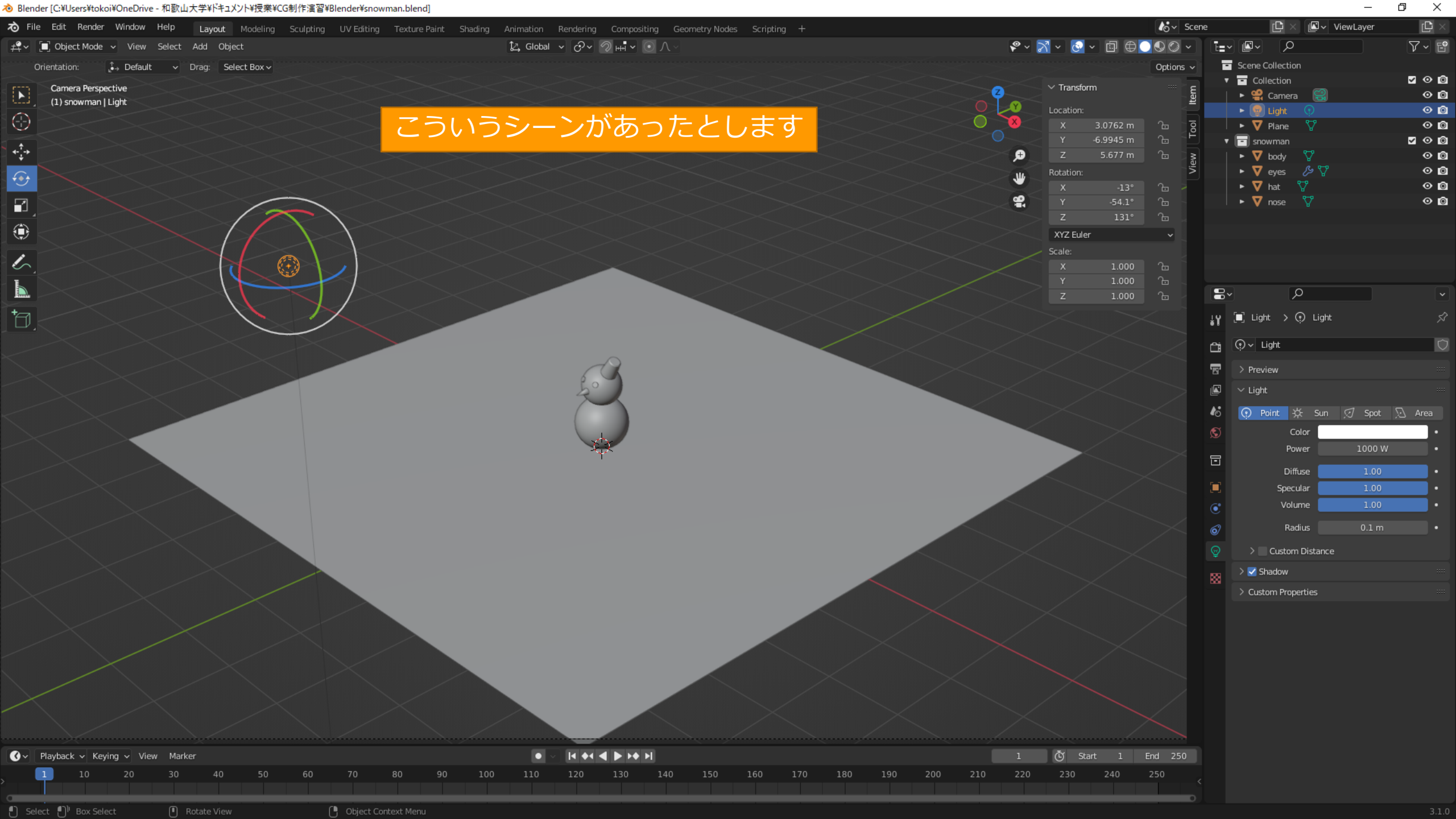
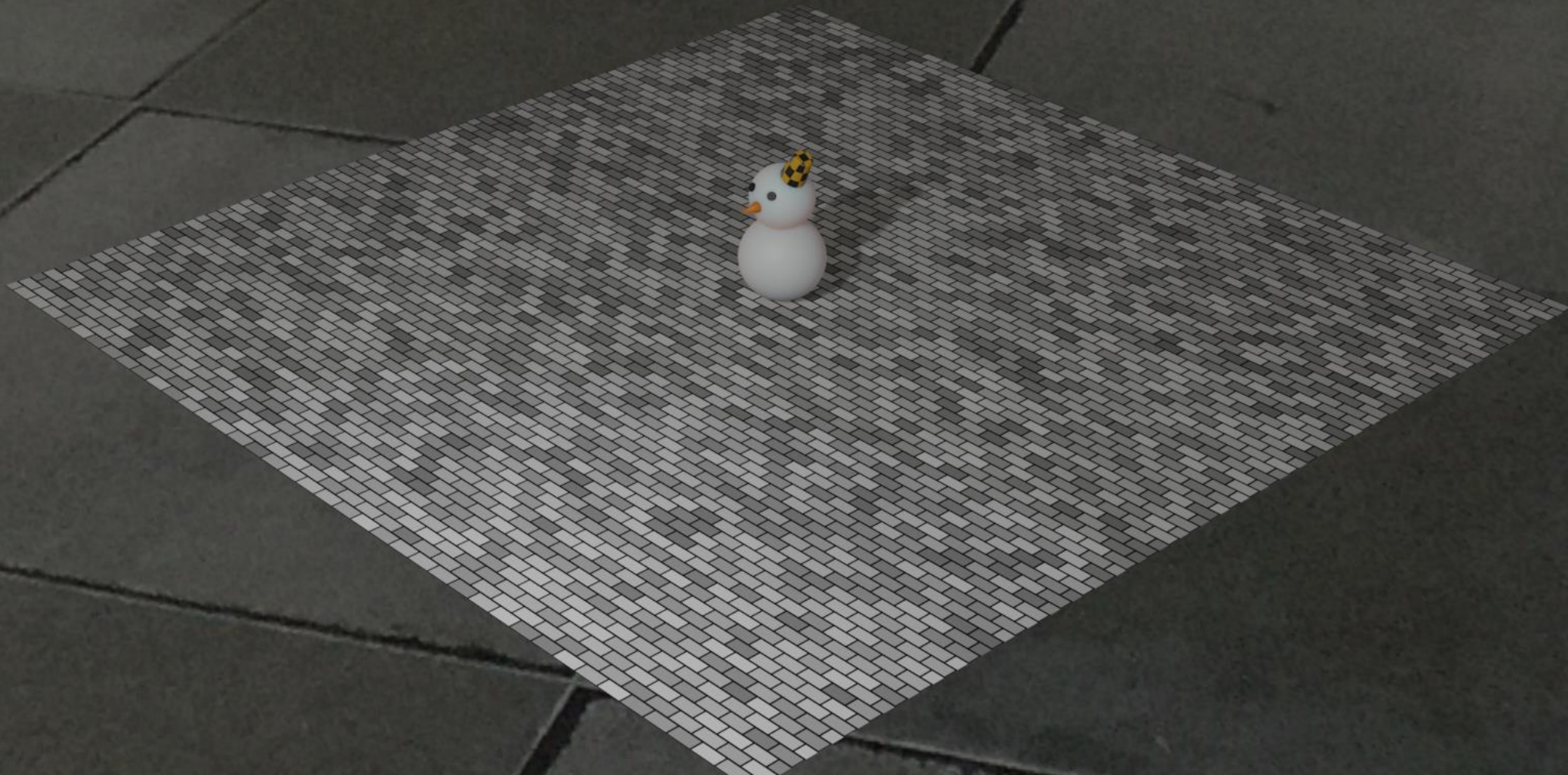


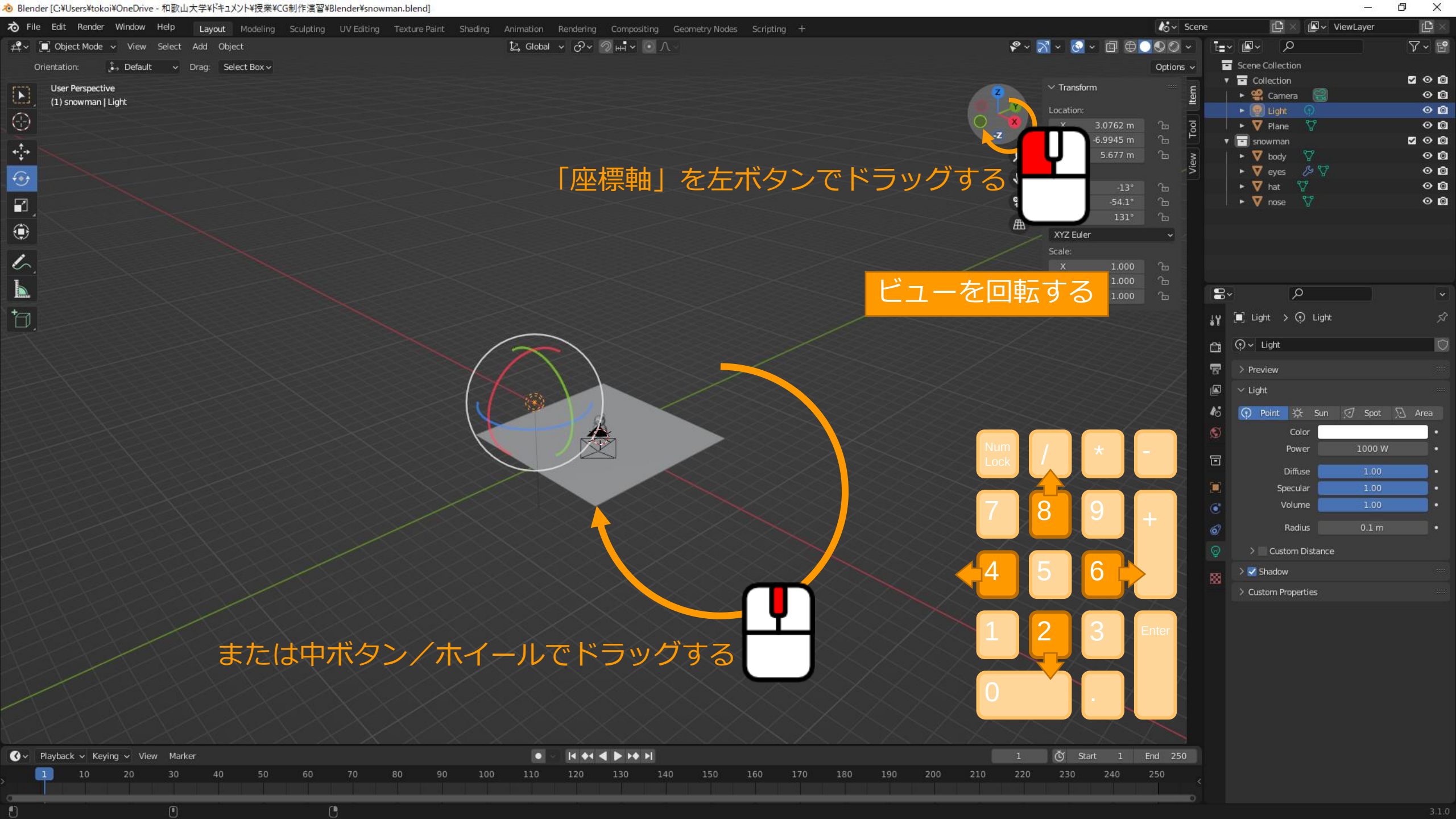
ヘッドライト



こういうシーンがあったとします

レンダリングするとこんな感じ

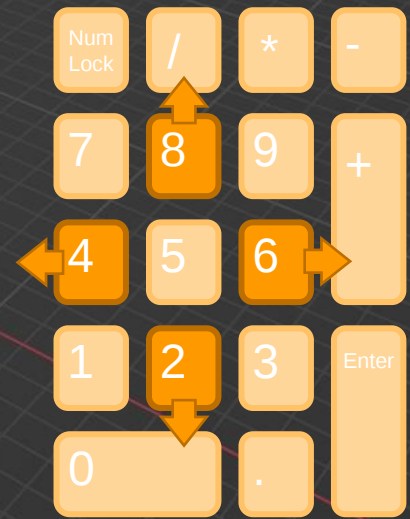




「座標軸」を左ボタンでドラッグする

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



The image shows the Blender 3.1.0 interface with a 3D scene containing a snowman and a camera. The camera is highlighted with a red outline and a yellow arrow pointing to it, with the text "カメラを選択" (Select camera) in yellow. The snowman is also highlighted with a red outline. The camera's transform properties are visible in the right sidebar, showing its location, rotation, and scale. The Transform Orientations dropdown menu is open, showing "Global" as the selected orientation, with a yellow arrow pointing to it and the text "Global 座標系するとき" (When using Global coordinate system). The bottom status bar shows the current frame is 1, and the timeline ranges from 1 to 250.

カメラを選択

Global 座標系するとき

カメラを選択

G → Z → Z

(Local, Normal のときは G → Z)

The image shows the Blender 3.1.0 interface with a 3D scene containing a snowman and a camera. The camera is selected, and its transform properties are visible in the Outliner and Properties panels. The Transform Orientation dropdown is set to 'Global'. The camera's location is (15.838 m, -14.942 m, 11.581 m) and its rotation is (63.6°, 0°, 46.7°). The camera's lens properties are also shown in the Properties panel.

Annotations in the image include:

- カメラを選択** (Select Camera): Two instances of this text are present. One points to the camera icon in the Outliner, and the other points to the camera object in the 3D viewport.
- Select**: Points to the Select tool icon in the left-hand toolbar.
- Global 座標系** (Global Coordinate System): Points to the 'Global' option in the Transform Orientation dropdown.
- カメラを選択** (Select Camera): A large text label with a mouse cursor icon pointing to the camera object in the 3D viewport.
- 操作手順** (Operation Procedure): A sequence of buttons labeled 'G' and 'Z' with arrows indicating the sequence: G → Z → Z.
- Local, Normal のときは** (When Local, Normal): A text label indicating that the 'G' and 'Z' buttons are used for Local and Normal coordinate systems.

The image shows the Blender 3.1.0 interface with a 3D scene containing a snowman and a camera. The camera is highlighted with a red outline and a yellow arrow pointing to it, with the text "カメラを選択" (Select camera) next to it. The snowman is also highlighted with a red outline and a yellow arrow pointing to it, with the text "カメラを選択" (Select camera) next to it. The Transform Orientation menu is open, showing the "Global" option selected, with the text "Global 座標系するとき" (When using Global coordinate system) next to it. The Transform panel on the right shows the camera's location and rotation. The Outliner panel on the right shows the scene collection with the camera selected. The Properties panel on the right shows the camera's settings, including Type (Perspective), Focal Length (50 mm), Lens Unit (Millimeters), Shift X (0.000), Y (0.000), Clip Start (0.1 m), and End (100 m). The Timeline at the bottom shows the current frame (1) and the total number of frames (250).

The image shows the Blender 3.1.0 interface with a 3D scene containing a snowman and a camera. The camera is highlighted with a red outline and a yellow arrow pointing to it, with the text "カメラを選択" (Select camera) next to it. The snowman is also highlighted with a red outline and a yellow arrow pointing to it, with the text "カメラを選択" (Select camera) next to it. The Transform Orientation menu is open, showing the "Global" orientation selected. The text "Global 座標系のとき" (When in Global coordinate system) is next to it. The Transform panel on the right shows the camera's location and rotation. The Outliner panel on the right shows the scene collection with the camera selected. The Properties panel on the right shows the camera's settings, including Type (Perspective), Focal Length (50 mm), Lens Unit (Millimeters), Shift X (0.000), Y (0.000), Clip Start (0.1 m), and End (100 m). The timeline at the bottom shows the current frame is 1.

Global 座標系のとき

カメラを選択

カメラを選択

G → Z → Z

(Local, Normal のときは G → Z)



D: -16.93 m (16.93 m) along local Z

User Perspective
(1) snowman | Camera



Options ▾

Transform

Location:

X	4.809 m
Y	-4.5454 m
Z	4.0435 m

Rotation:

X	63.6°
Y	0°
Z	46.7°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

Scene Collection

- Collection
 - Camera
 - Light
 - Plane
 - snowman
 - body
 - eyes
 - hat
 - nose

Camera > Camera

Camera

Lens

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

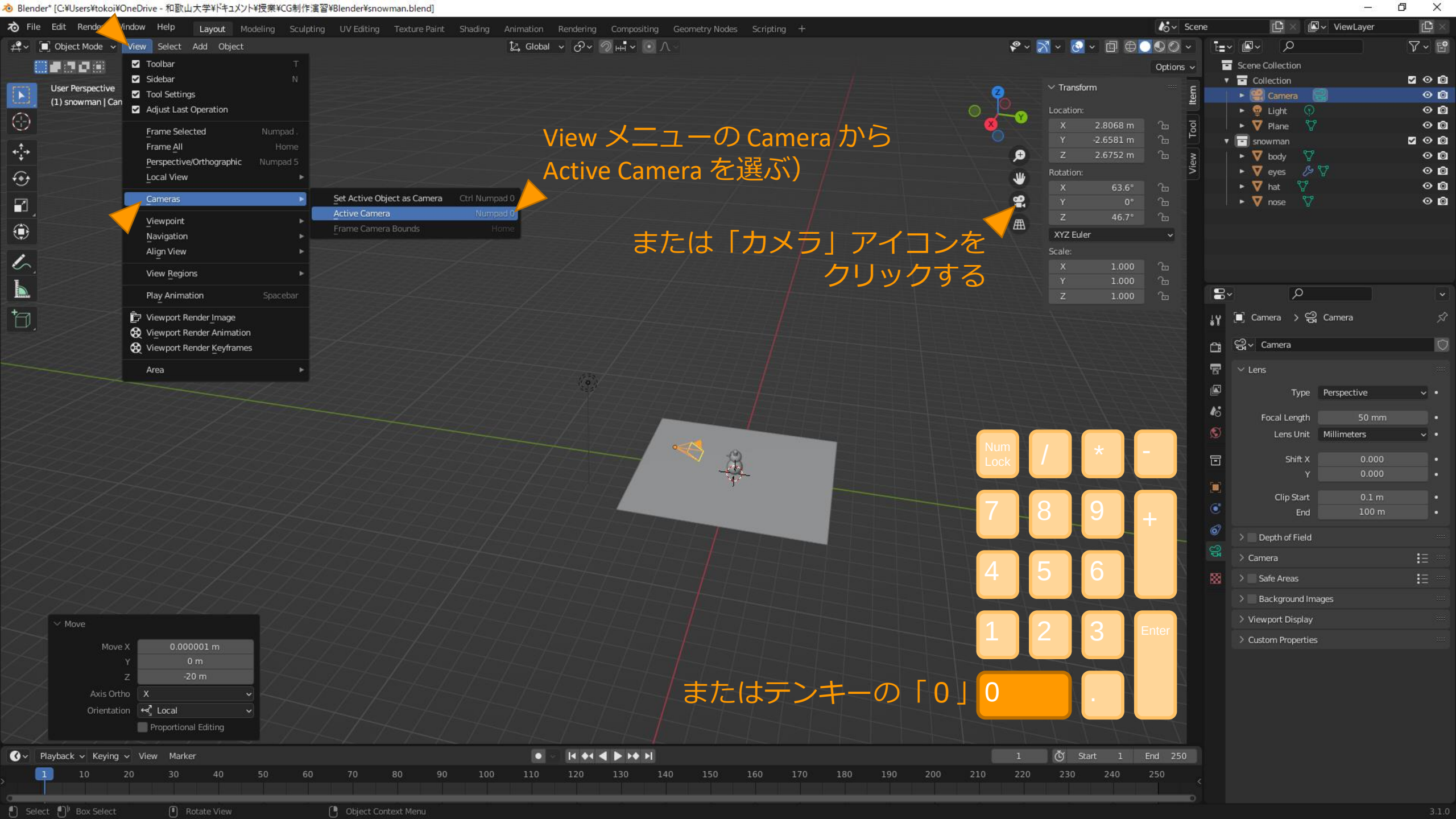
Safe Areas

Background Images

Viewport Display

Custom Properties

カメラを光源より
物体の近くに移動

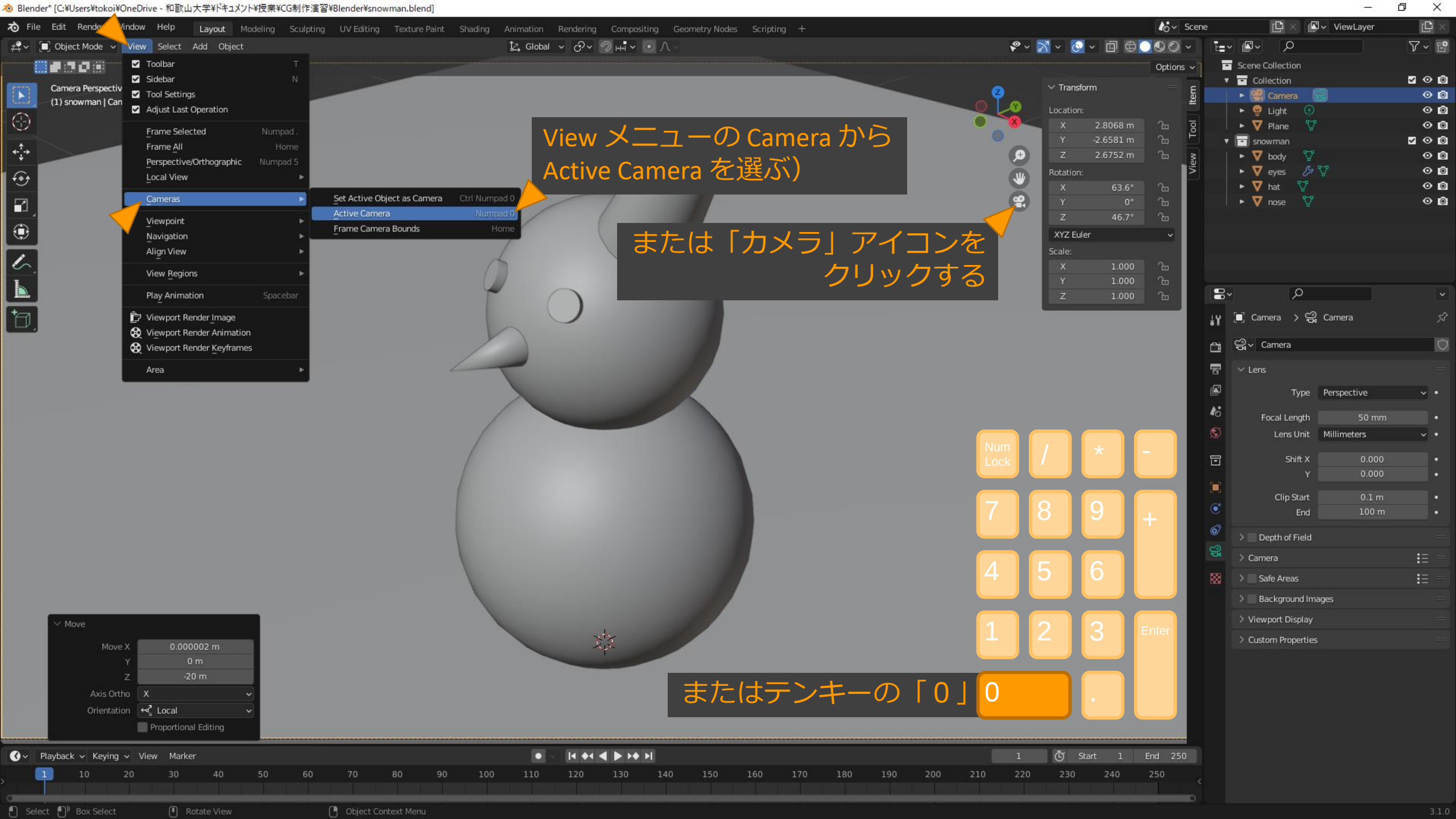


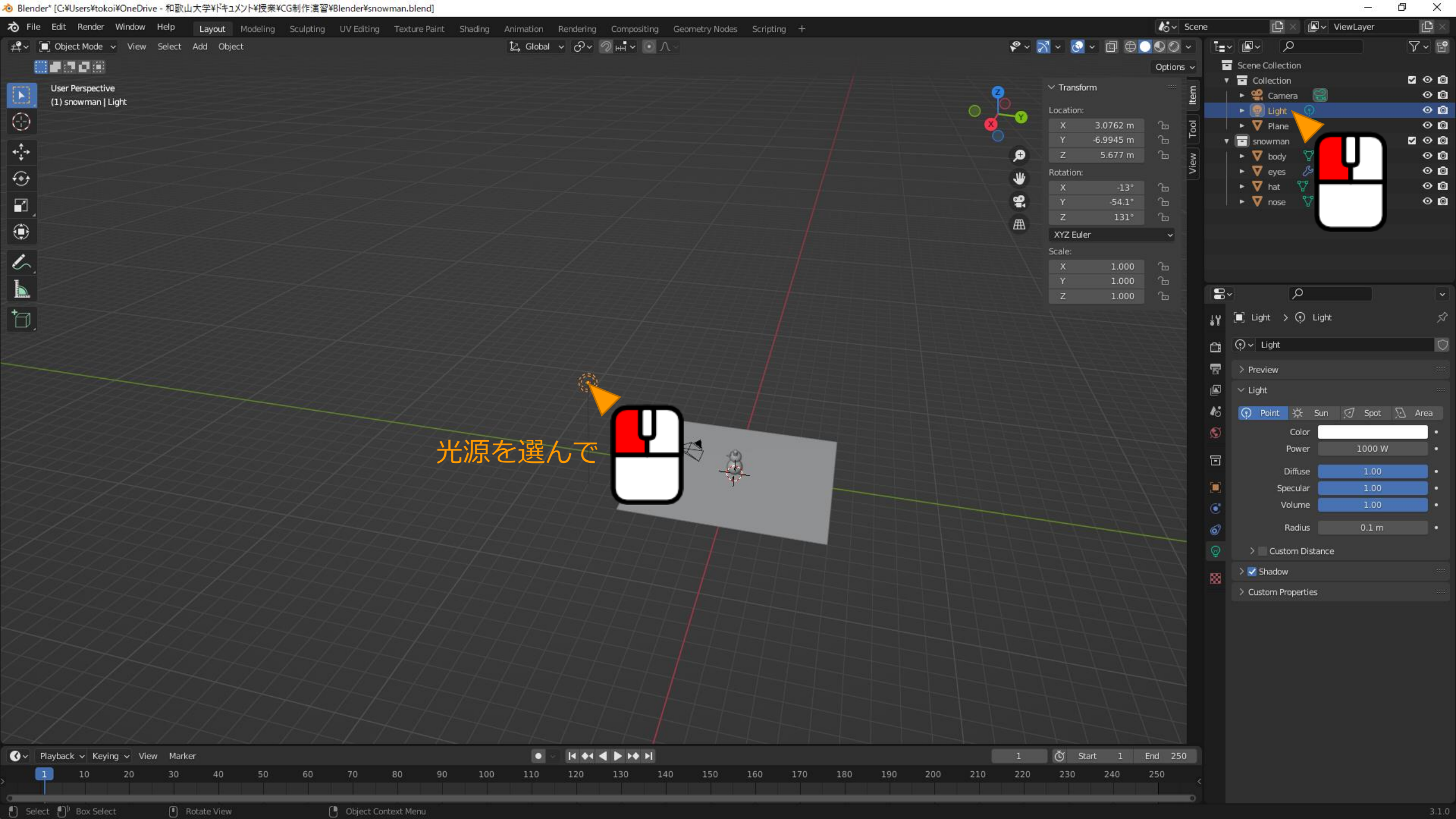


カメラからの見た目はこれくらい

レンダリングするとこんな感じ







光源を選んで

Transform

Location:

X	3.0762 m
Y	-6.9945 m
Z	5.677 m

Rotation:

X	-13°
Y	-54.1°
Z	131°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

Light

Light

Preview

Light

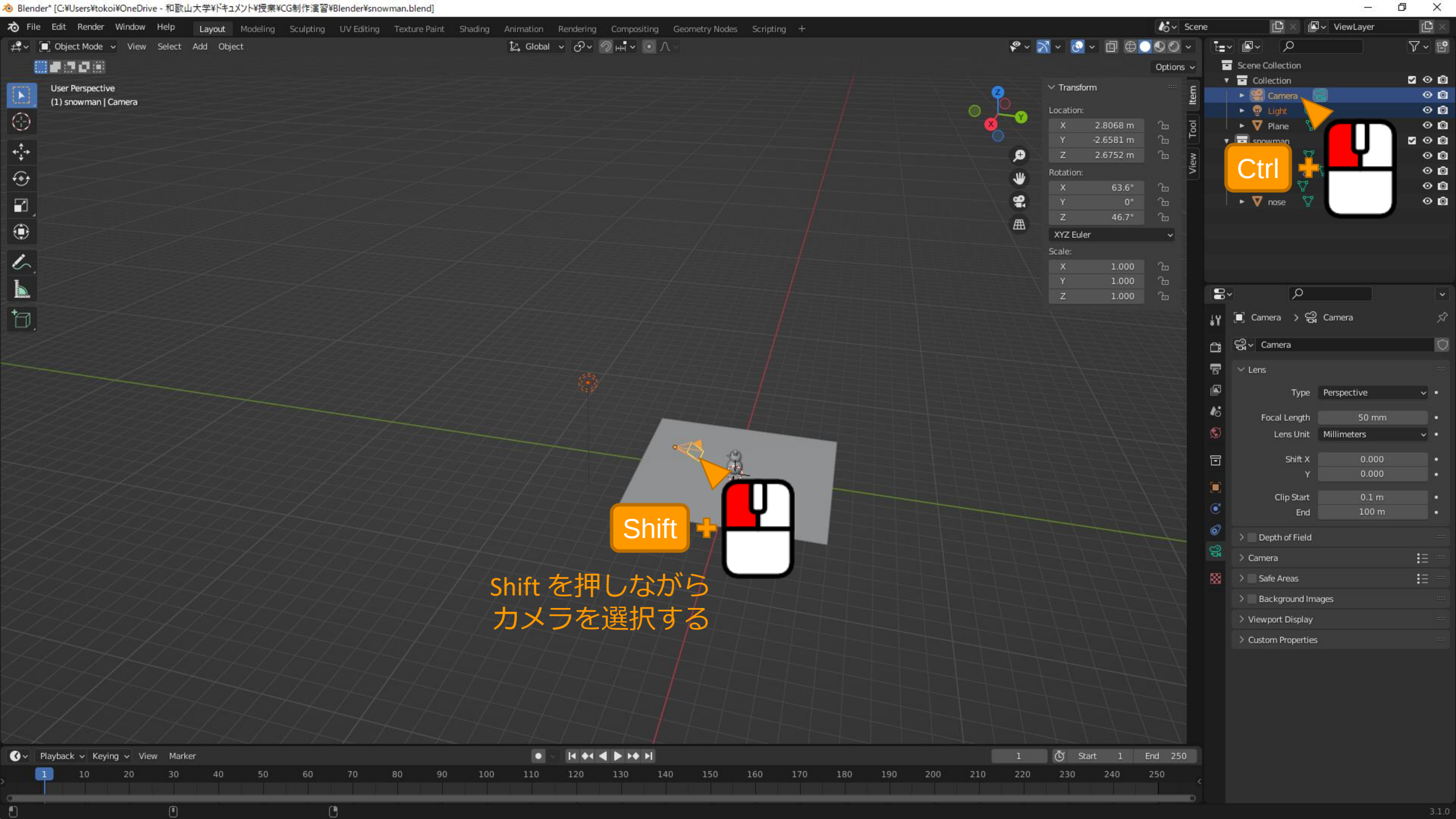
Point

Color	
Power	1000 W
Diffuse	1.00
Specular	1.00
Volume	1.00
Radius	0.1 m

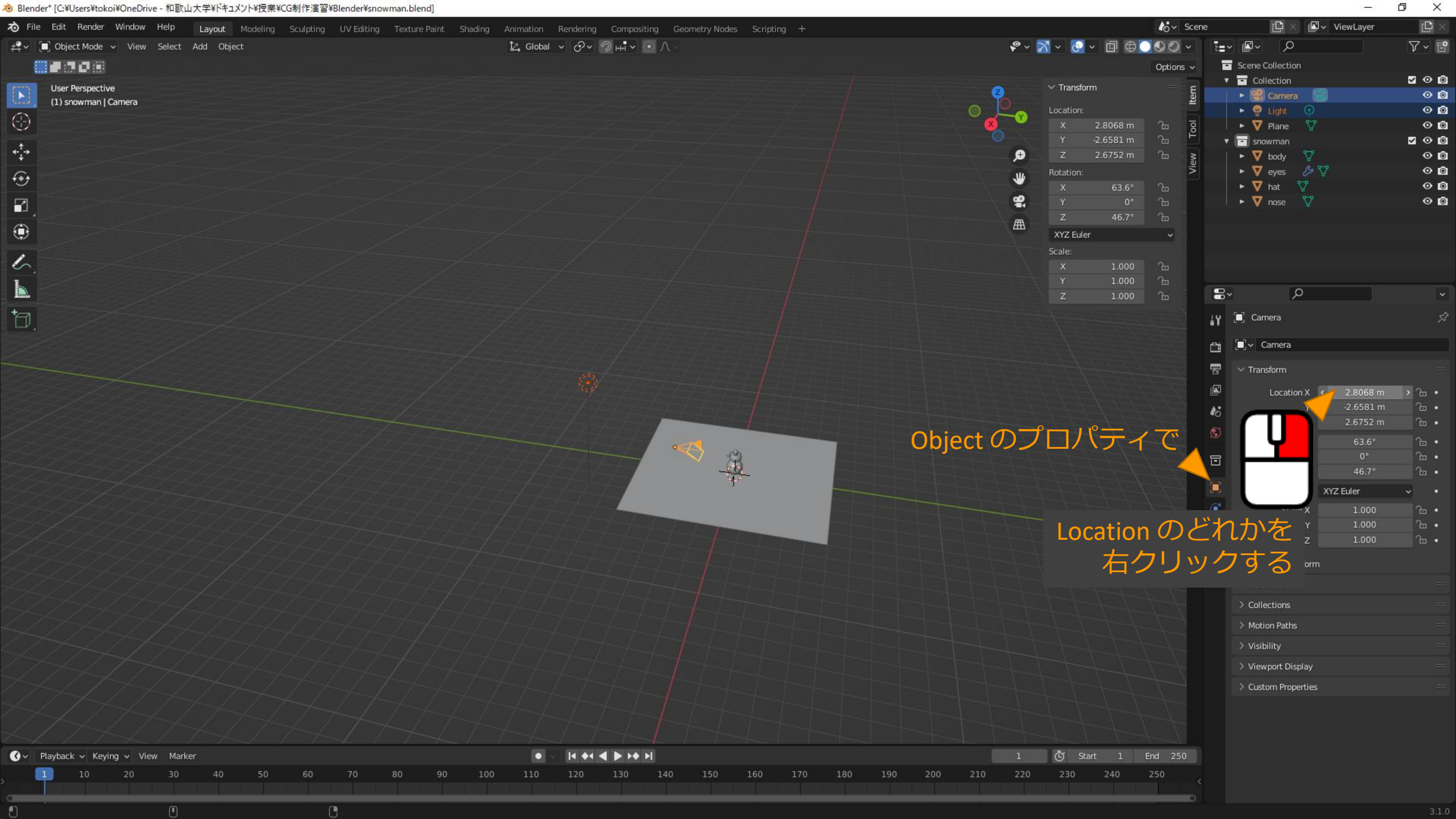
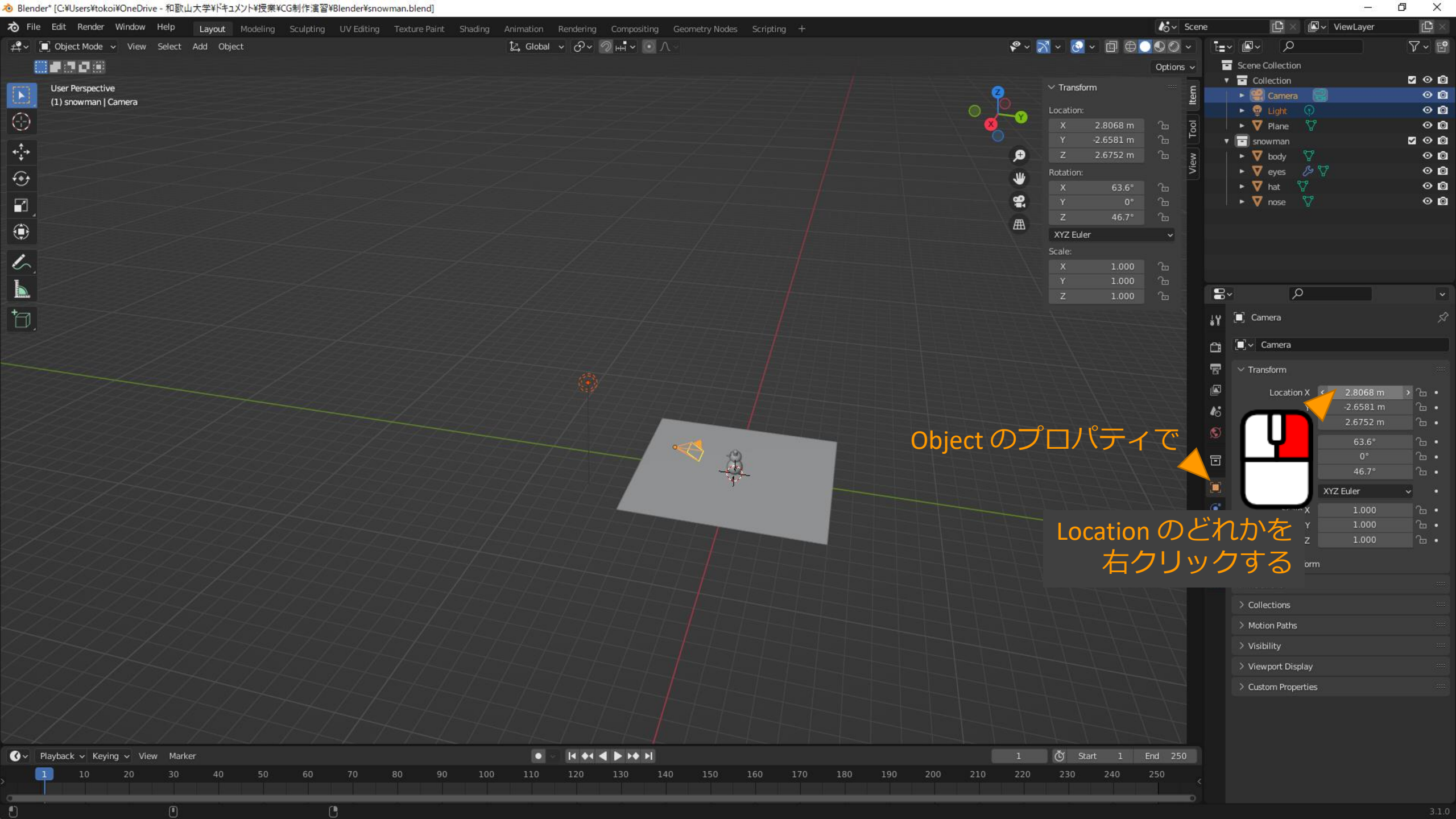
Custom Distance

Shadow

Custom Properties

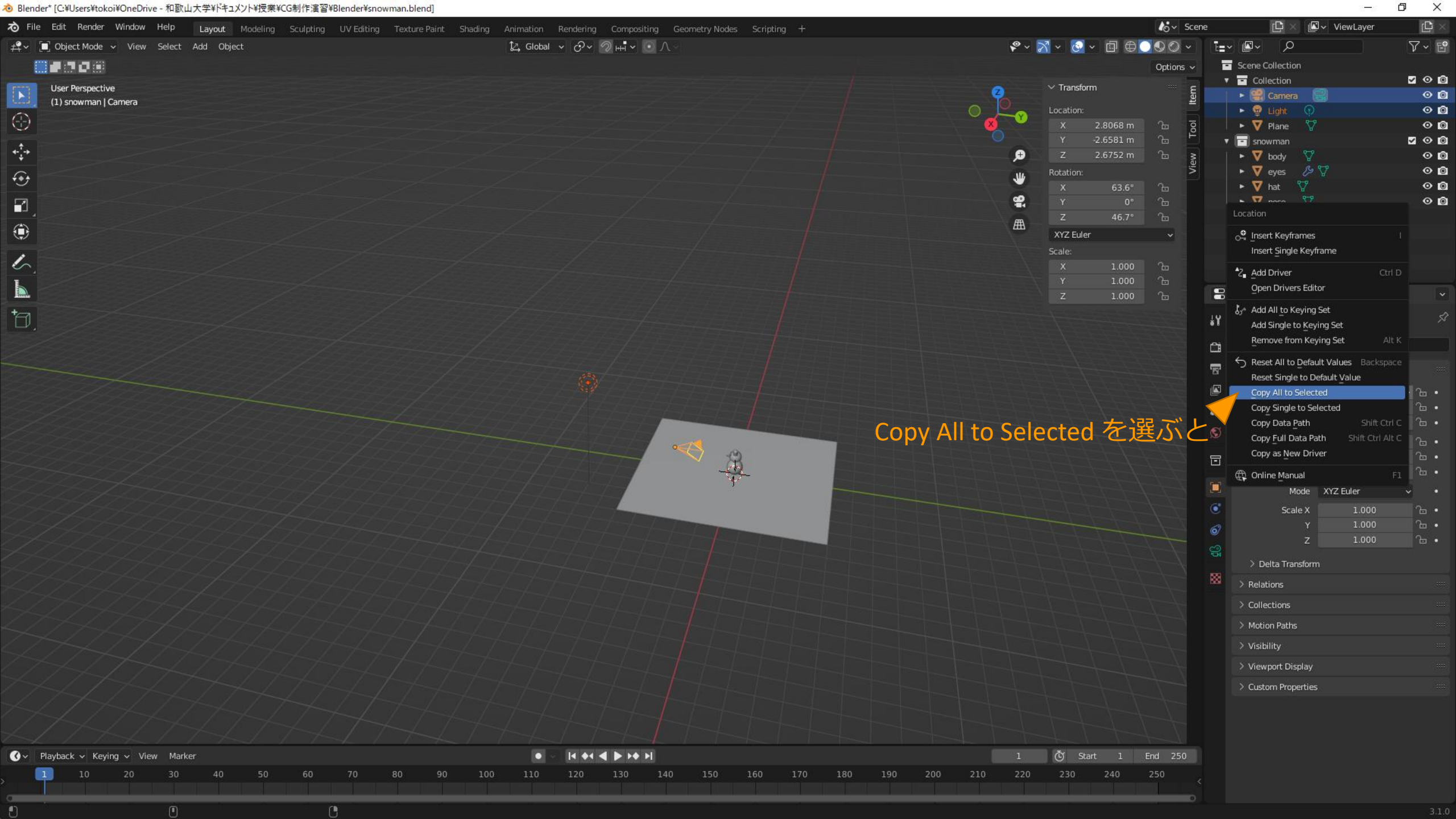


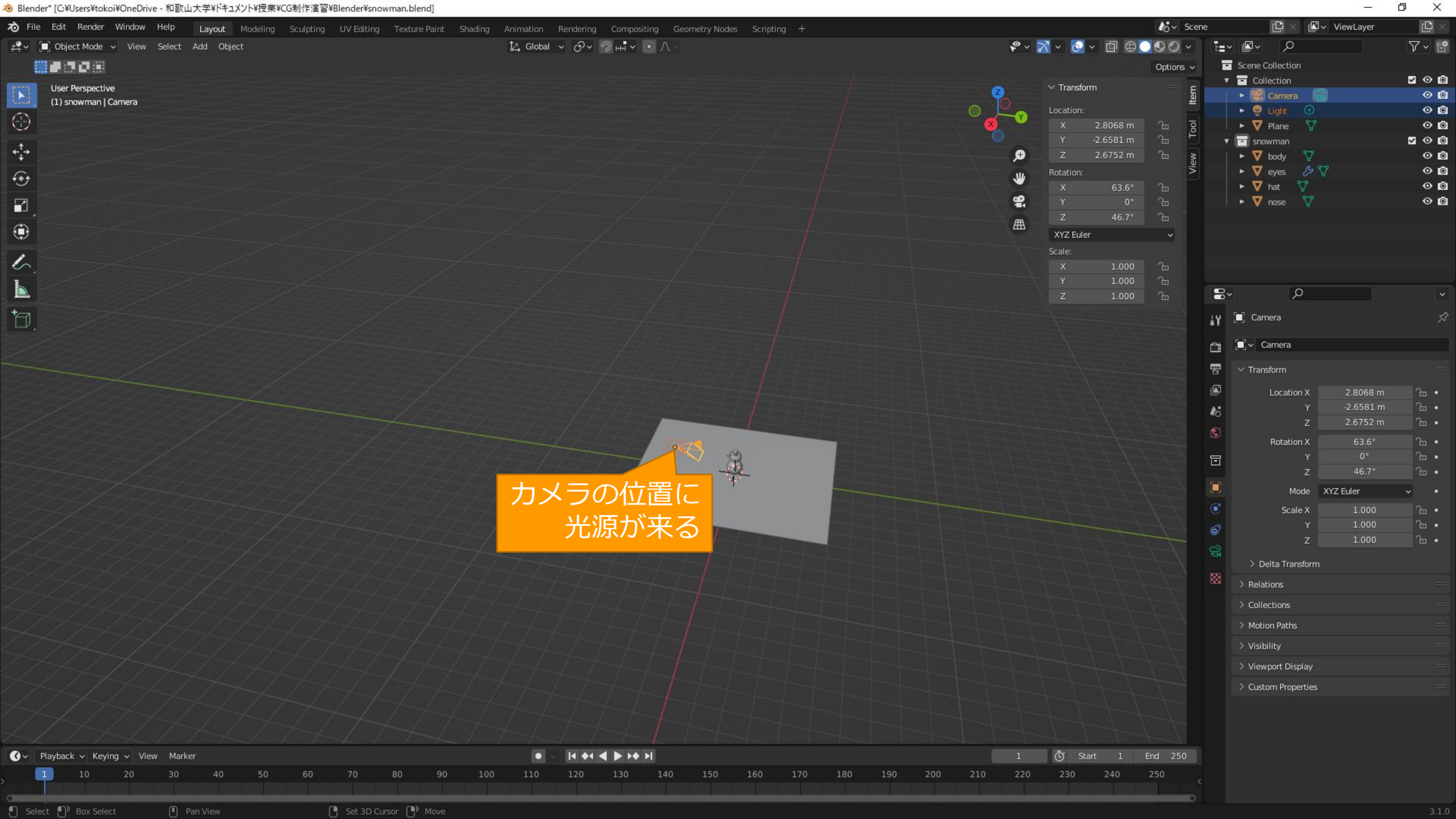
Shift を押しながら
カメラを選択する



Objectのプロパティで

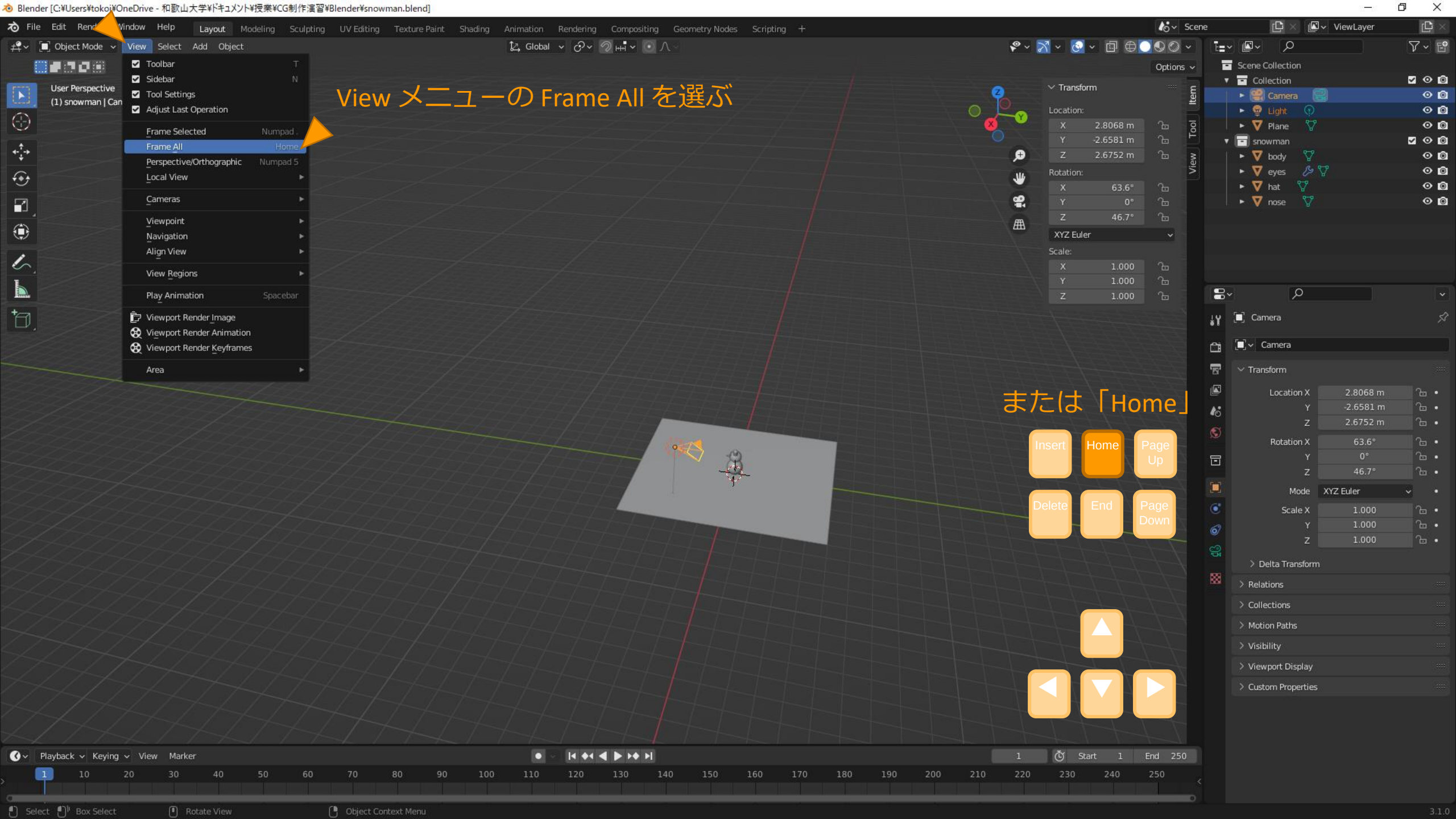
Locationのどれかを
右クリックする





レンダリングするとこんな感じ





View メニューの Frame All を選ぶ

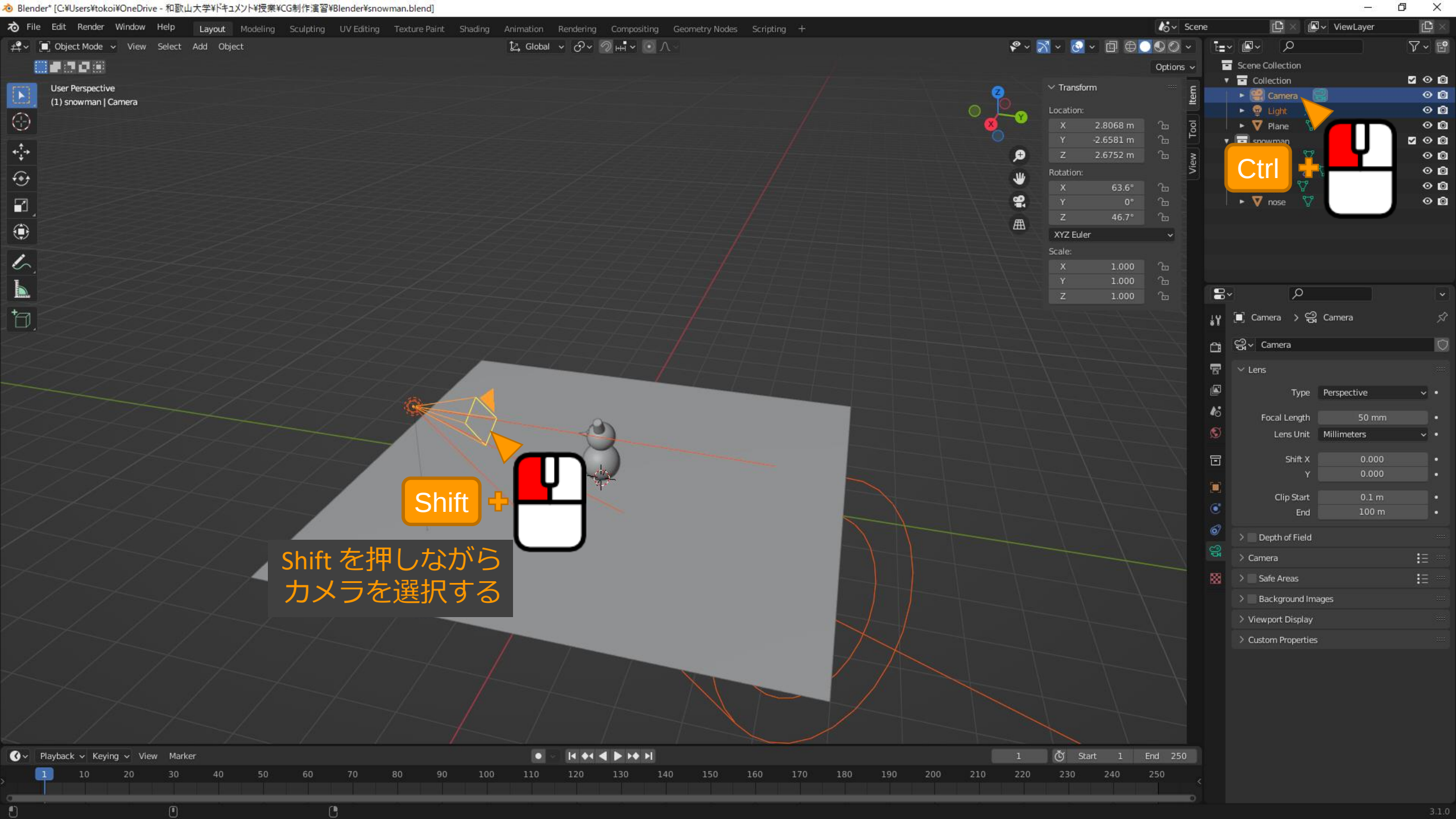
または「Home」

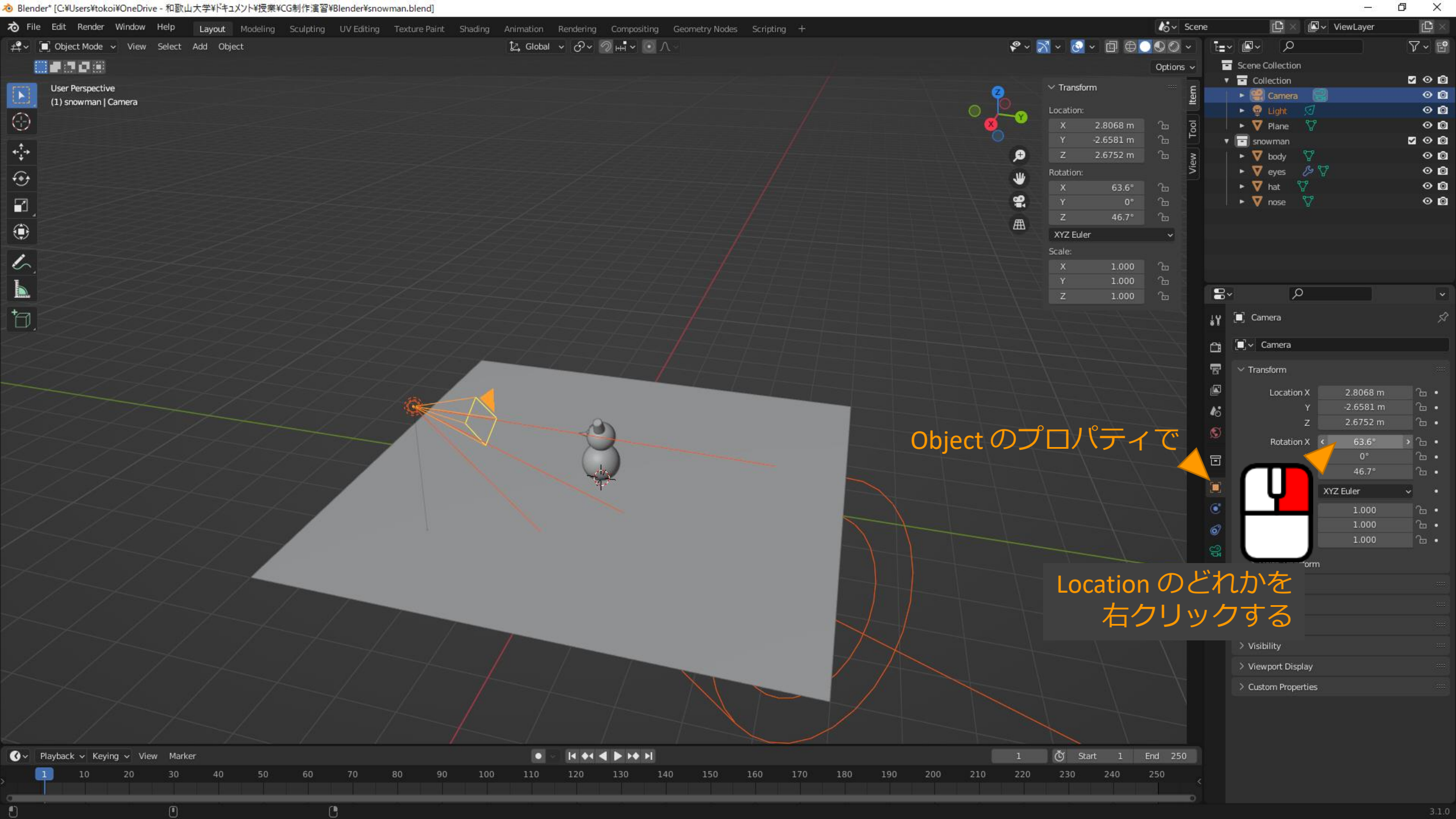


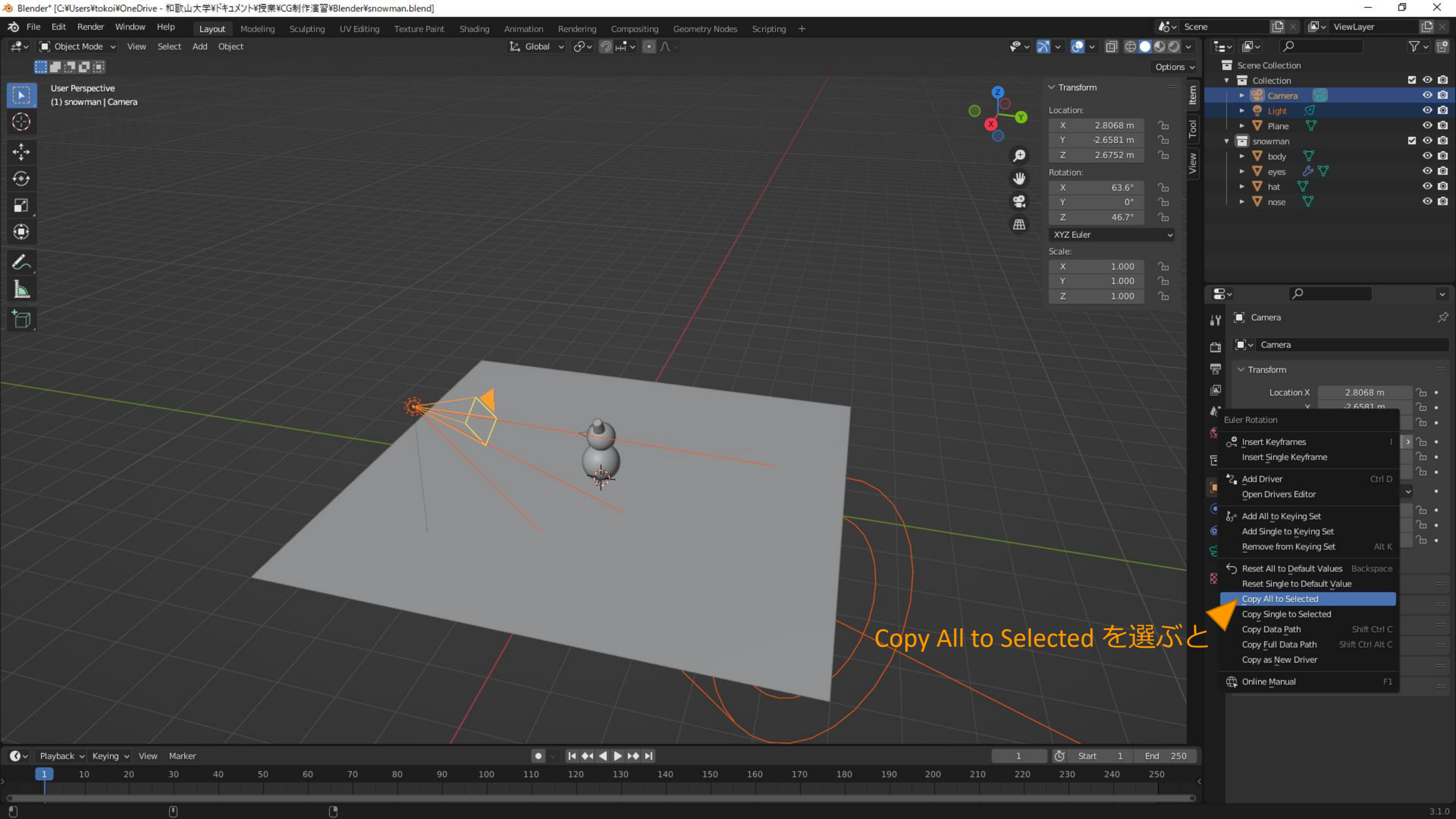
光源の種類を Spot (スポットライト) にする

光源だけを選んで

Object Data のプロパティを選び





User Perspective
(1) snowman | Camera

Transform

Location:

X	2.8068 m
Y	-2.6581 m
Z	2.6752 m

Rotation:

X	63.6°
Y	0°
Z	46.7°

XYZ Euler

Scale:

X	1.000
Y	1.000
Z	1.000

Scene Collection

Collection



Camera

Camera

Transform

Location X 2.8068 m

Location Y -2.6581 m

Euler Rotation

Insert Keyframes

Insert Single Keyframe

Add Driver Ctrl D

Open Drivers Editor

Add All to Keying Set

Add Single to Keying Set

Remove from Keying Set Alt K

Reset All to Default Values Backspace

Reset Single to Default Value

Copy All to Selected

Copy Single to Selected

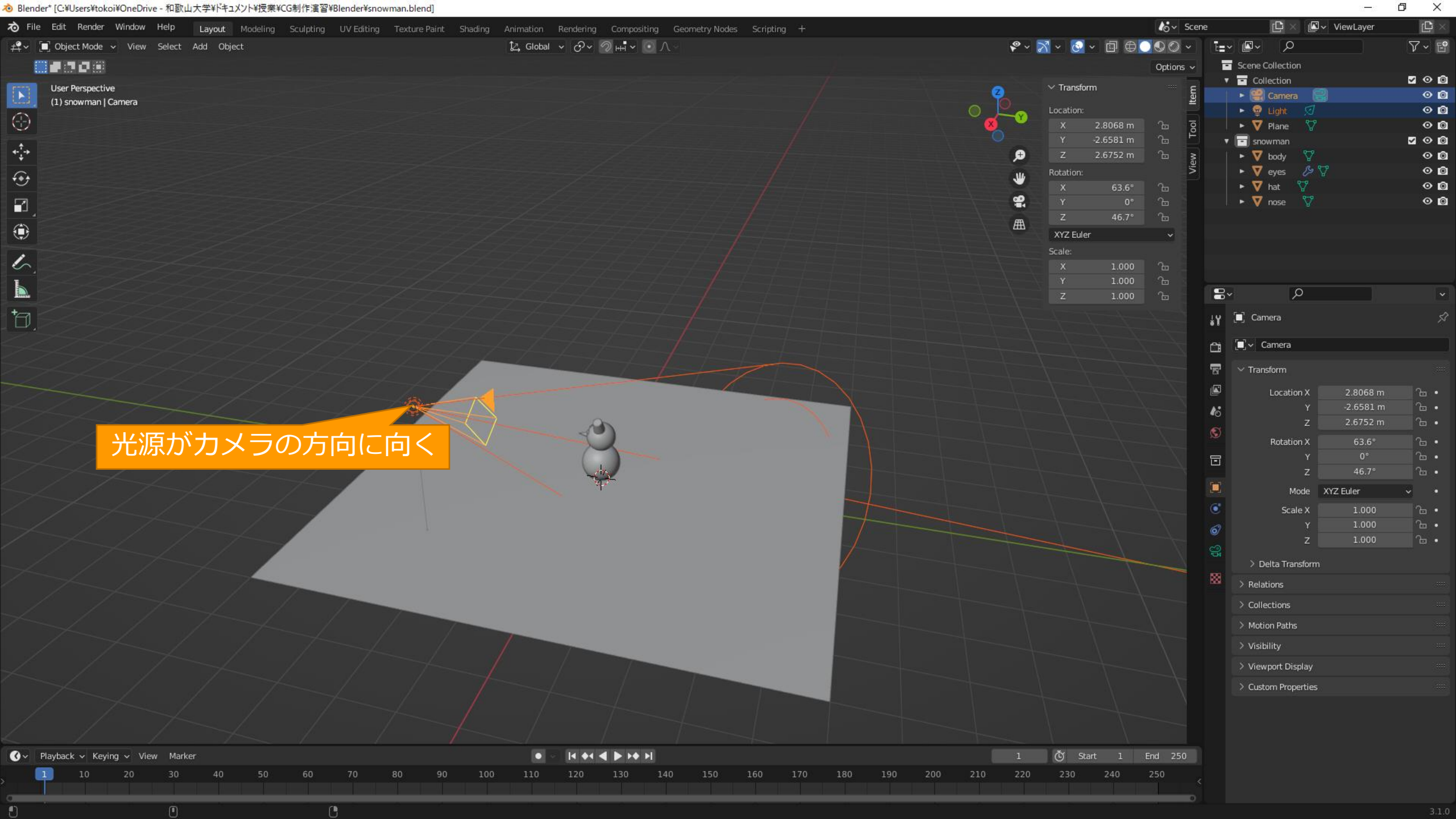
Copy Data Path Shift Ctrl C

Copy Full Data Path Shift Ctrl Alt C

Copy as New Driver

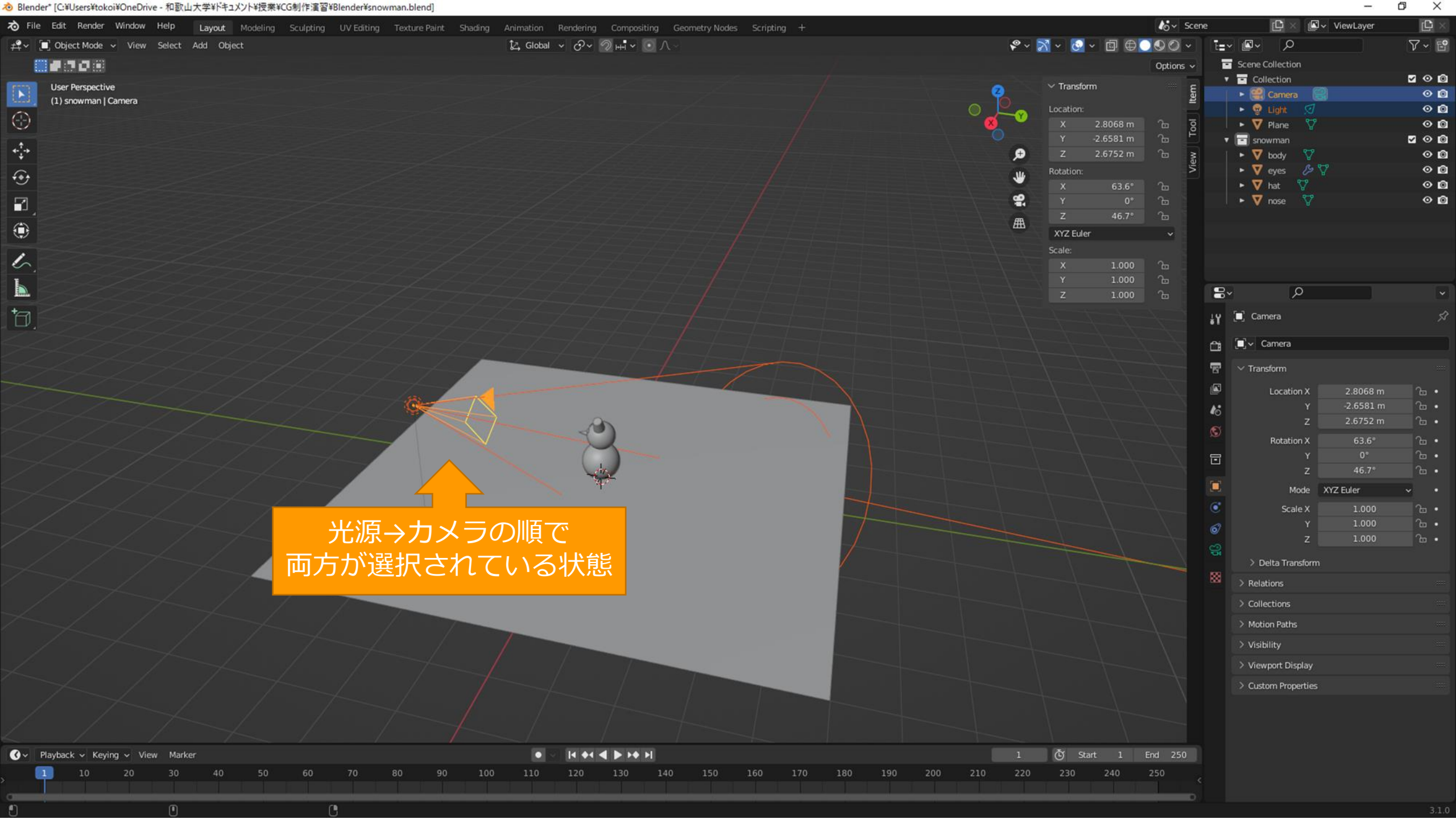
Online Manual F1

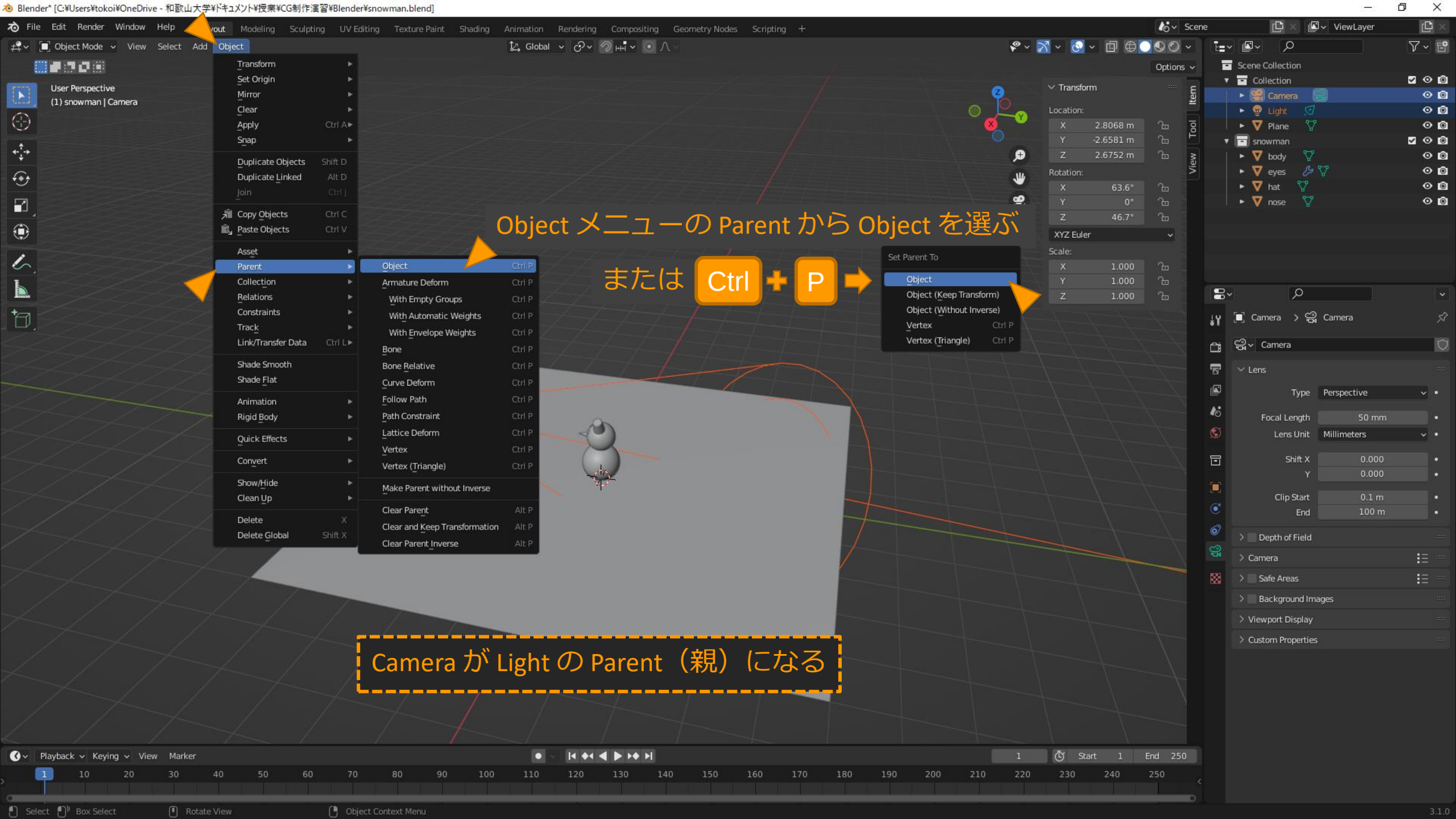
Copy All to Selected を選ぶと



レンダリングするとこんな感じ



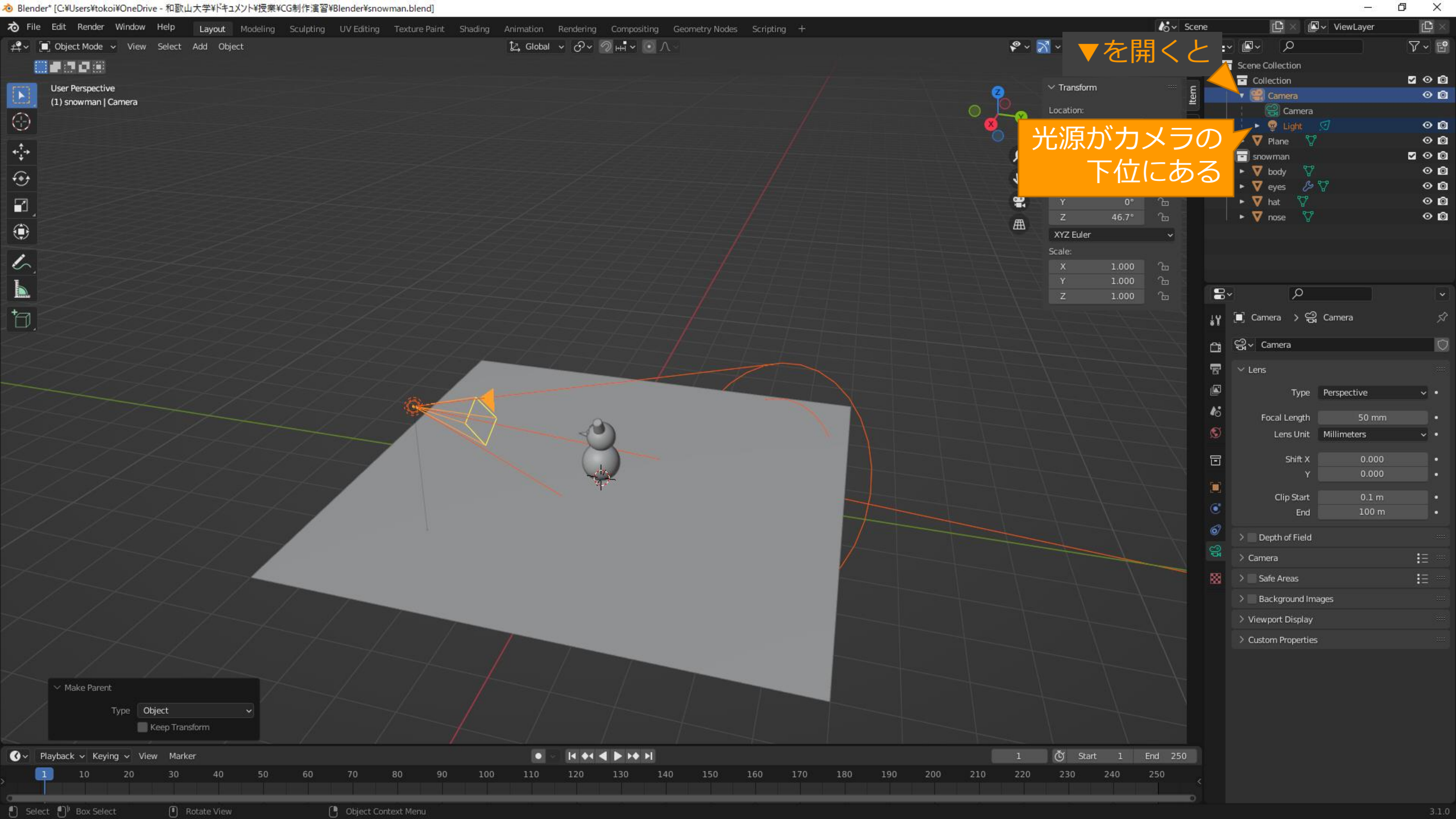




Object メニューの Parent から Object を選ぶ

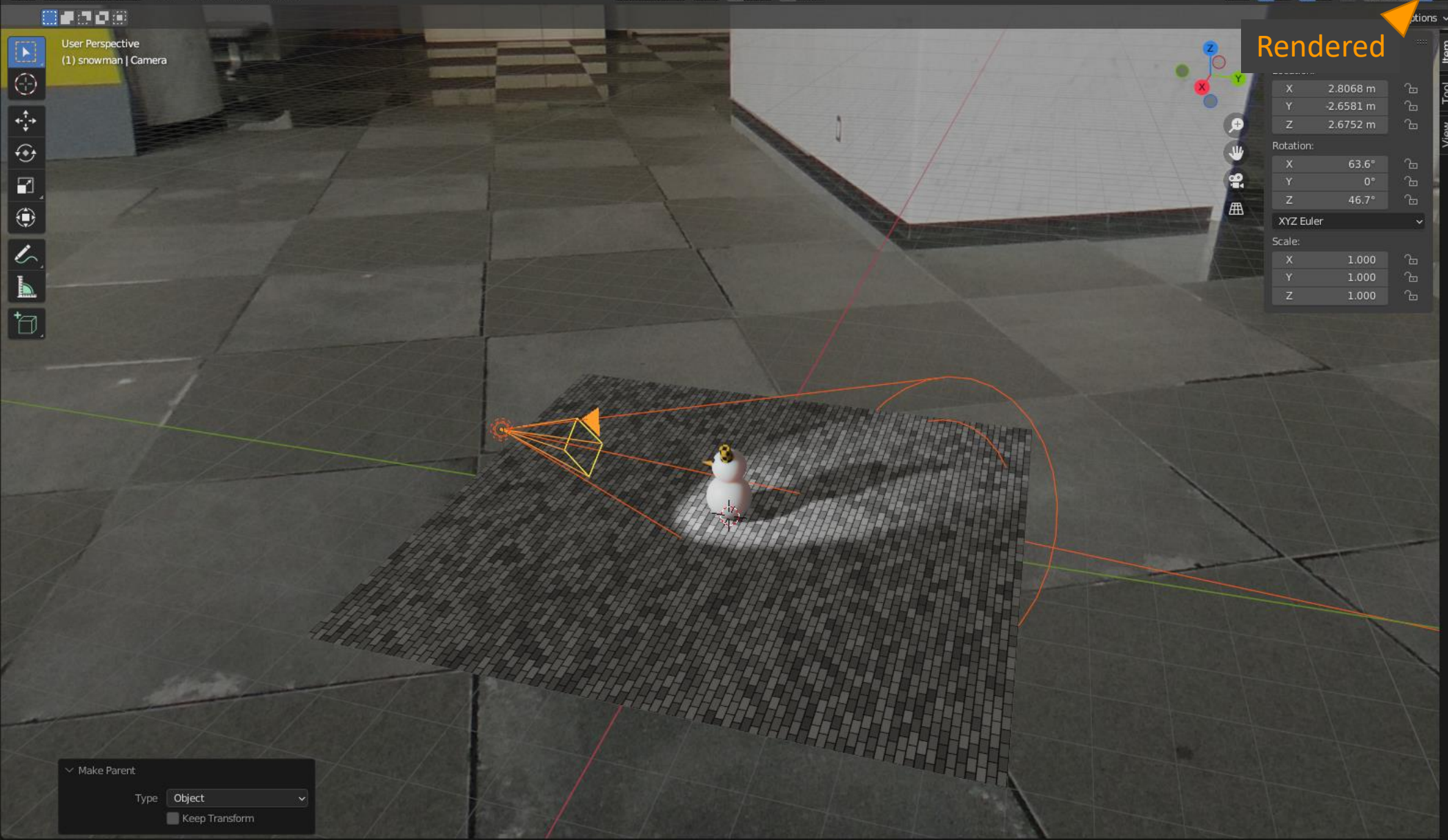
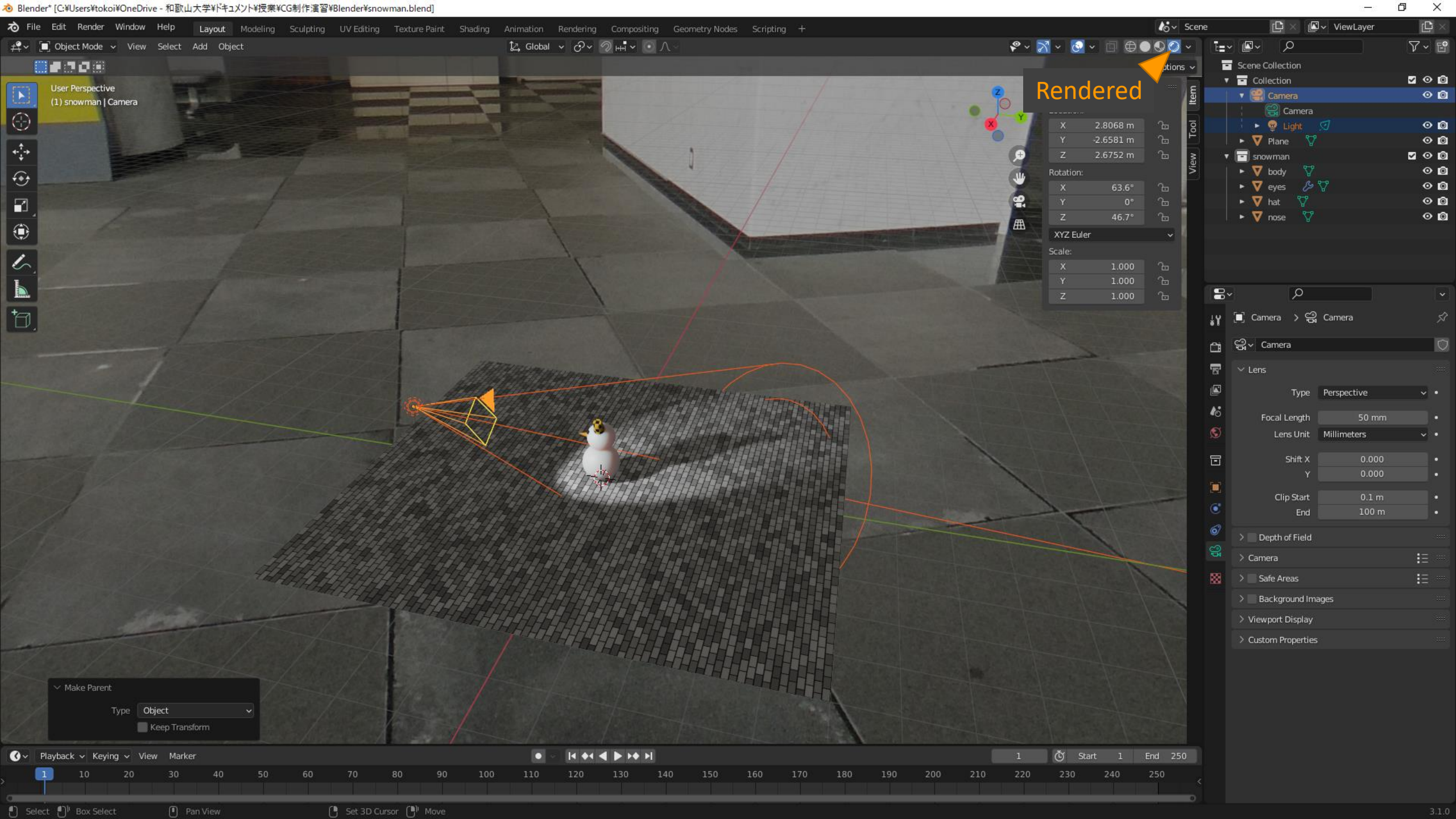
または **Ctrl + P**

Camera が Light の Parent (親) になる



▼を開くと

光源がカメラの下位にある



Rendered

Make Parent

Type: Object

☐ Keep Transform

Scene ViewLayer

Scene Collection

- Collection
 - Camera
 - Camera
 - Light
 - Plane
 - snowman
 - body
 - eyes
 - hat
 - nose

Camera > Camera

Camera

Lens

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

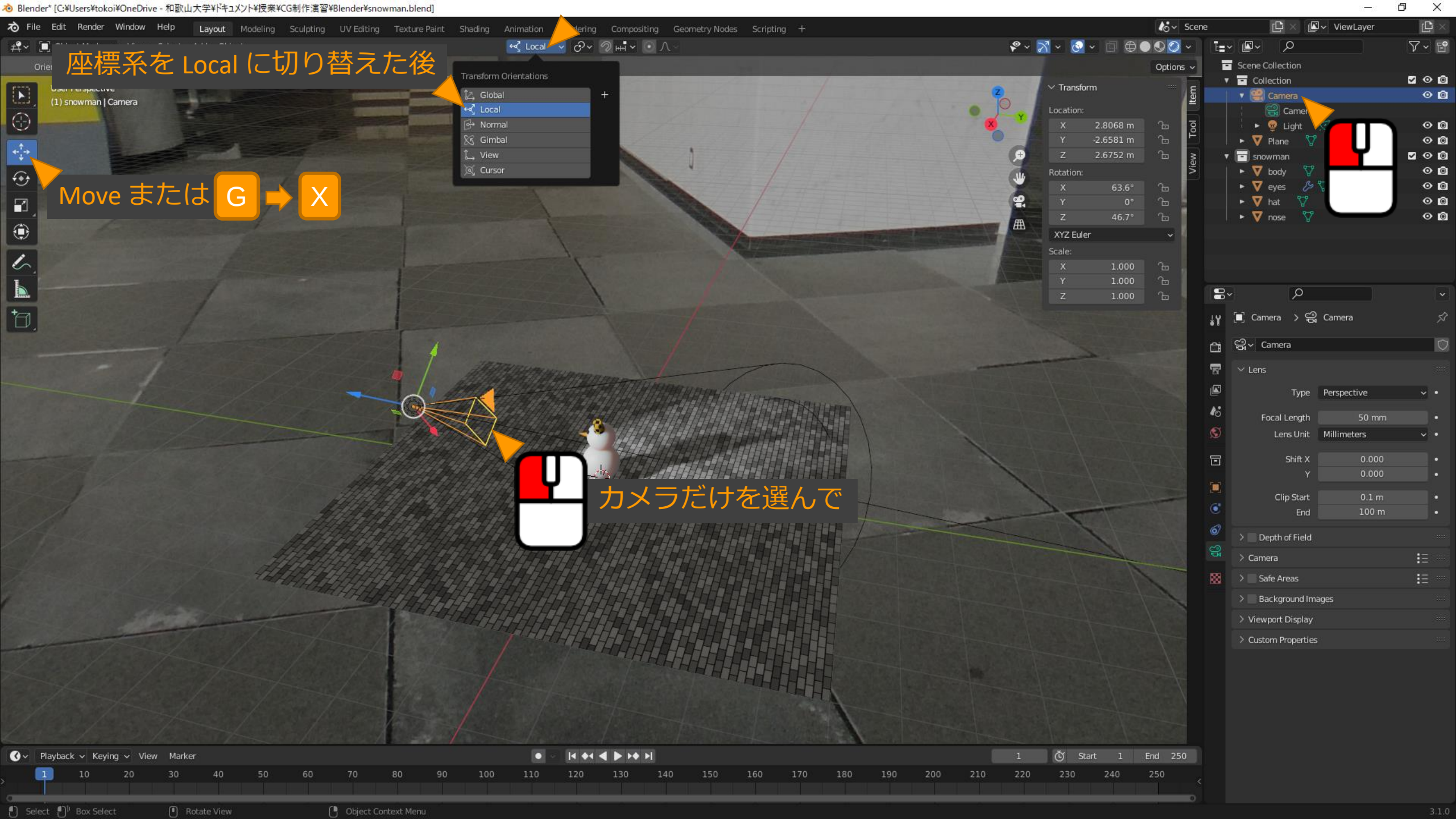
Viewport Display

Custom Properties

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

Select Box Select Pan View Set 3D Cursor Move





カメラを移動すると

光源もついてくる

(座標系が Global でも G → X → X で同じ移動ができる)

Transform	
Location:	
X	3.5679 m
Y	-1.8507 m
Z	2.6752 m
Rotation:	
X	63.6°
Y	0°
Z	46.7°
XYZ Euler	
Scale:	
X	1.000
Y	1.000
Z	1.000

Scene Collection

Collection

Camera

Camera

Light

Plane

snowman

body

eyes

hat

nose

Camera > Camera

Camera

Lens

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

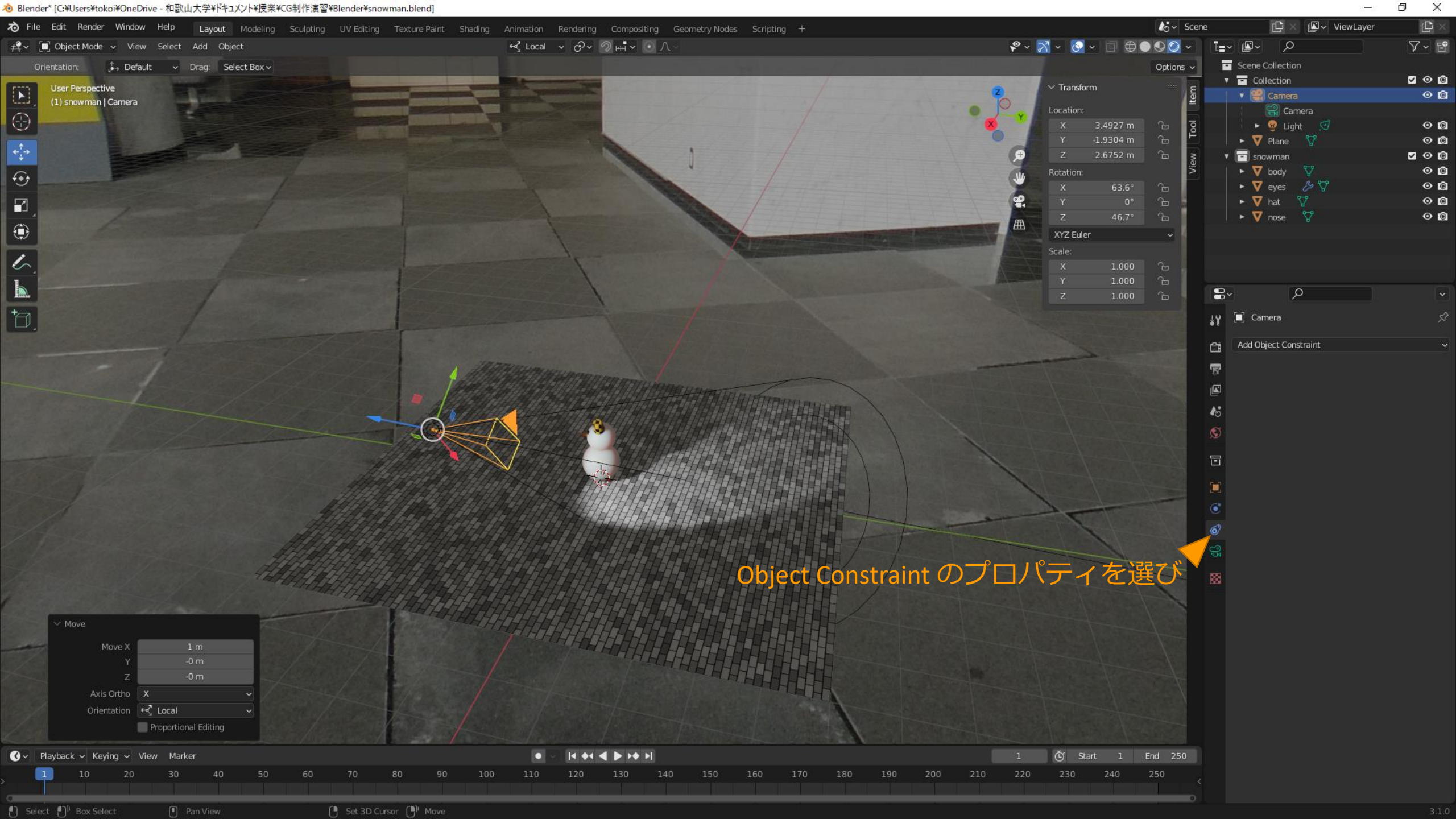
Background Images

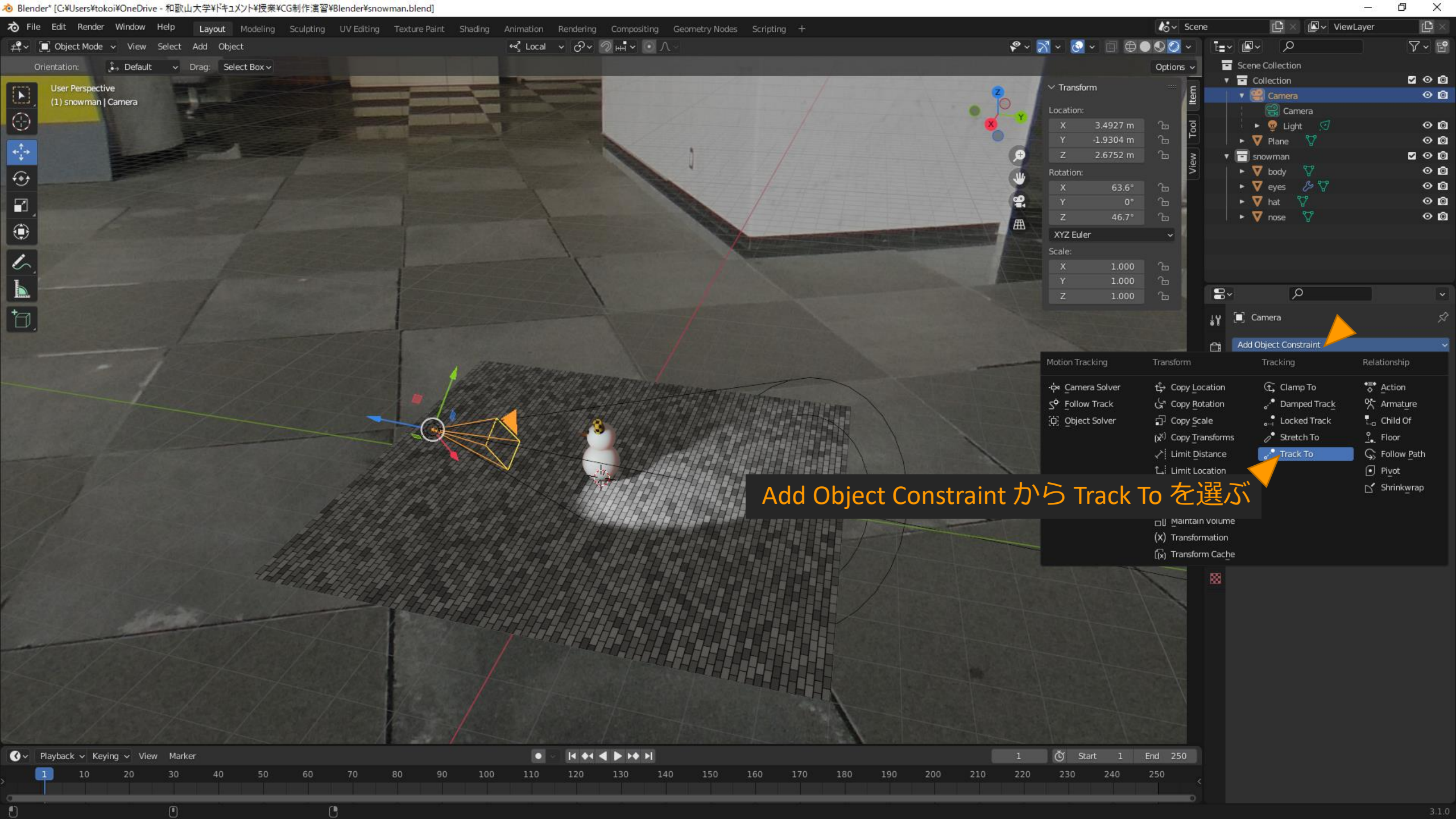
Viewport Display

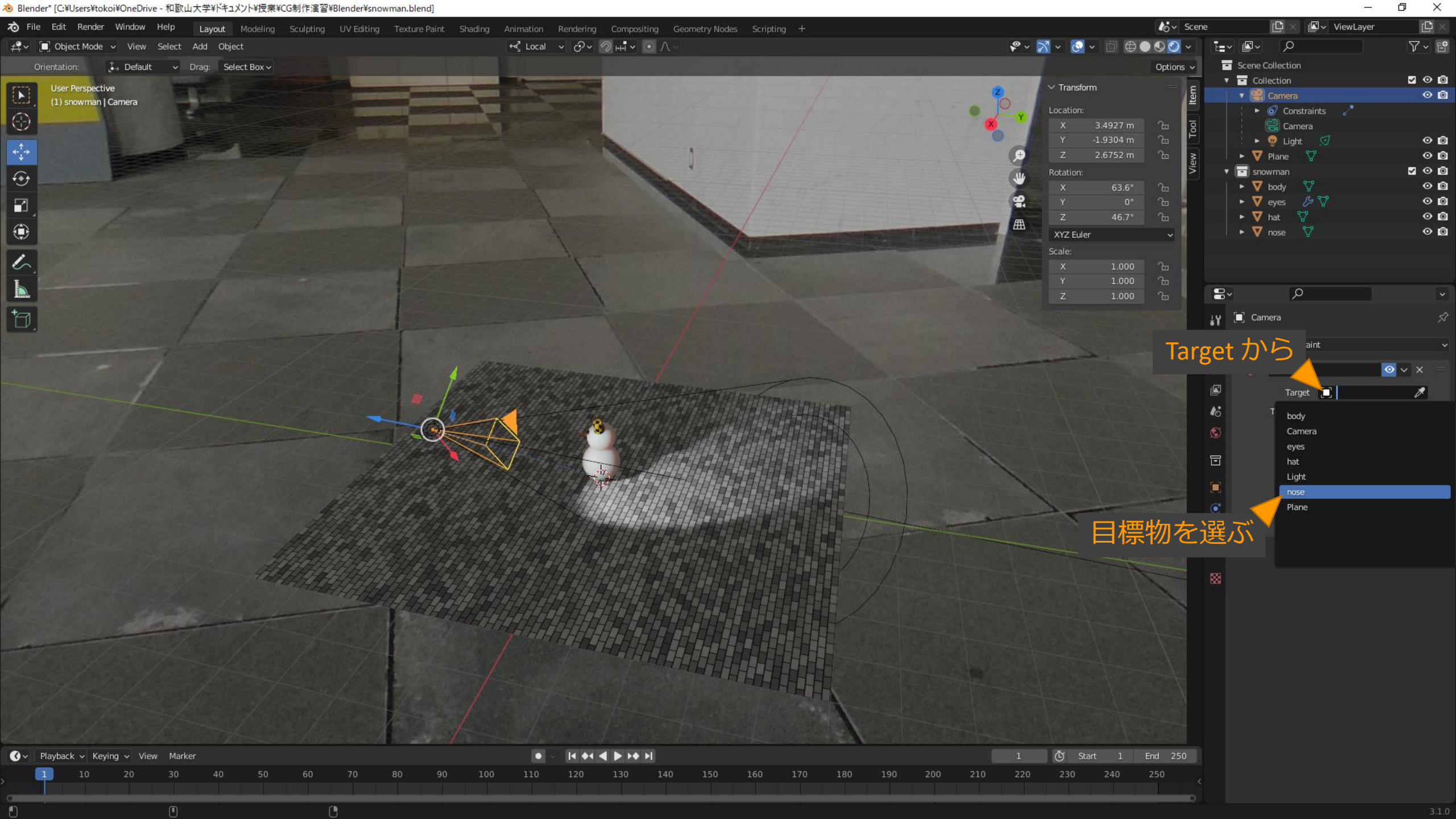
Custom Properties

レンダリングするとこんな感じ





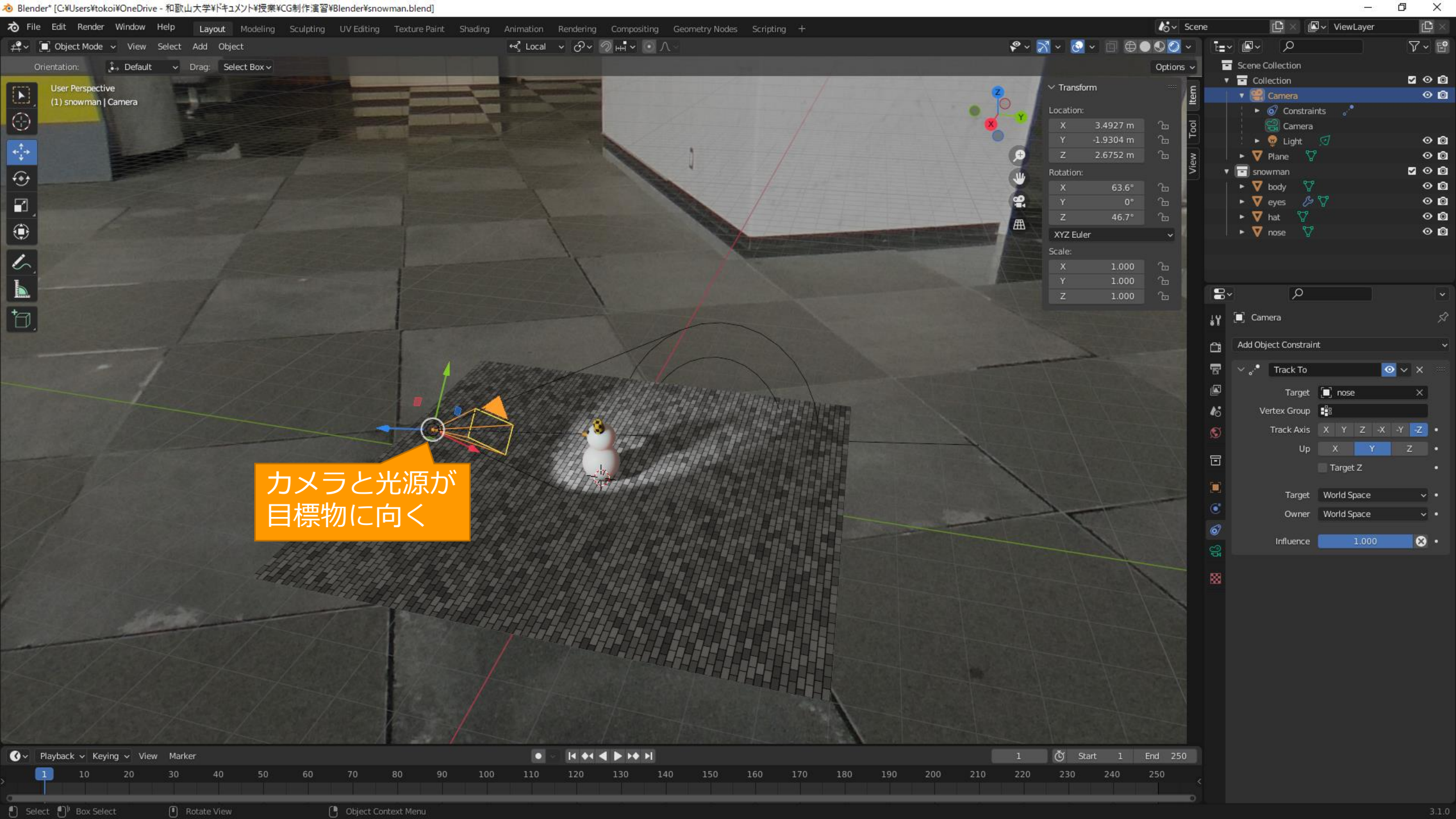




Target から

目標物を選ぶ

- Target
- body
- Camera
- eyes
- hat
- Light
- nose
- Plane



カメラと光源が
目標物に向く

Track To

Target: nose

Vertex Group:

Track Axis: X Y Z -X -Y -Z

Up: X Y Z

Target Z

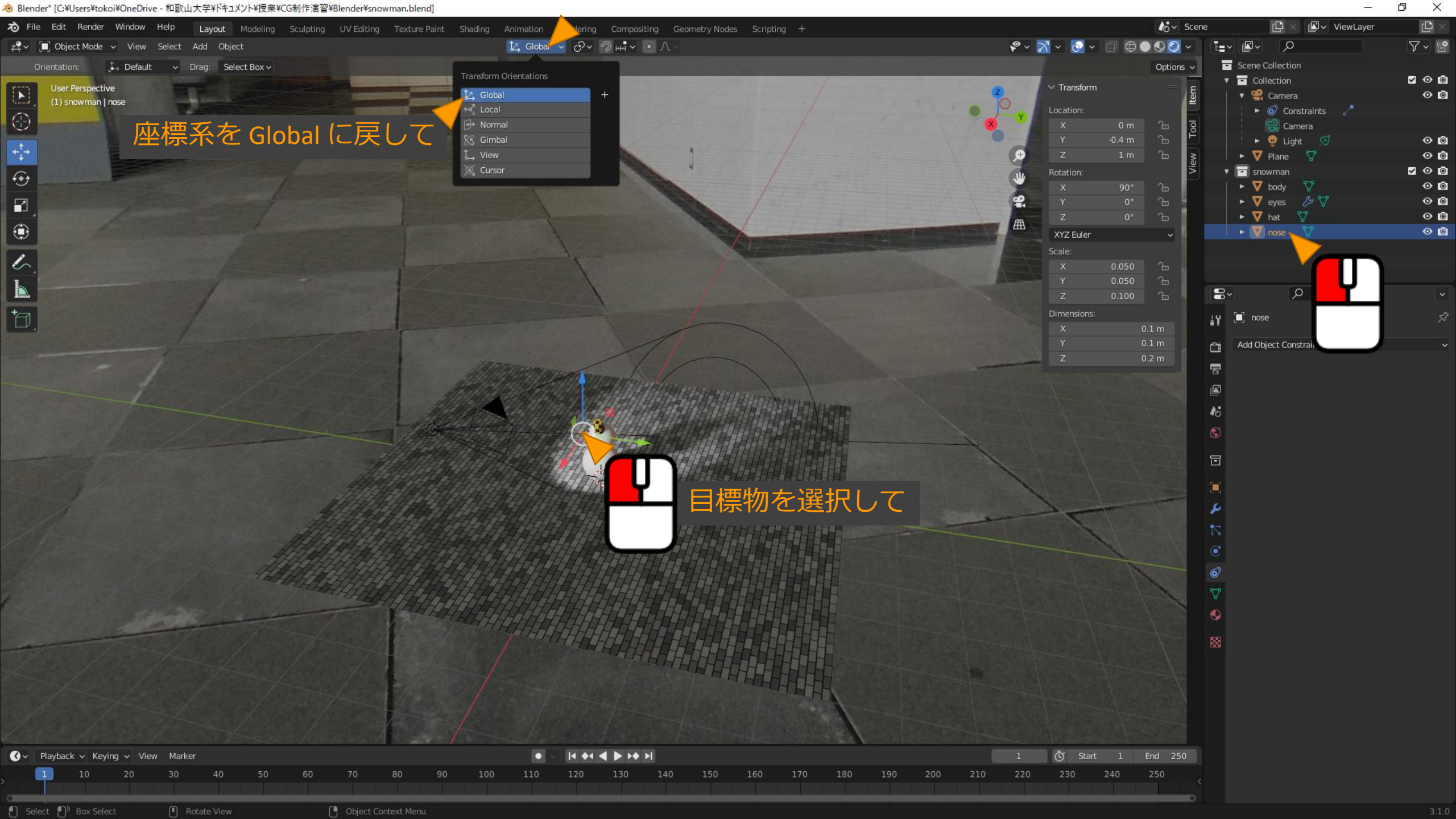
Target: World Space

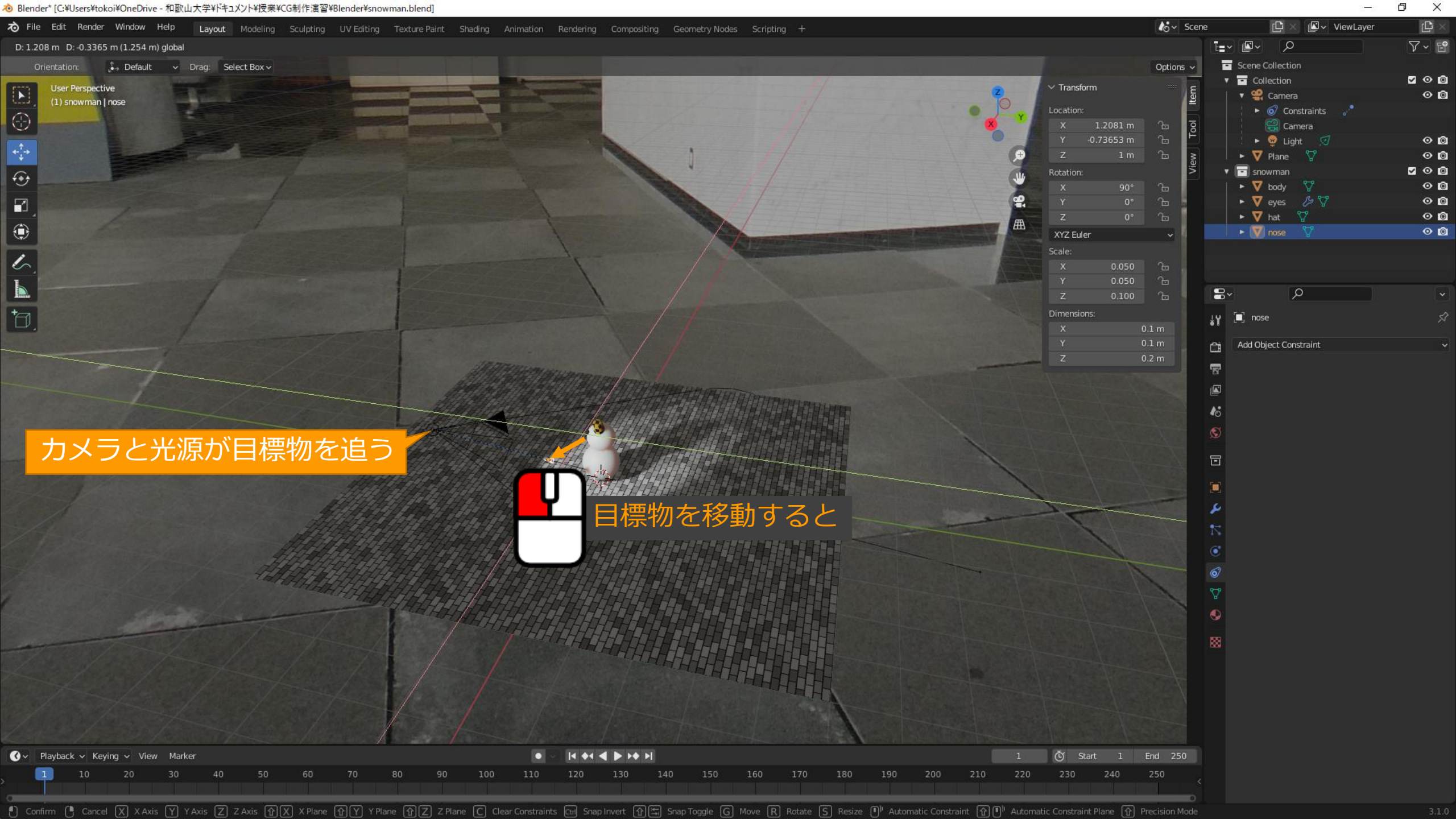
Owner: World Space

Influence: 1.000

レンダリングするとこんな感じ

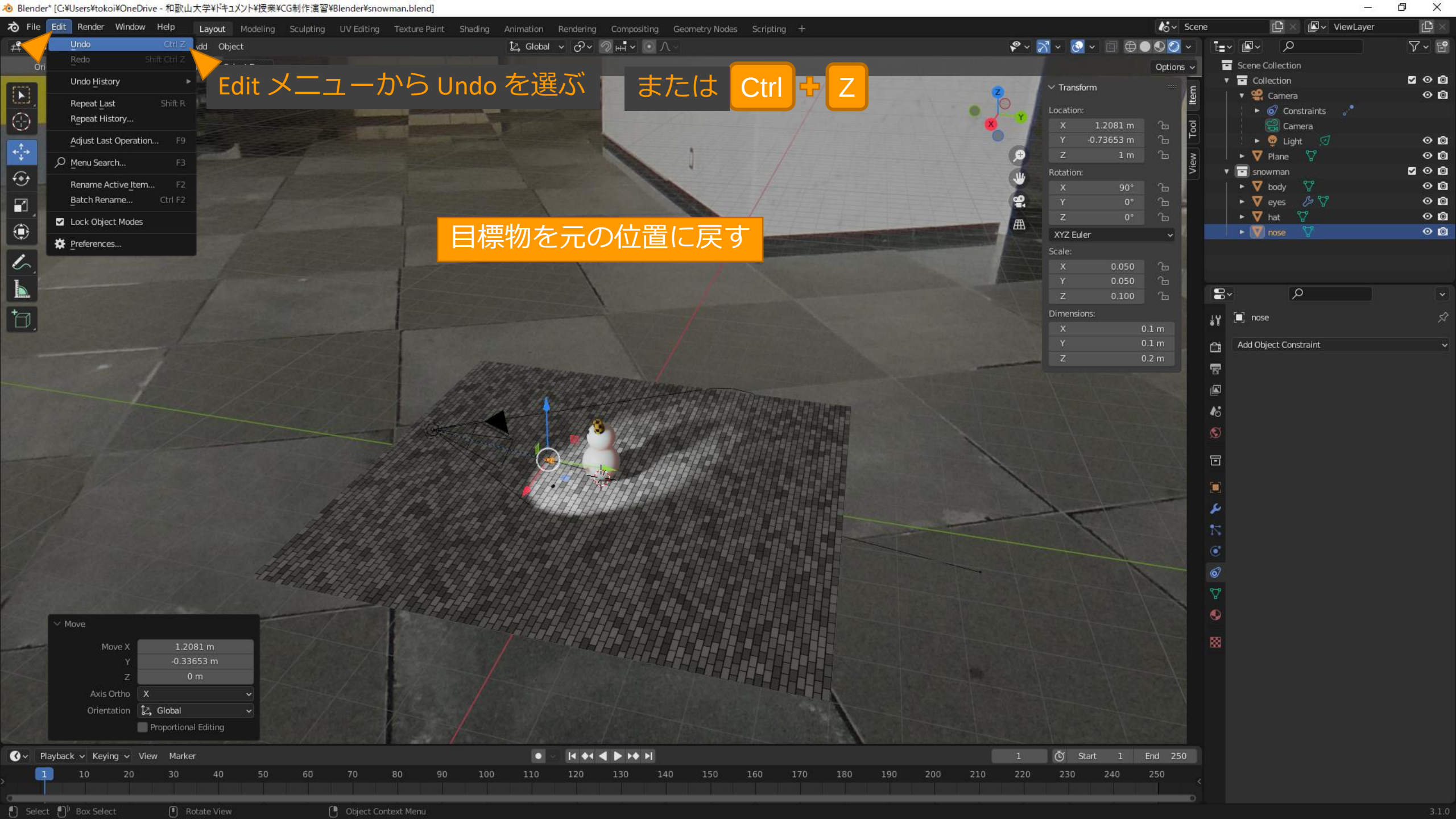






カメラと光源が目標物を追う

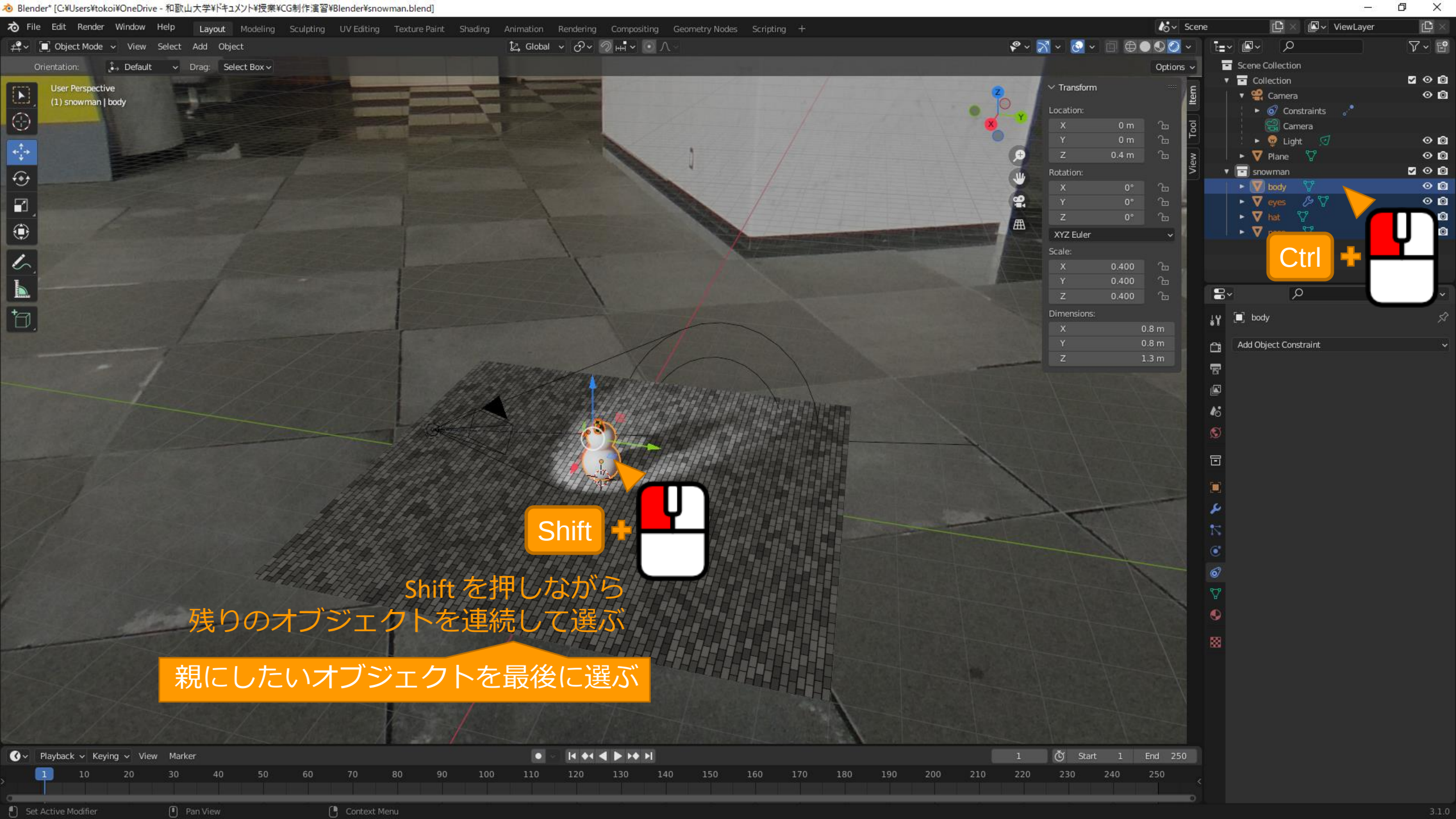
目標物を移動すると

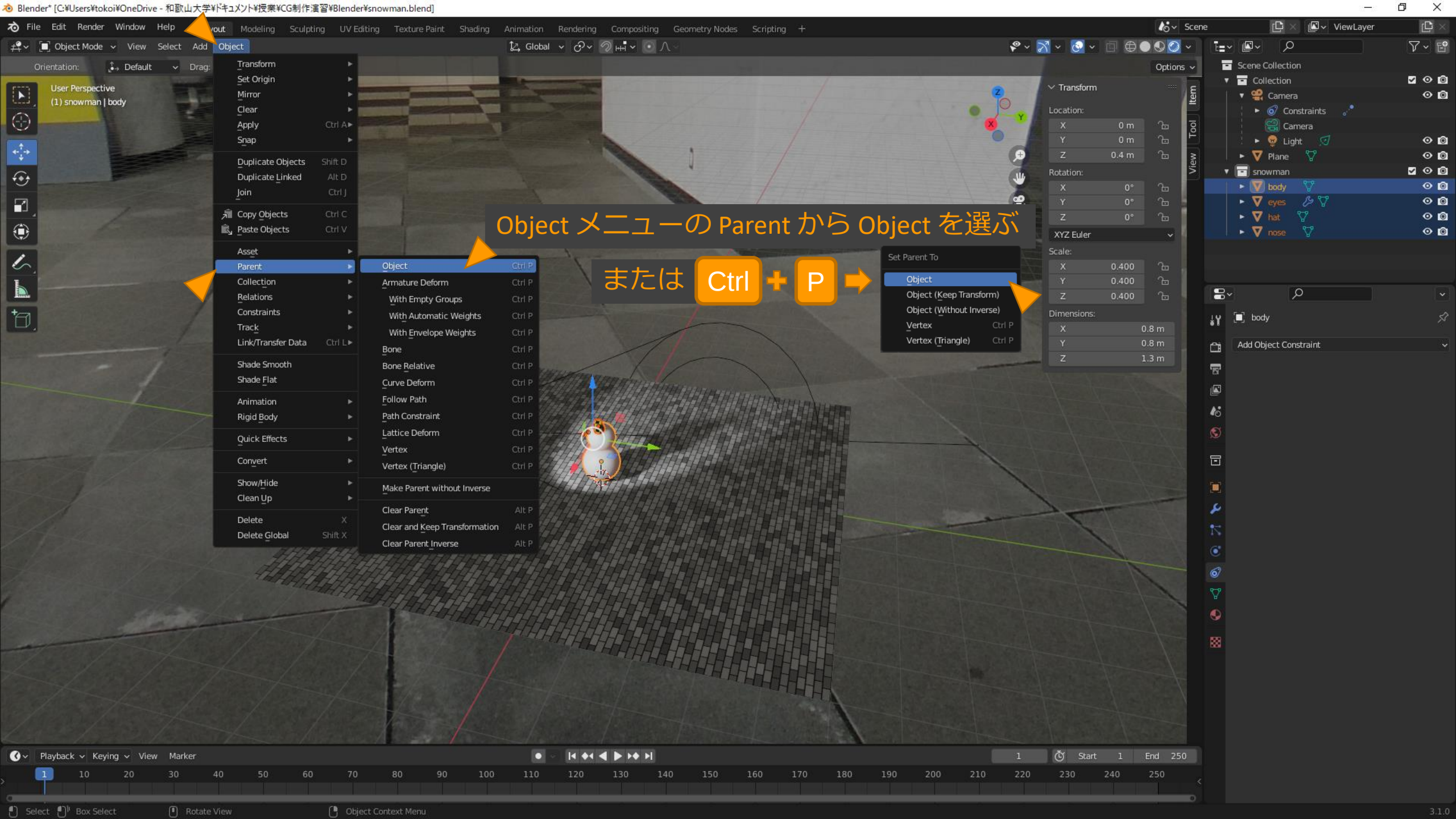


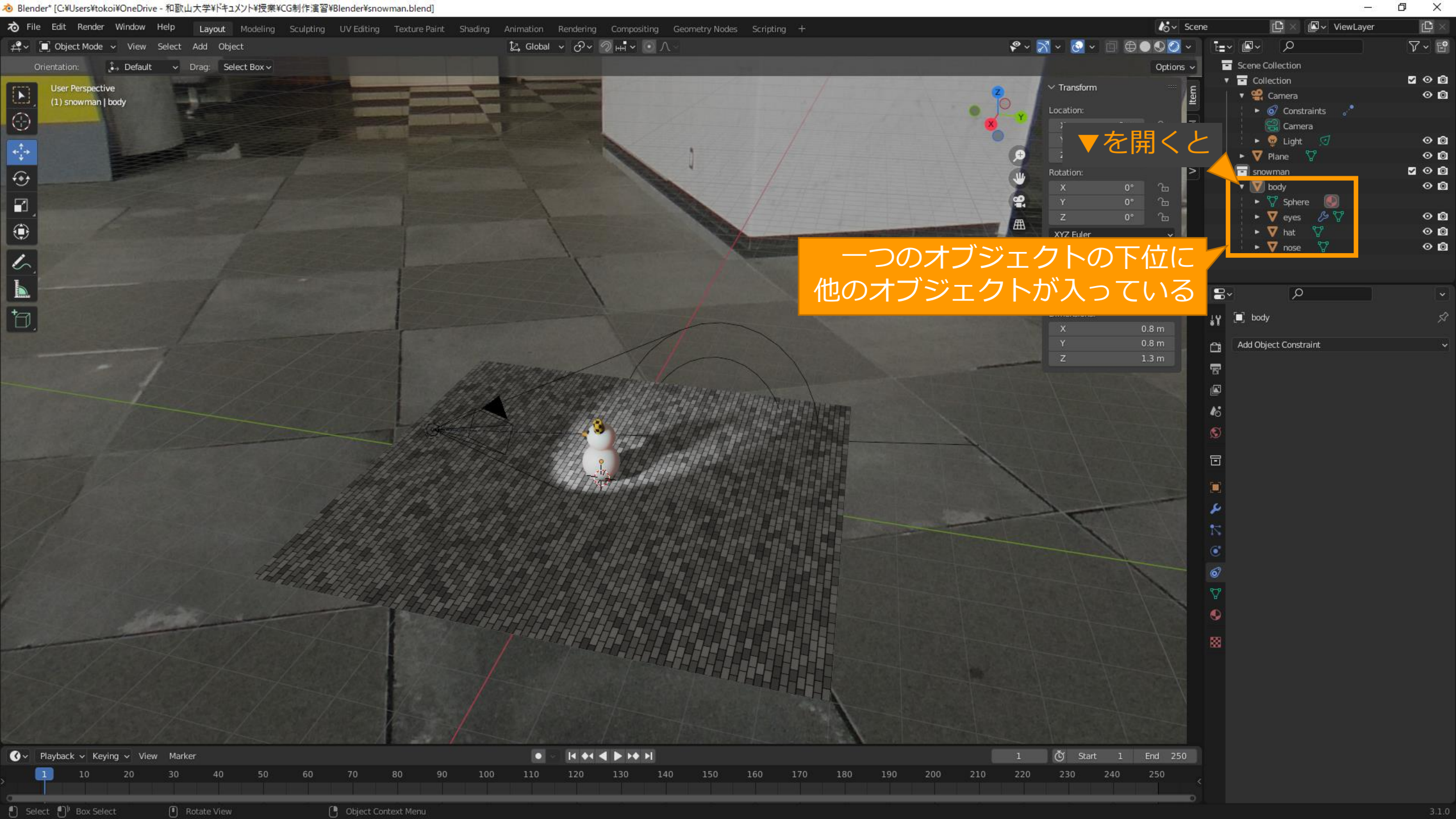
Edit メニューから Undo を選ぶ

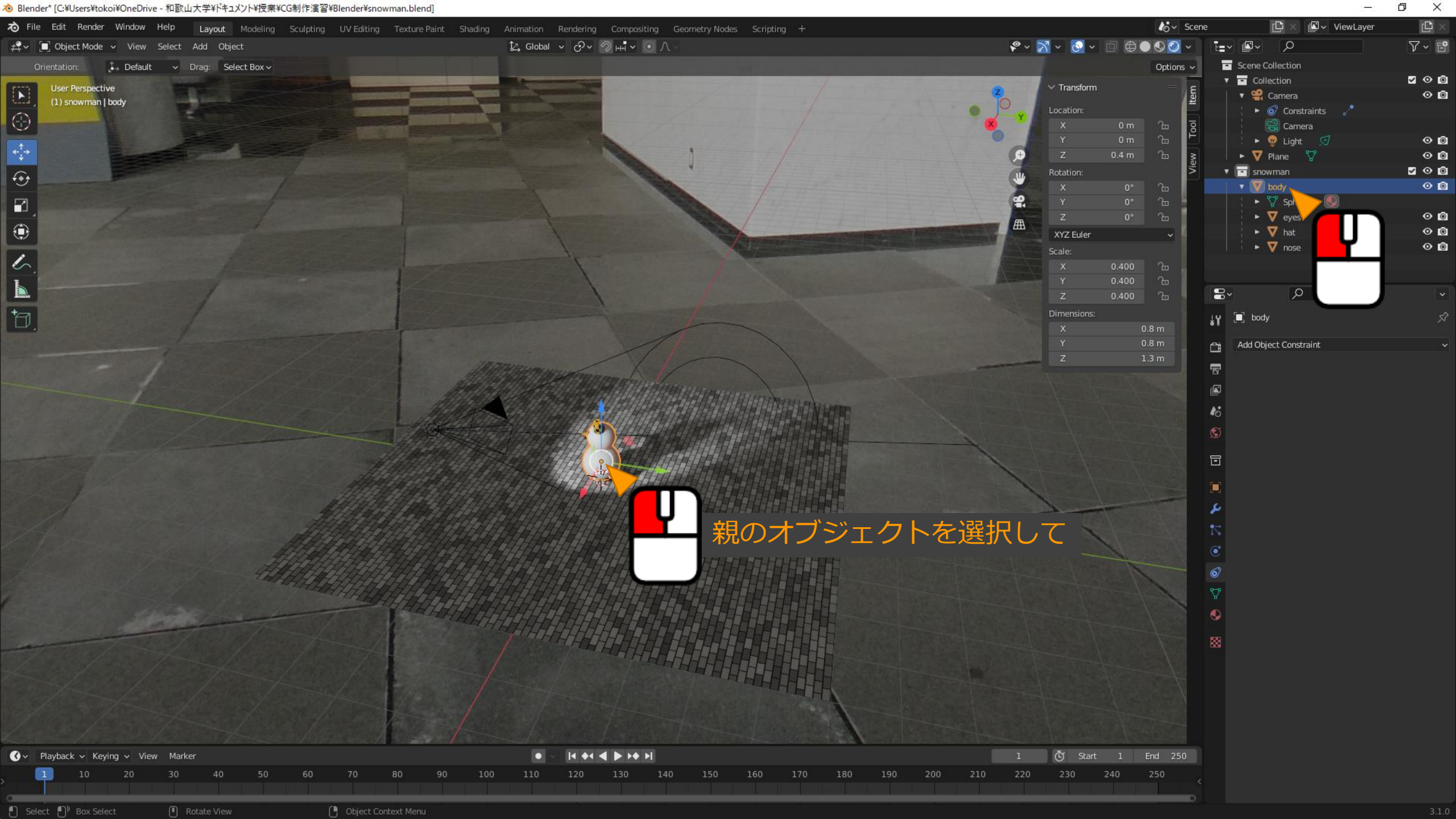
または Ctrl + Z

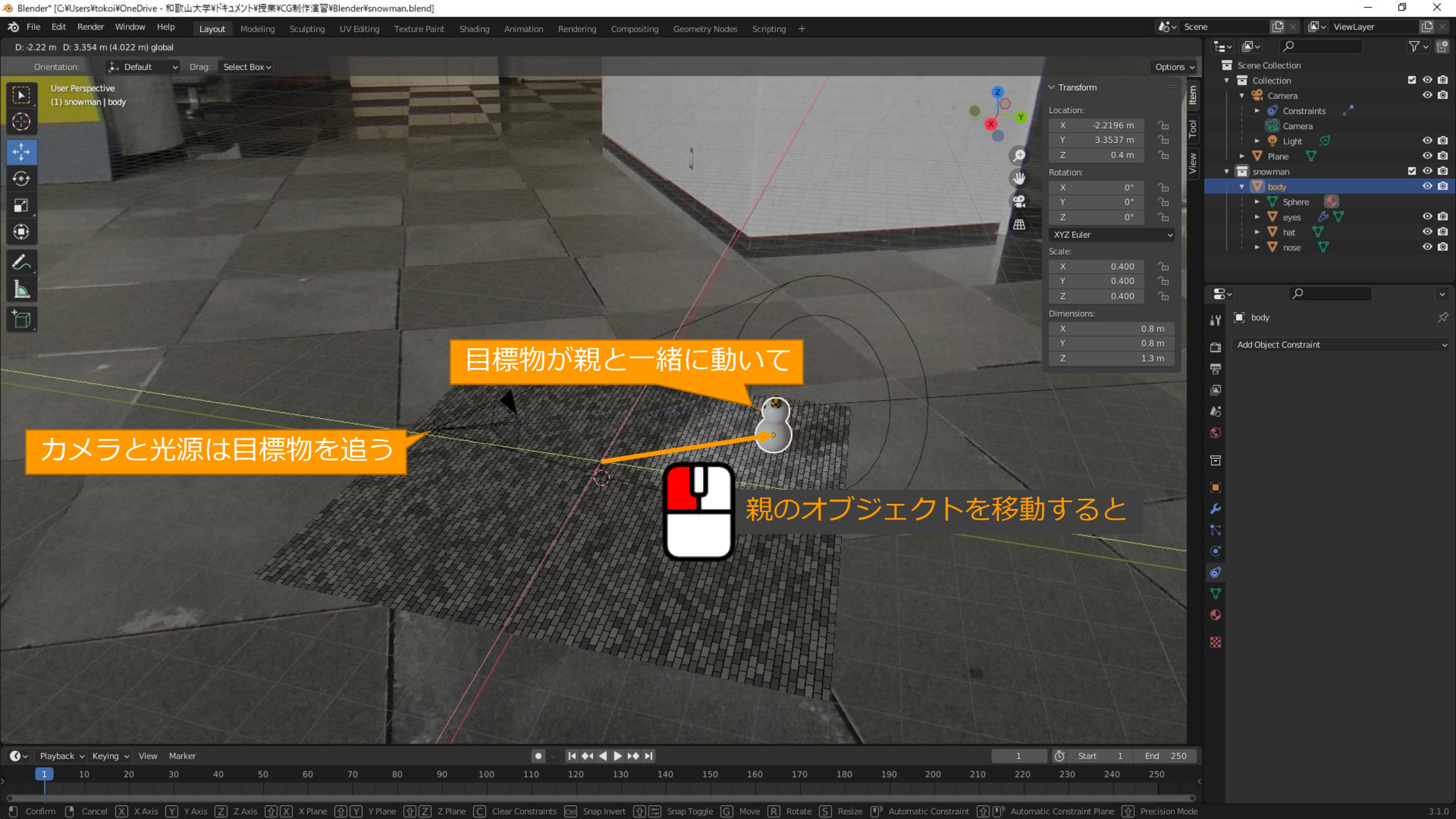
目標物を元の位置に戻す











レンダリングするとこんな感じ

