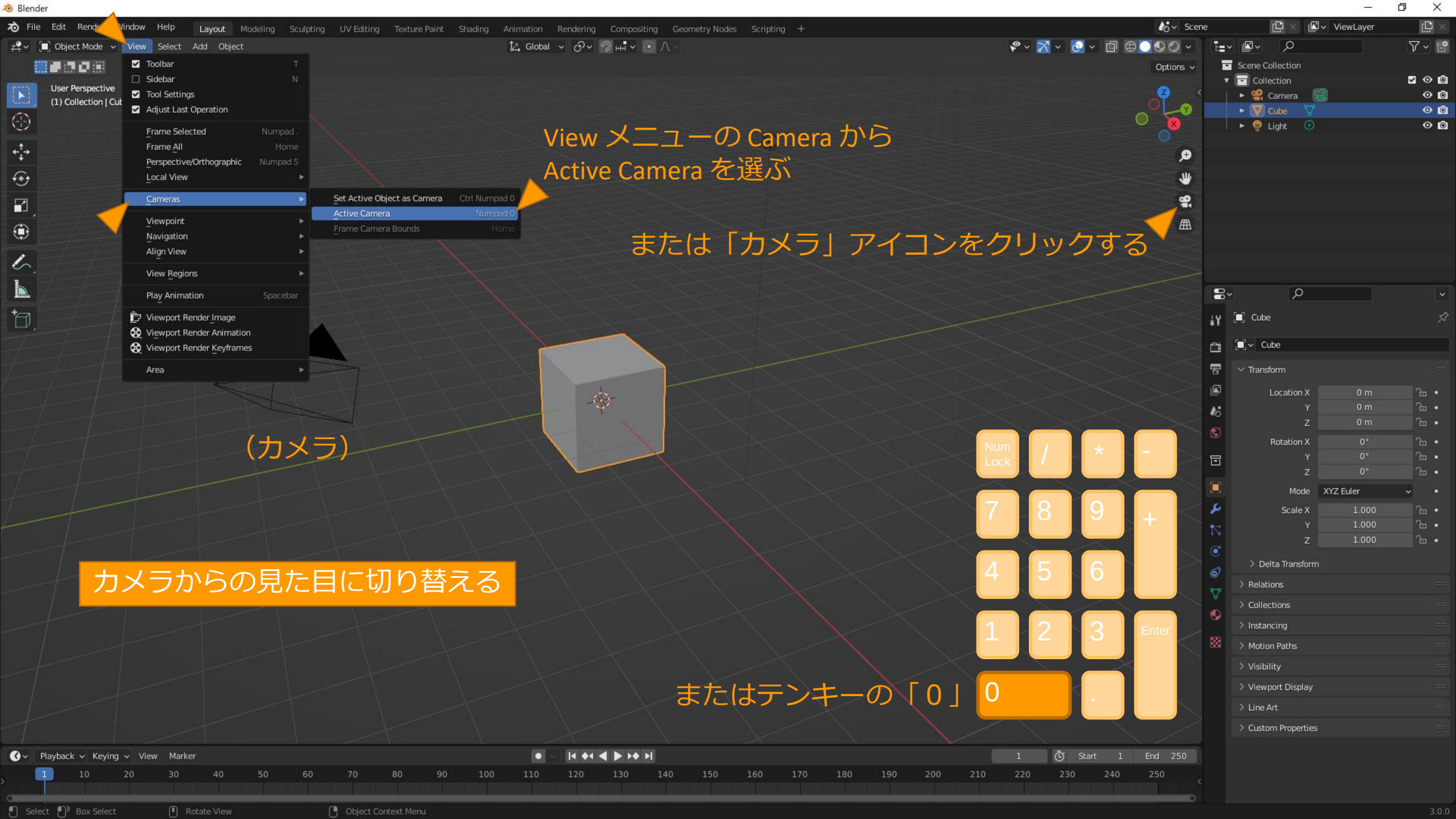


カメラビューの操作

カメラのからの見た目でカメラを調整する



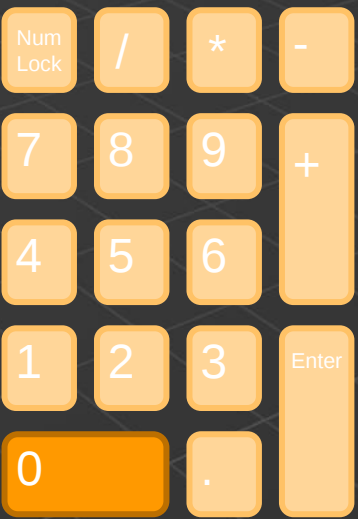
ViewメニューのCameraから
Active Cameraを選ぶ

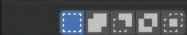
または「カメラ」アイコンをクリックする

(カメラ)

カメラからの見た目に切り替える

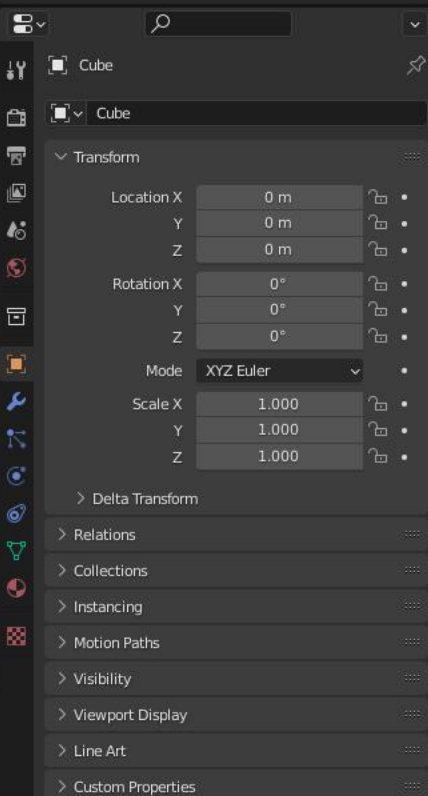
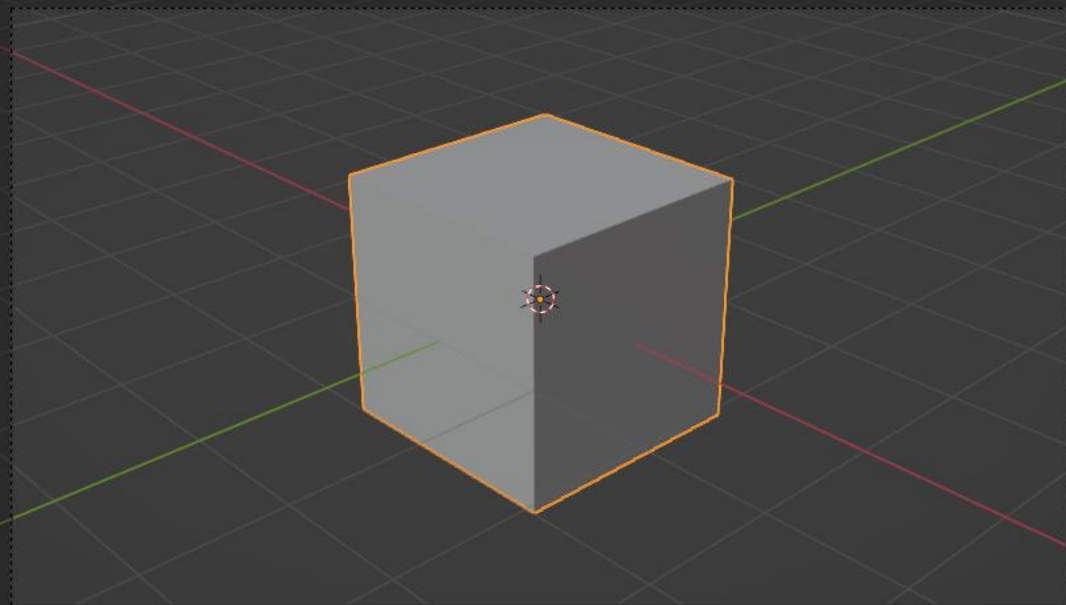
またはテンキーの「0」

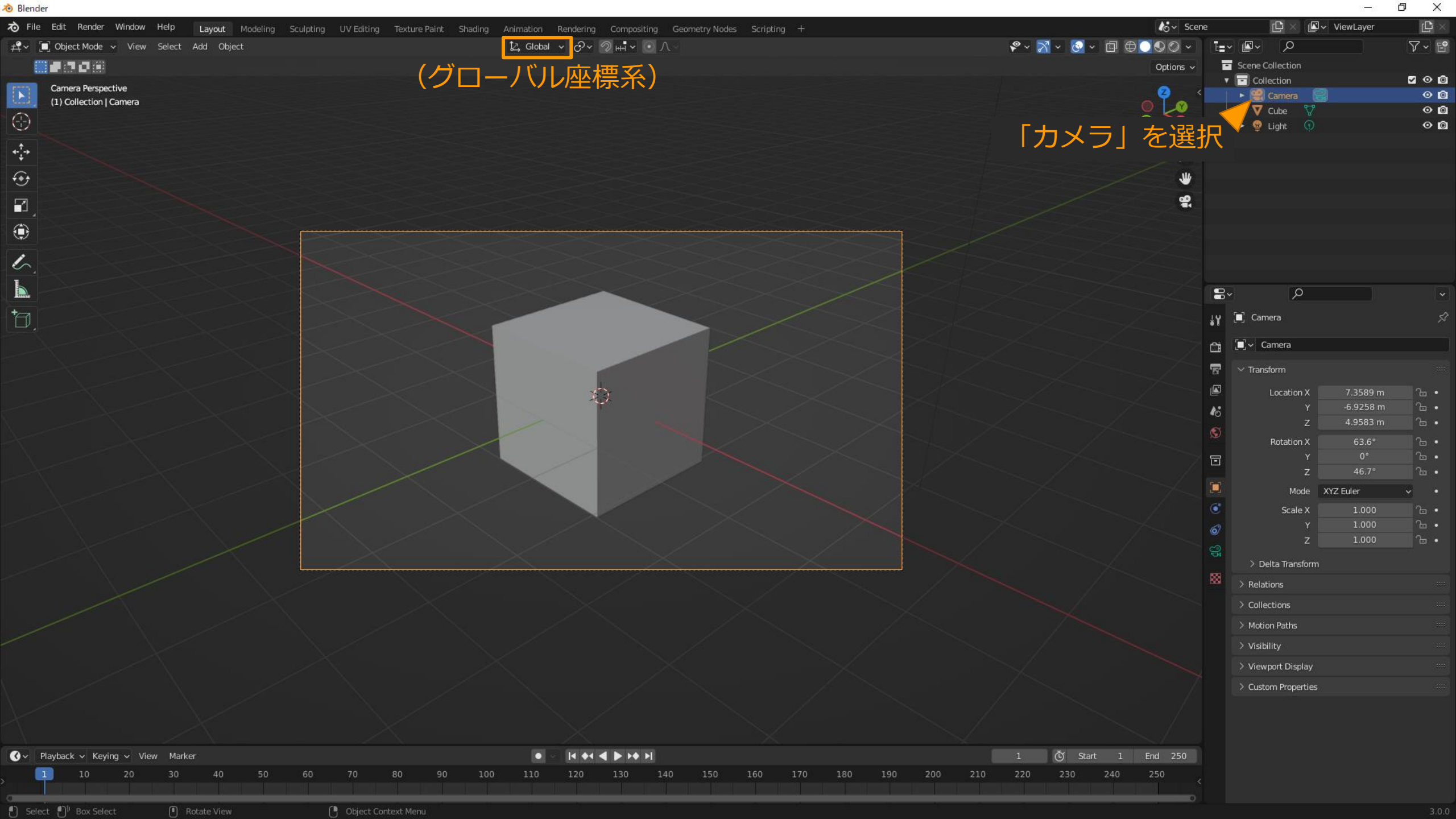




Camera Perspective
(1) Collection | Cube

カメラからの見た目（カメラビュー）





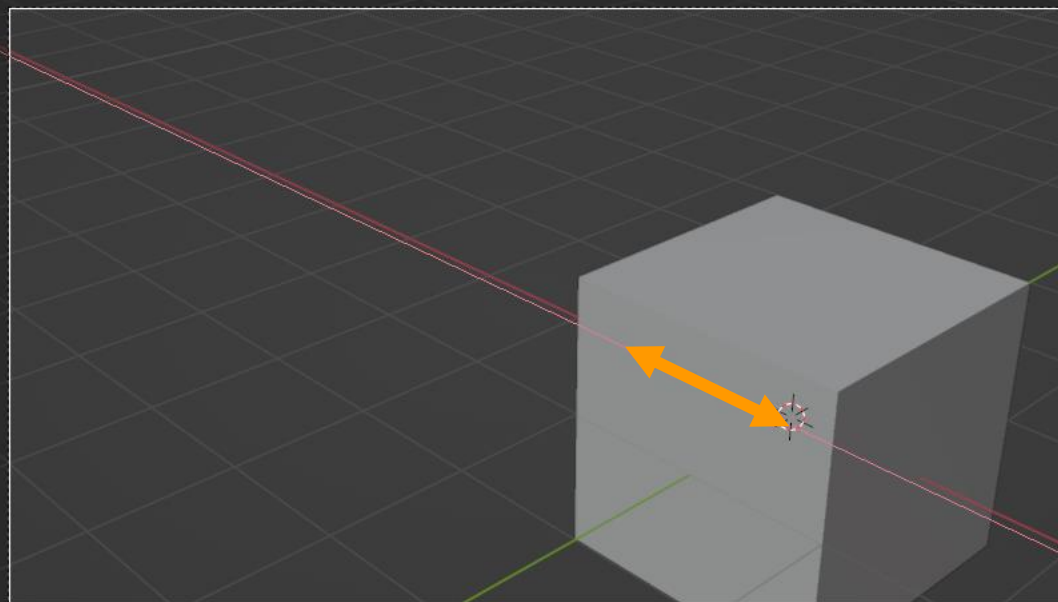
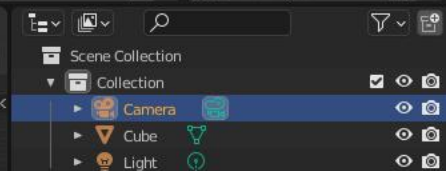
(グローバル座標系)

「カメラ」を選択

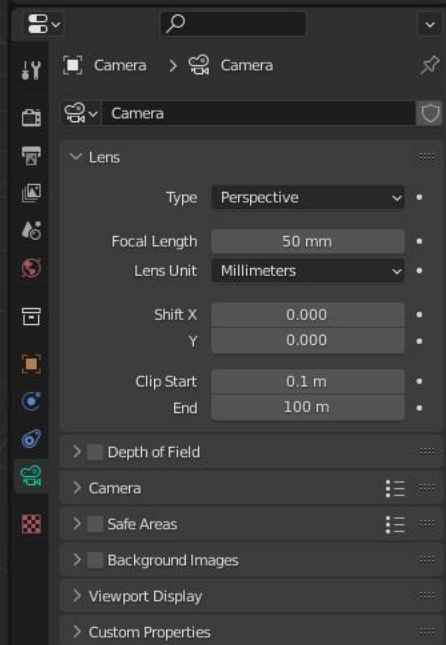
D: -2.442 m (2.442 m) along global X

Camera Perspective
(1) Collection | Camera

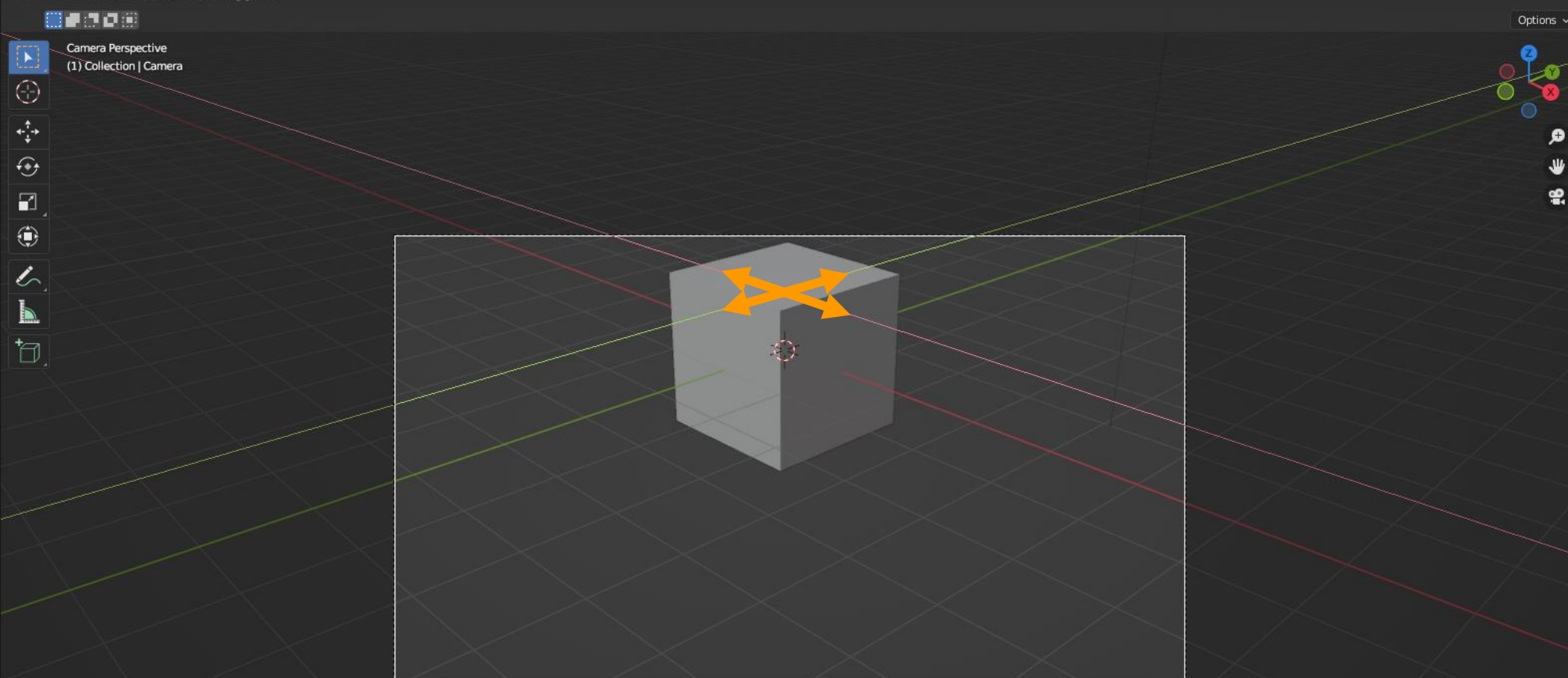
Options ▾



グローバル座標系のx 軸に沿ってカメラを平行移動



D: 2.174 m D: -1.971 m (2.935 m) locking global Z



G → Shift + Z

グローバル座標系の xy 平面に沿ってカメラを平行移動



Transform Orientations

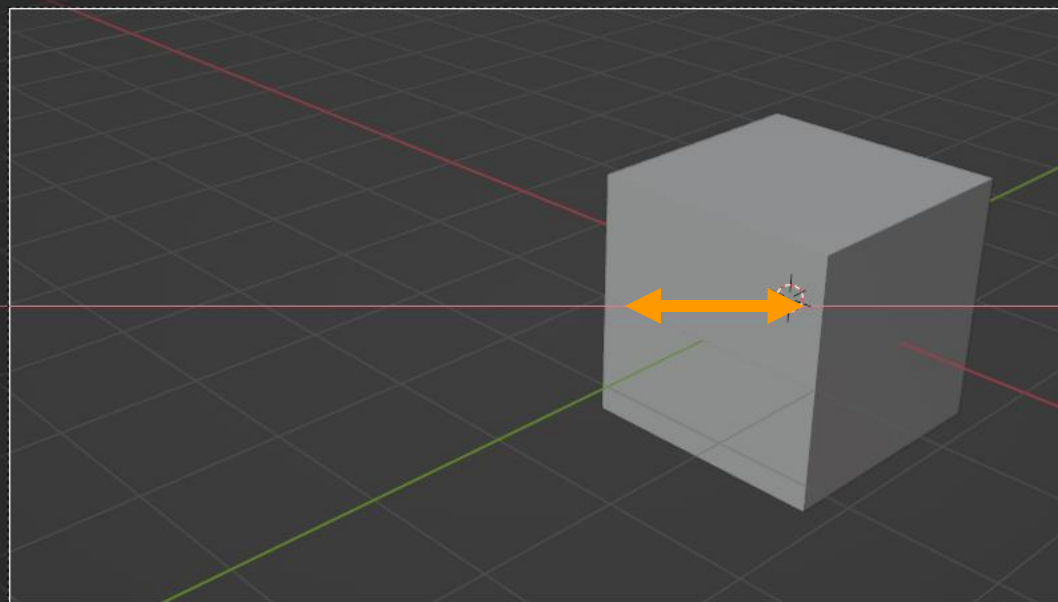
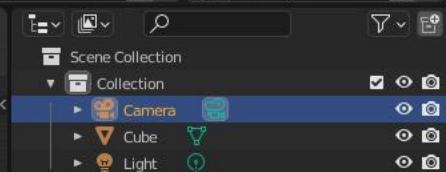
- Global
- Local
- Normal
- Gimbal
- View
- Cursor

ローカル座標系に切り替える

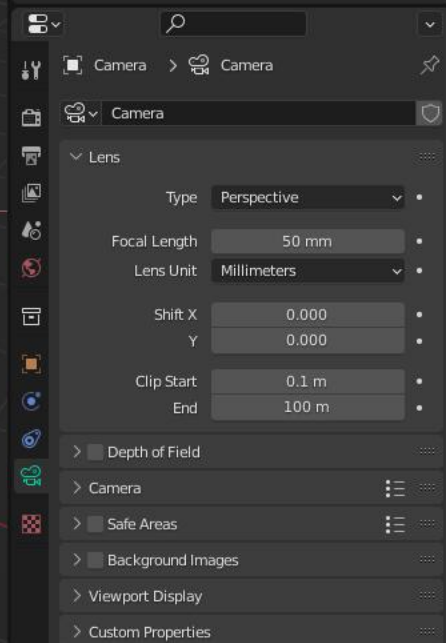
D: -1.934 m (1.934 m) along local X

Camera Perspective
(1) Collection | Camera

Options ▾



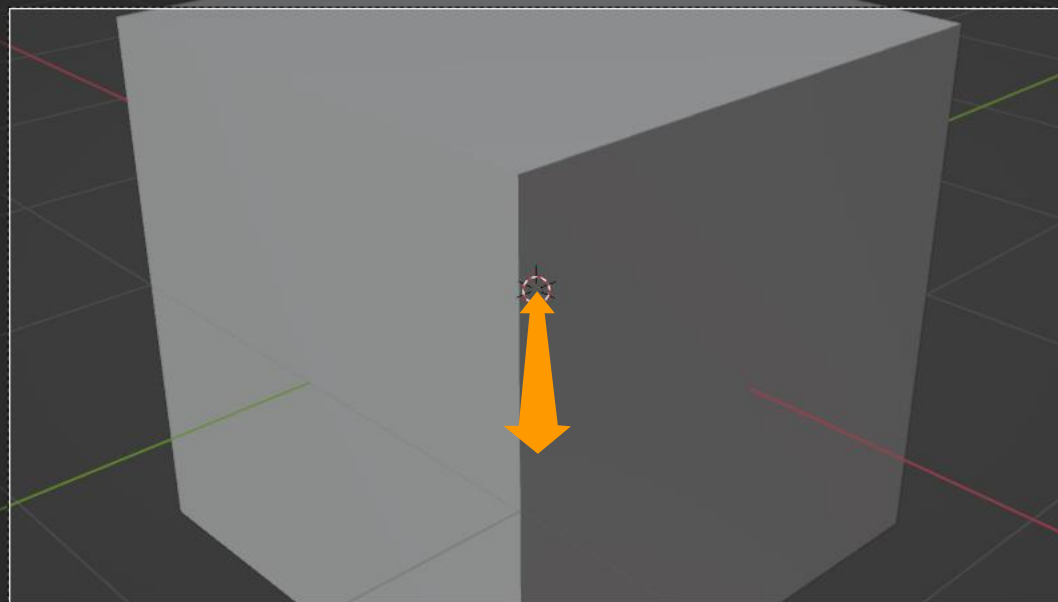
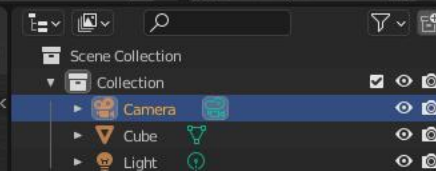
カメラのローカル座標系のx 軸に沿ってカメラを左右に平行移動



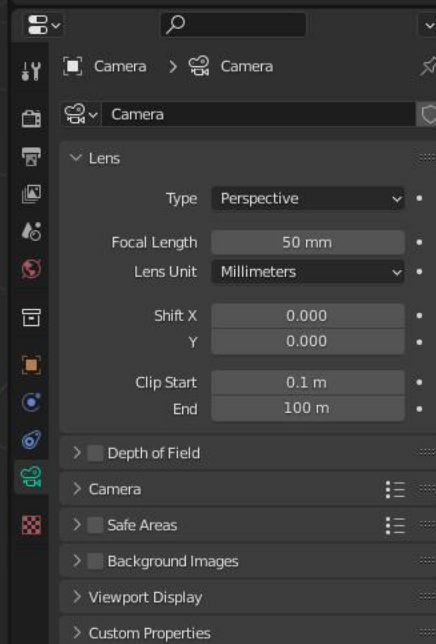
D: -5.903 m (5.903 m) along local Z

Camera Perspective
(1) Collection | Camera

Options ▾



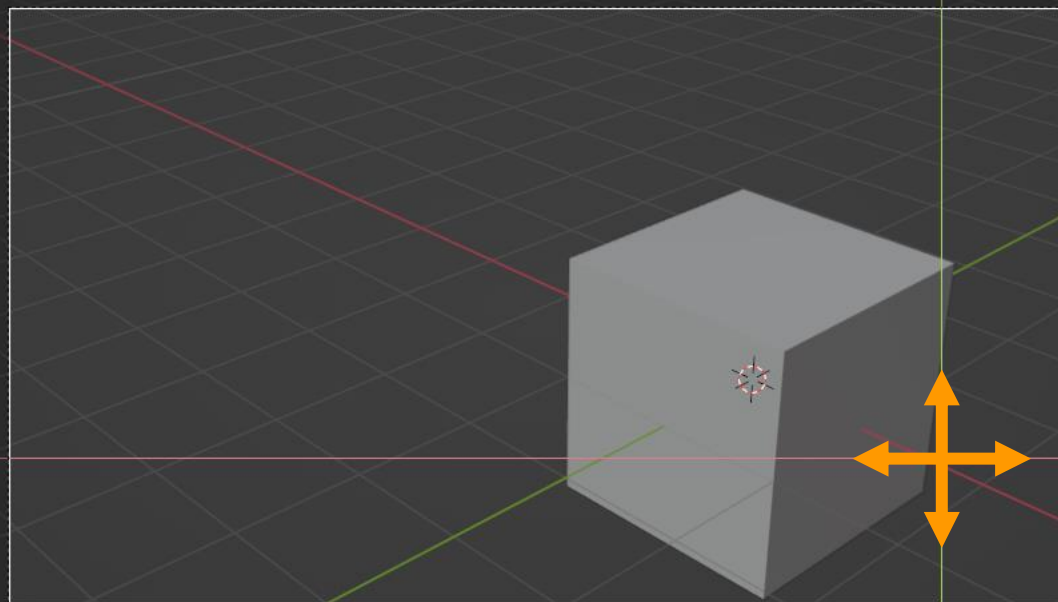
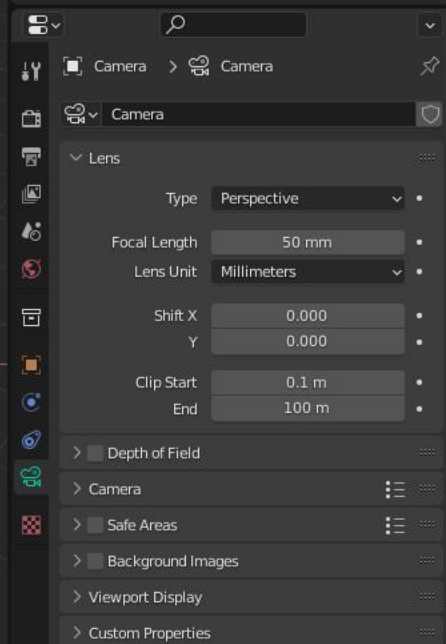
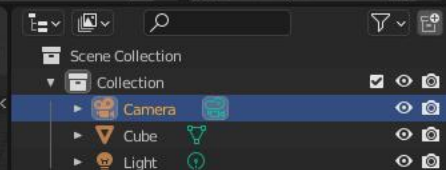
カメラのローカル座標系のZ軸に沿ってカメラを前後に平行移動



D: -1.651 m D: 0.621 m (1.764 m) locking local Z

Camera Perspective
(1) Collection | Camera

Options ▾

**G** ➡ **Shift** + **Z**

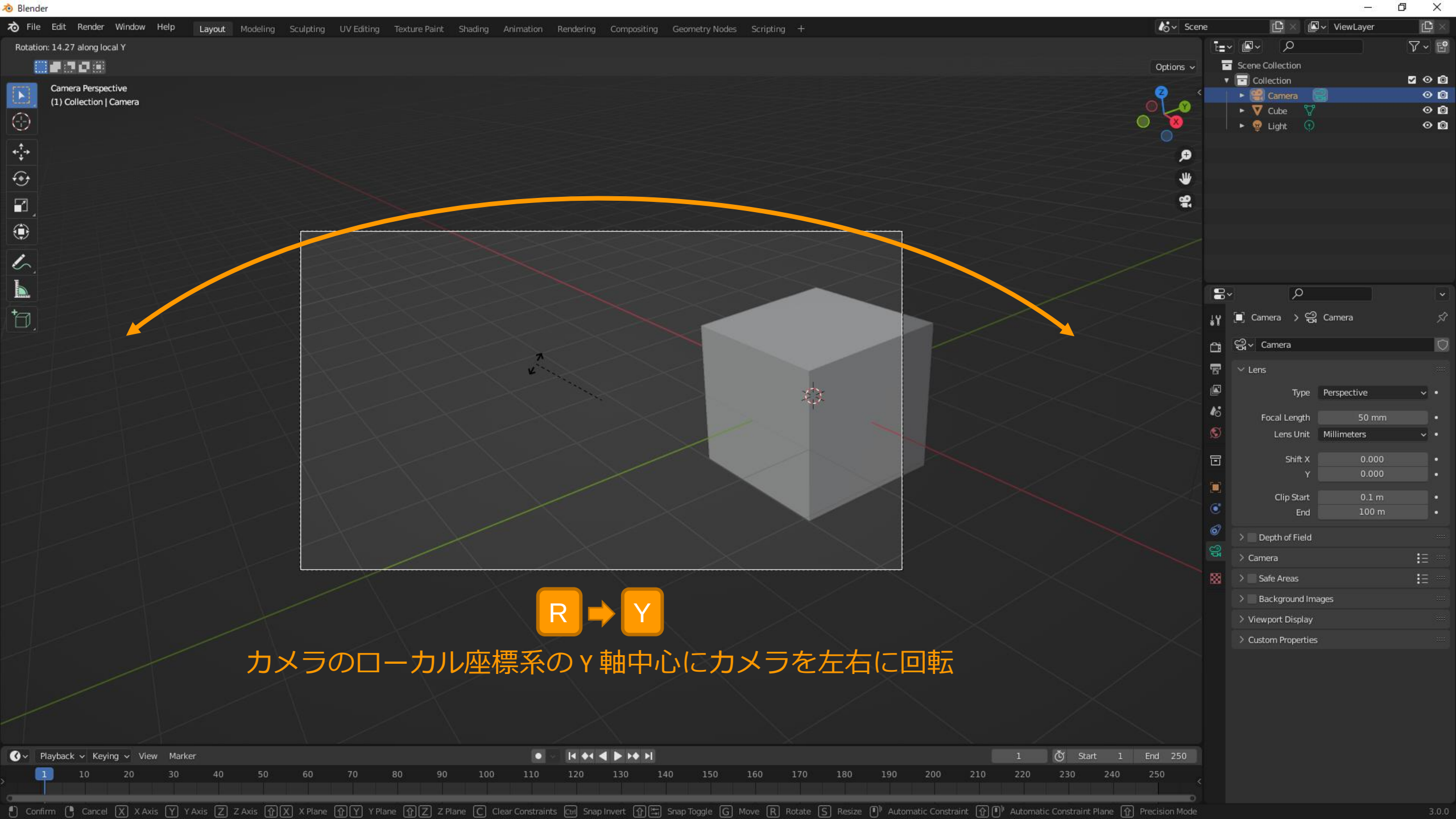
カメラのローカル座標系の XY 平面に沿ってカメラを上下左右に平行移動

Playback Keying View Marker



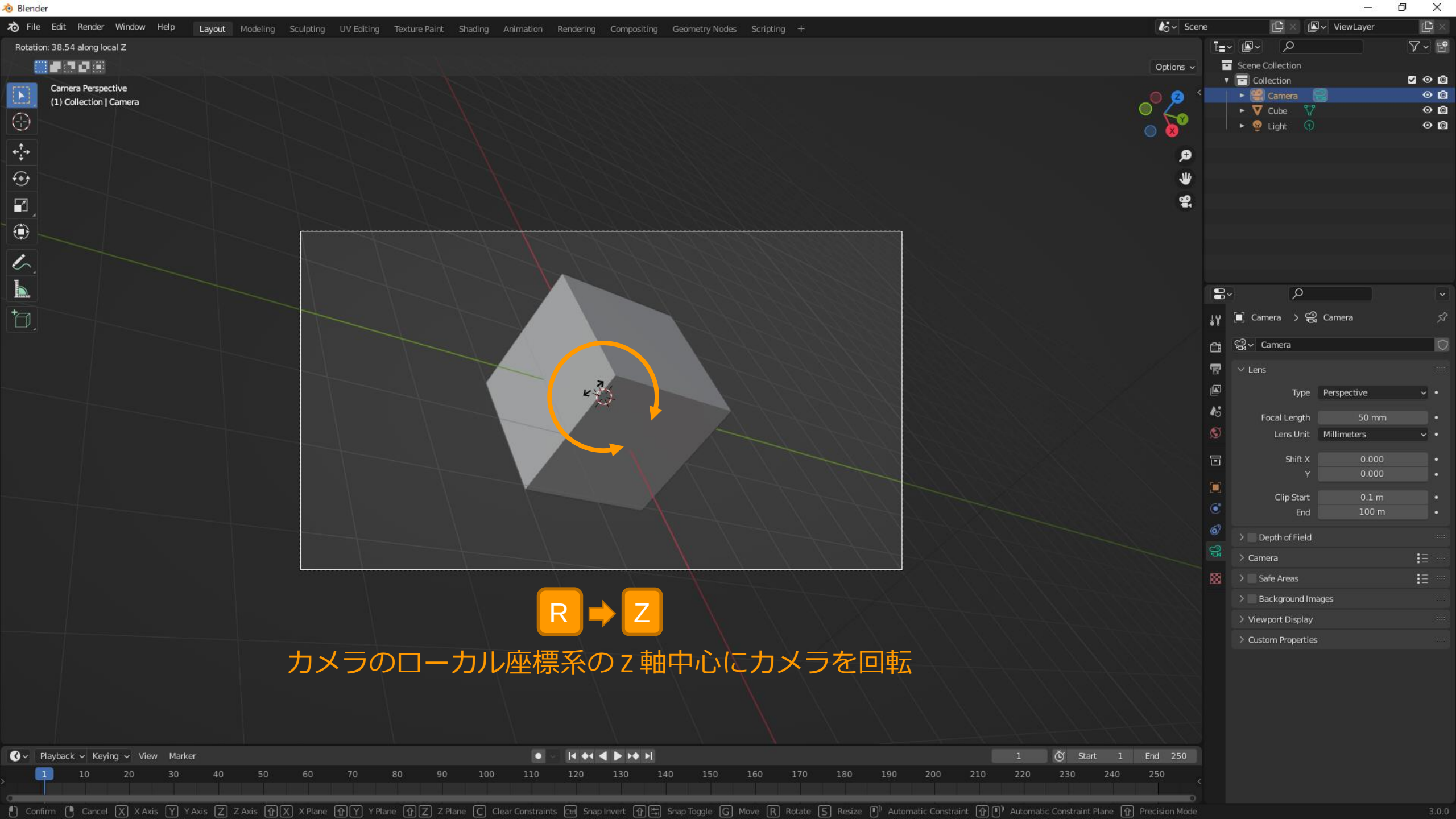
1 Start 1 End 250

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



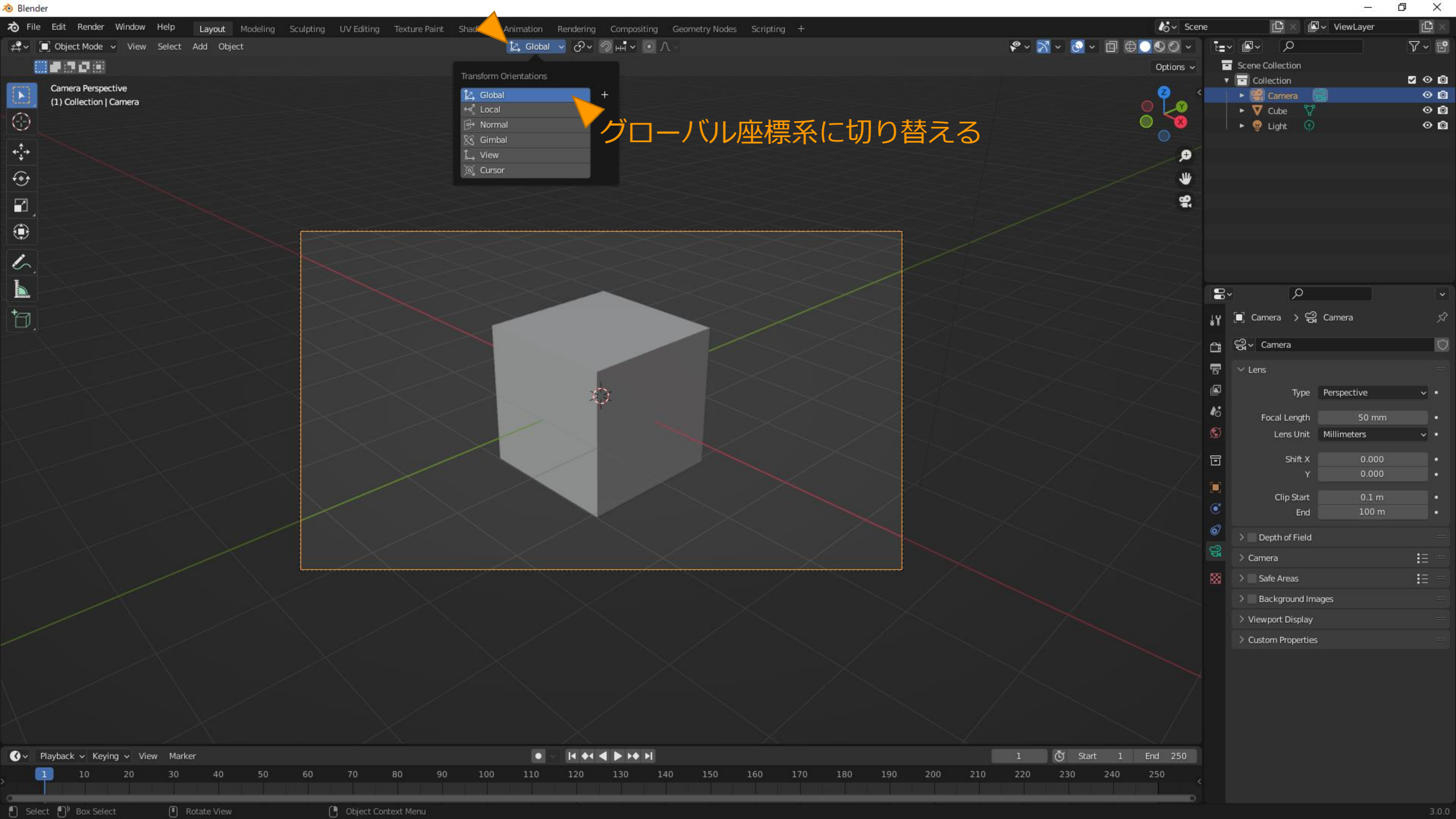
R → Y

カメラのローカル座標系のY軸中心にカメラを左右に回転



R → Z

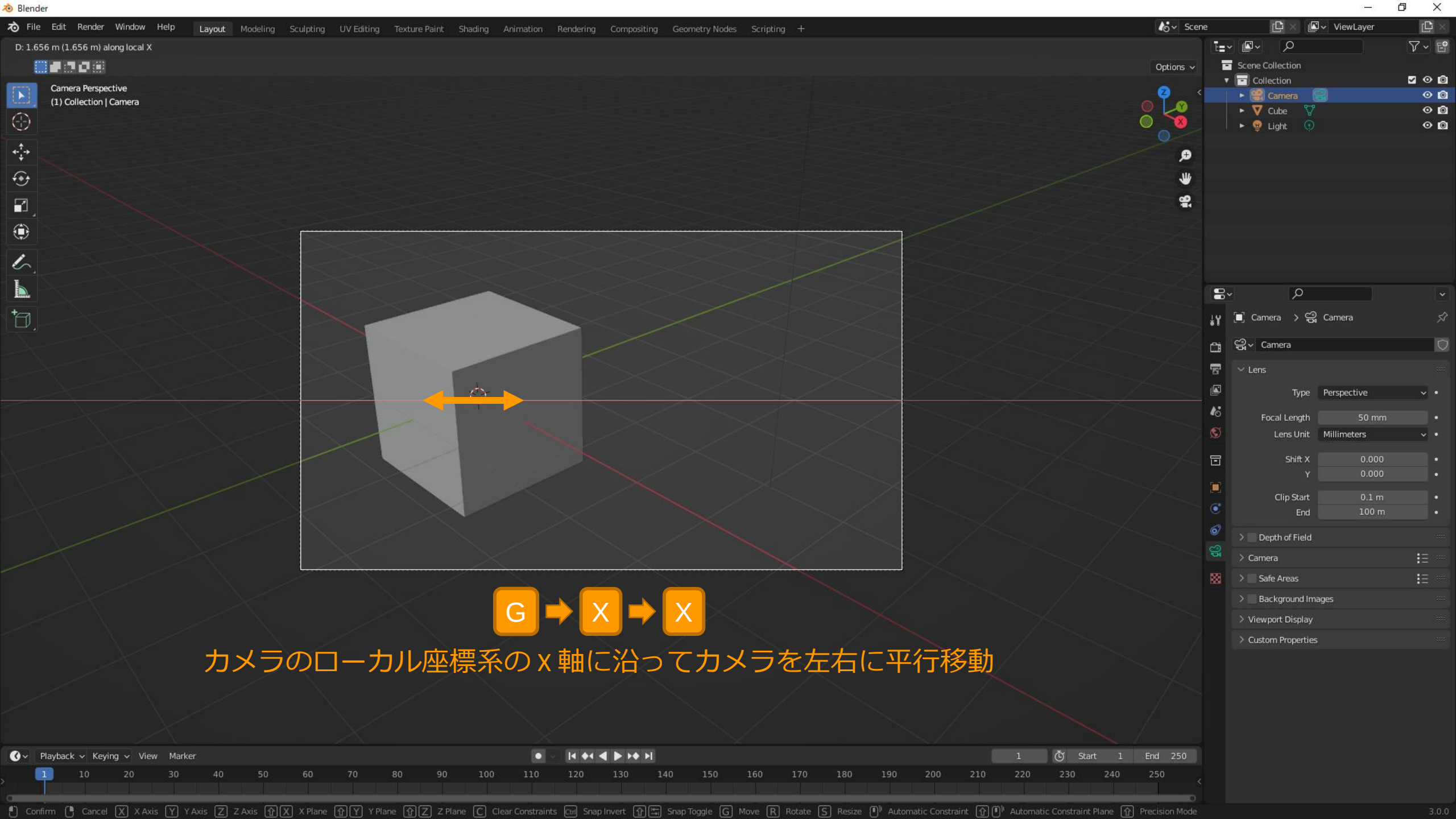
カメラのローカル座標系のZ軸中心にカメラを回転

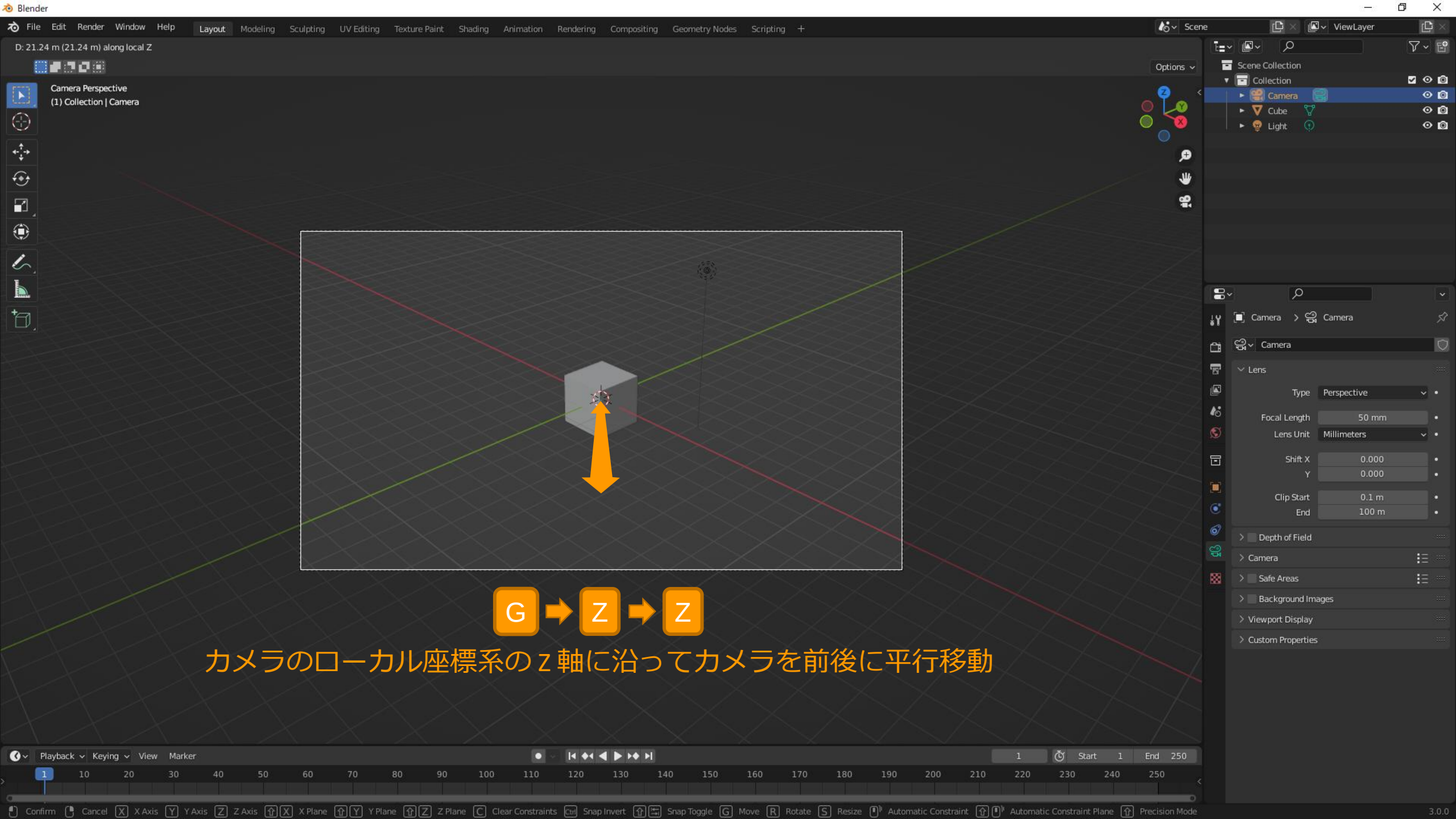


Transform Orientations

- Global
- Local
- Normal
- Gimbal
- View
- Cursor

グローバル座標系に切り替える

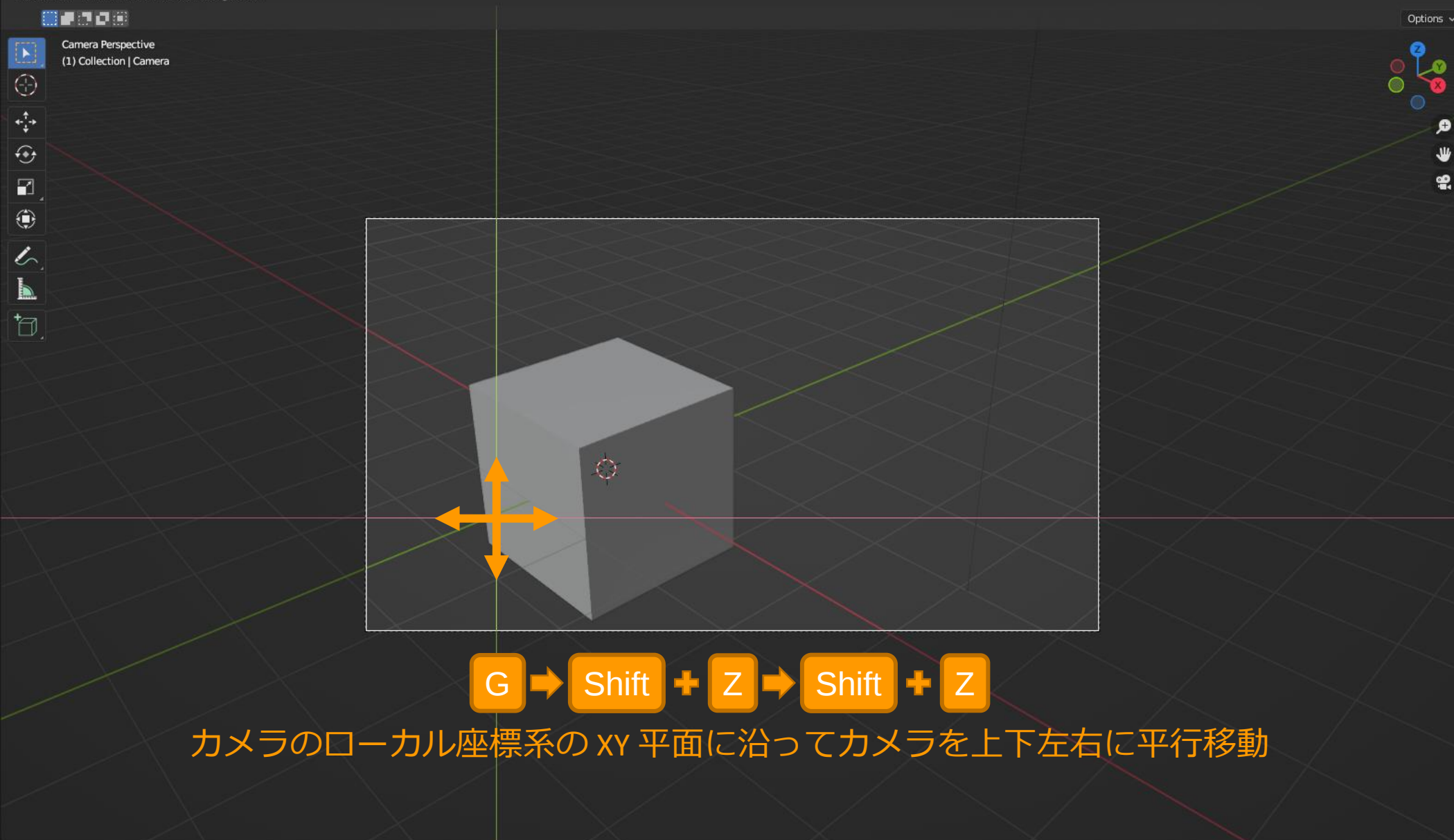




G → Z → Z

カメラのローカル座標系のZ軸に沿ってカメラを前後に平行移動

D: 1.389 m D: 0.5502 m (1.494 m) locking local Z



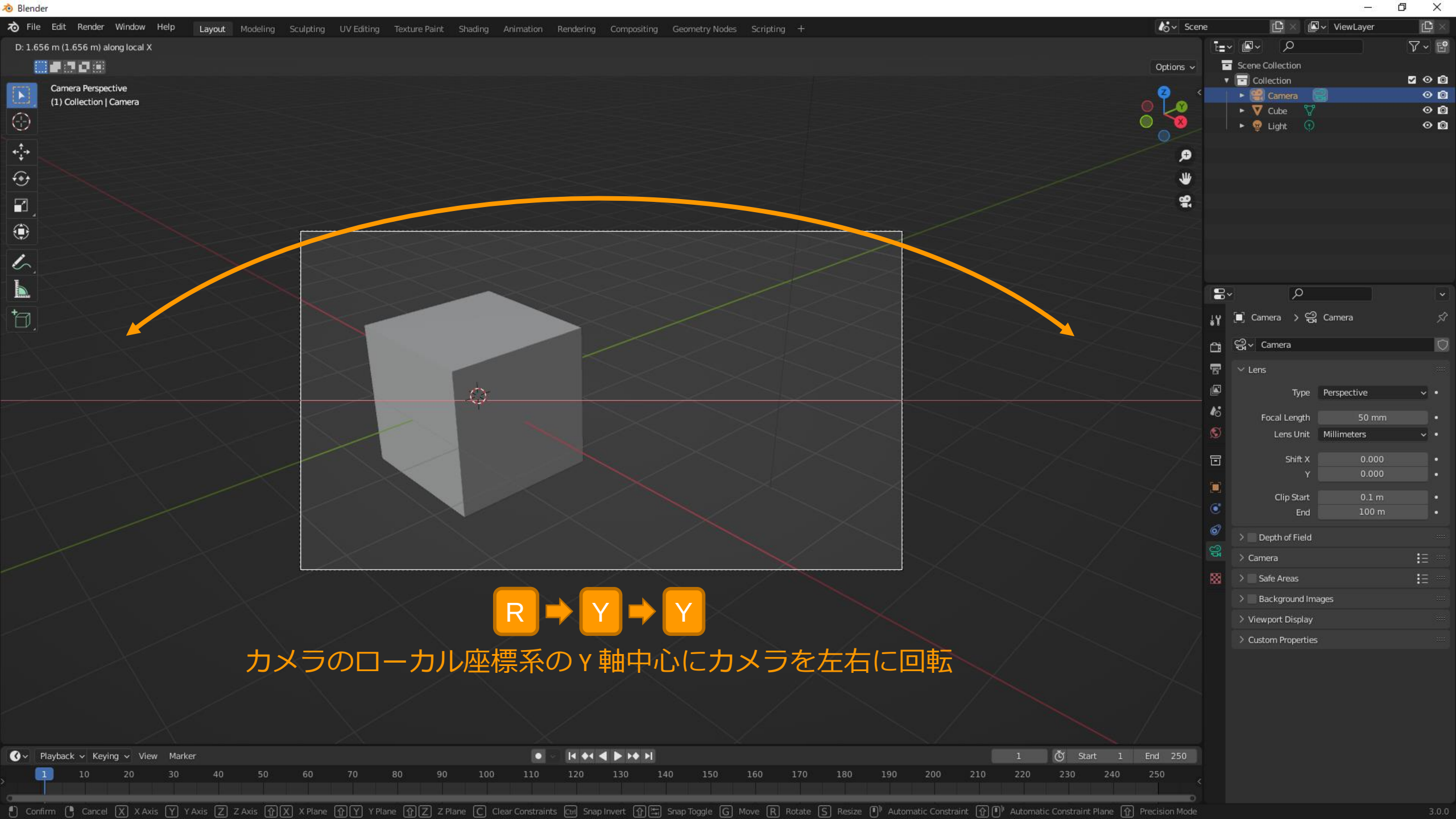
G → Shift + Z → Shift + Z

カメラのローカル座標系の XY 平面に沿ってカメラを上下左右に平行移動

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 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

Confirm Cancel X X Axis Y Y Axis Z Z Axis X X Plane Y Y Plane Z Z Plane C Clear Constraints Ctrl Snap Invert Snap Toggle G Move R Rotate S Resize Automatic Constraint Automatic Constraint Plane Precision Mode



R → Y → Y

カメラのローカル座標系のY軸中心にカメラを左右に回転

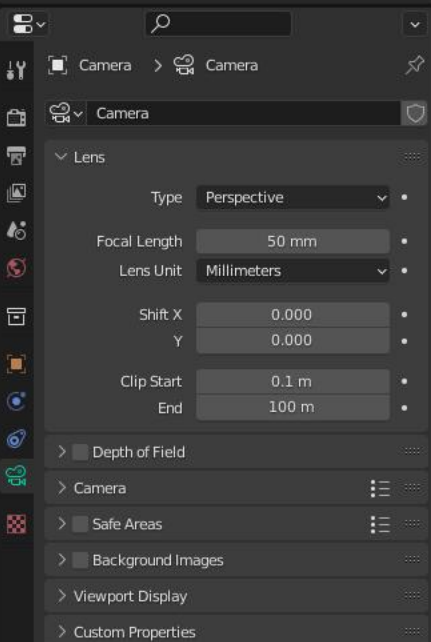
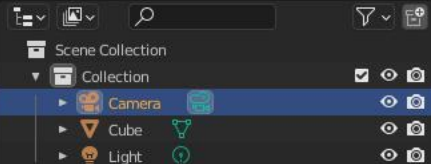
Rotation: -50.24



Trackball: -9.17 -16.62

Camera Perspective
(1) Collection | Camera

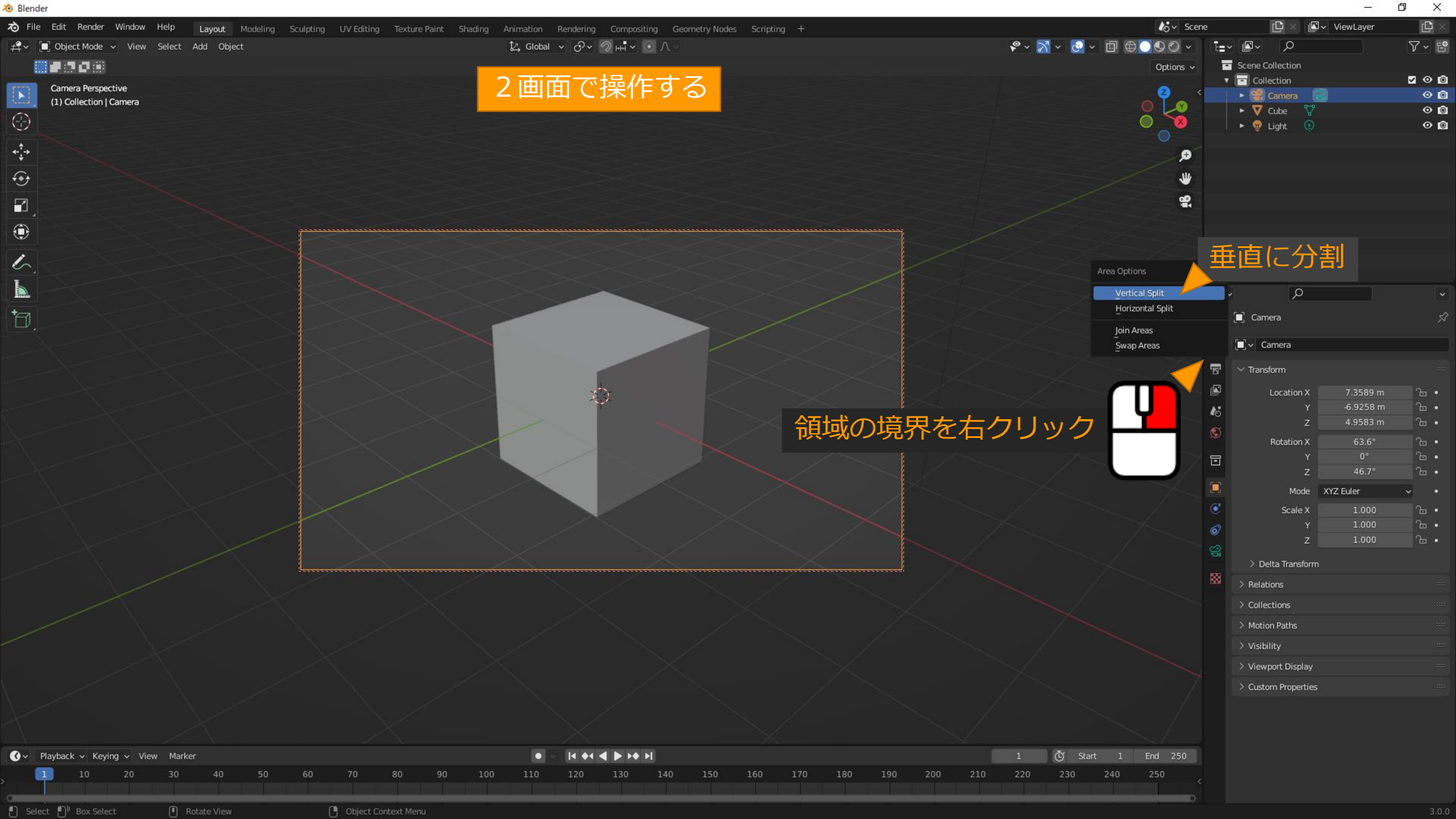
Options ▾



カメラのローカル座標系の原点を中心にカメラをトラックボール式に回転

Playback Keying View Marker 1 250

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

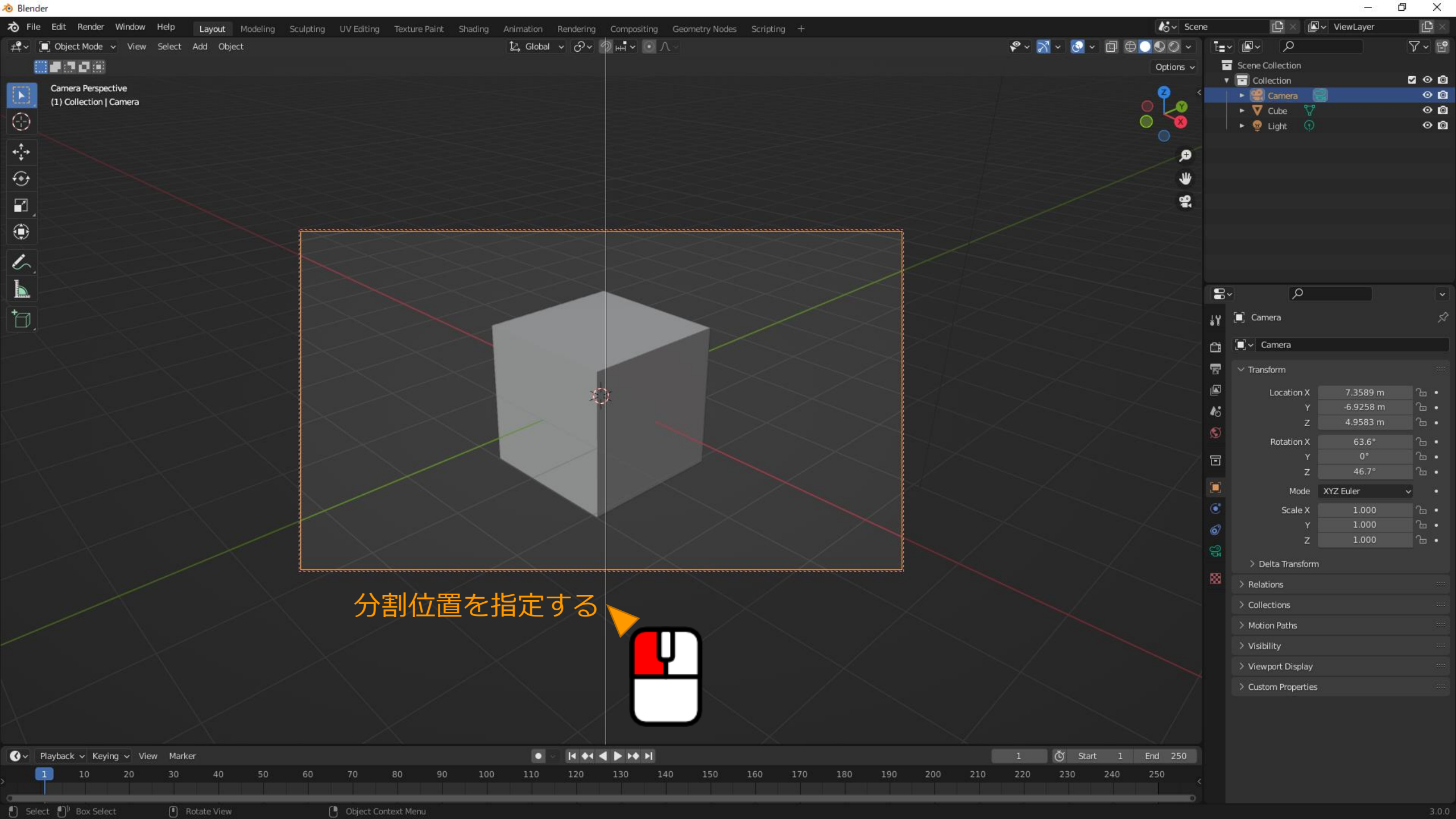


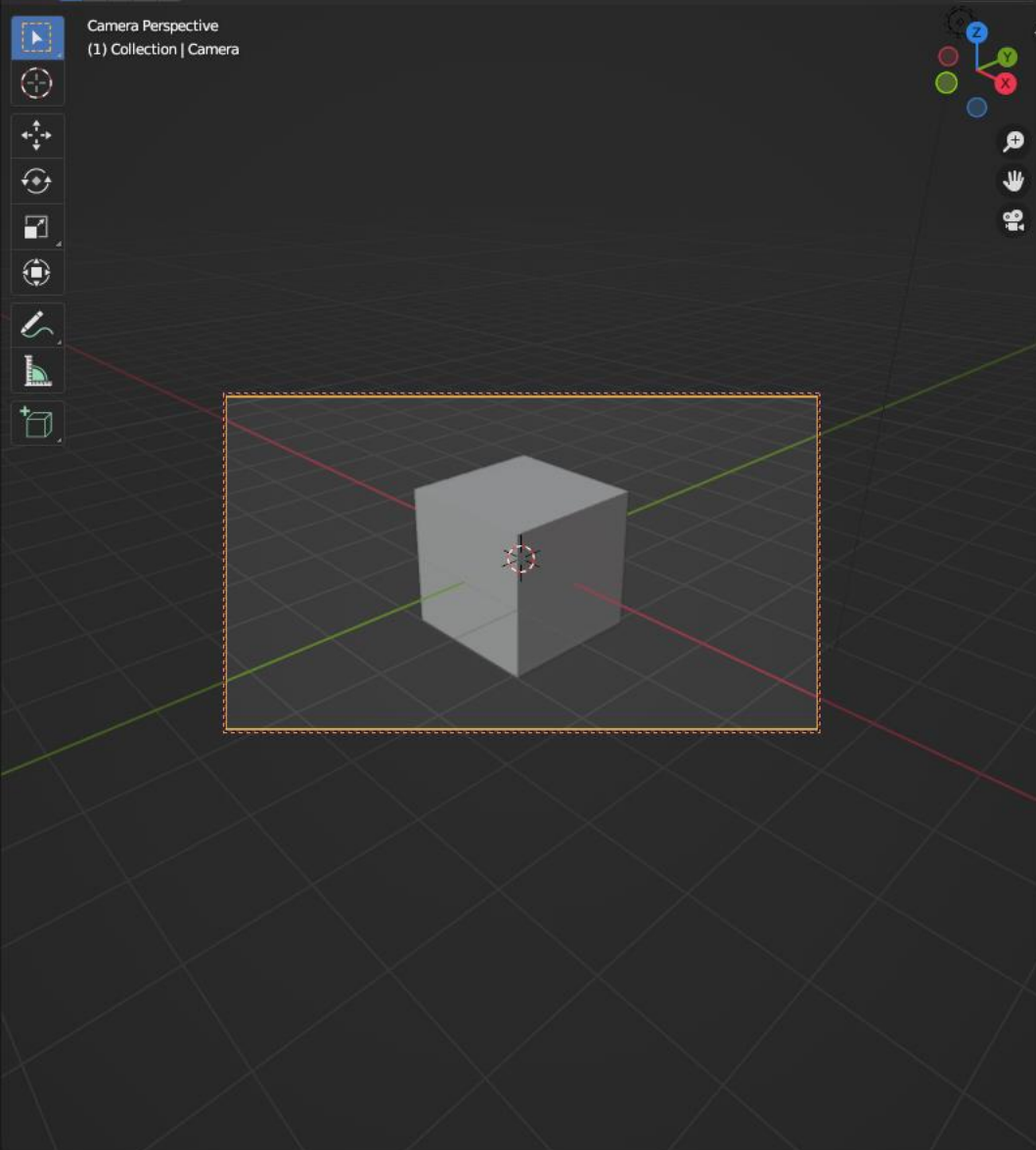
2画面で操作する

垂直に分割

領域の境界を右クリック



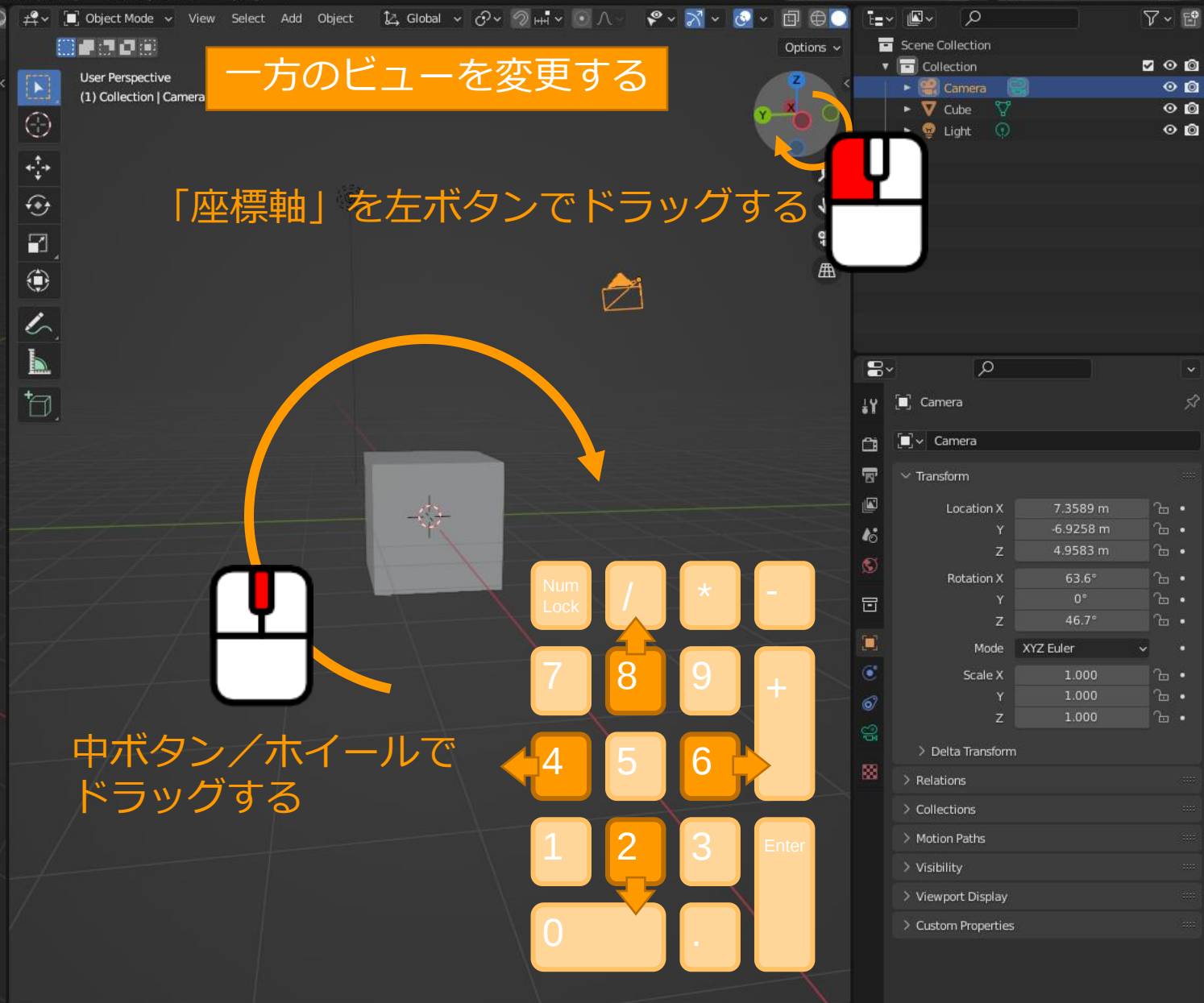
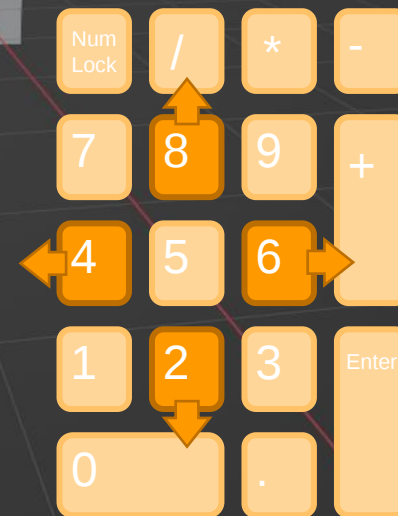




一方のビューを変更する

「座標軸」を左ボタンでドラッグする

中ボタン/ホイールで
ドラッグする



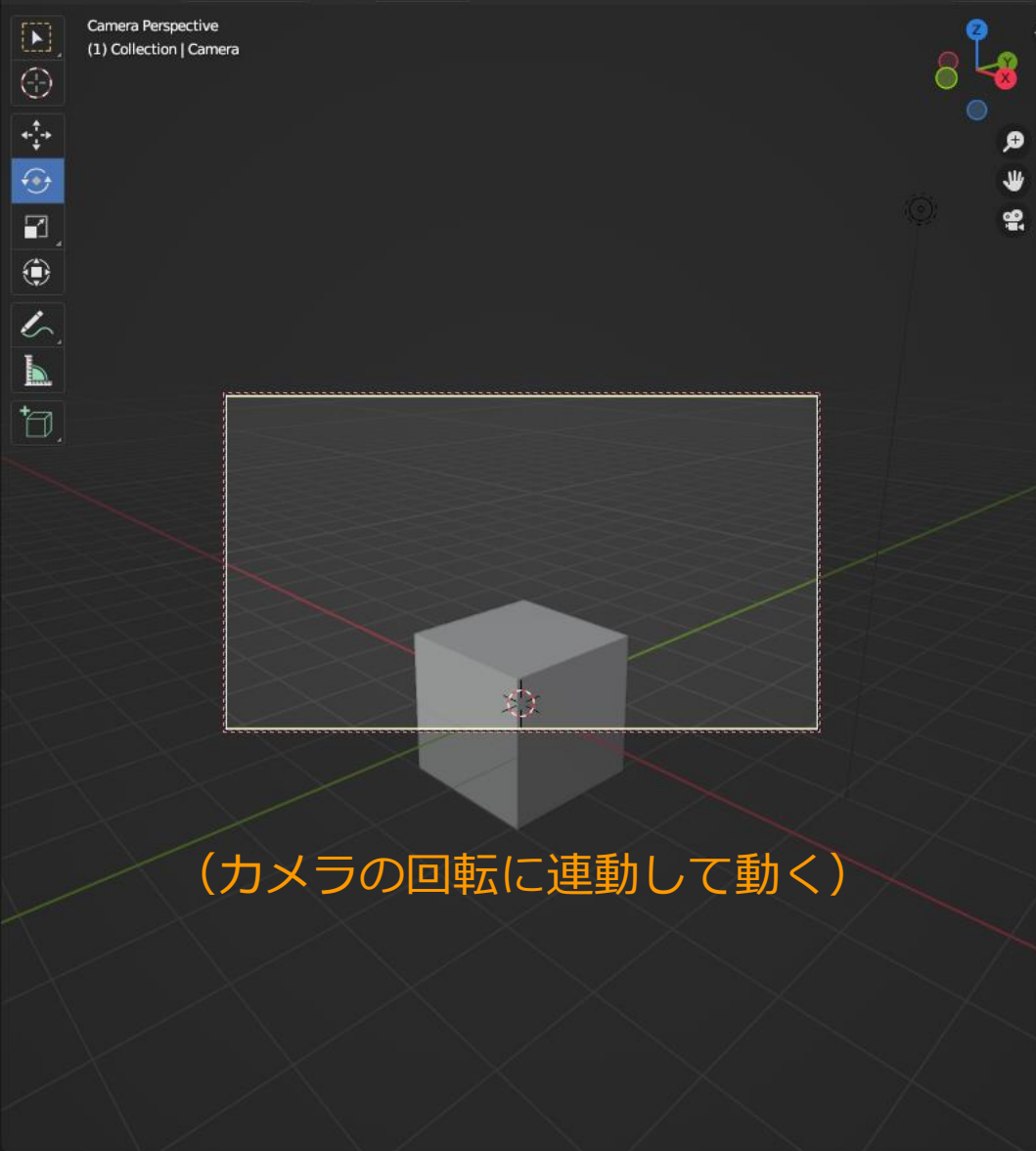
Blender 3.0.0 interface showing two side-by-side viewport windows. The left window is titled "Camera Perspective (1) Collection | Camera" and the right window is titled "User Perspective (1) Collection | Camera". Both windows show a 3D scene with a cube and a camera. The right window includes a "Transform Orientations" menu with options: Global, Local, Normal, Gimbal, View, and Cursor. The "Local" option is selected. An orange arrow points to the "Local" option in the menu, and another orange arrow points to the "Rotate" button in the left toolbar. A third orange arrow points to the "Local" option in the "Transform Orientations" menu. The text "ローカル座標系に切り替える" (Switch to Local Coordinate System) is written in orange. The text "Rotate (回転)" is written in orange. The right window also shows a "Properties" panel on the right side with the "Transform" section expanded, displaying location and rotation values.

ローカル座標系に切り替える

Rotate (回転)

Property	Value
Location X	7.3589 m
Y	-6.9258 m
Z	4.9583 m
Rotation X	63.6°
Y	0°
Z	46.7°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Orientation: Default Drag: Select Box Options



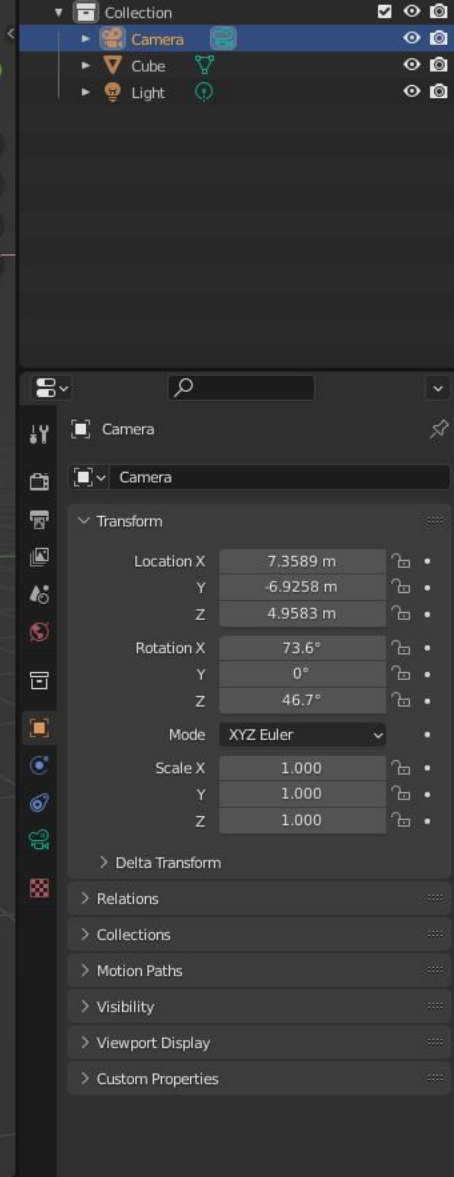
(カメラの回転に連動して動く)

Rotation: 10.07 local Orientation: Default Drag: Select Box Options



カメラのローカル座標のx軸を中心に
カメラを回転する

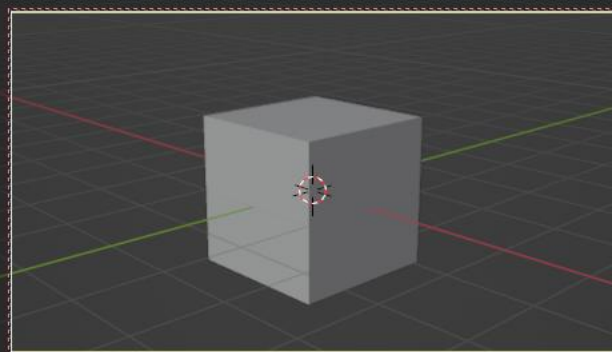
Scene Collection ViewLayer



Scene Collection	Collection	Camera	Cube	Light
Transform	Location X	7.3589 m	Y	-6.9258 m
	Z	4.9583 m	Rotation X	73.6°
	Y	0°	Z	46.7°
	Mode	XYZ Euler	Scale X	1.000
	Y	1.000	Z	1.000
	Z	1.000	Delta Transform	
	Relations		Collections	
	Motion Paths		Visibility	
	Viewport Display		Custom Properties	

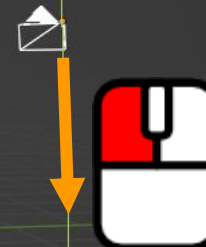
Orientation: Default Drag: Select Box Options

Move (平行移動)



(カメラの平行移動に連動して動く)

D: -1.797 m (1.797 m) local Orientation: Default Drag: Select Box Options

カメラのローカル座標のY軸に沿って
カメラを平行移動する

Scene Collection Collection Camera Cube Light

Camera

Camera

Transform

Location X	7.7274 m
Y	-7.2731 m
Z	3.2346 m
Rotation X	73.6°
Y	0°
Z	46.7°
Mode	XYZ Euler
Scale X	1.000
Y	1.000
Z	1.000

Delta Transform

Relations

Collections

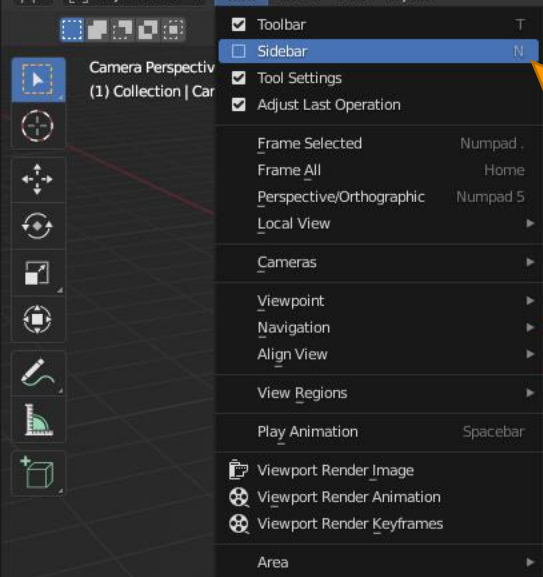
Motion Paths

Visibility

Viewport Display

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



View メニューの Sidebar を選ぶ

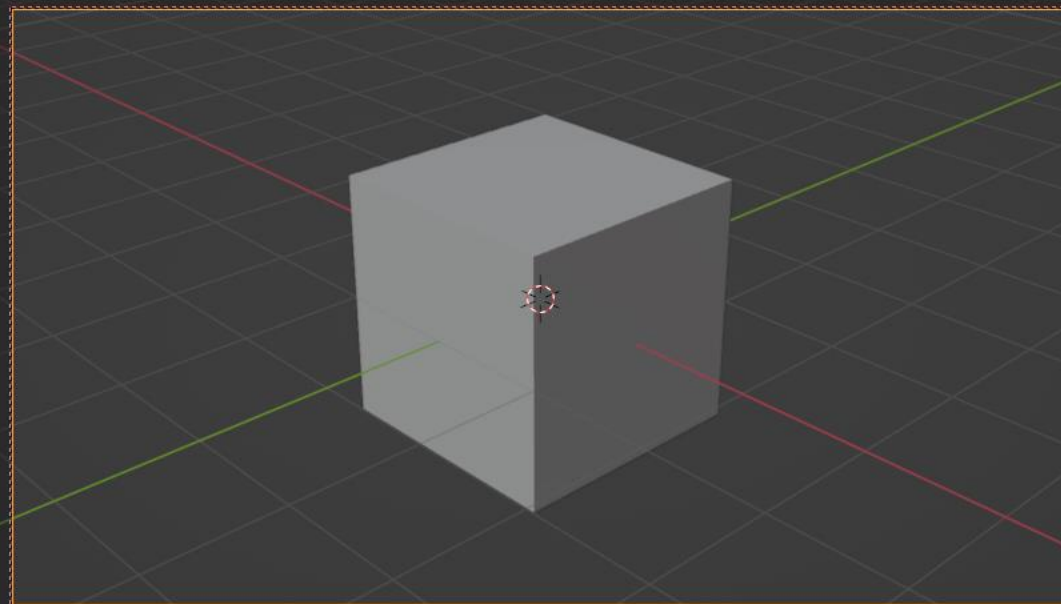
または **N** でサイドバー表示

Shift は押さない

またはこの <

カメラをビューの操作に追従させる

Camera Perspective
(1) Collection | Camera



View

Focal Length: 50 mm

Clip Start: 0.01 m

End: 1000 m

Local Cam... Ca... X

Render Region

View Lock

Lock to Ob... []

Lock: ☐ To 3D Cursor ☒ Camera to Vi...

3D Cursor

Location:

X

Y

Z

Rotation:

X: 0°

Y: 0°

Z: 0°

XYZ Euler

> Collections

> Annotations

View

Camera to View に
チェックを入れる

Type: Perspective

Focal Length: 50 mm

Lens Unit: Millimeters

Shift X: 0.000

Y: 0.000

Clip Start: 0.1 m

End: 100 m

Depth of Field

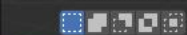
Camera

Safe Areas

Background Images

Viewport Display

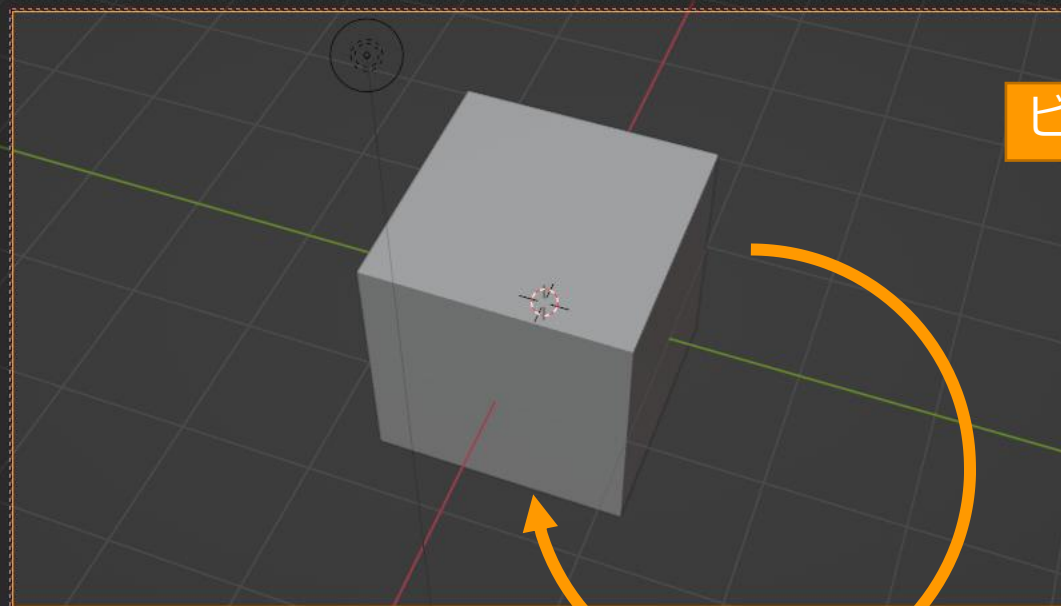
Custom Properties

Camera Perspective
(1) Collection | Camera

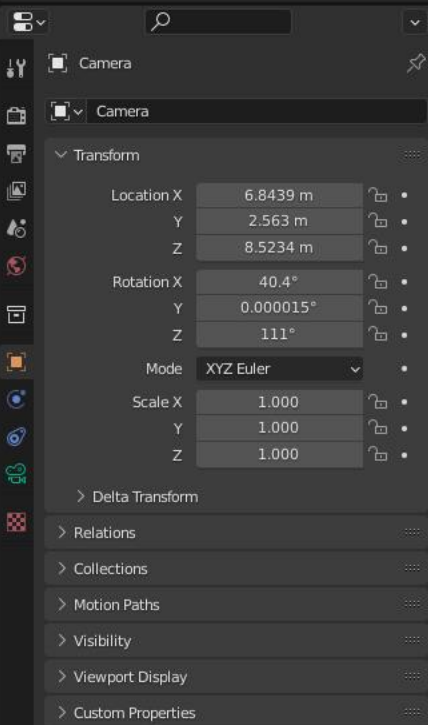
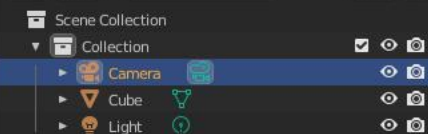
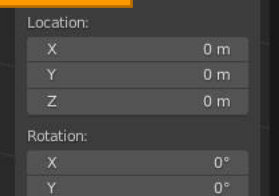
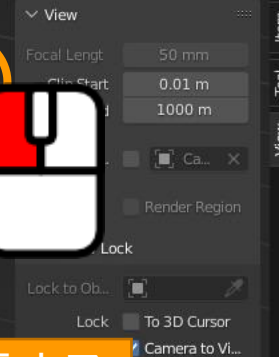
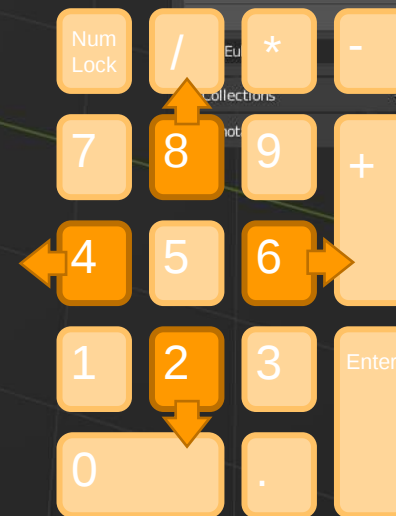
「座標軸」を左ボタンでドラッグする



ビューを回転する



または中ボタン／ホイールでドラッグする



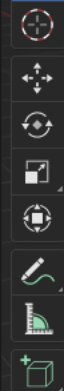
Camera Perspective
(1) Collection | Cube手のひら  アイコンを左ボタンでドラッグする

ビューを平行移動する

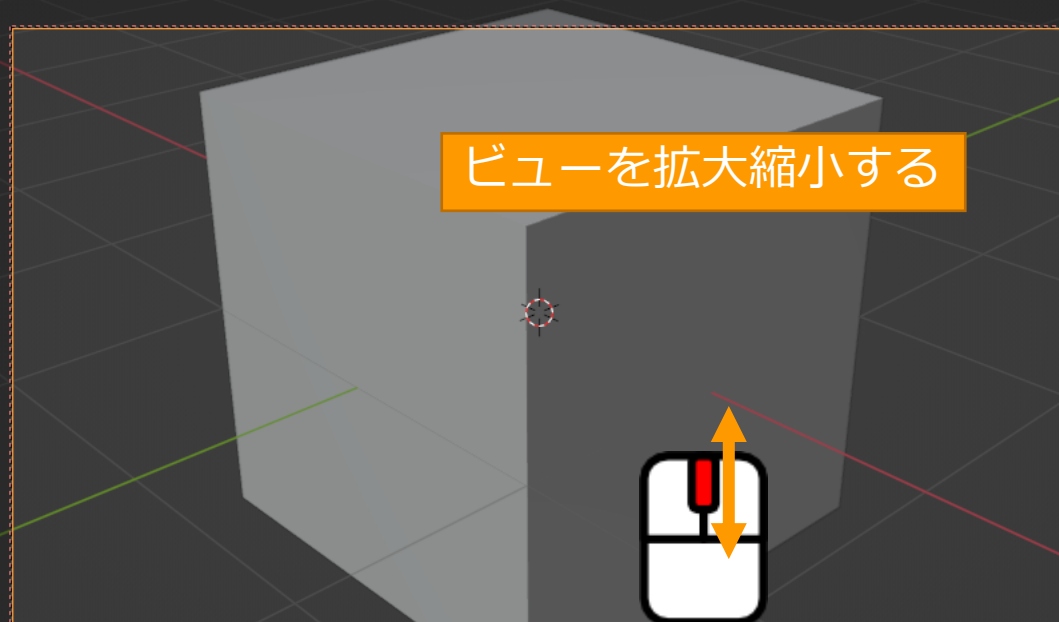
Shift +

Ctrl +

または Shift を押しながら中ボタン/ホイールでドラッグする

Camera Perspective
(1) Collection | Camera

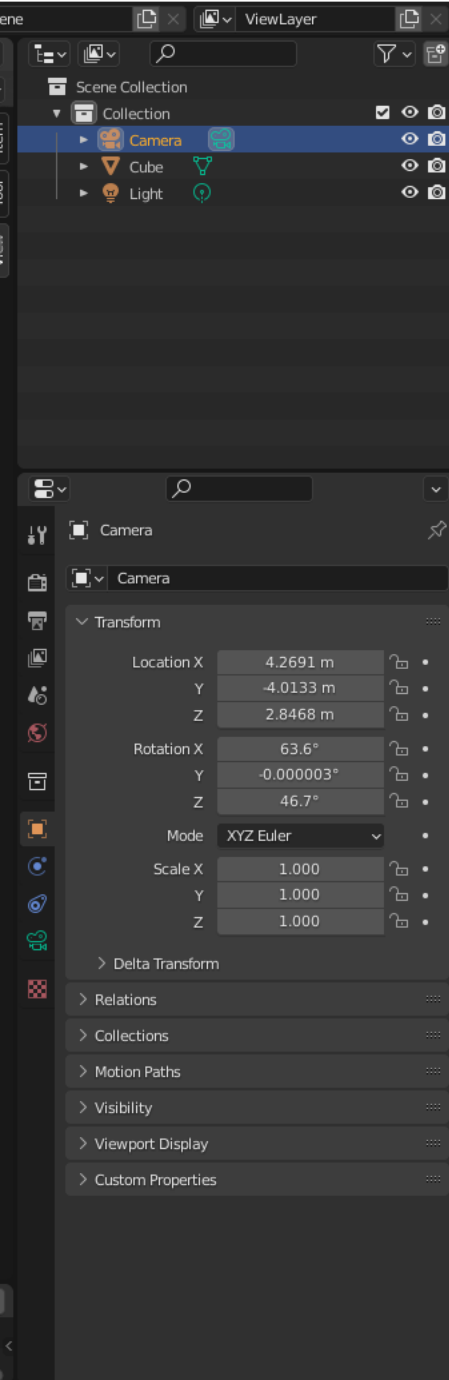
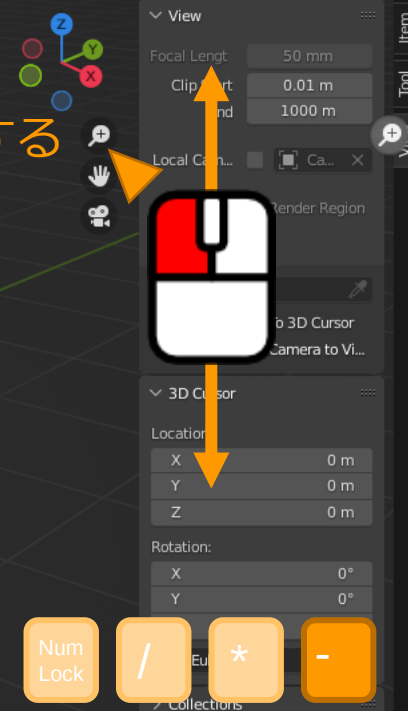
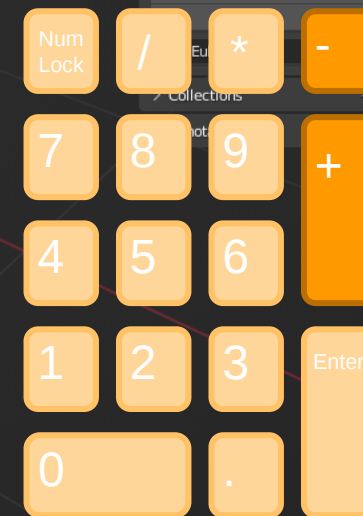
「虫めがね🔍」アイコンを左ボタンで上下にドラッグする

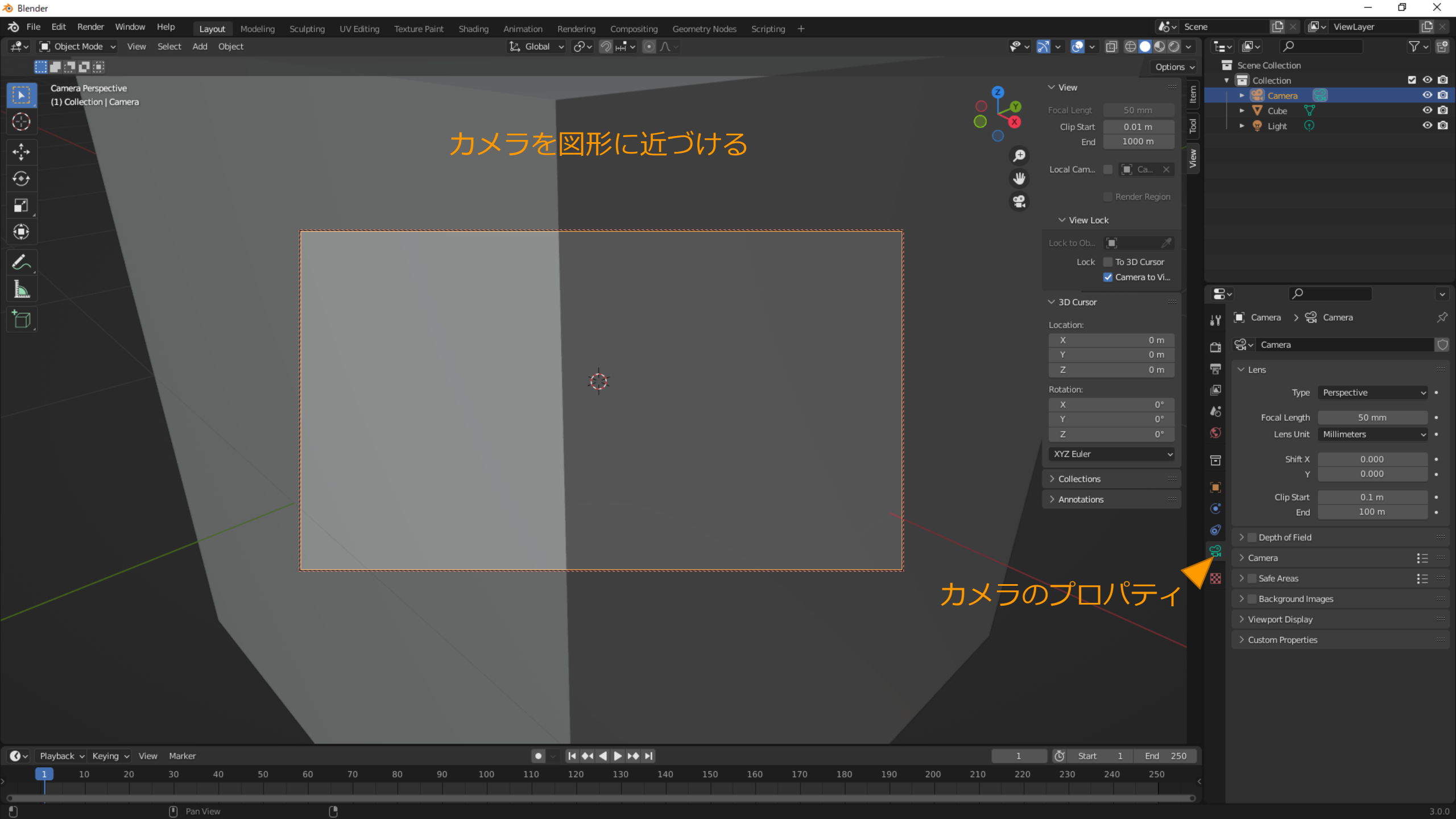


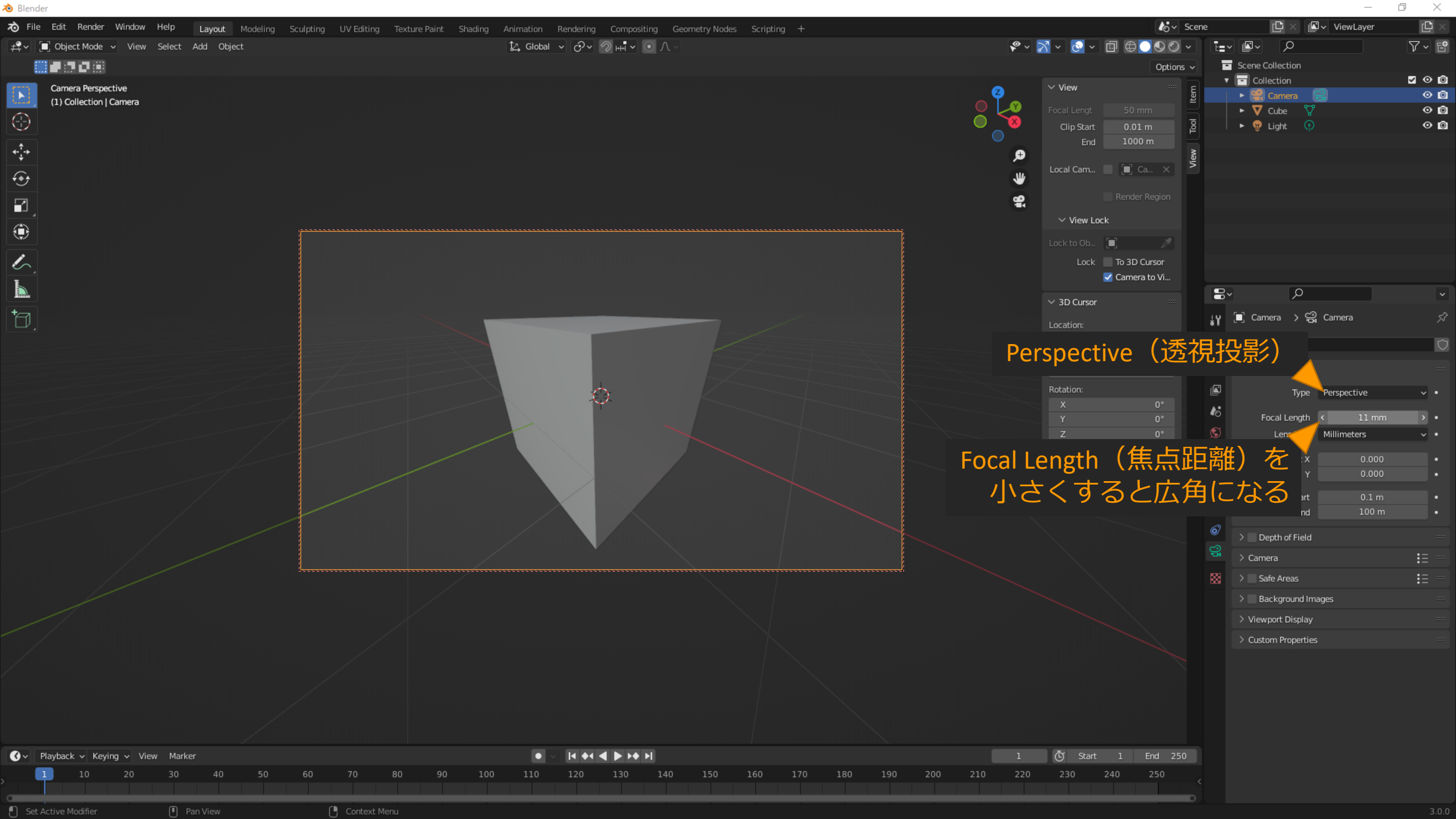
ビューを拡大縮小する

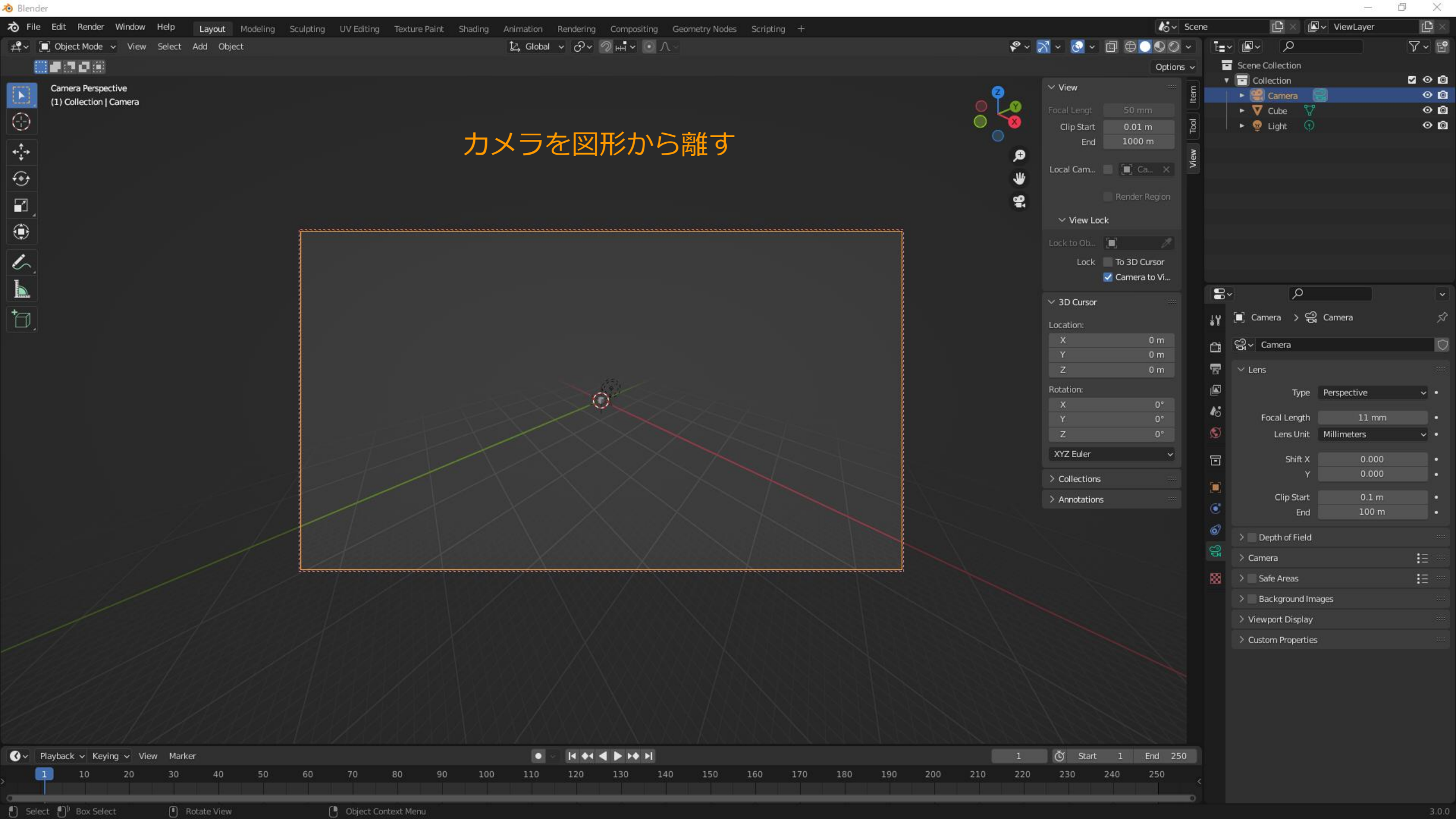
またはホイールを回す

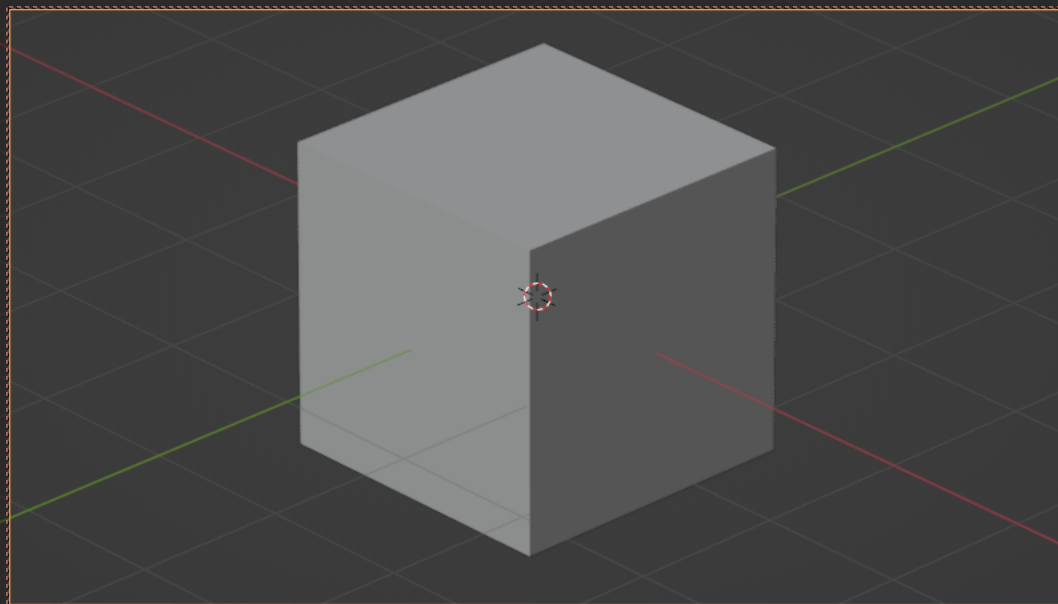
またはテンキーの「+」「-」









Camera Perspective
(1) Collection | Camera

Options

View

Focal Length: 50 mm

Clip Start: 0.01 m

End: 1000 m

Local Cam... Ca... X

Render Region

View Lock

Lock to Ob... []

Lock: To 3D Cursor

Camera to Vi...

3D Cursor

Location:

X: 0 m

Y: 0 m

Z: 0 m

Rotation:

X: 0°

Y: 0°

Z: 0°

Focal Length (焦点距離) を大きくすると望遠になる

Scene Collection

Collection

- Camera
- Cube
- Light

Camera

Camera

Lens

Type: Perspective

Focal Length: 400 mm

Units: Millimeters

X: 0.000

Y: 0.000

Start: 0.1 m

End: 100 m

Depth of Field

Camera

Safe Areas

Background Images

Viewport Display

Custom Properties