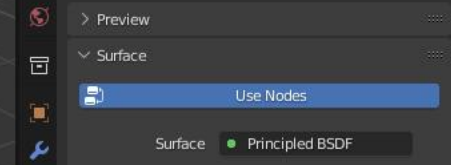
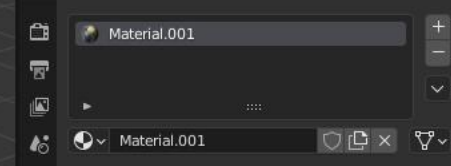
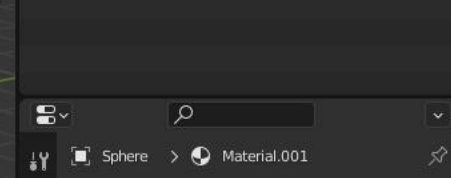
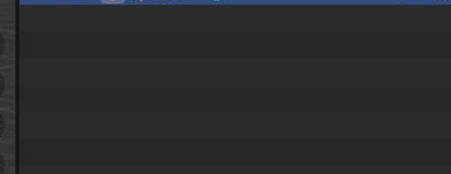
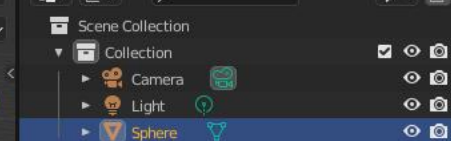
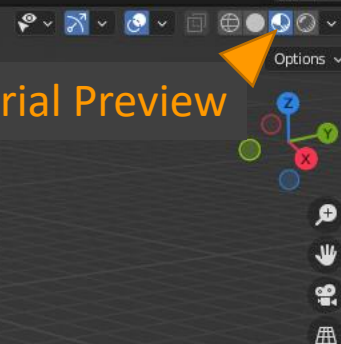
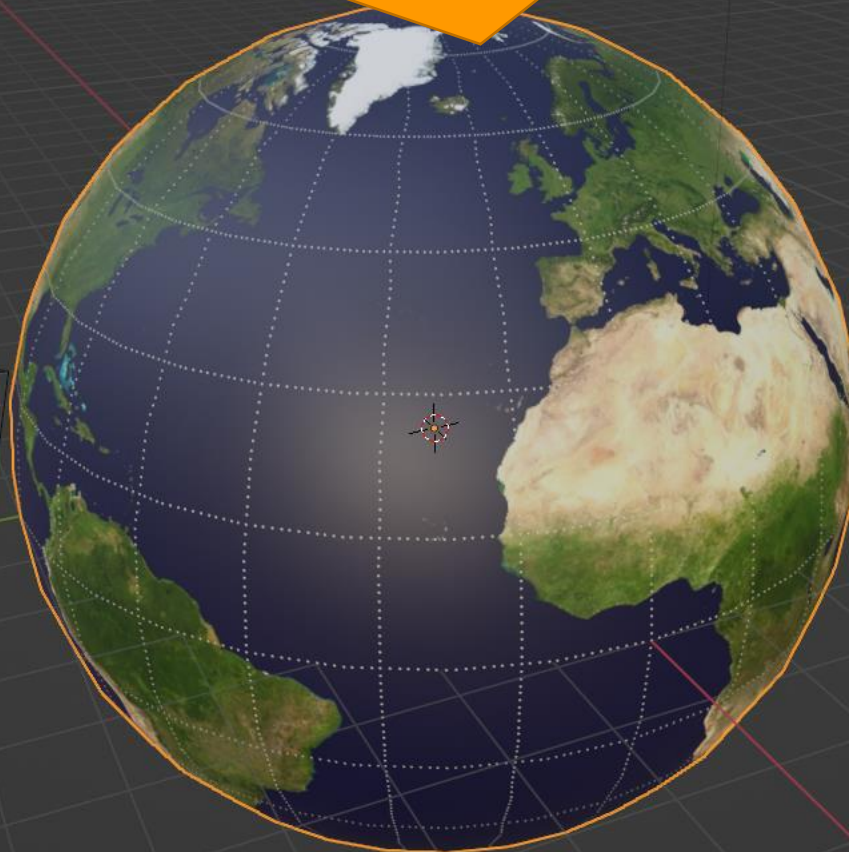
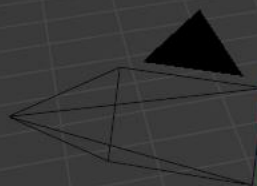
開く

Open をクリック

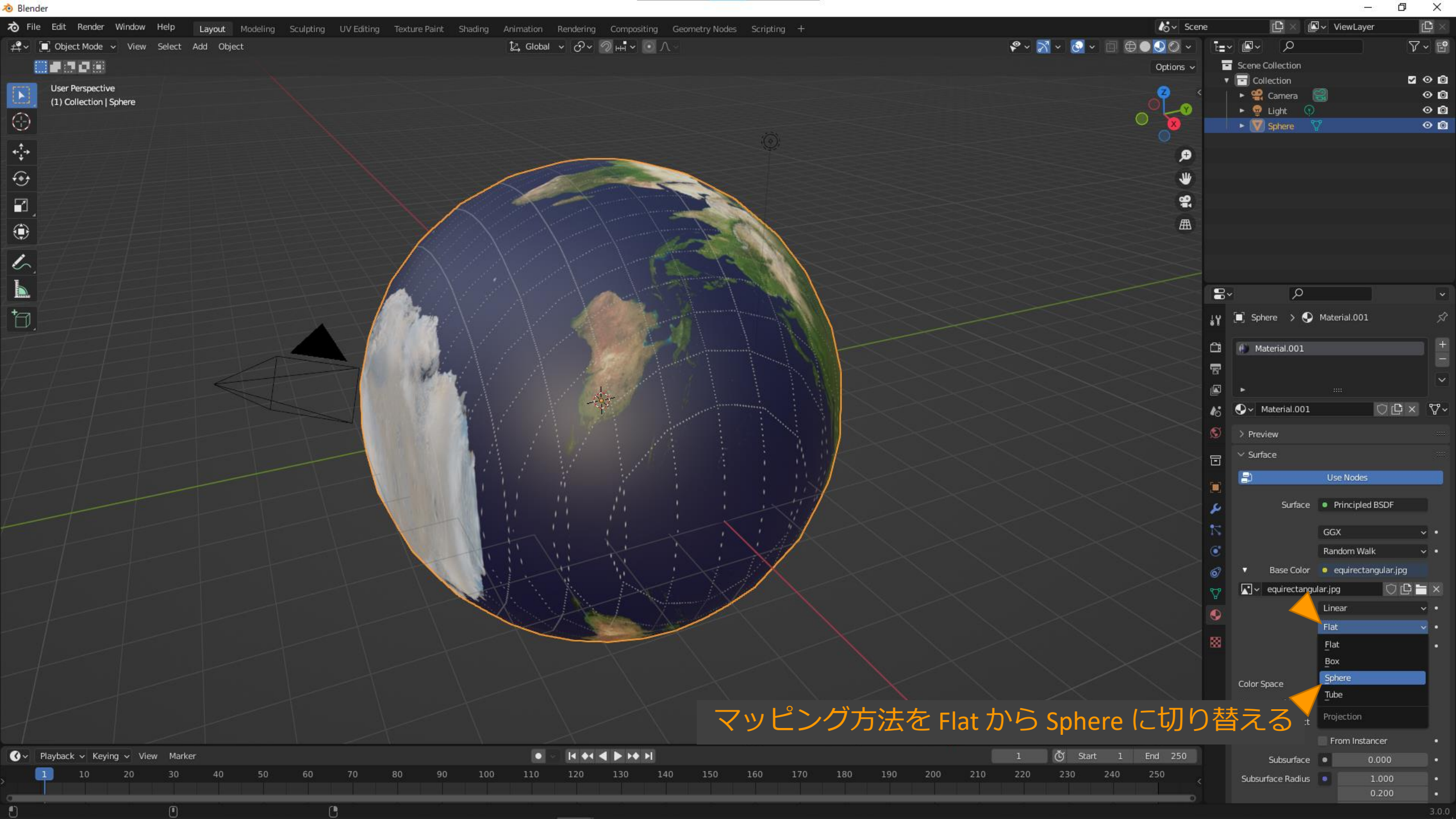
Open

Default の UV マッピング (後述) でも
正しくマッピングされる

Material Preview







マッピング方法を Flat から Sphere に切り替える

