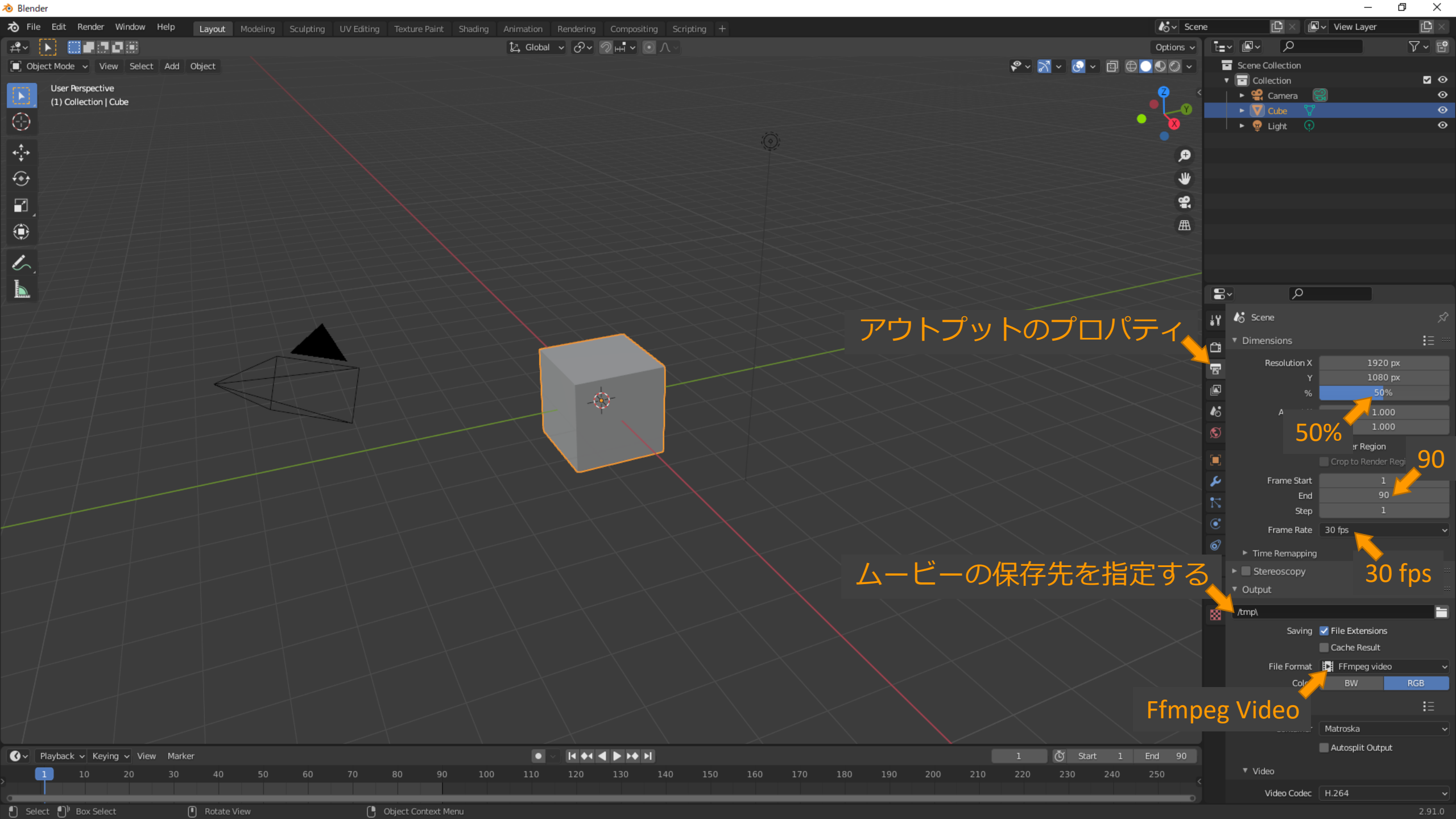


軟体シミュレーション

Soft Body



アウトプットのプロパティ

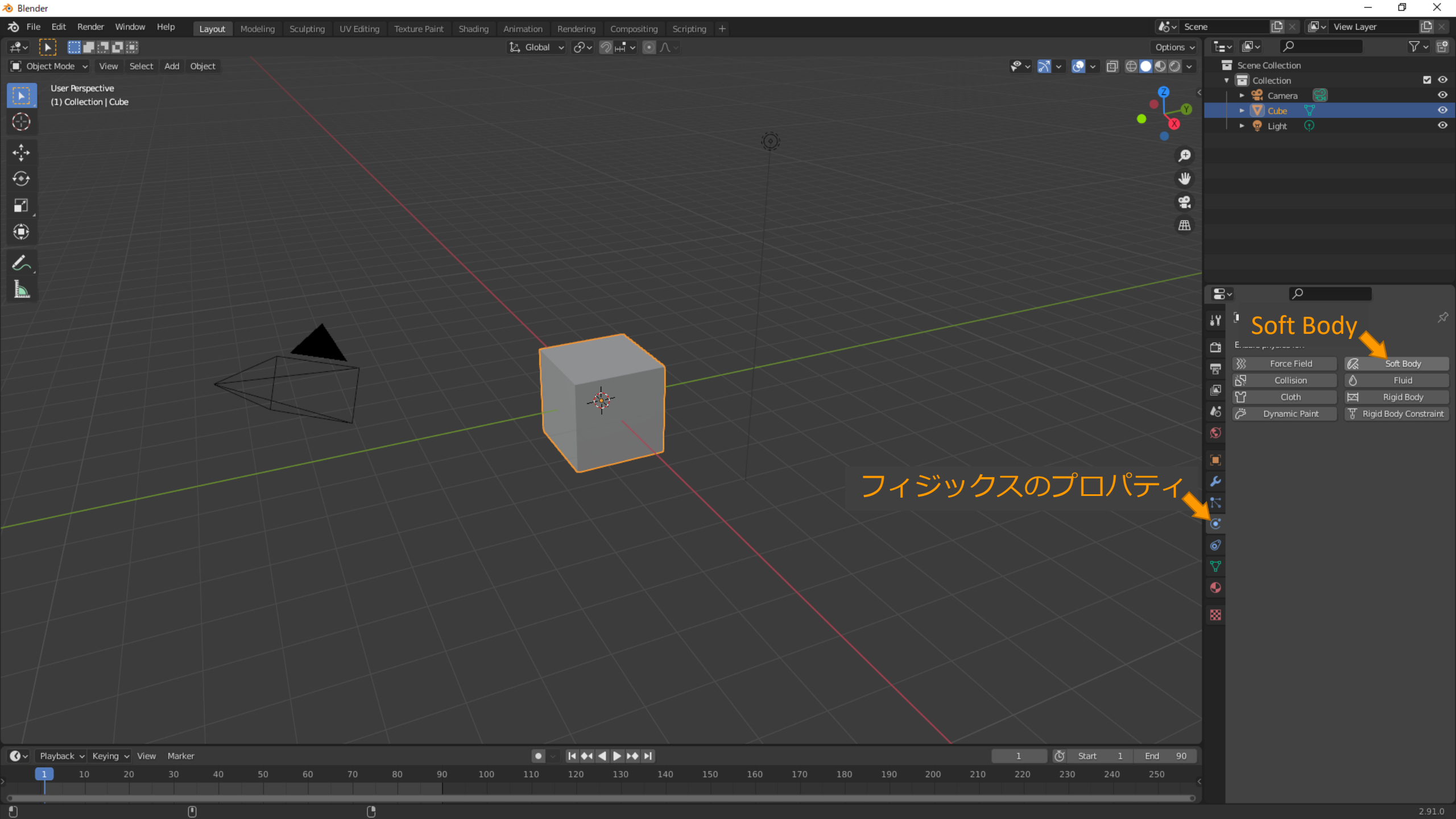
ムービーの保存先を指定する

Ffmpeg Video

50%

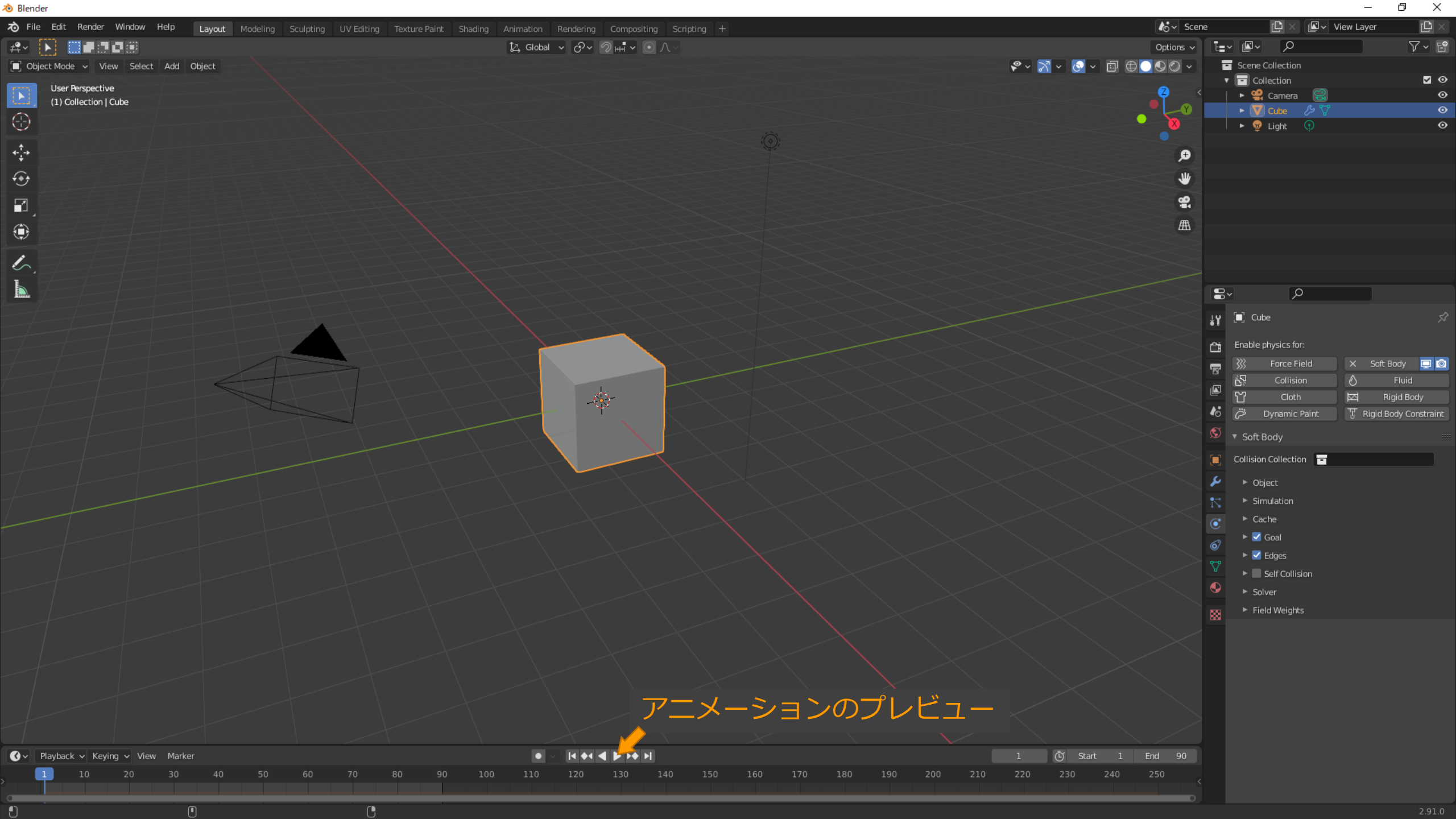
90

30 fps



Soft Body

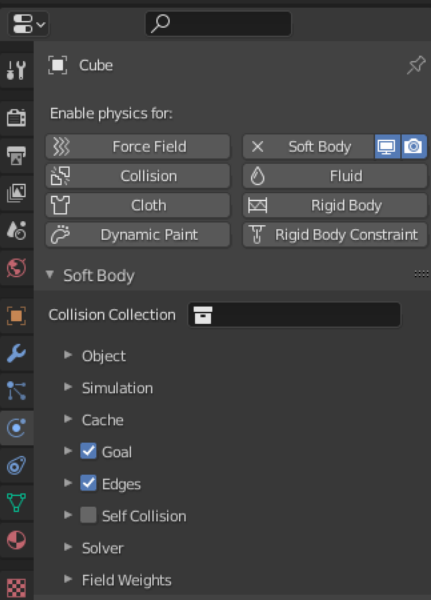
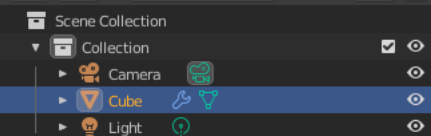
フィジックスのプロパティ

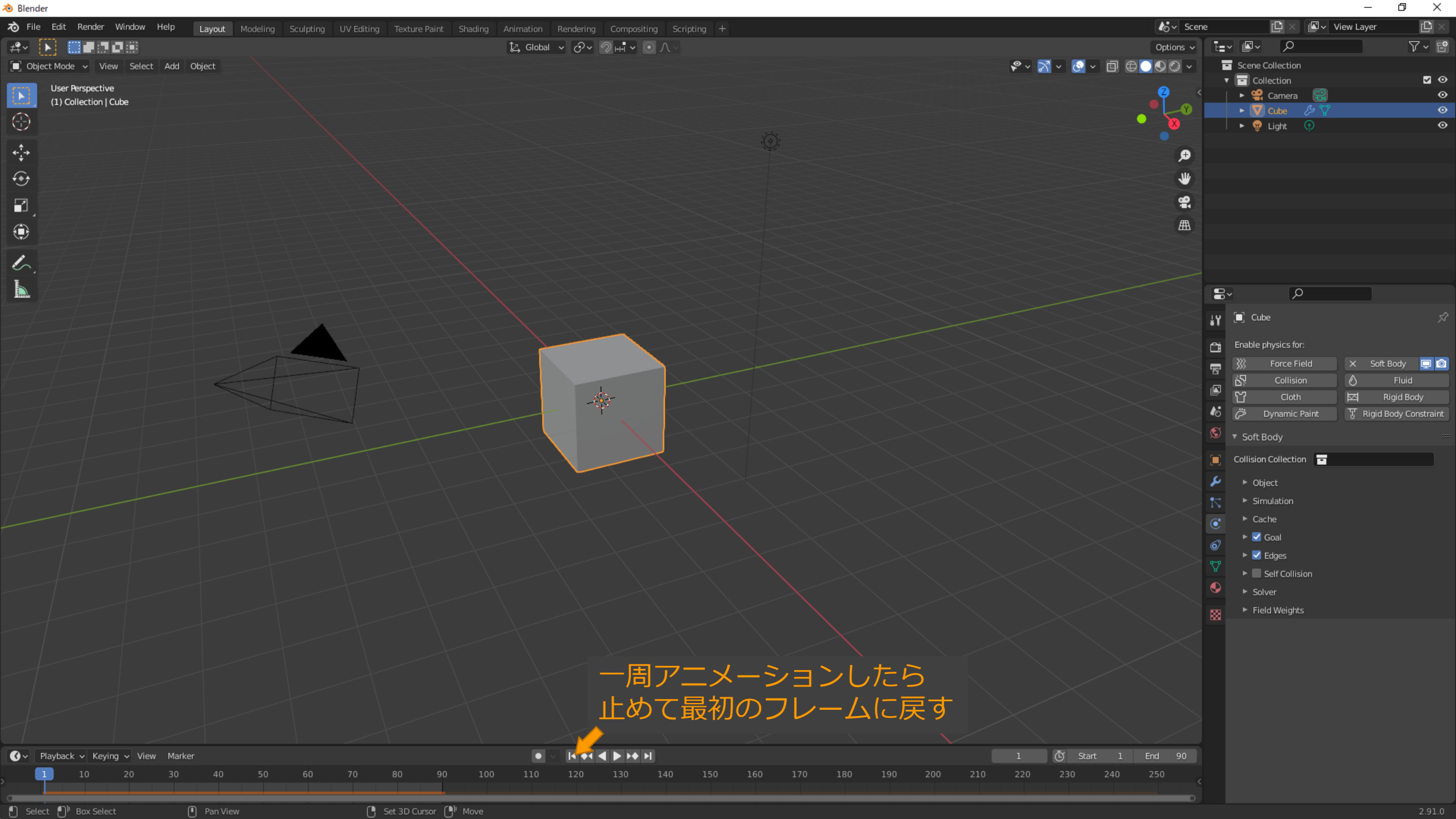


アニメーションのプレビュー

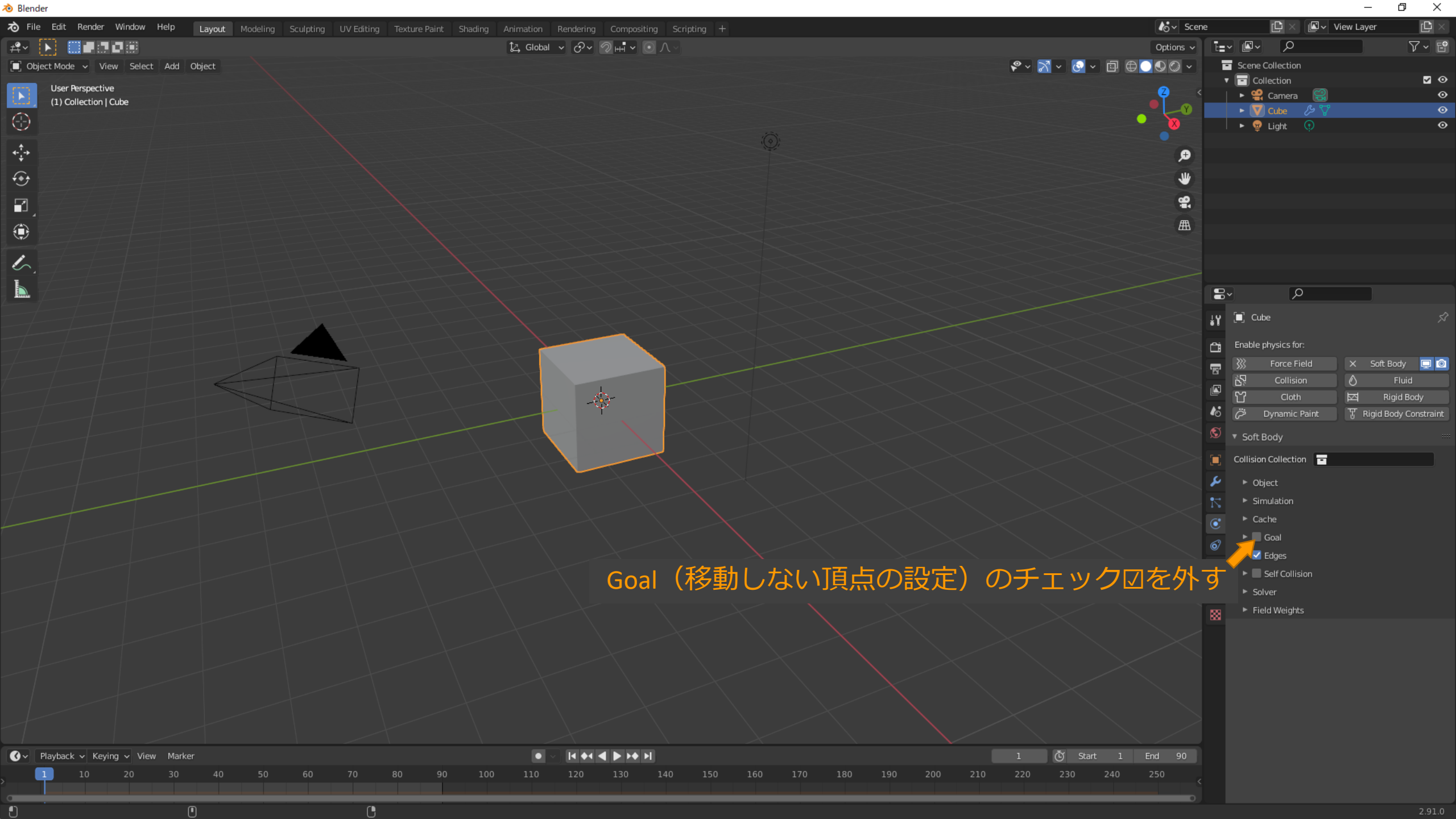


ぶよぶよ揺れる

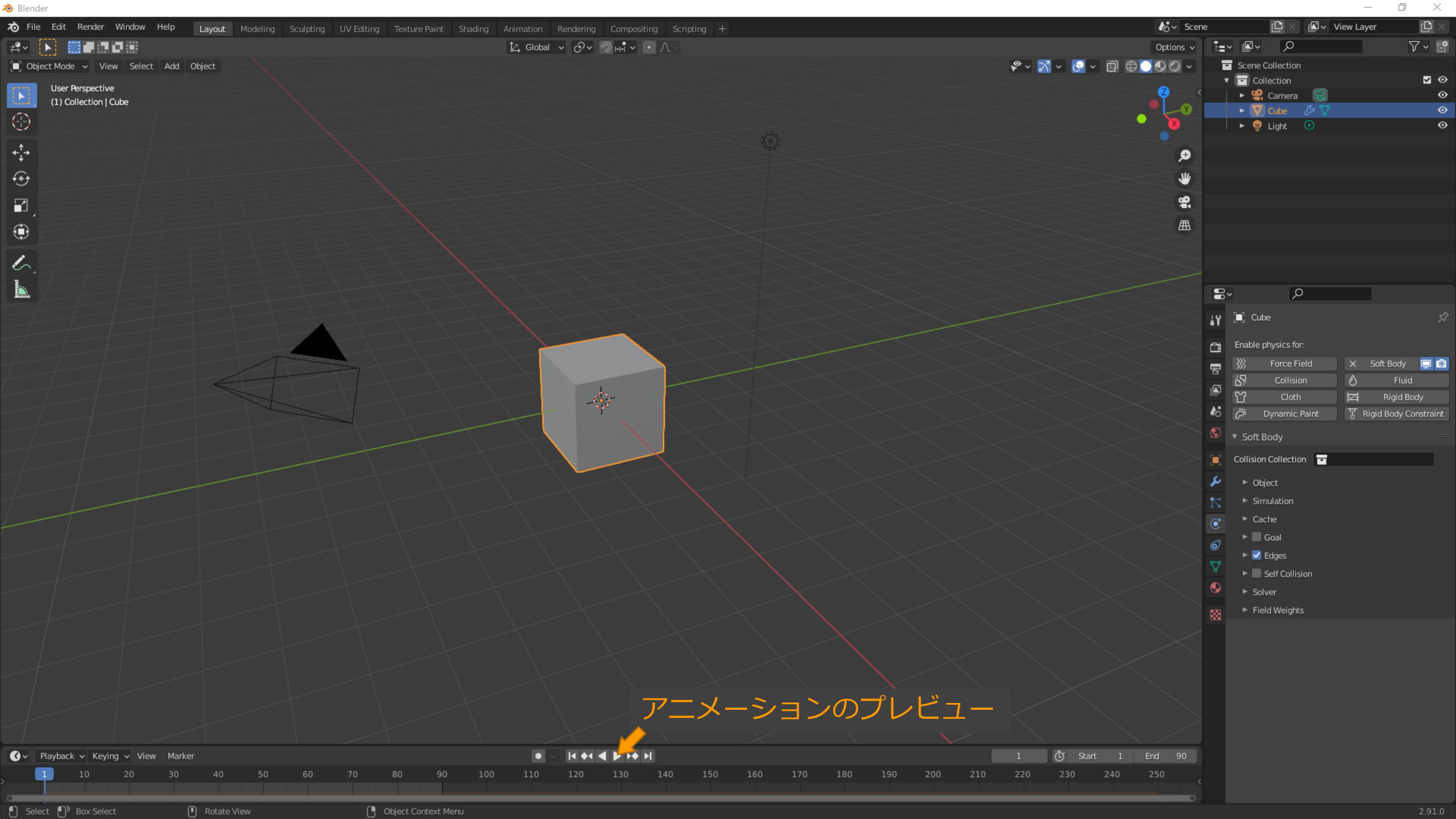




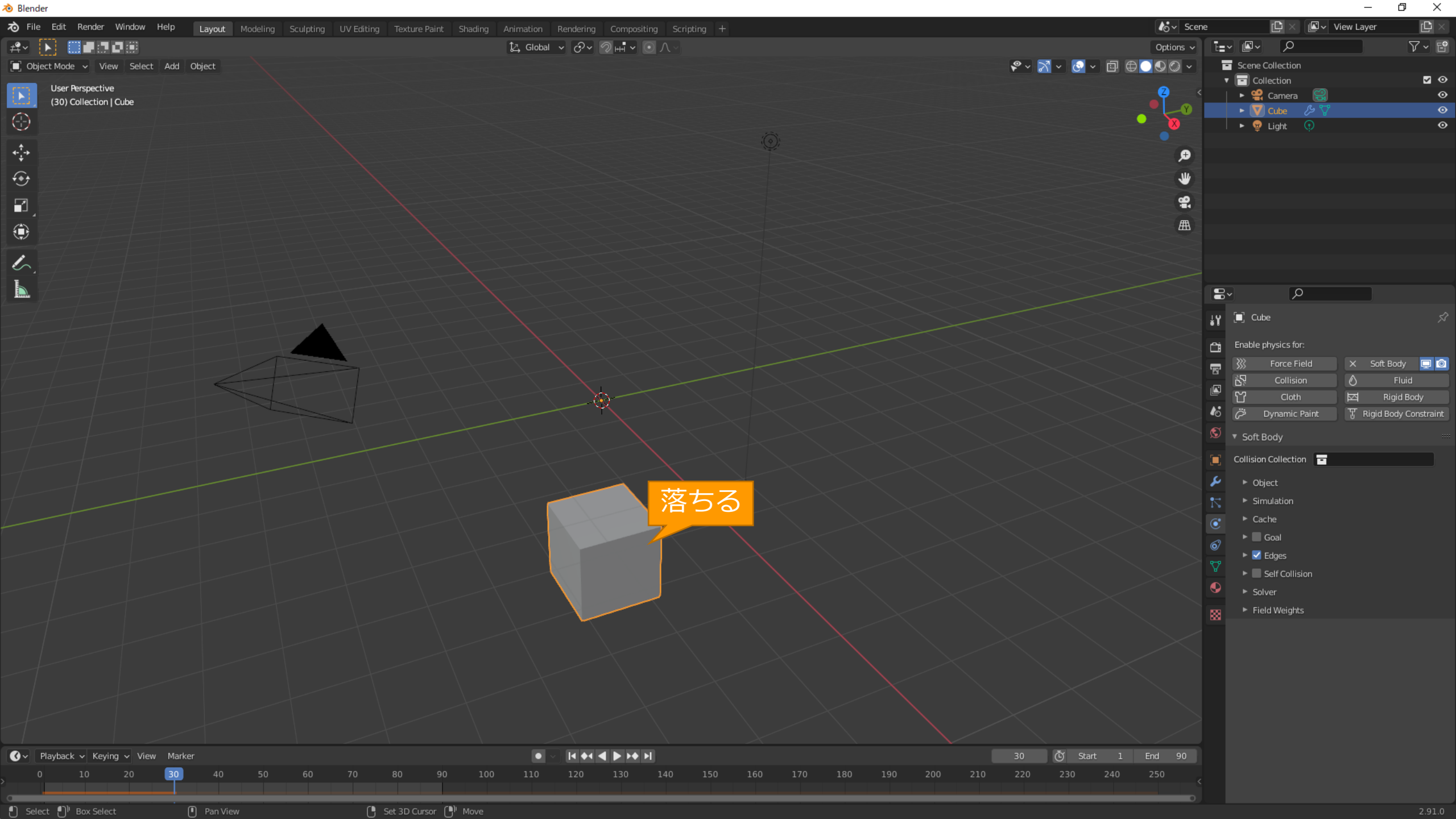
一周アニメーションしたら
止めて最初のフレームに戻る



Goal（移動しない頂点の設定）のチェック☑を外す

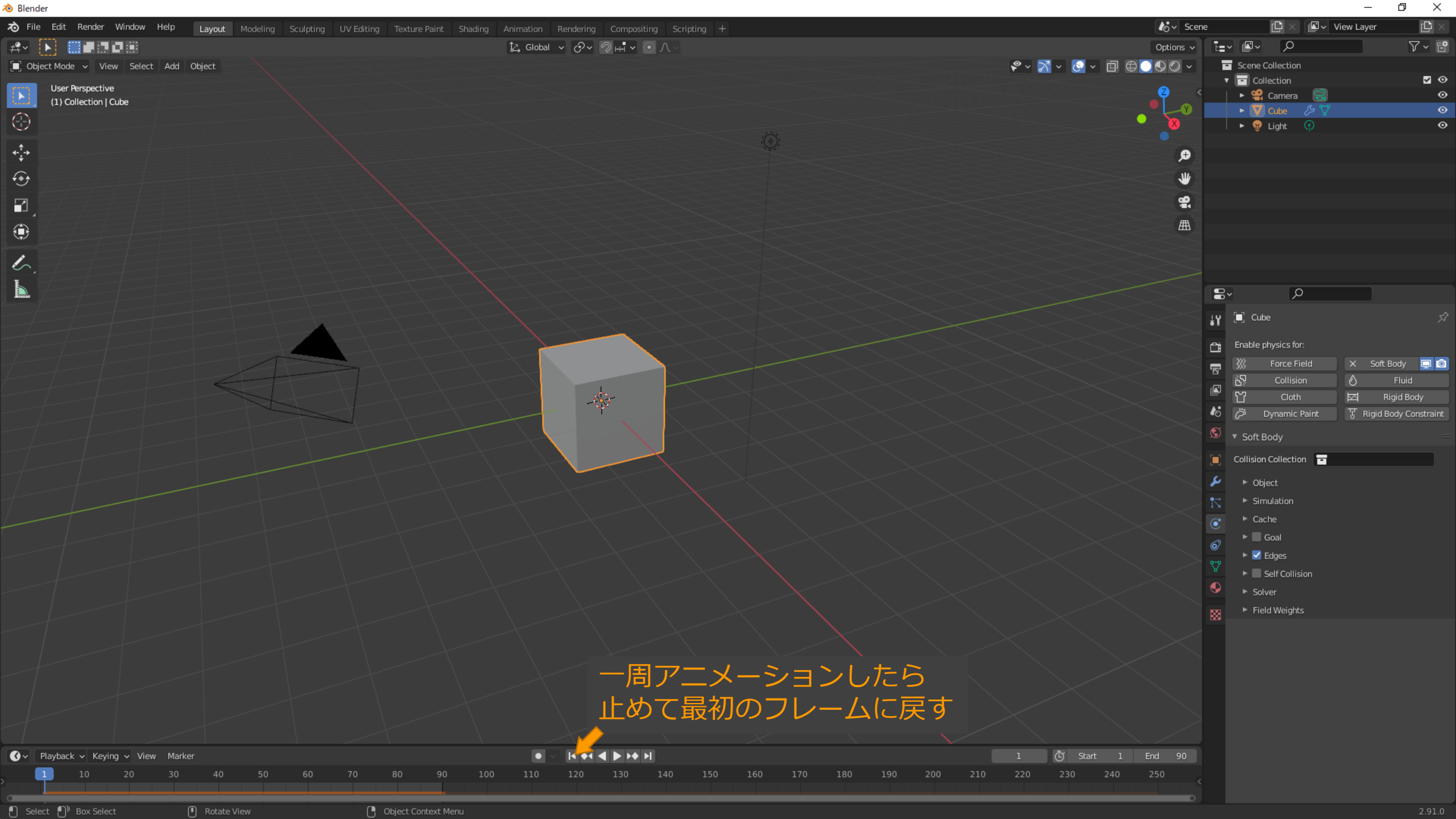


アニメーションのプレビュー

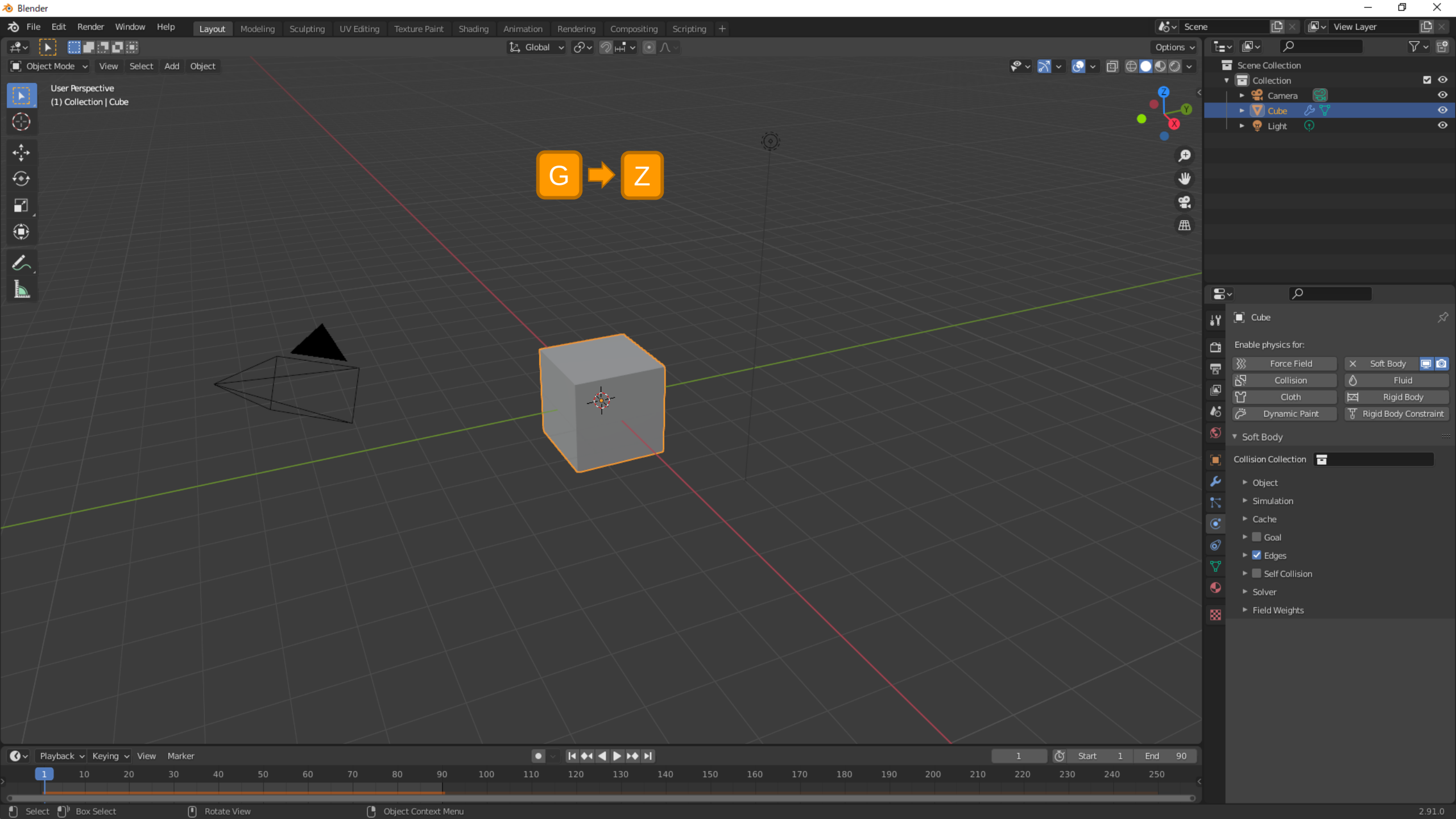


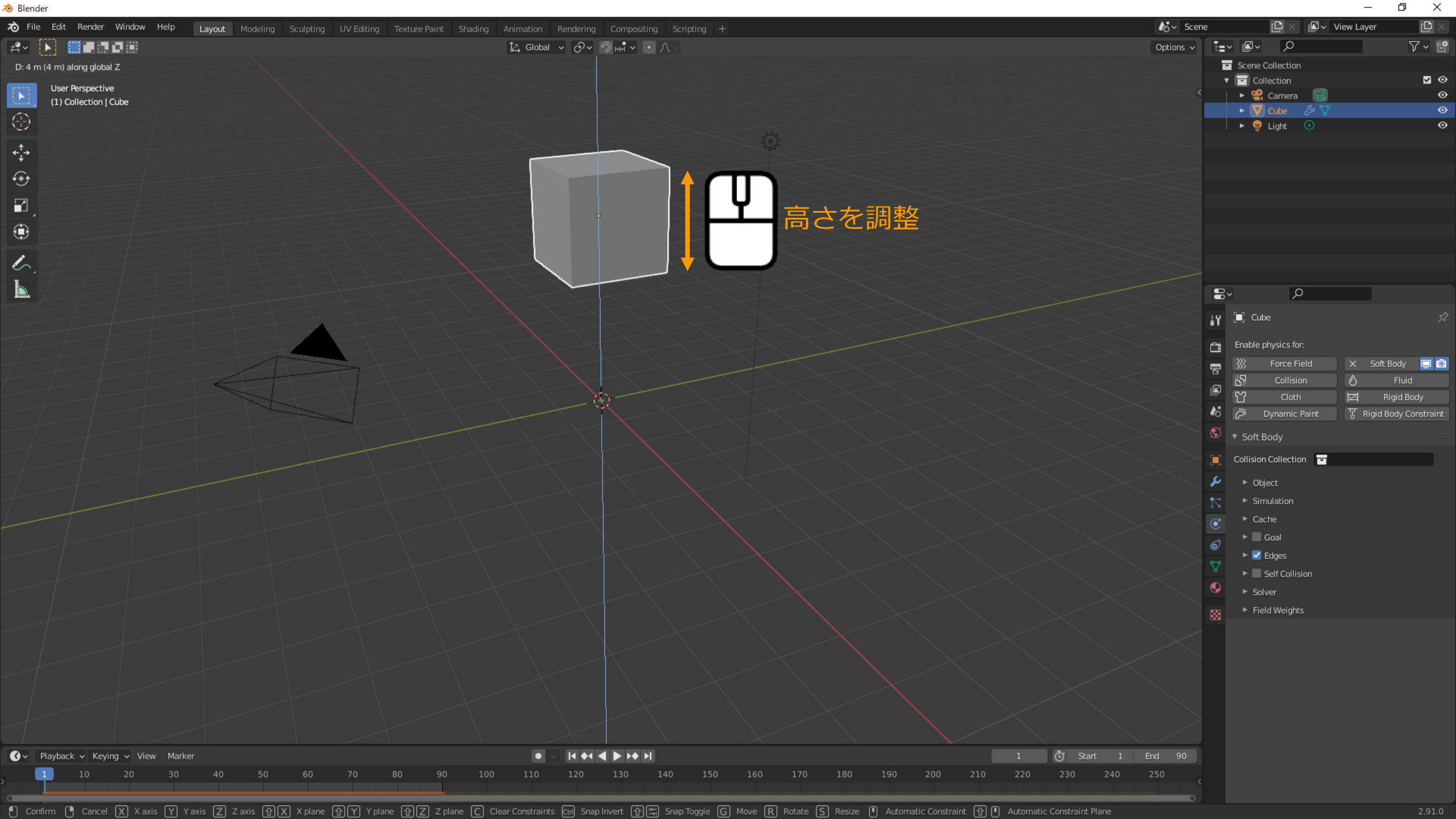
落ちる

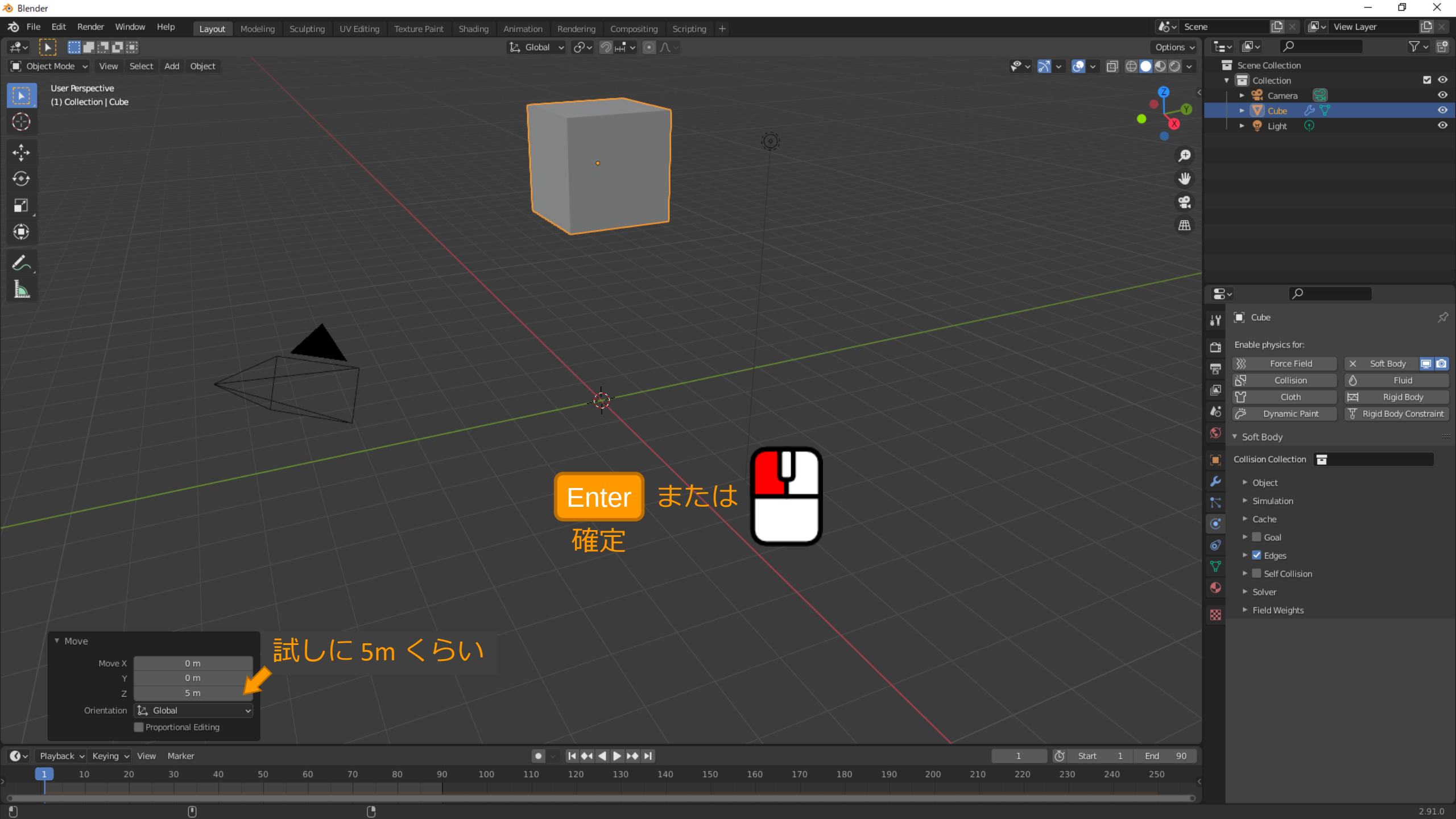
- Enable physics for:
 - ☒ Force Field
 - ☒ Collision
 - ☒ Cloth
 - ☒ Dynamic Paint
 - ☒ Soft Body
 - ☒ Fluid
 - ☒ Rigid Body
 - ☒ Rigid Body Constraint
- ▼ Soft Body
- Collision Collection: [All]
 - Object
 - Simulation
 - Cache
 - Goal
 - ☒ Edges
 - Self Collision
 - Solver
 - Field Weights



一周アニメーションしたら
止めて最初のフレームに戻る







Enter

または

確定

試しに 5m くらい

Scene Collection

- Collection
 - Camera
 - Cube
 - Light

Options

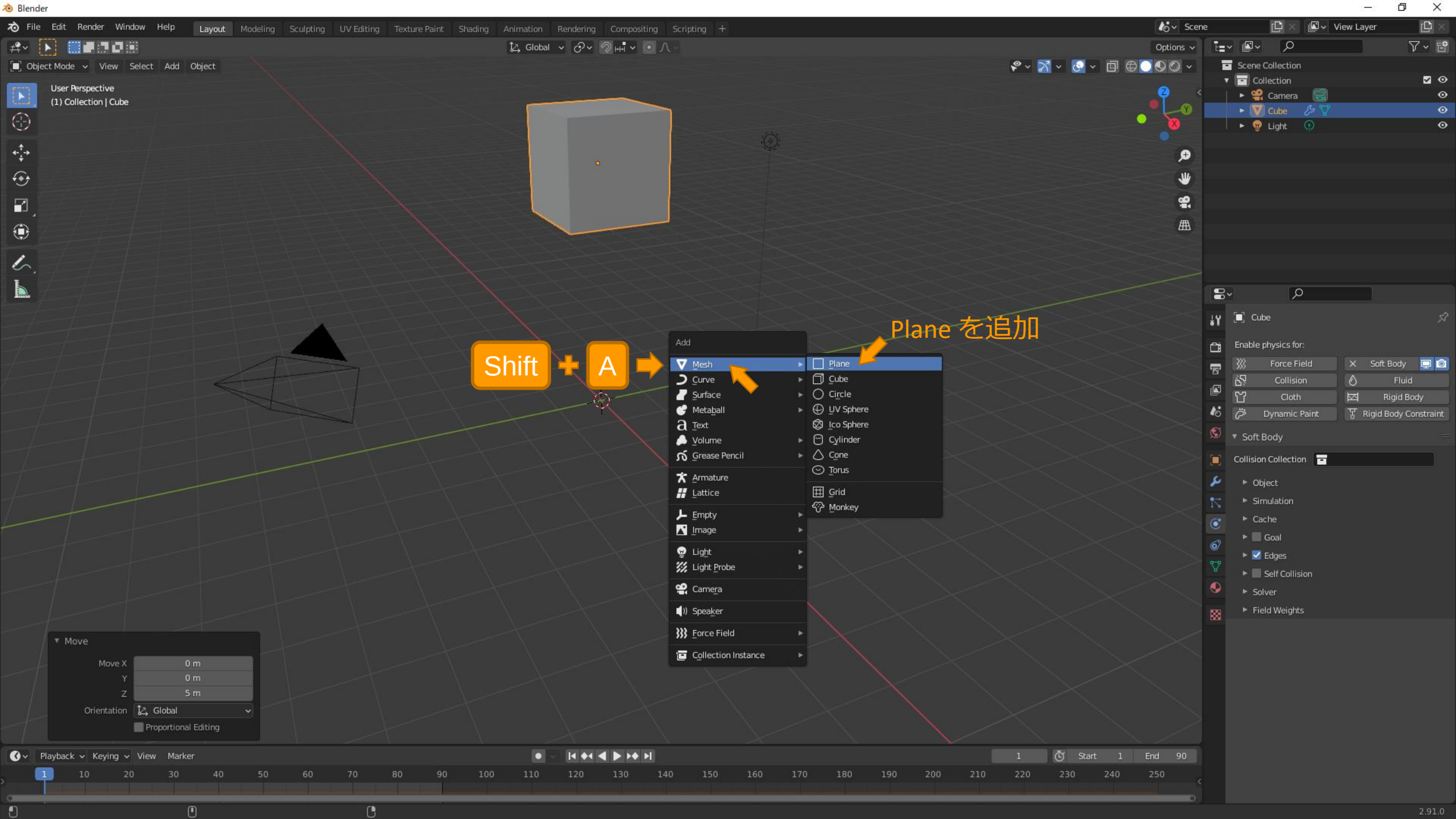
Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Soft Body

Collision Collection

- Object
- Simulation
- Cache
- Goal
- Edges
- Self Collision
- Solver
- Field Weights



Shift + A

Plane を追加

- Add
 - Mesh
 - Plane
 - Cube
 - Circle
 - UV Sphere
 - Ico Sphere
 - Cylinder
 - Cone
 - Torus
 - Grid
 - Monkey
 - Curve
 - Surface
 - Metaball
 - Text
 - Volume
 - Grease Pencil
 - Armature
 - Lattice
 - Empty
 - Image
 - Light
 - Light Probe
 - Camera
 - Speaker
 - Force Field
 - Collection Instance

▼ Move

Move X	0 m
Y	0 m
Z	5 m

Orientation Global

☐ Proportional Editing

Scene Collection

- Collection
 - Camera
 - Cube
 - Light

Enable physics for:

☒ Force Field	☒ Soft Body
☒ Collision	☒ Fluid
☒ Cloth	☒ Rigid Body
☒ Dynamic Paint	☒ Rigid Body Constraint

▼ Soft Body

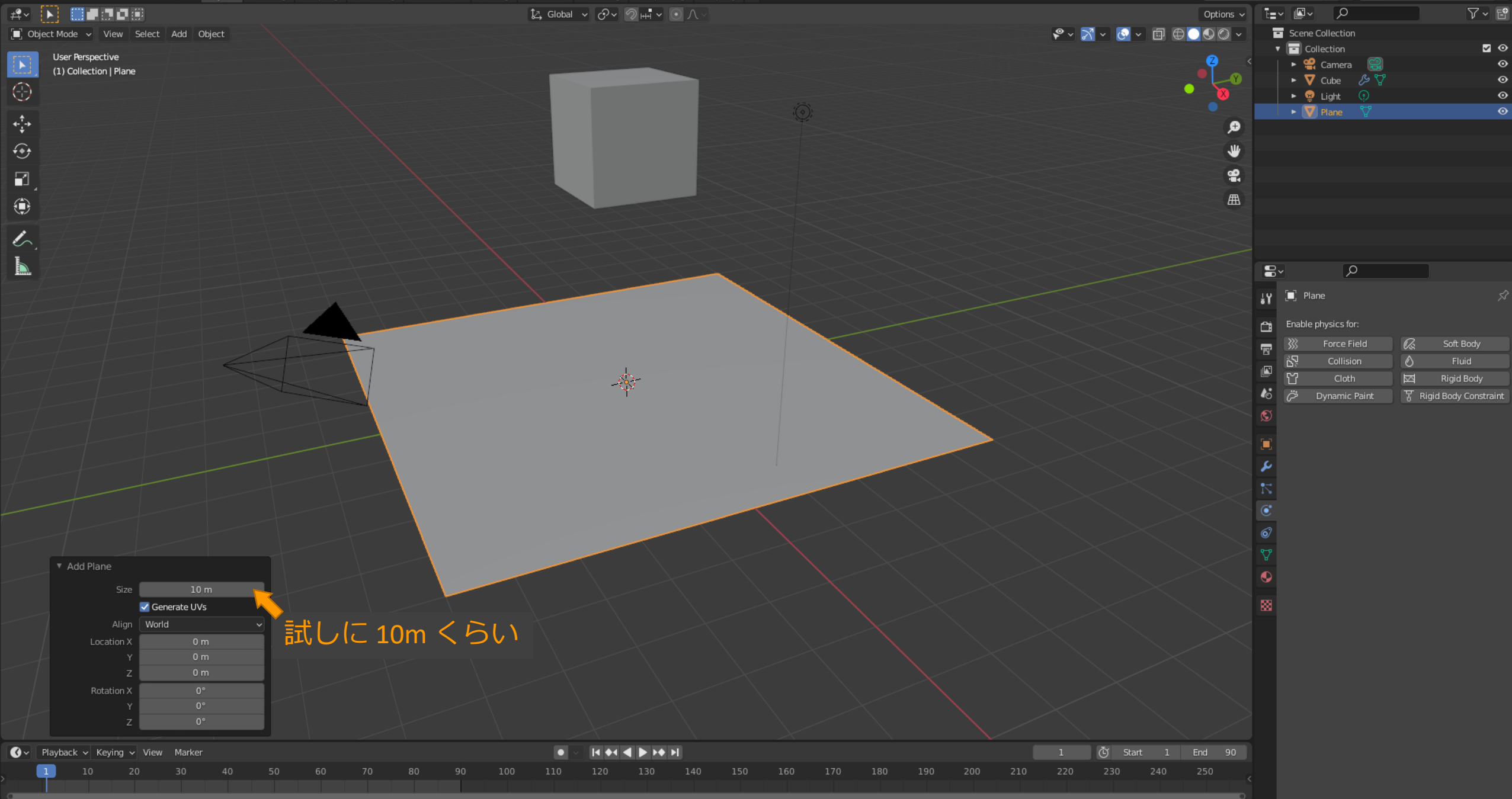
Collision Collection

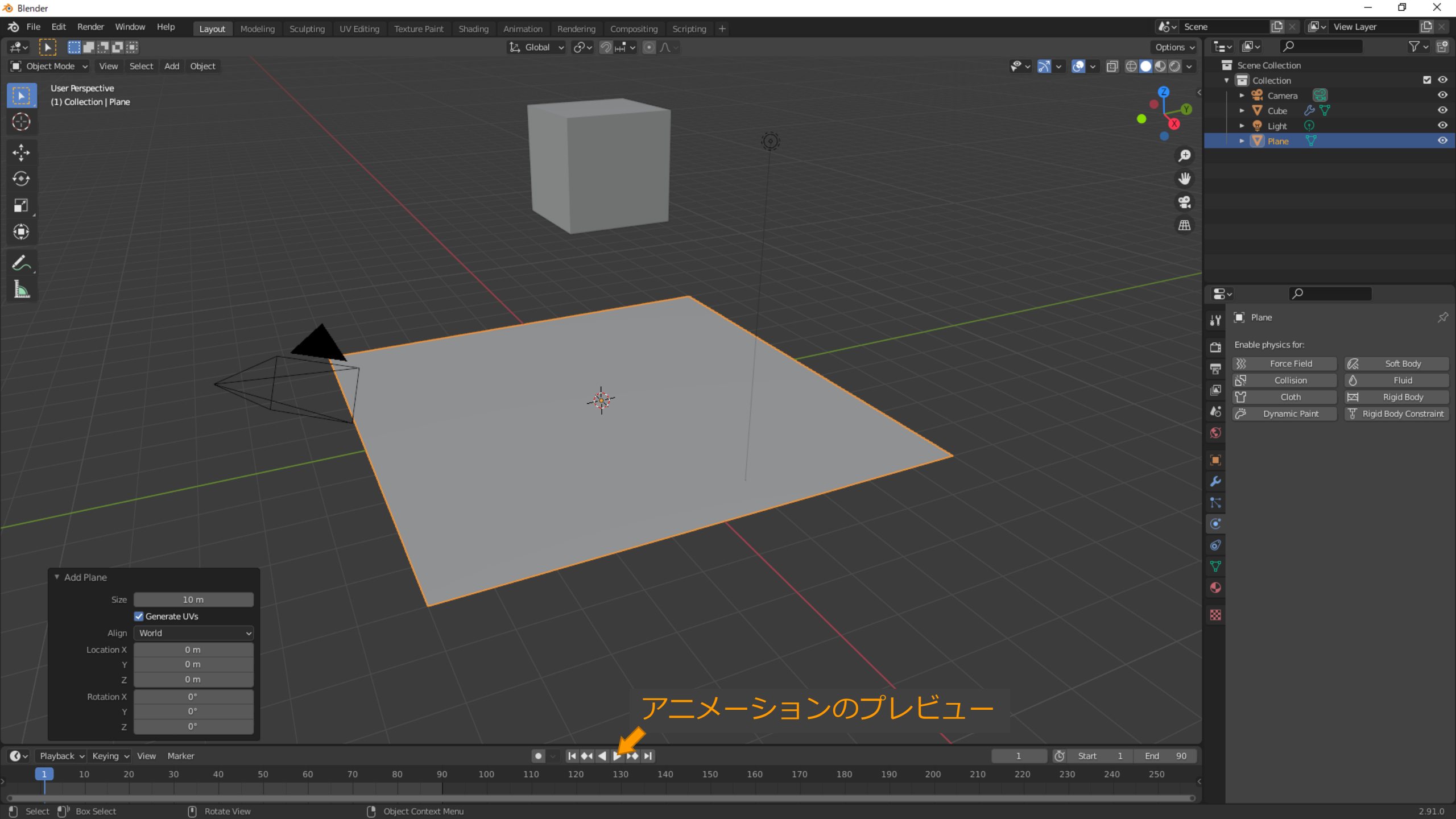
- Object
- Simulation
- Cache
- Goal
- ☒ Edges
- ☒ Self Collision
- Solver
- Field Weights

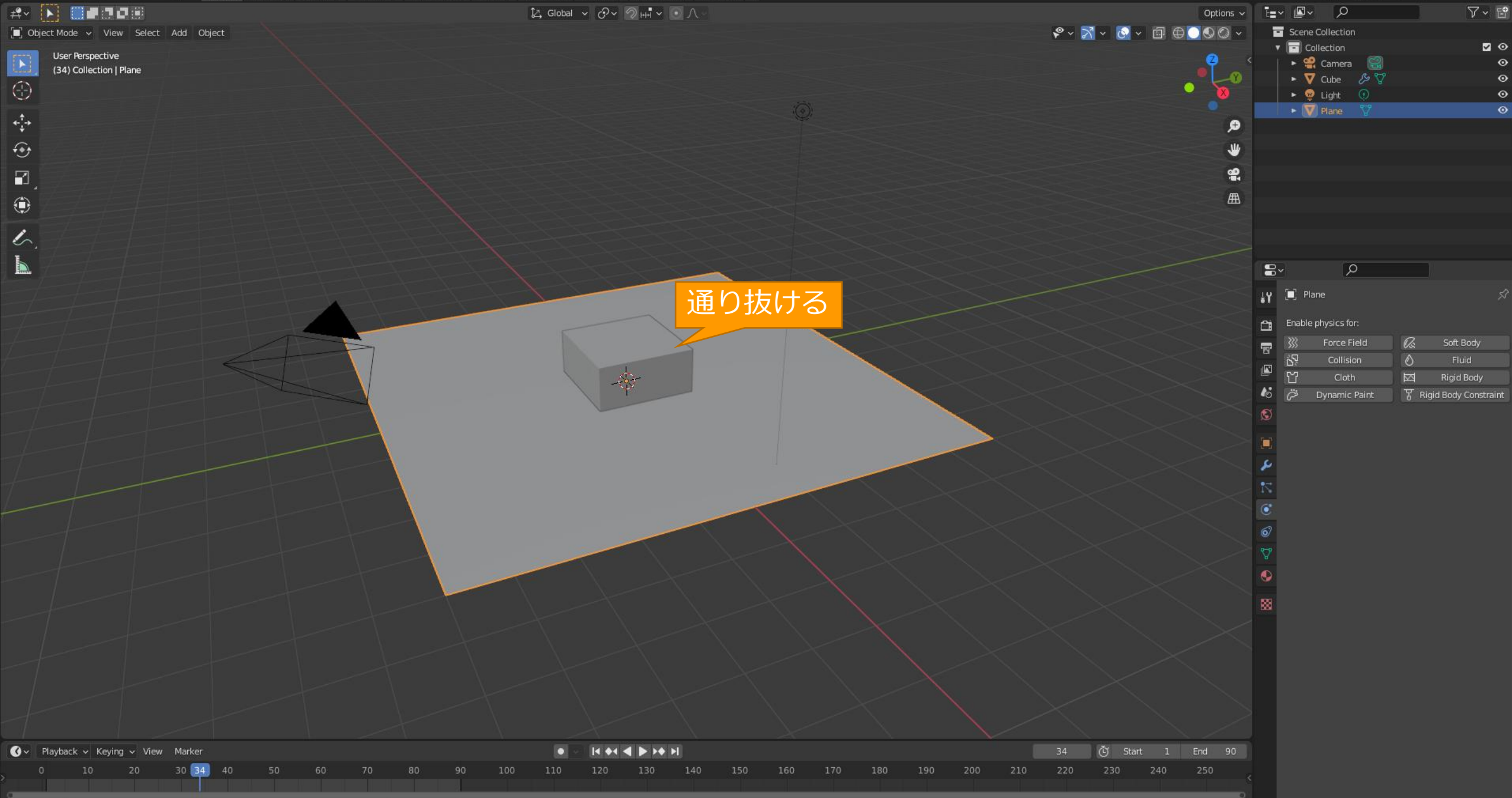
Playback Keying View Marker

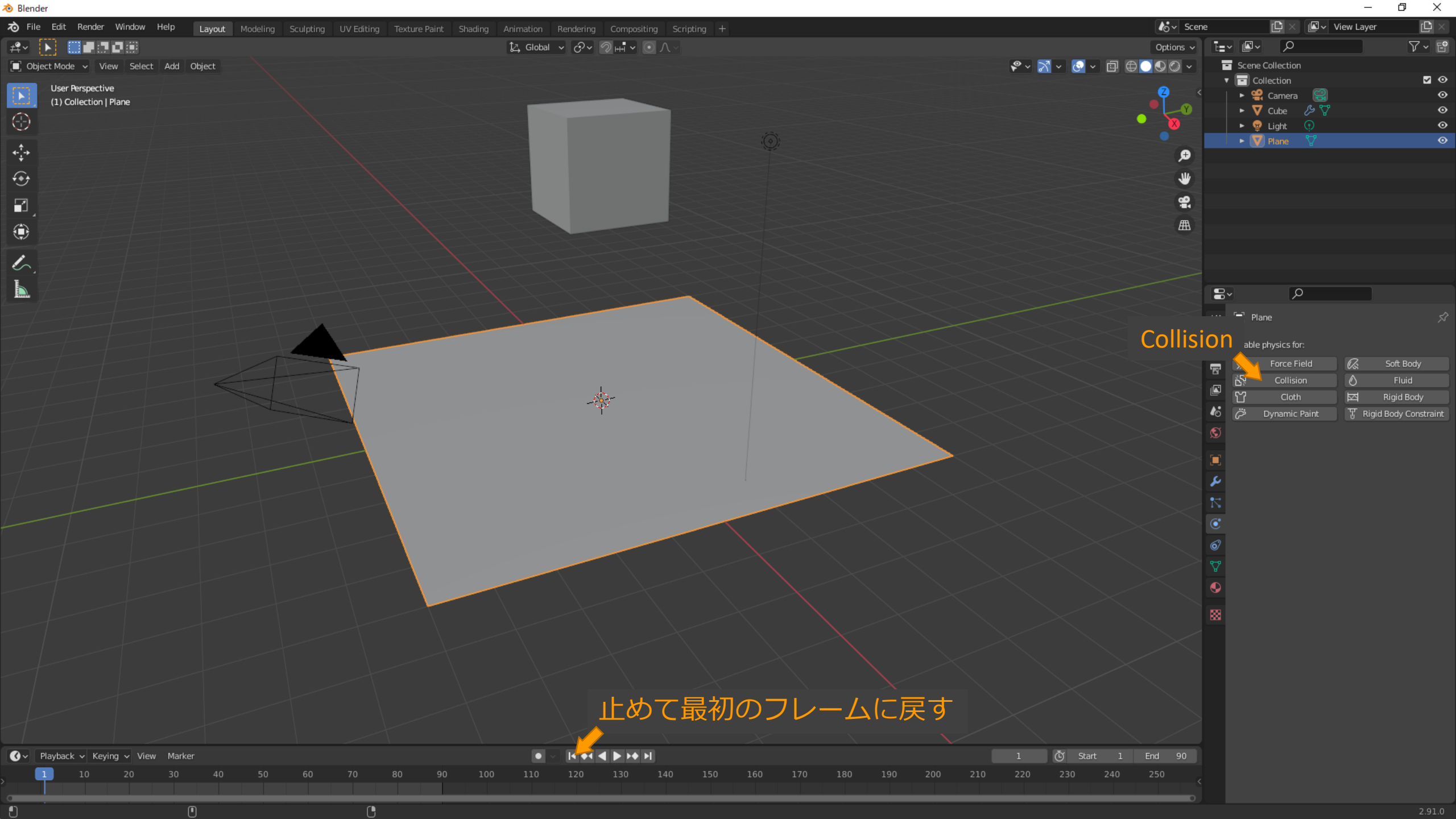
1 10 20 30 40 50 60 70 80 90 100 110 120 130 140 150 160 170 180 190 200 210 220 230 240 250

1 Start 1 End 90



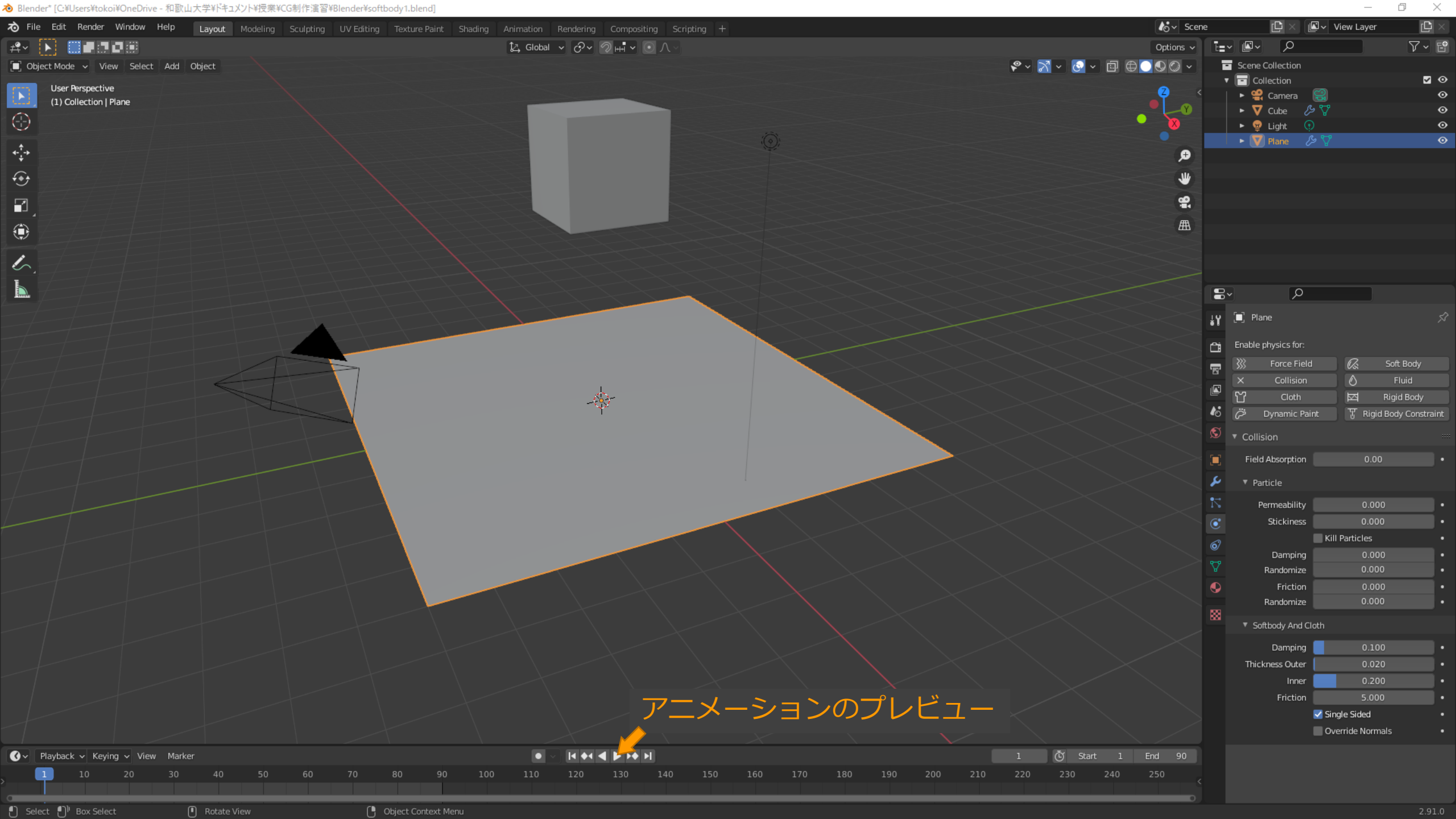




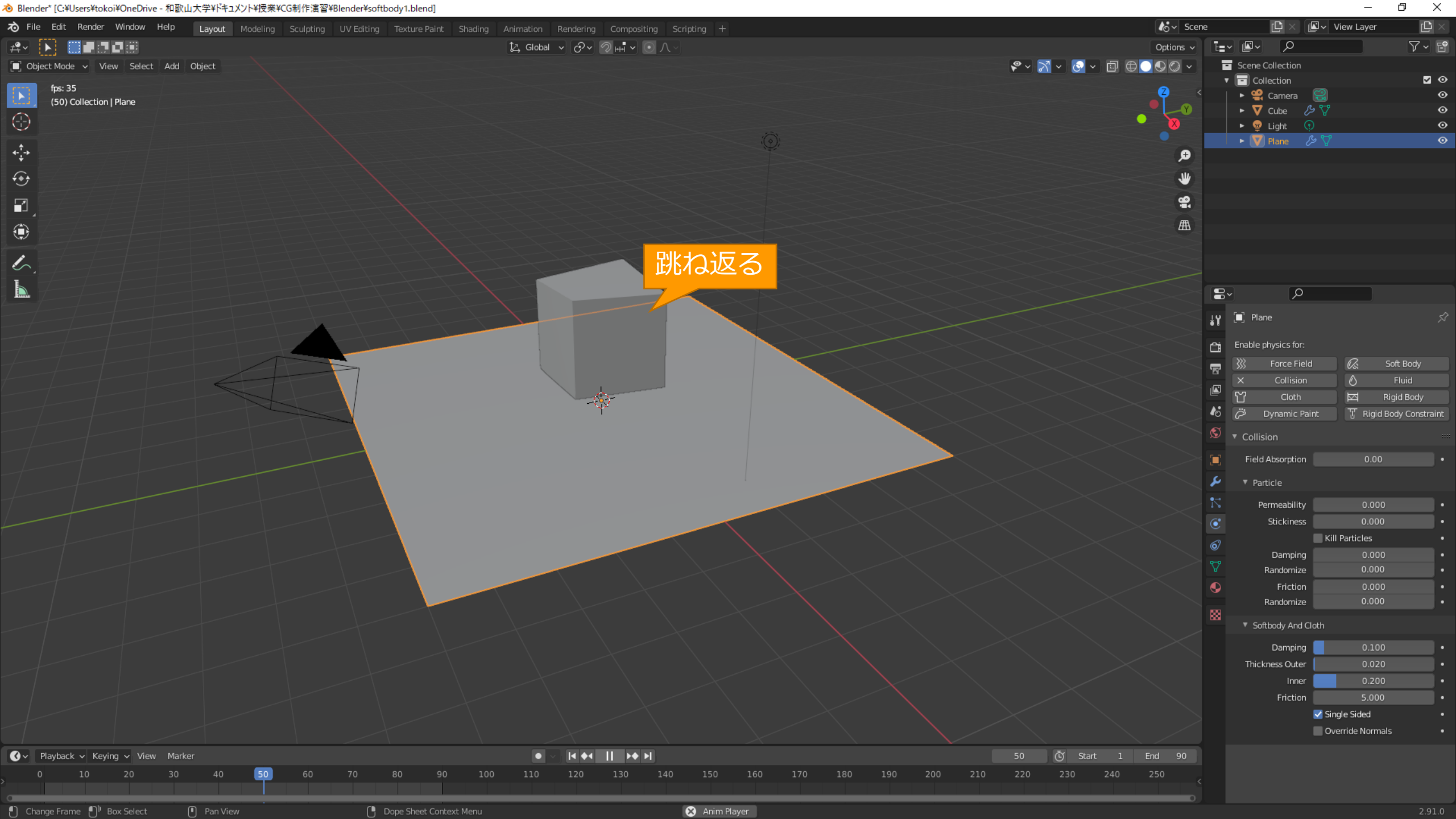


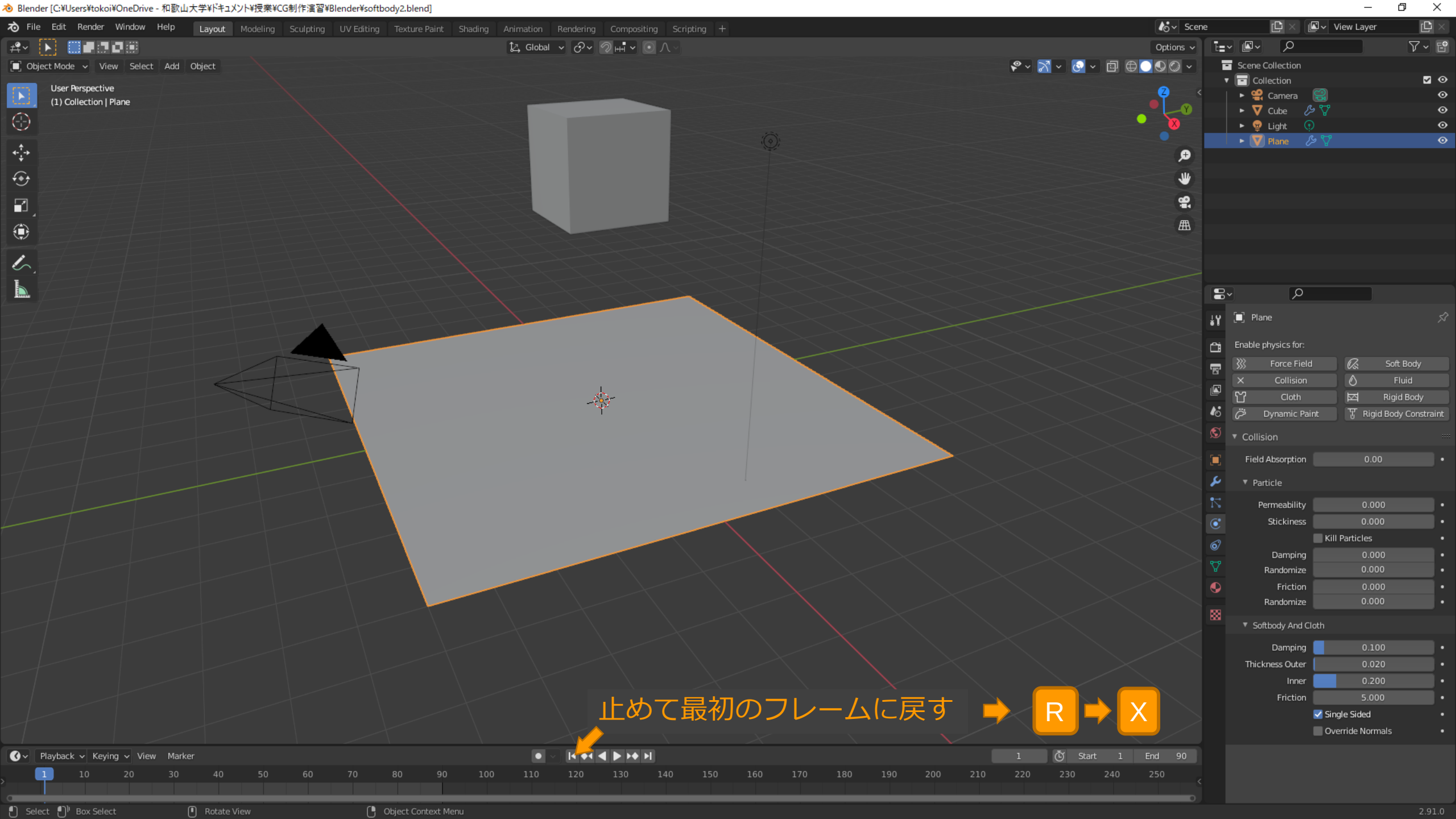
Collision

止めて最初のフレームに戻る

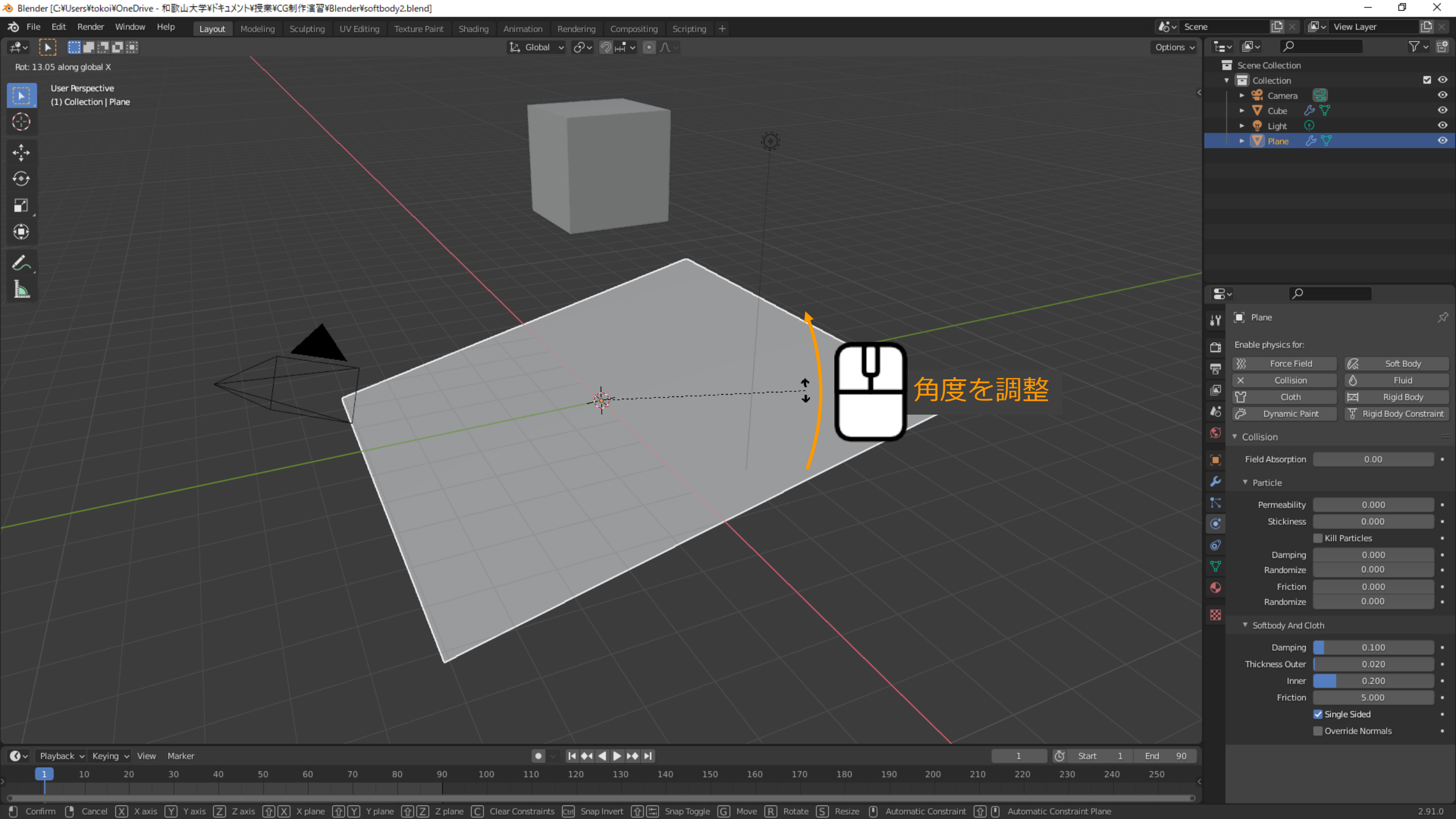
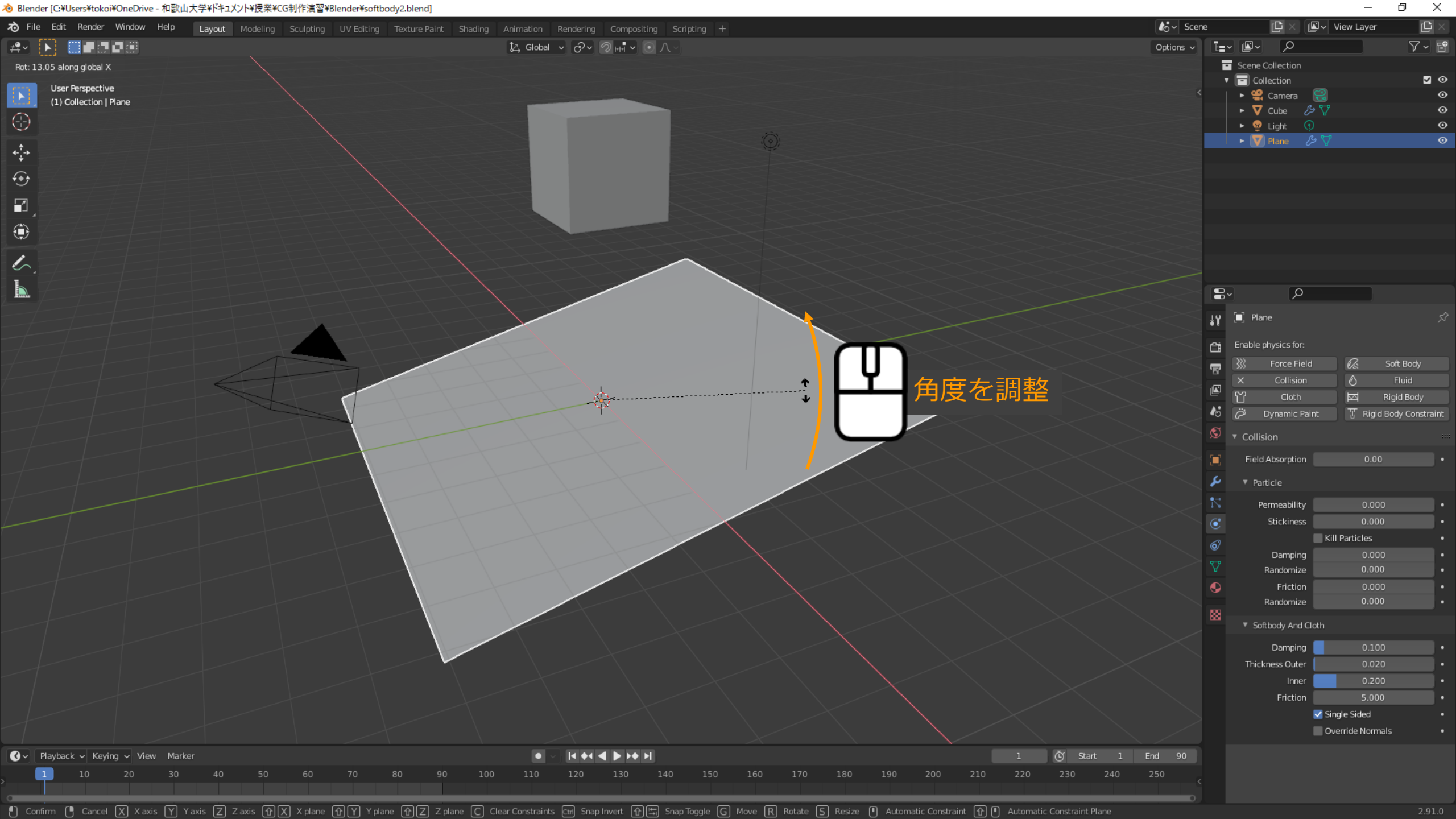


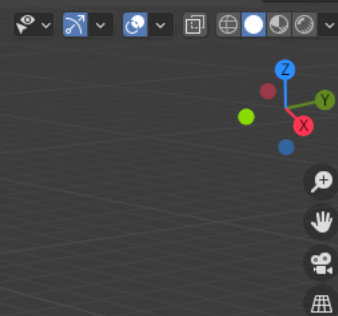
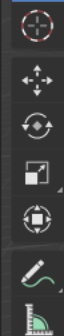
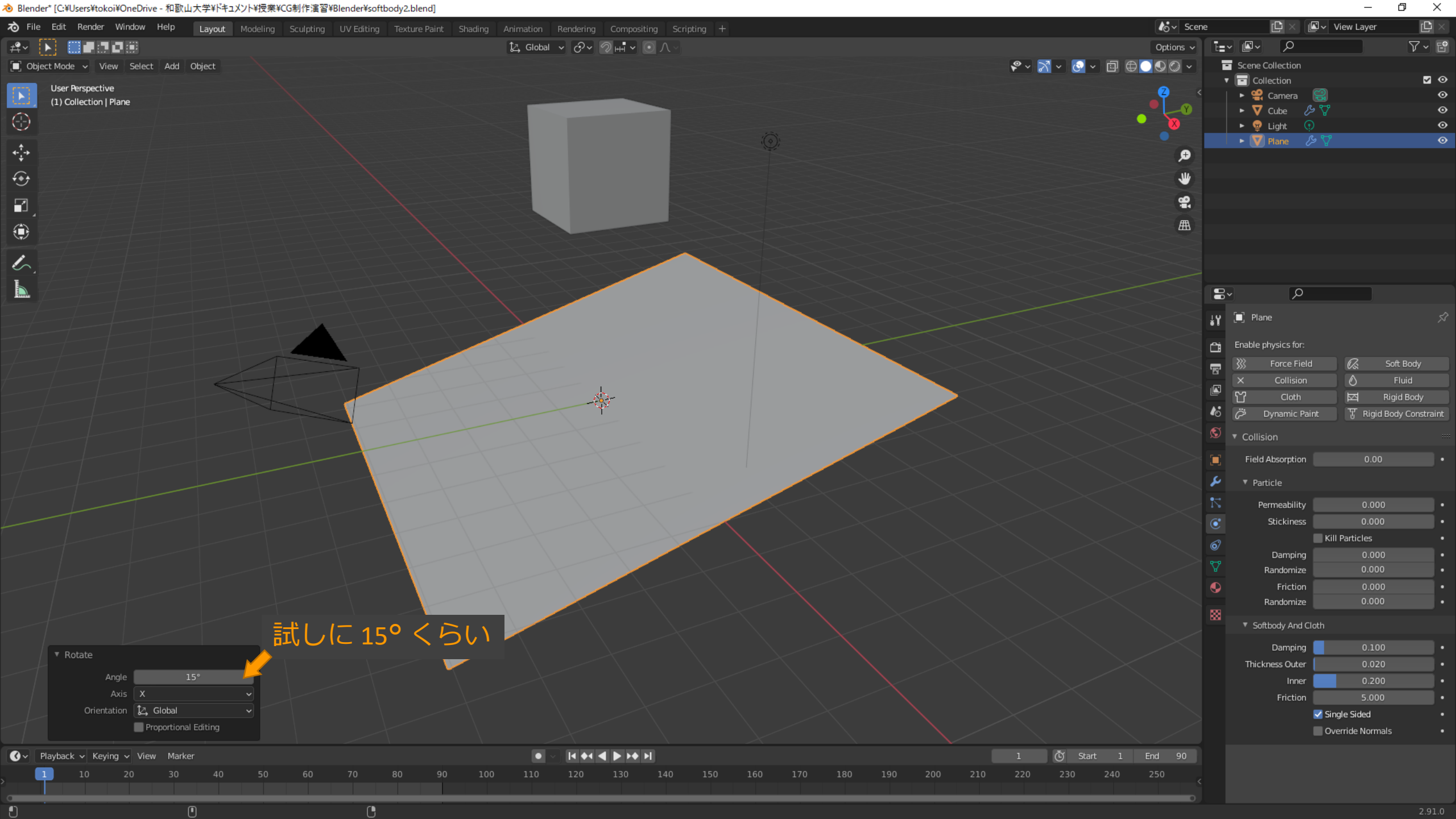
アニメーションのプレビュー





止めて最初のフレームに戻る → R → X





Scene Collection

- Collection
 - Camera
 - Cube
 - Light
 - Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Collision

Field Absorption 0.00

Particle

- Permeability 0.000
- Stickiness 0.000
- Kill Particles
- Damping 0.000
- Randomize 0.000
- Friction 0.000
- Randomize 0.000

Softbody And Cloth

- Damping 0.100
- Thickness Outer 0.020
- Inner 0.200
- Friction 5.000
- Single Sided
- Override Normals

試しに 15° くらい

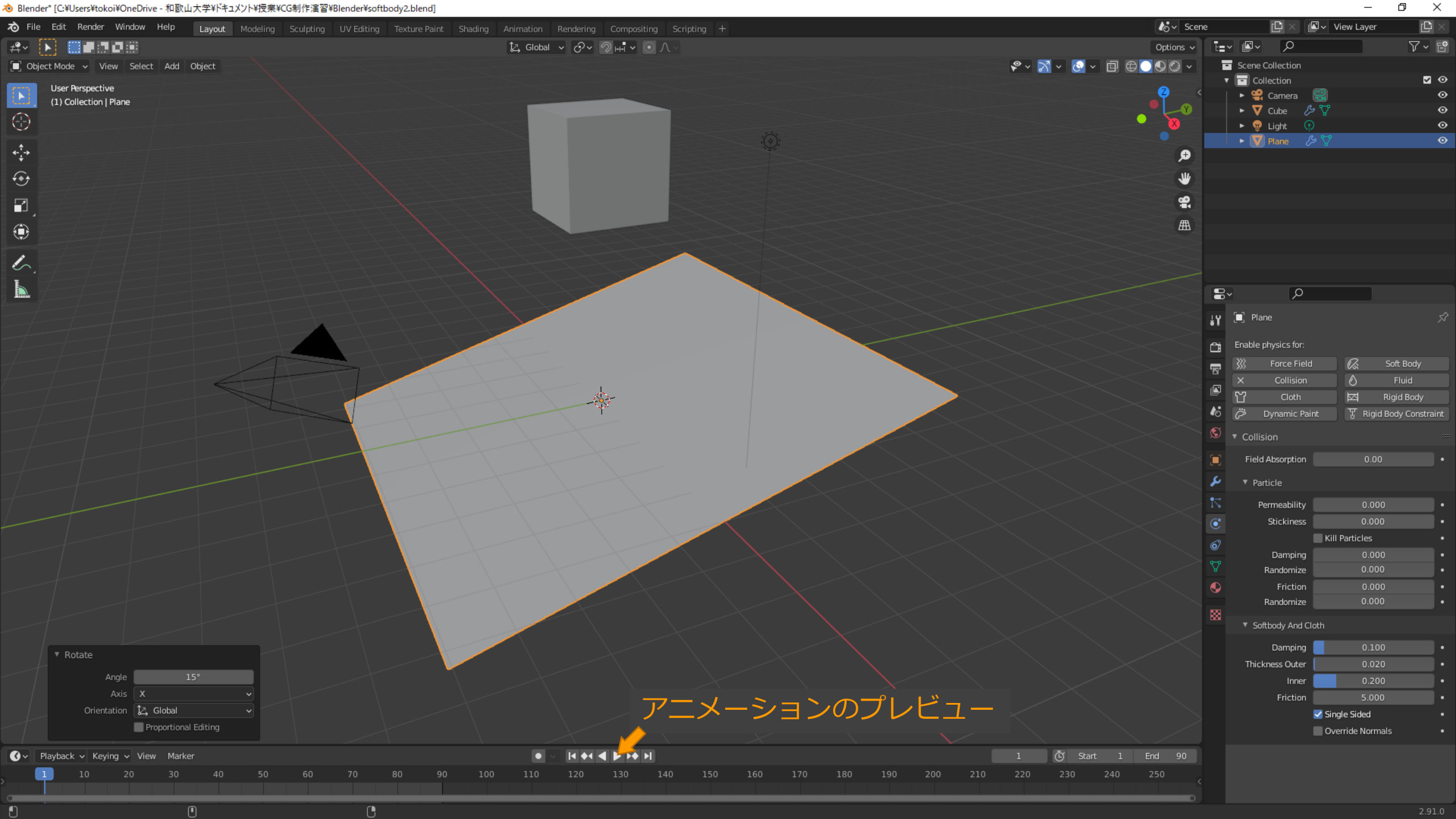
Rotate

Angle 15°

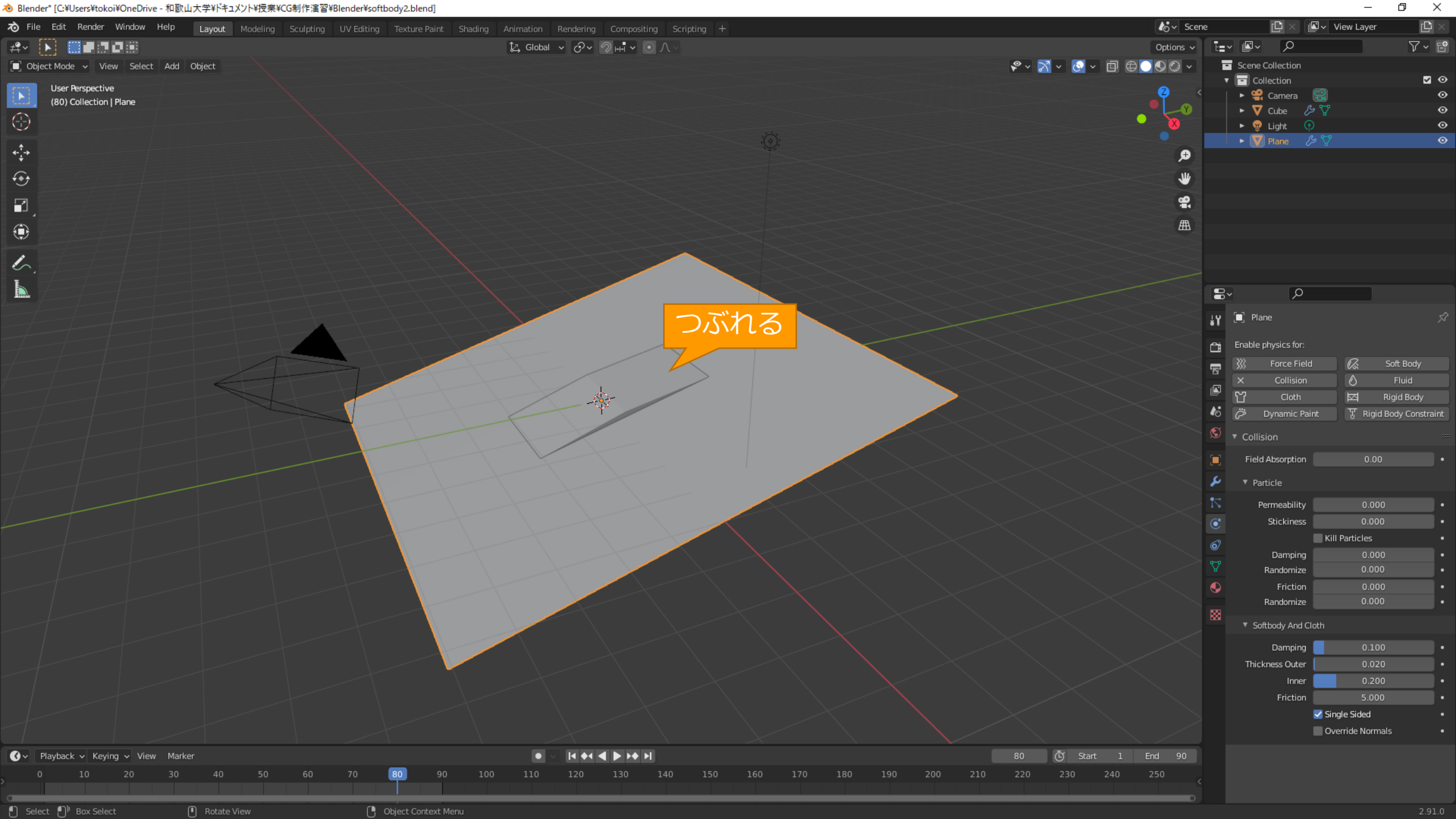
Axis X

Orientation Global

Proportional Editing



アニメーションのプレビュー



つぶれる

Scene Collection

- Collection
 - Camera
 - Cube
 - Light
 - Plane

Plane

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Collision

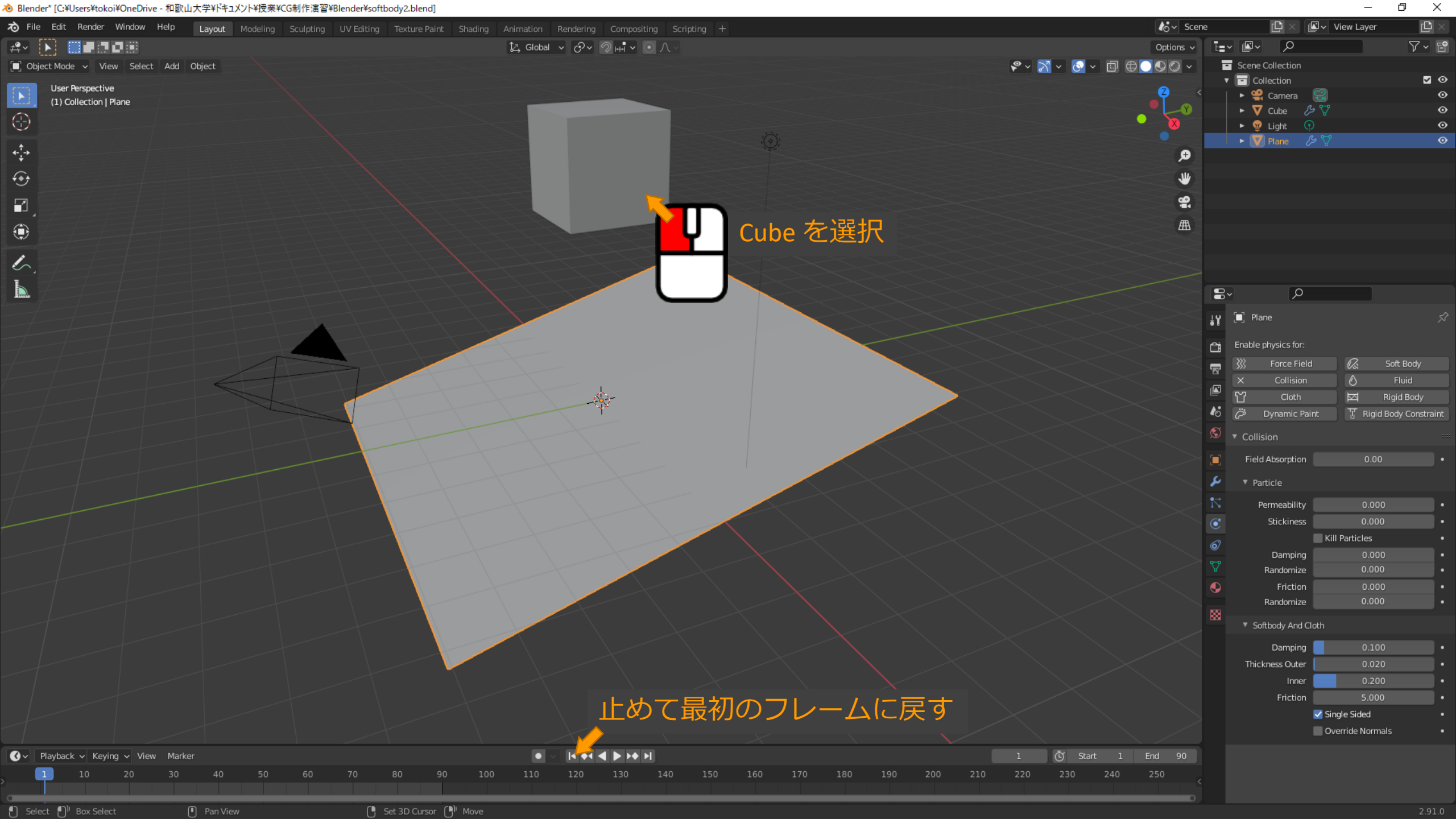
Field Absorption 0.00

Particle

- Permeability 0.000
- Stickiness 0.000
- Kill Particles
- Damping 0.000
- Randomize 0.000
- Friction 0.000
- Randomize 0.000

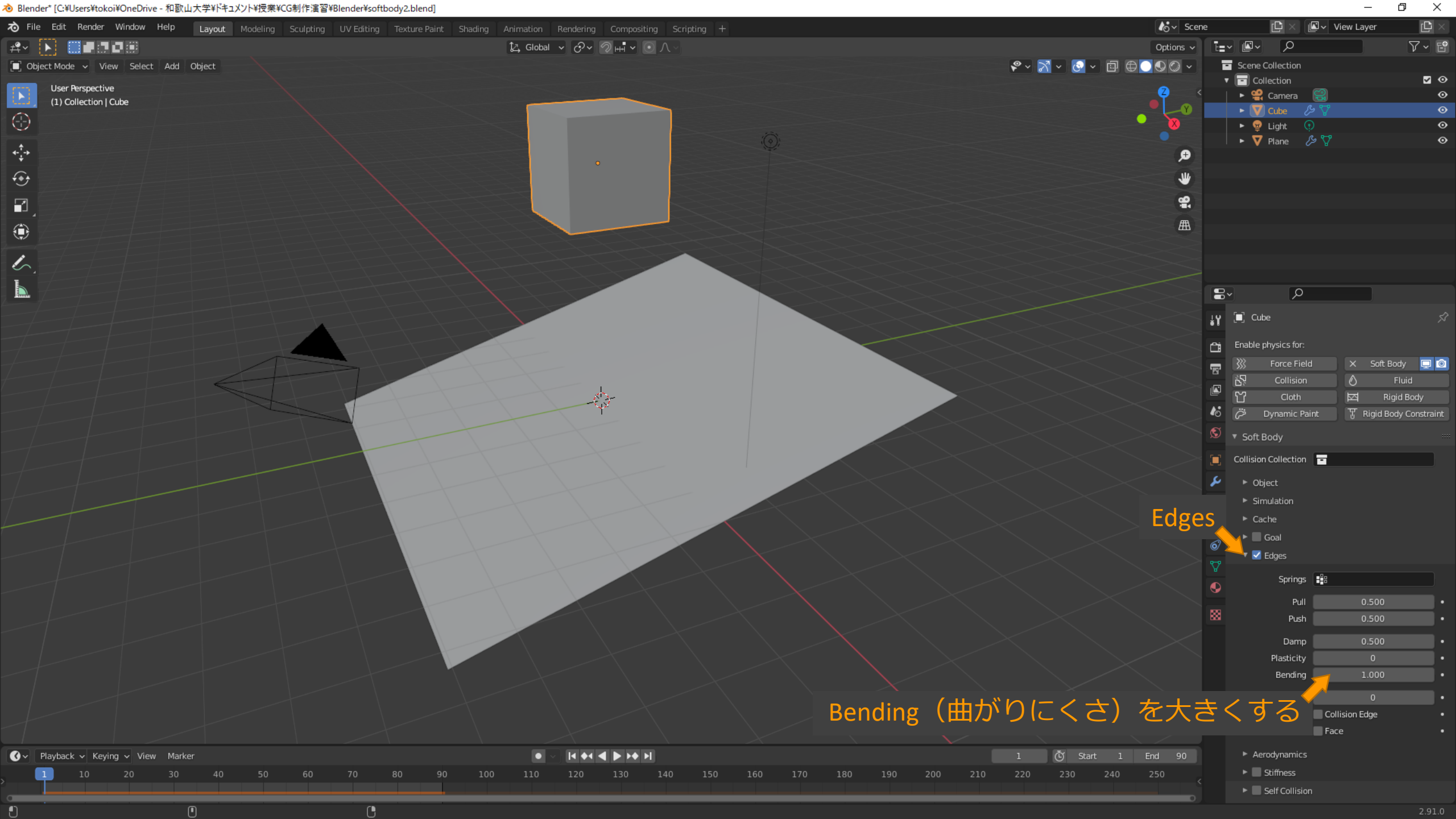
Softbody And Cloth

- Damping 0.100
- Thickness Outer 0.020
- Inner 0.200
- Friction 5.000
- Single Sided
- Override Normals



Cube を選択

止めて最初のフレームに戻る



Edges

Bending (曲がりにくさ) を大きくする

Scene Collection

- Collection
 - Camera
 - Cube
 - Light
 - Plane

Cube

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Soft Body

Collision Collection

- Object
- Simulation
- Cache
- Goal
- Edges

Springs

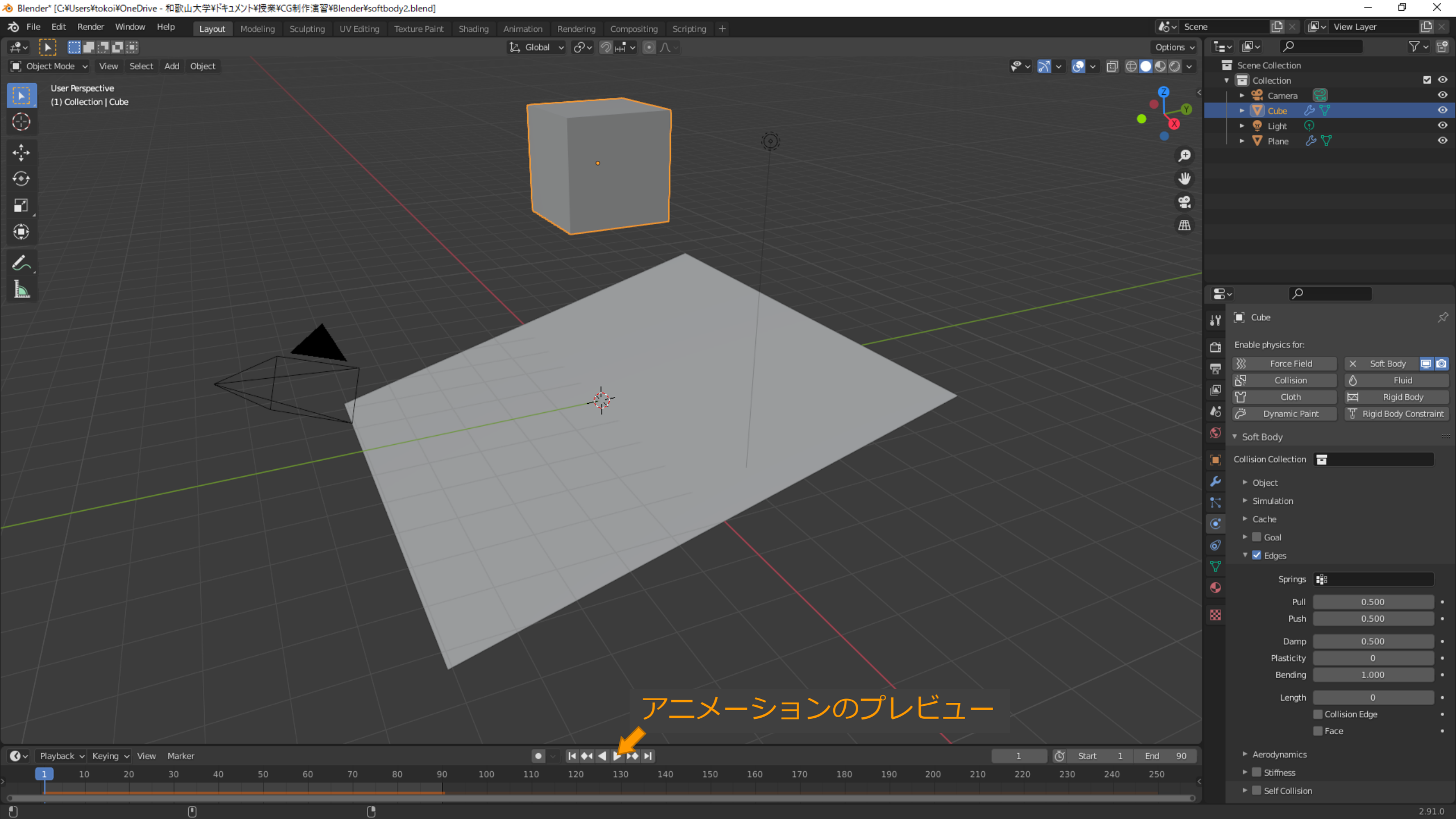
Pull	0.500
Push	0.500
Damp	0.500
Plasticity	0
Bending	1.000
	0

Collision Edge

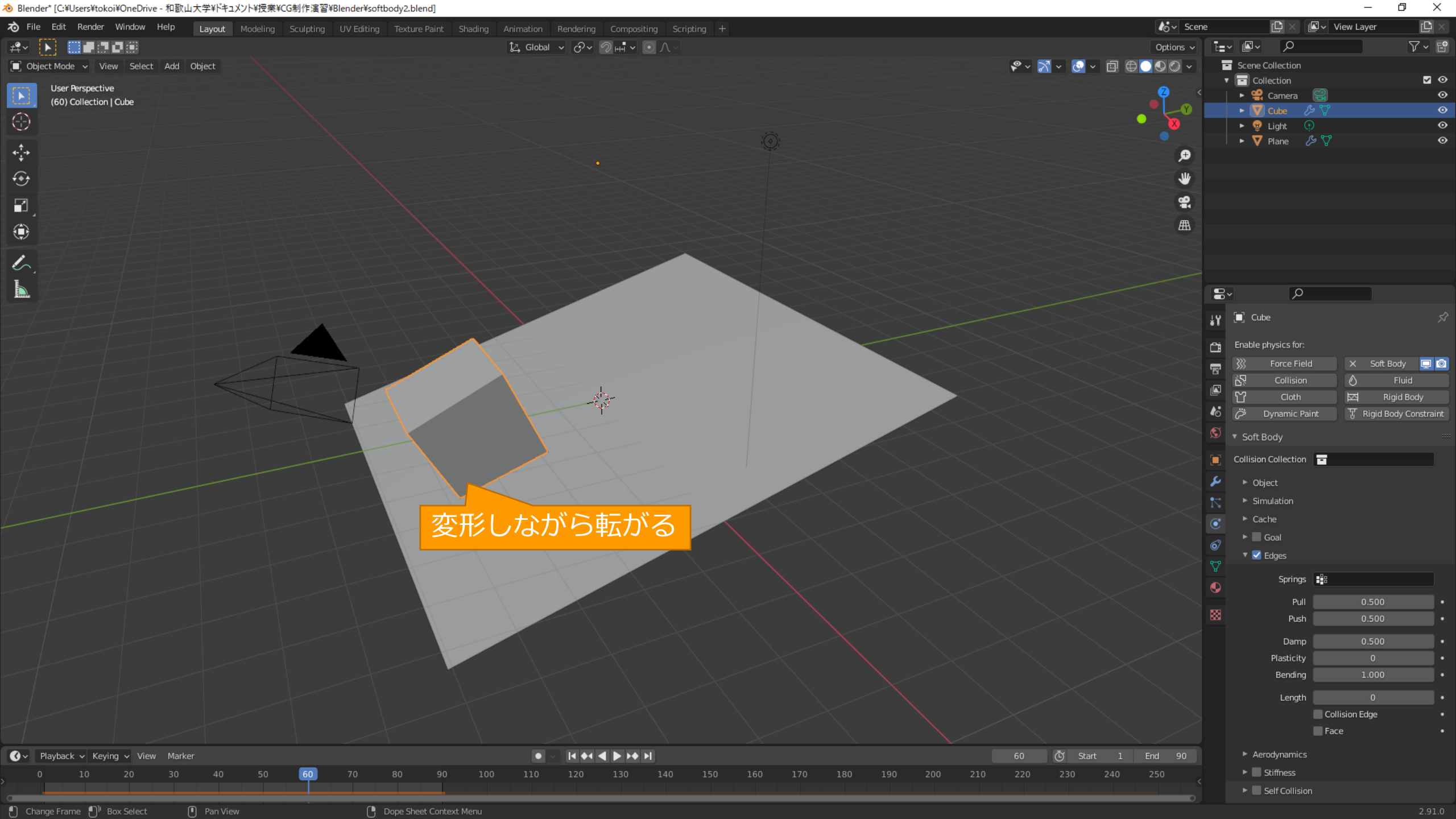
Face

Aerodynamics

- Stiffness
- Self Collision



アニメーションのプレビュー



変形しながら転がる

Scene Collection

- Collection
 - Camera
 - Cube
 - Light
 - Plane

Options

Enable physics for:

- Force Field
- Collision
- Cloth
- Dynamic Paint
- Soft Body
- Fluid
- Rigid Body
- Rigid Body Constraint

Soft Body

Collision Collection

- Object
- Simulation
- Cache
- Goal
- Edges

Springs

- Pull: 0.500
- Push: 0.500
- Damp: 0.500
- Plasticity: 0
- Bending: 1.000
- Length: 0
- Collision Edge
- Face

Aerodynamics

- Stiffness
- Self Collision

シミュレーション結果の アニメーション作成

Cache

シミュレーションを実行するフレームを指定する

Bake をクリック

