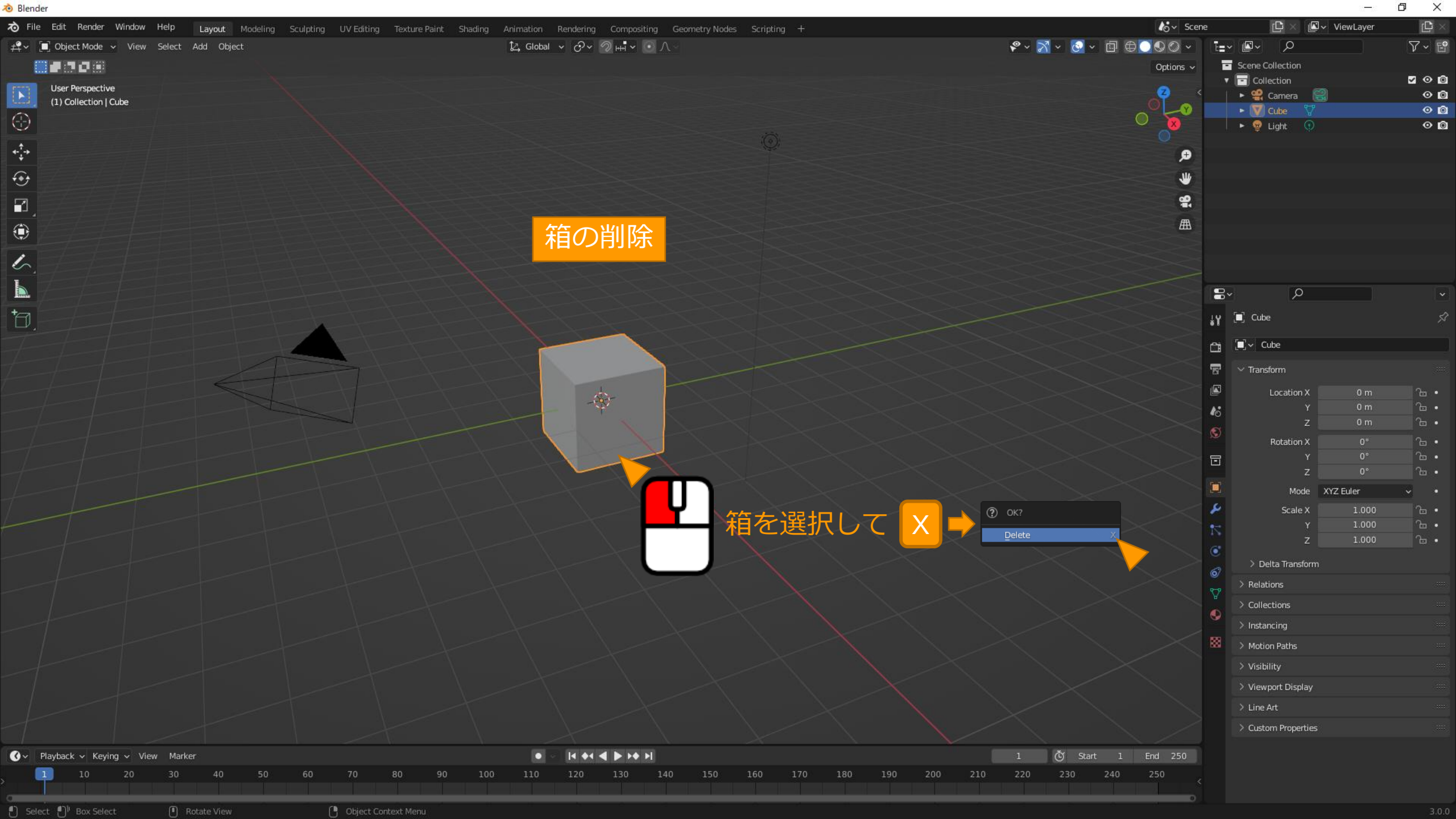
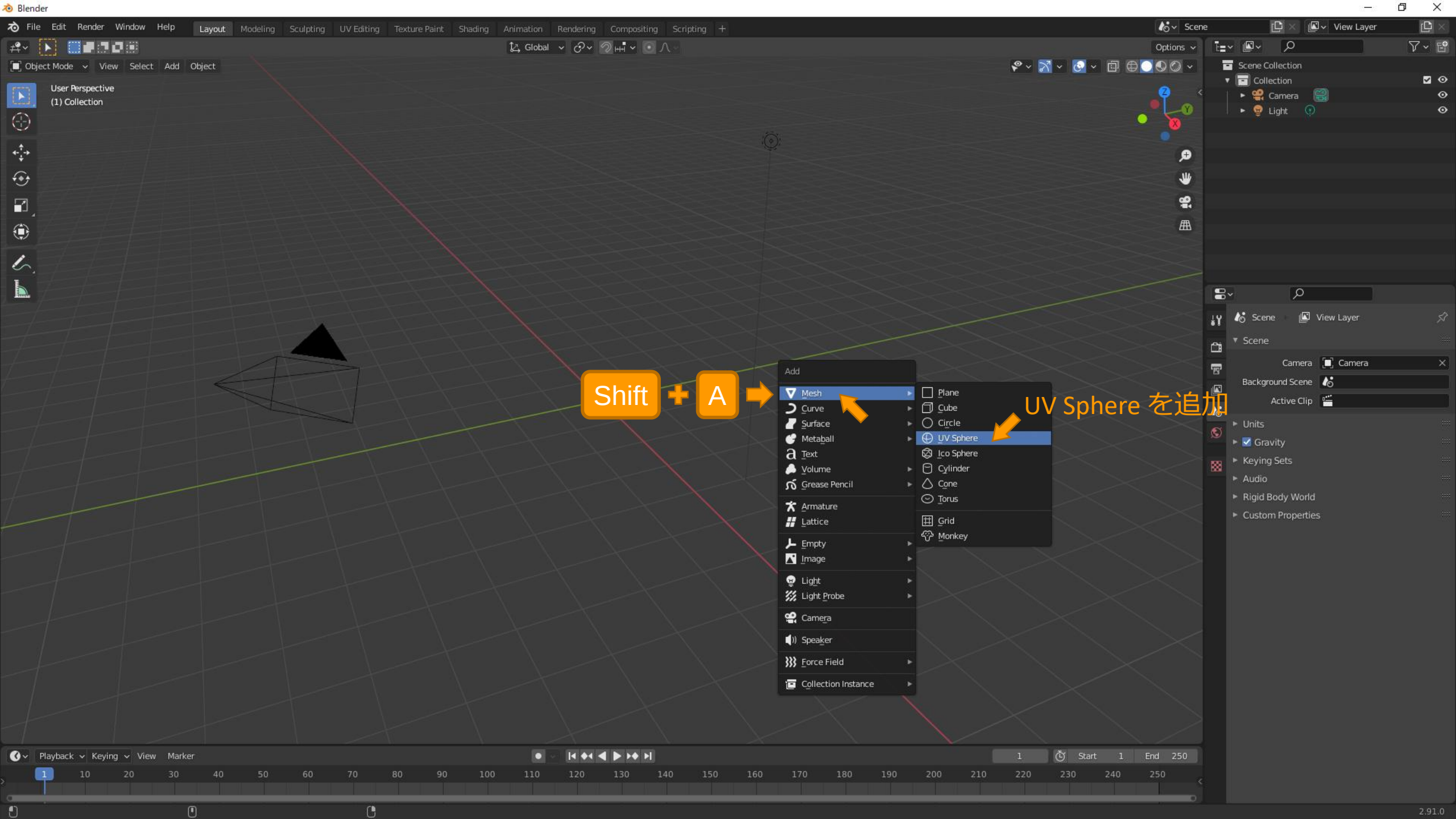


毛皮

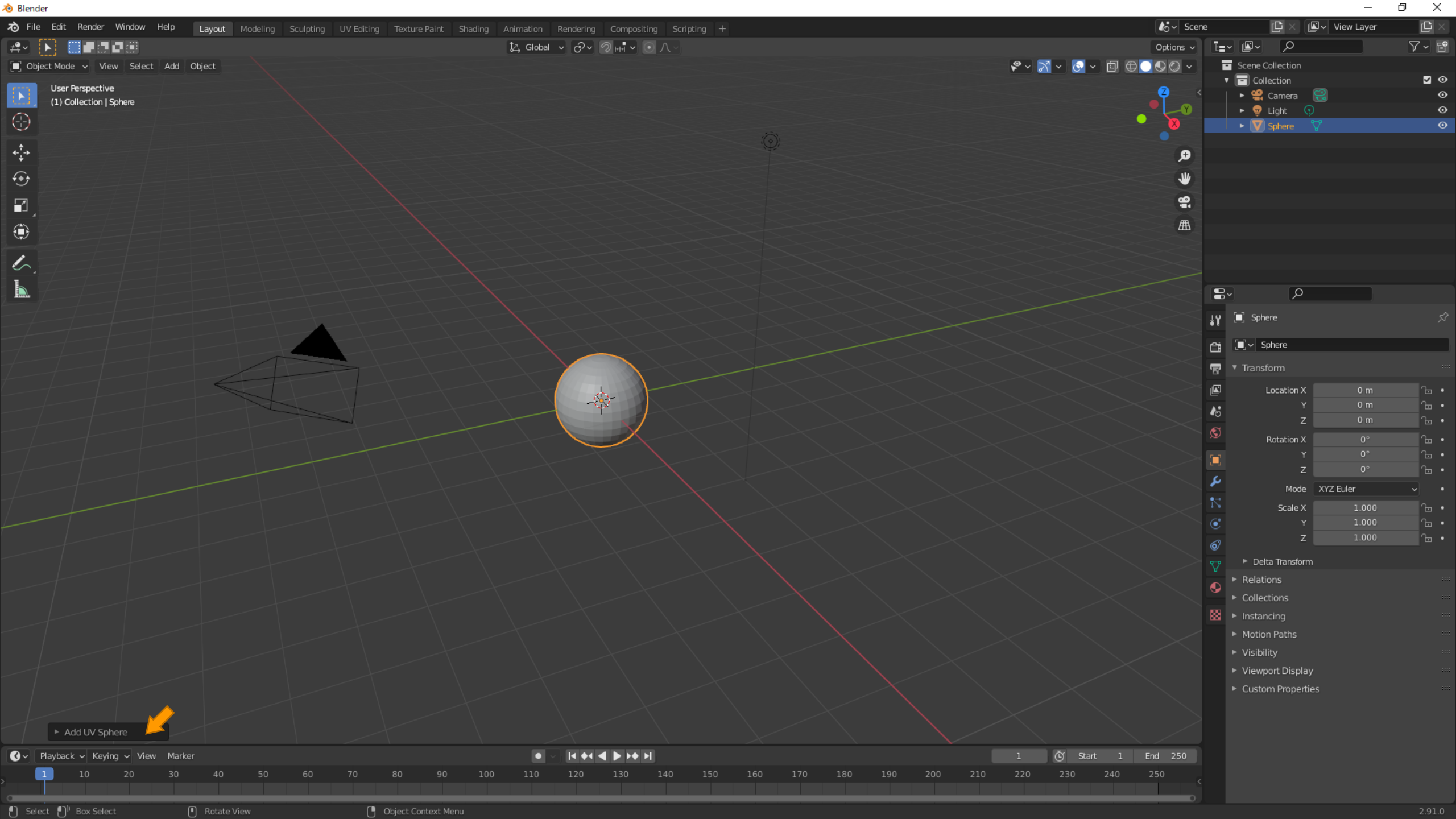
Fur

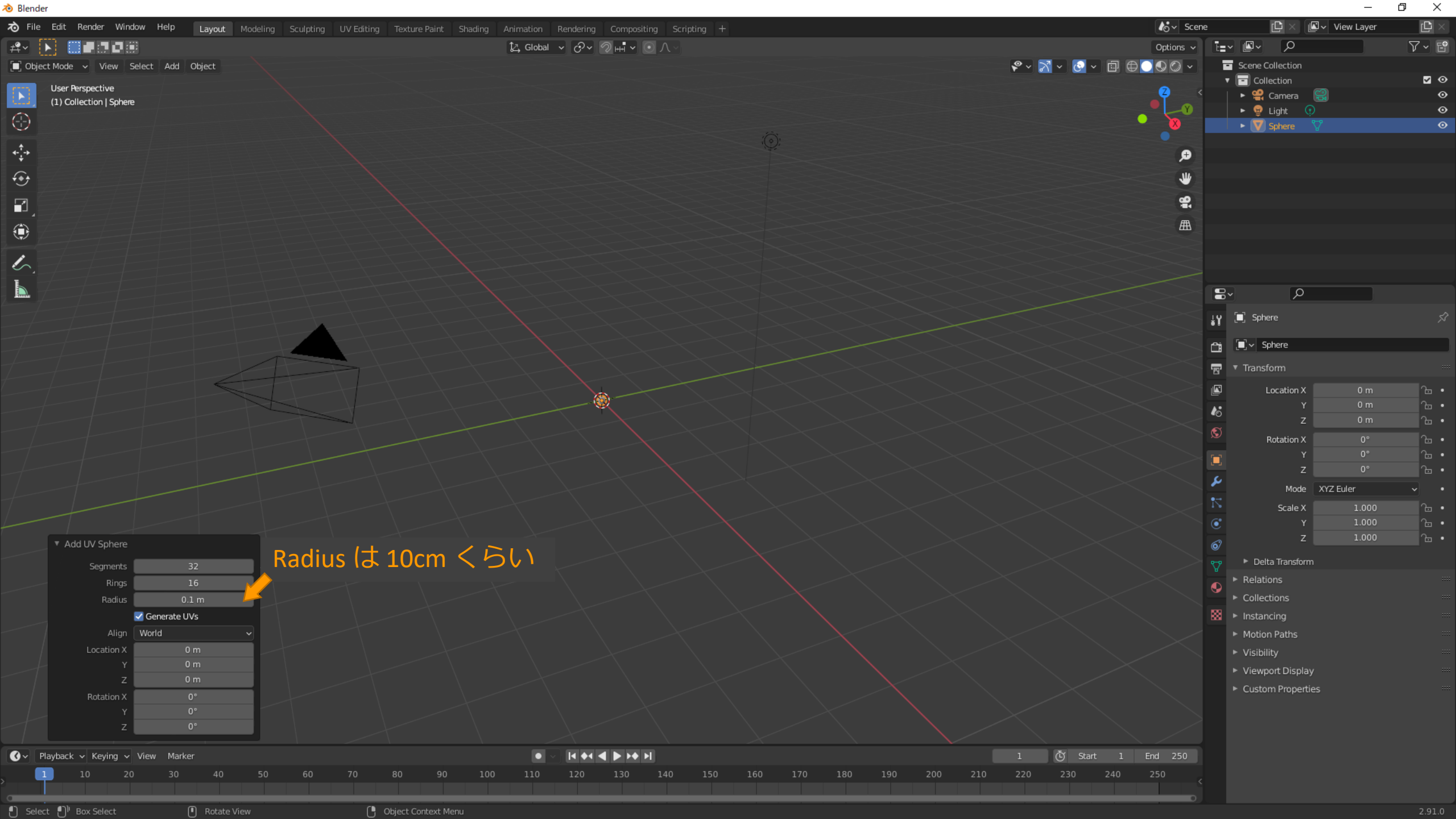




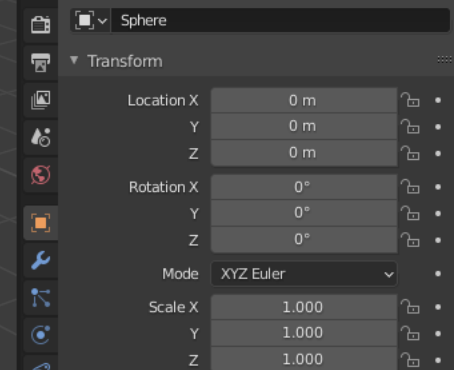
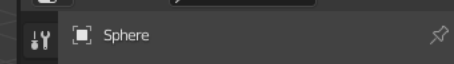
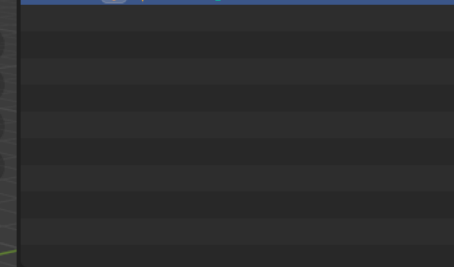
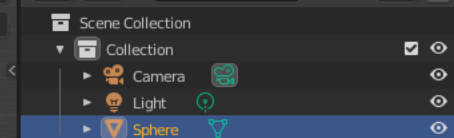
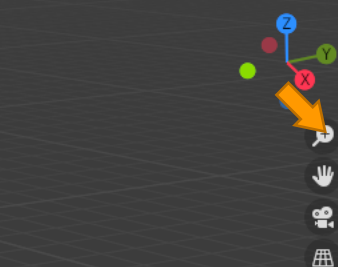
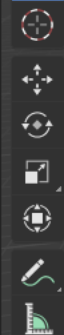
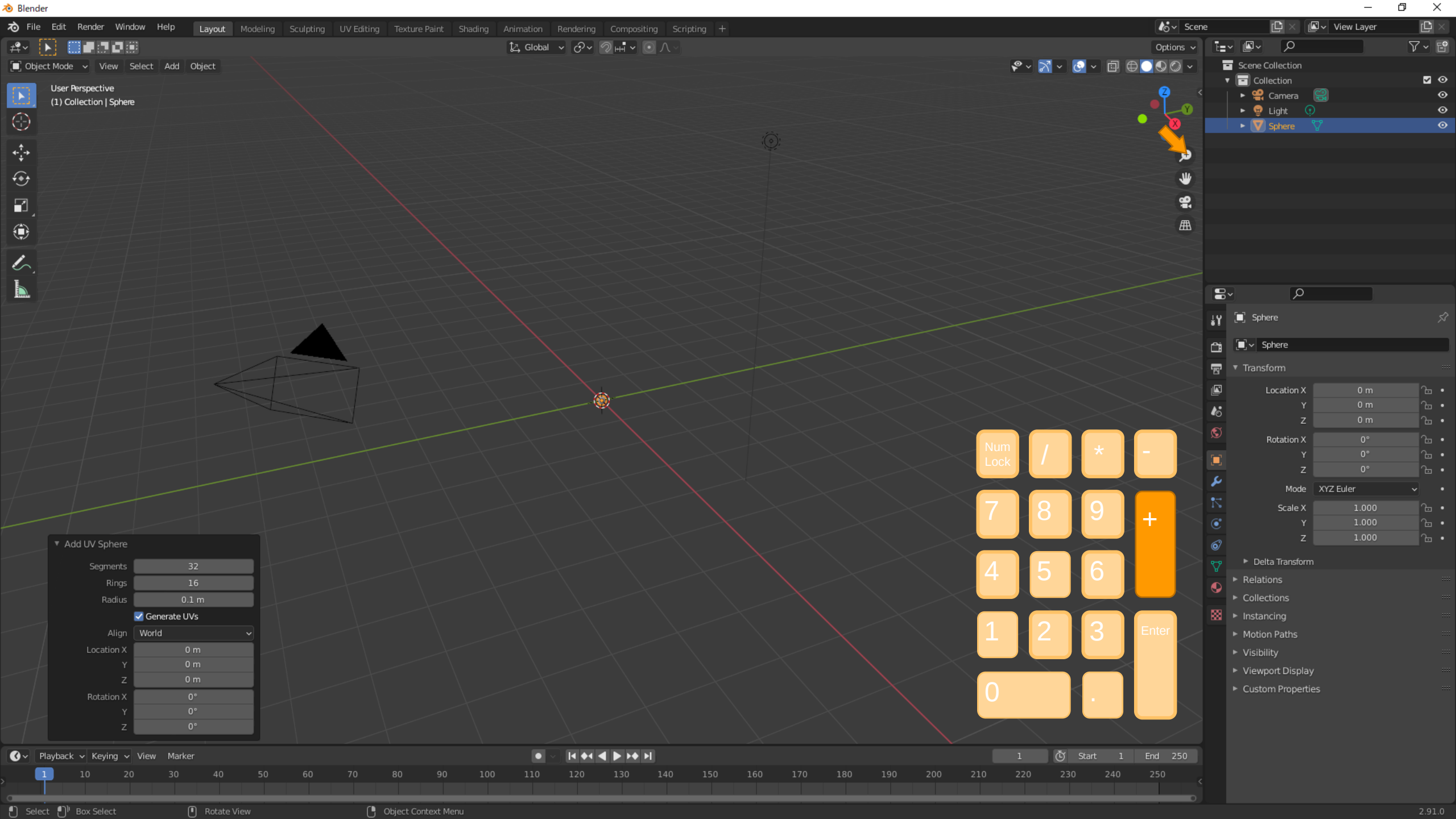
Shift + A

UV Sphere を追加





Radius は 10cm くらい



Add UV Sphere

Segments: 32

Rings: 16

Radius: 0.1 m

☒ Generate UVs

Align: World

Location X: 0 m

Y: 0 m

Z: 0 m

Rotation X: 0°

Y: 0°

Z: 0°

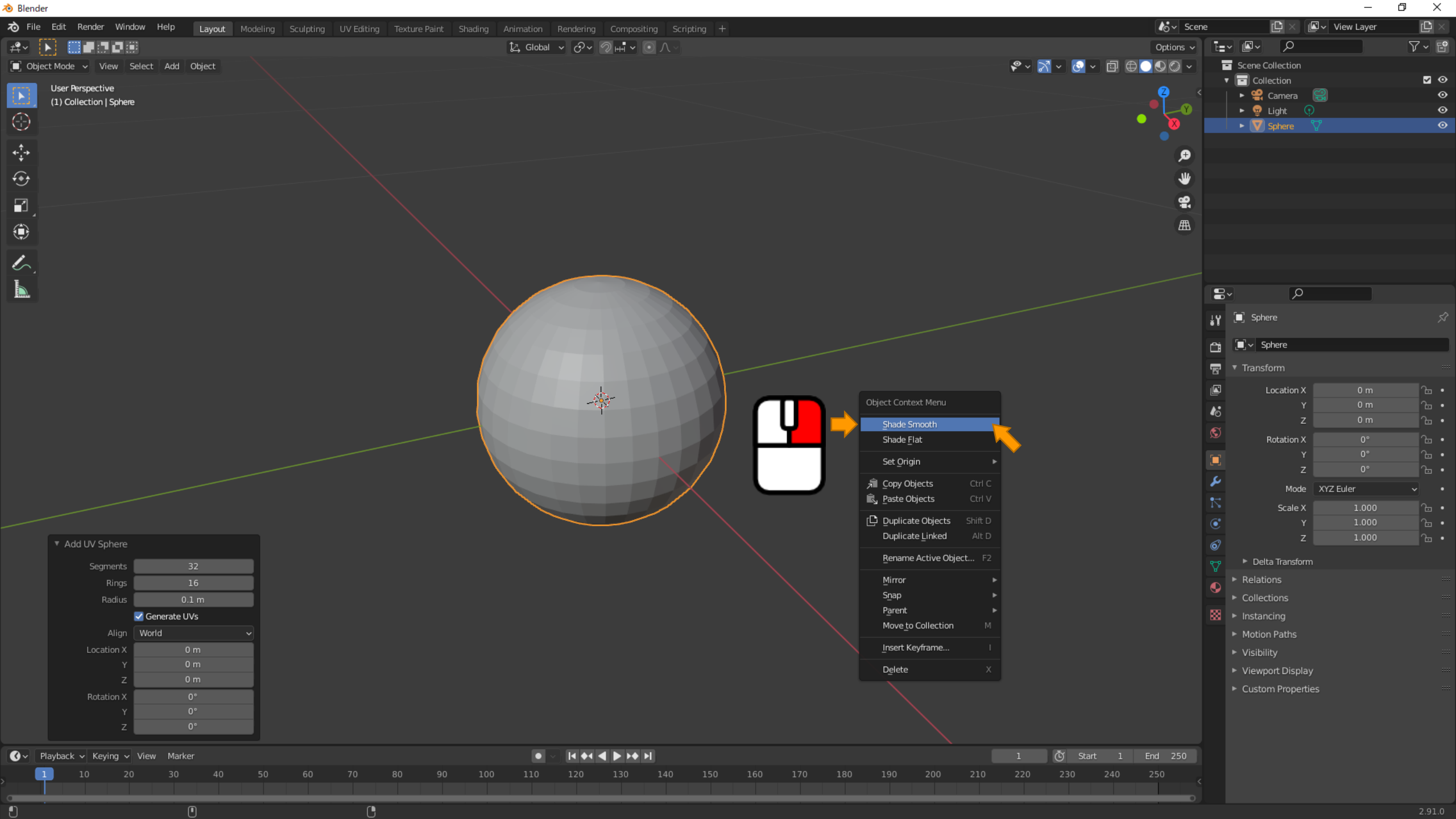
Num Lock / * -

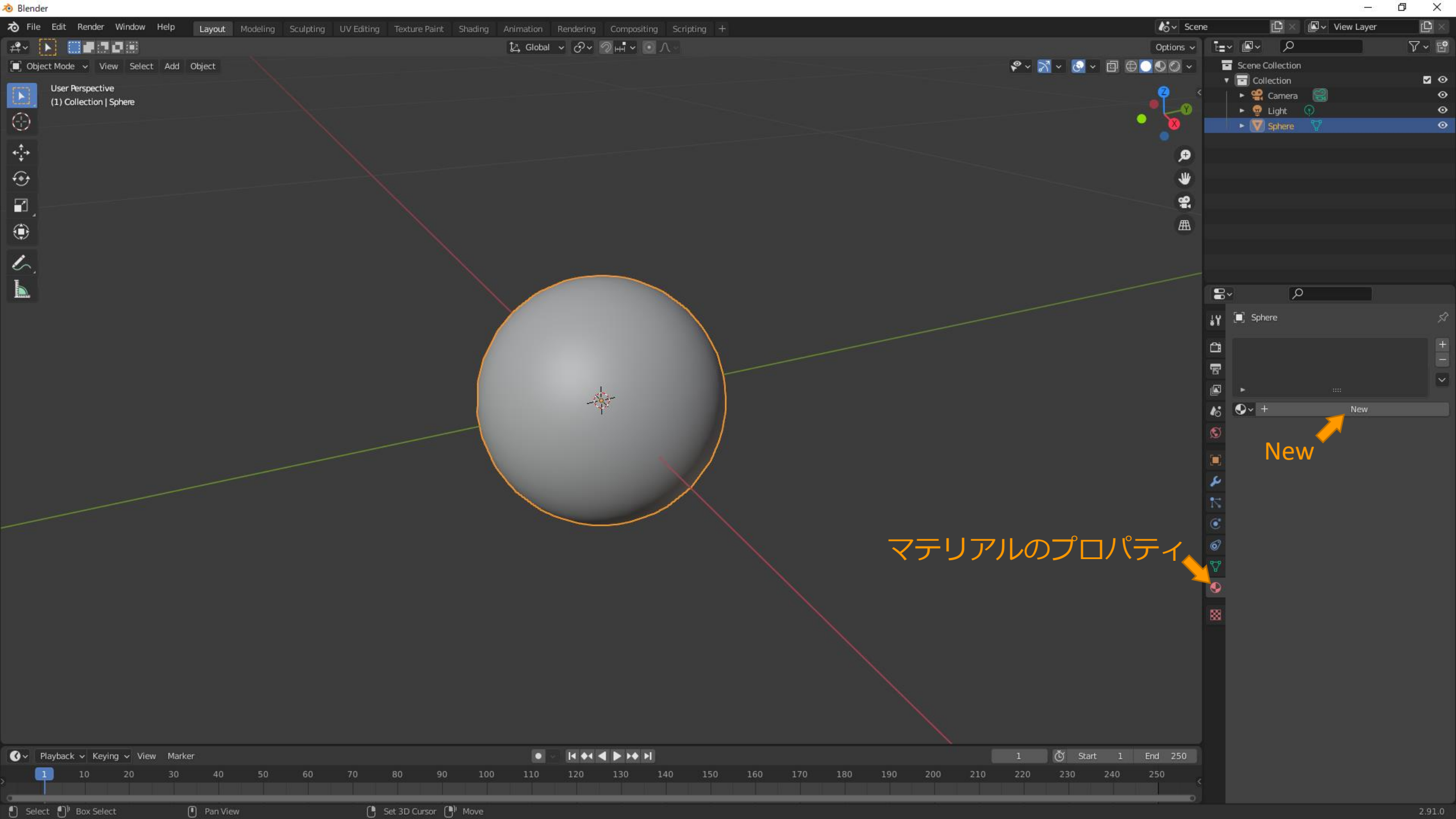
7 8 9 +

4 5 6

1 2 3 Enter

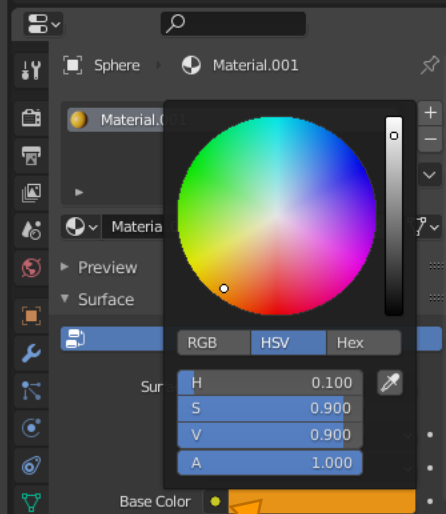
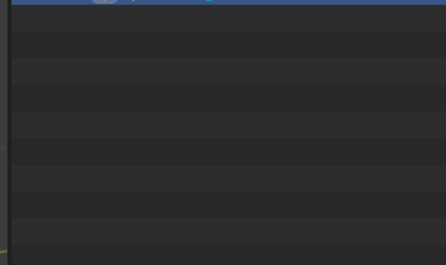
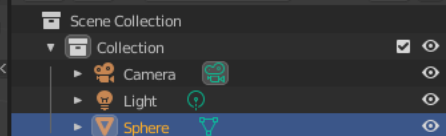
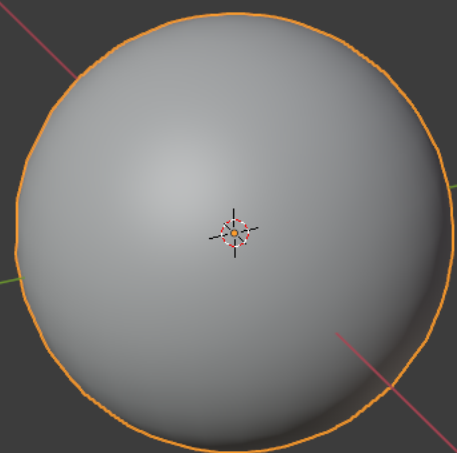
0 .



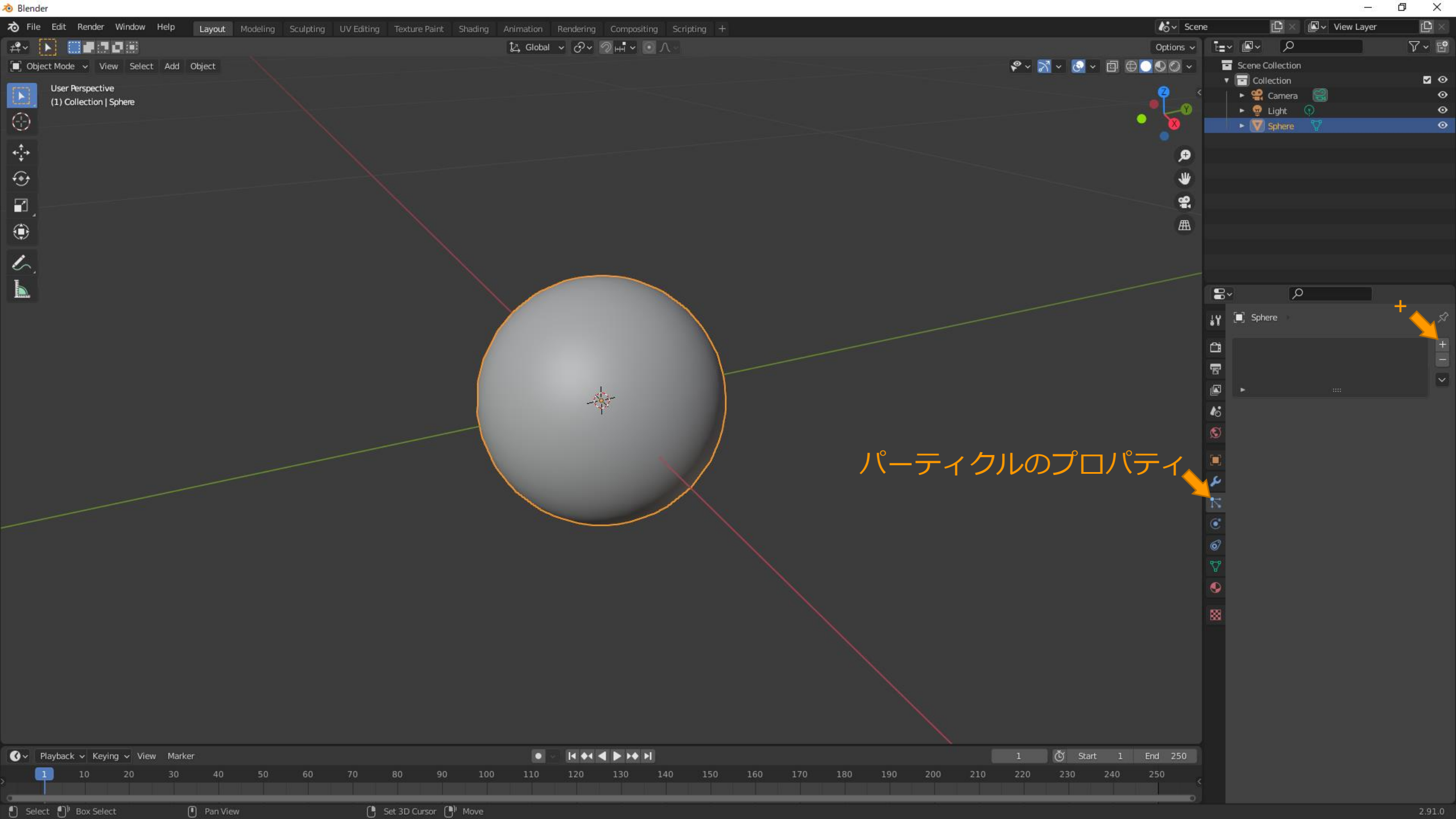


New

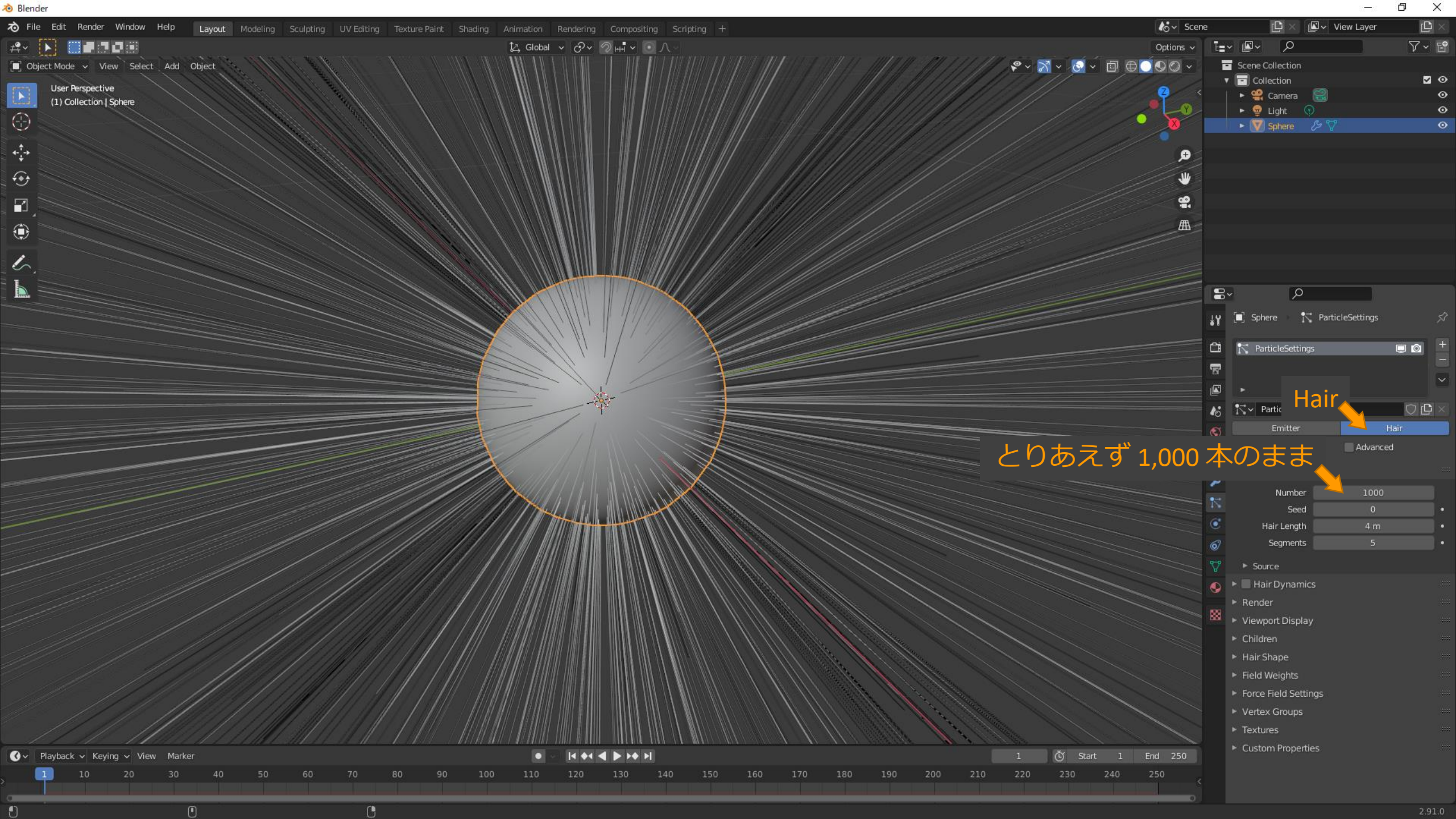
マテリアルのプロパティ

User Perspective
(1) Collection | Sphere

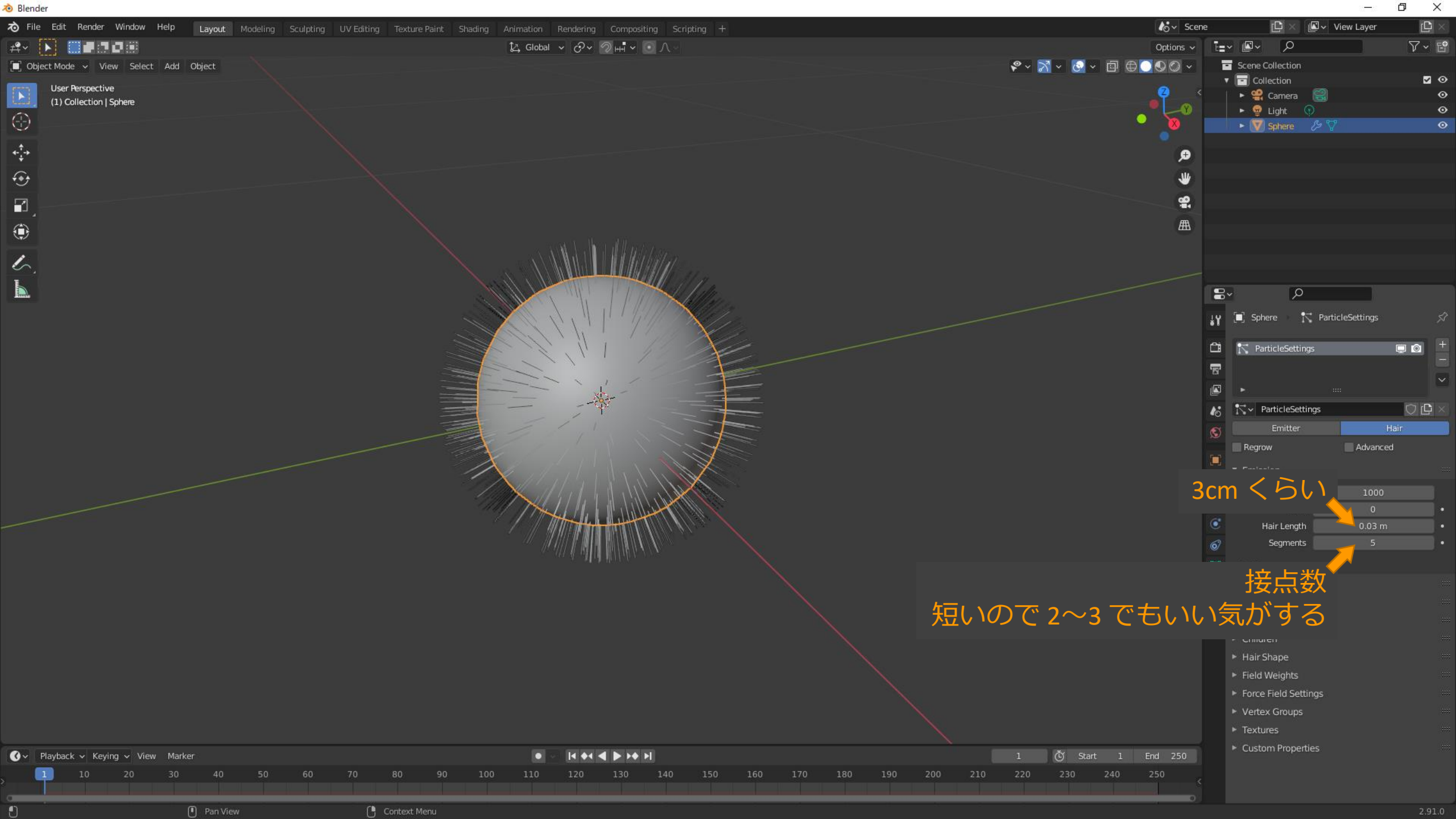
Base Color



パーティクルのプロパティ

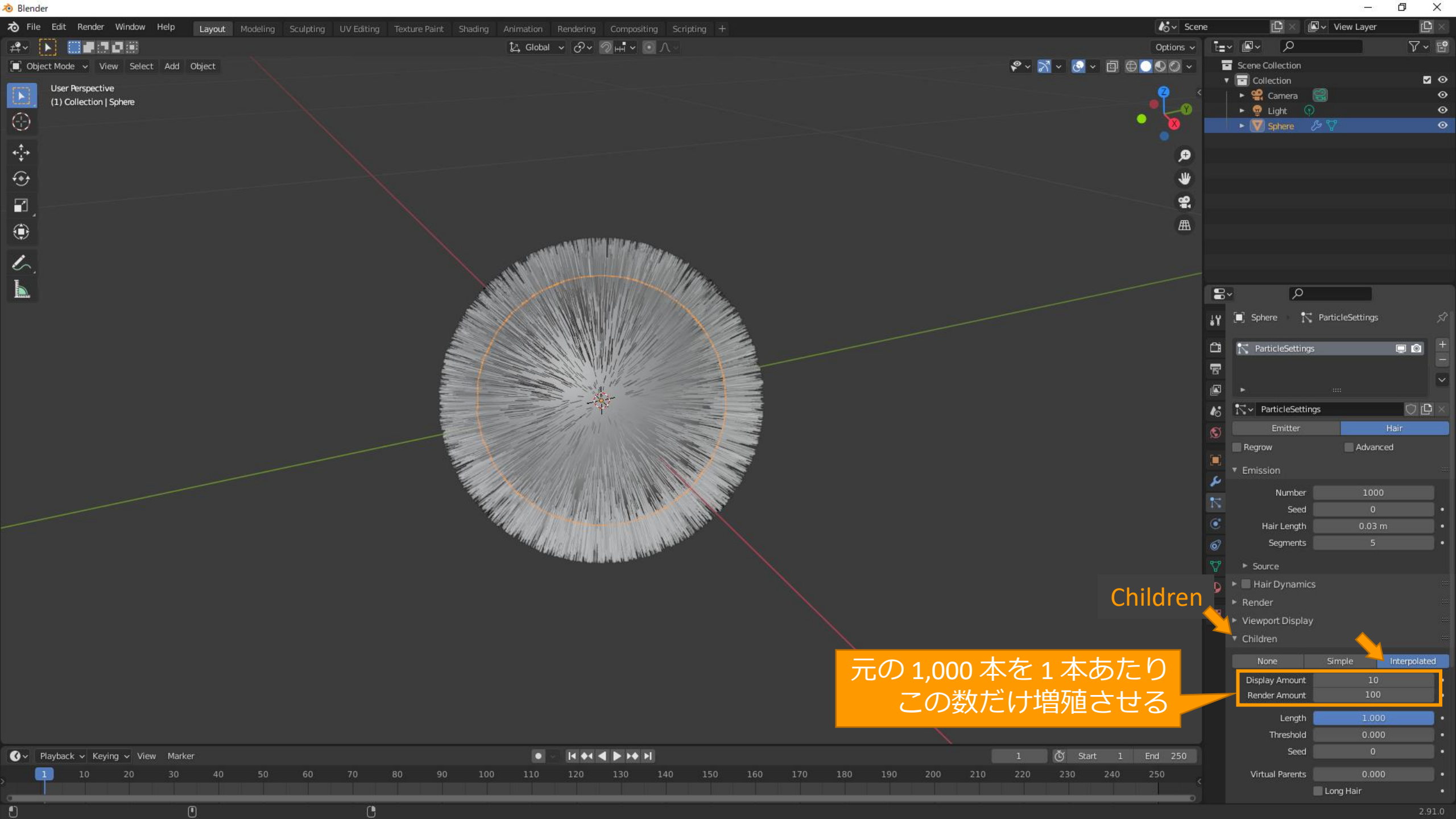


とりあえず 1,000 本のまま



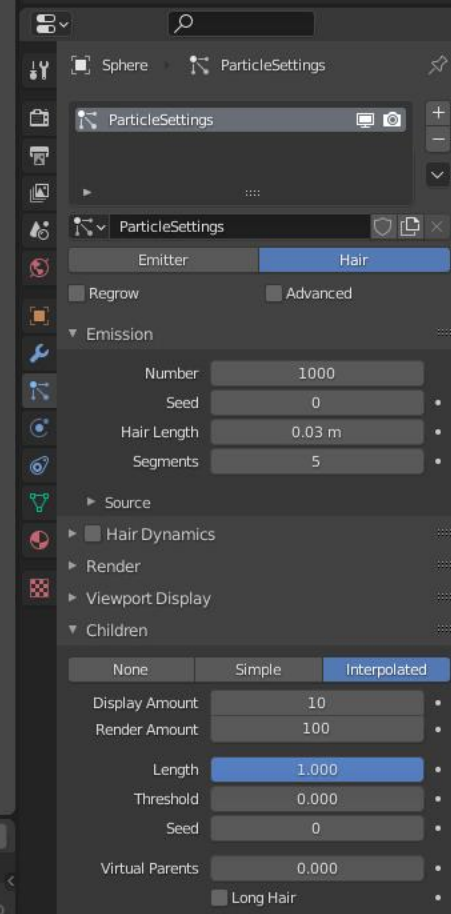
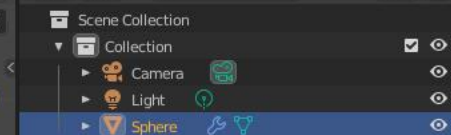
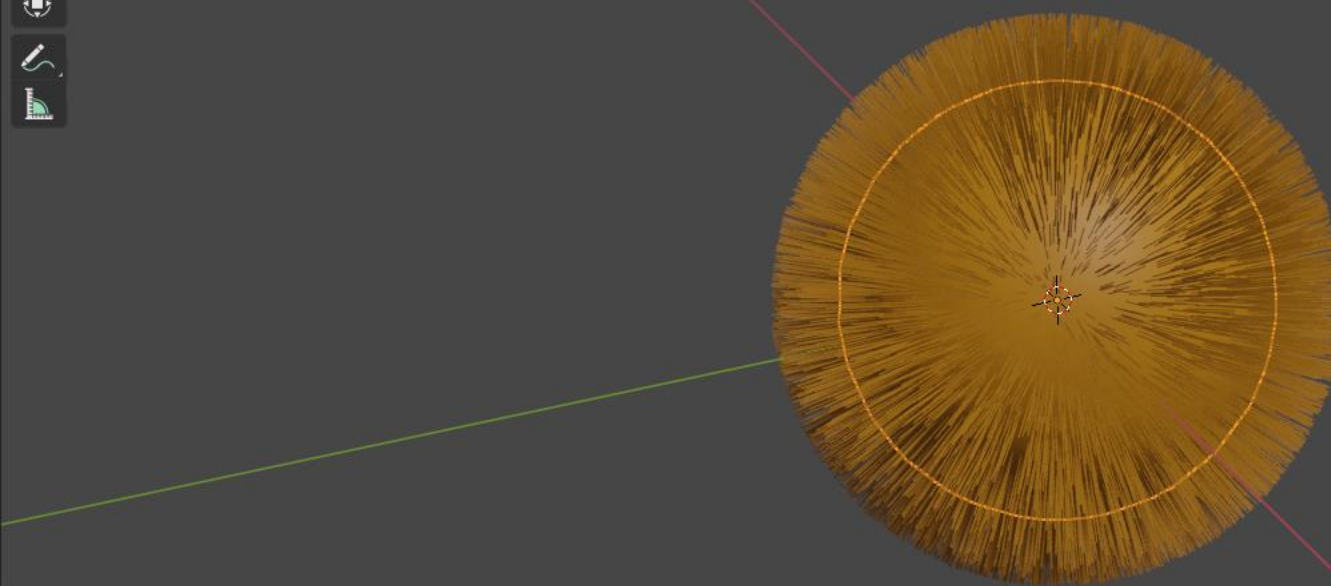
3cm くらい

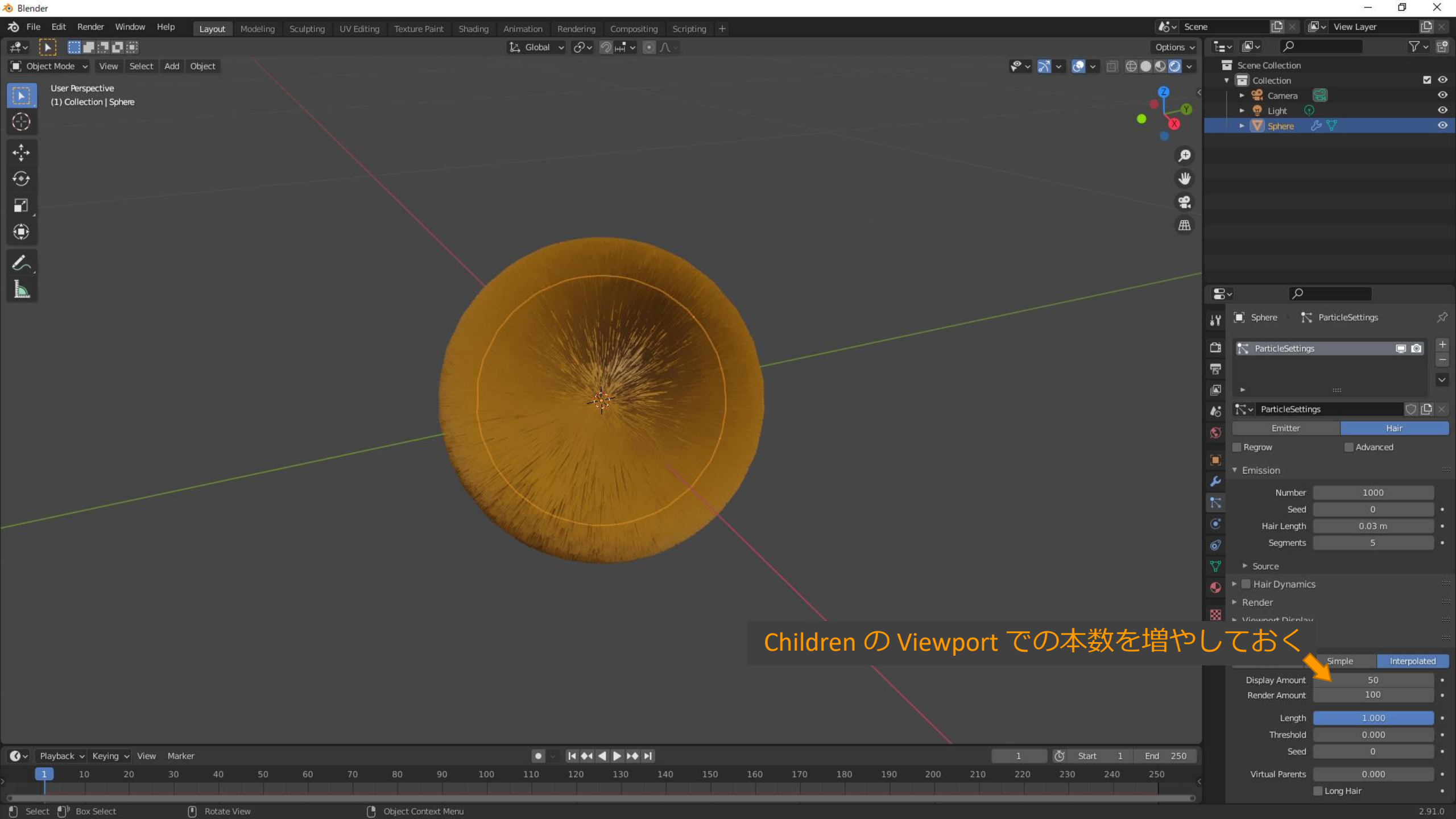
接点数
短いので 2~3 でもいい気がする

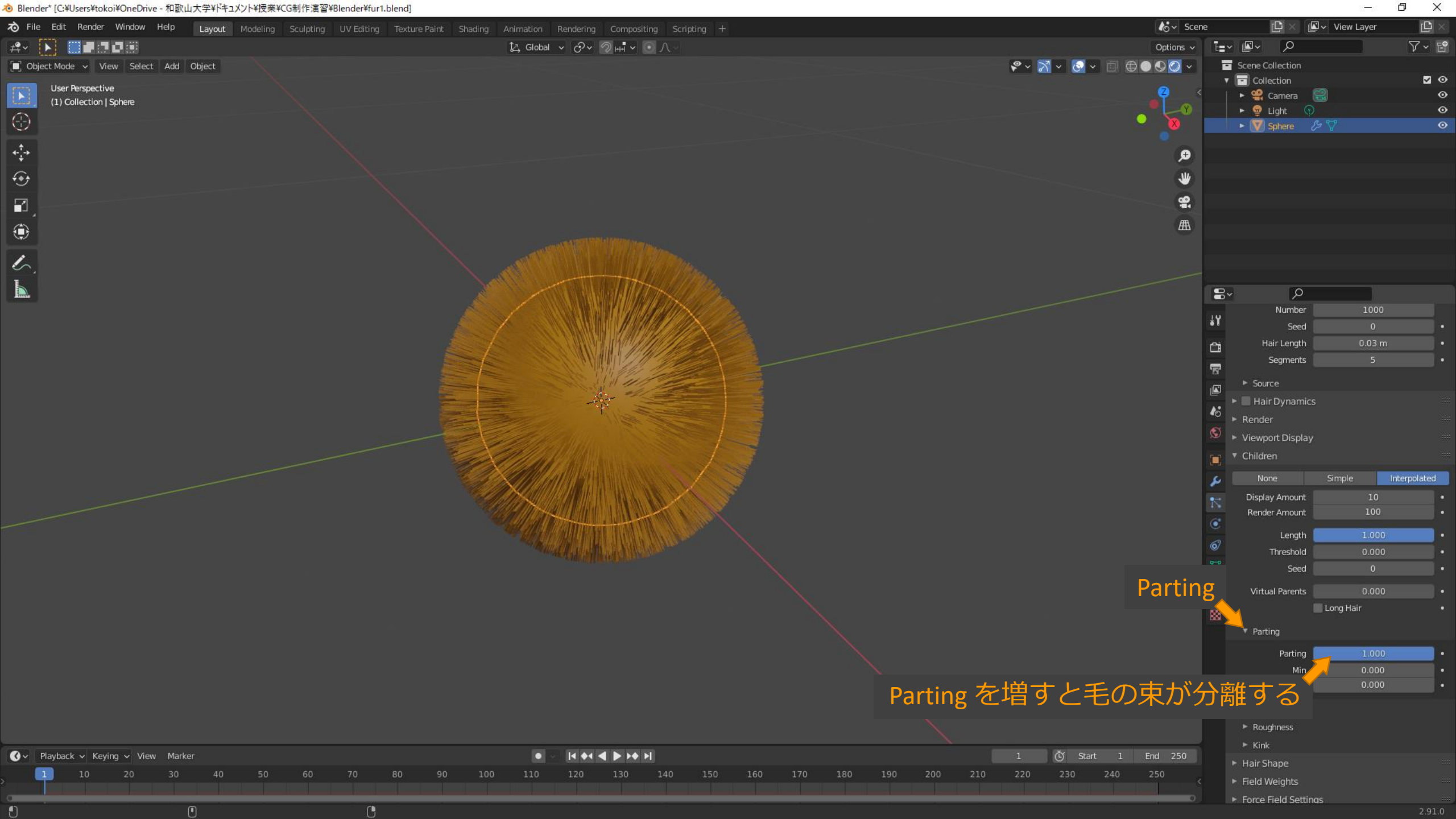


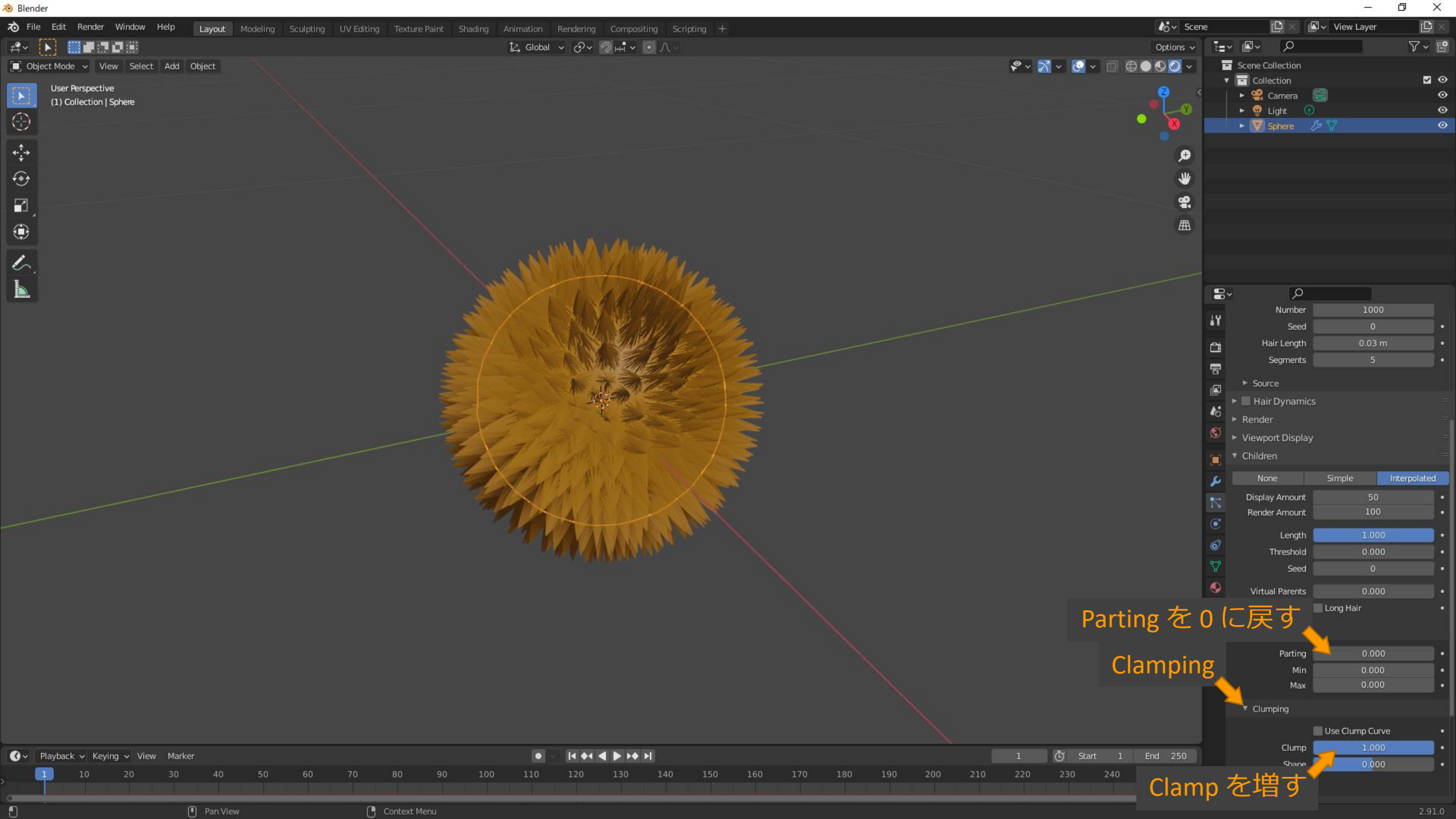
User Perspective
(1) Collection | Sphere

Viewport Shading





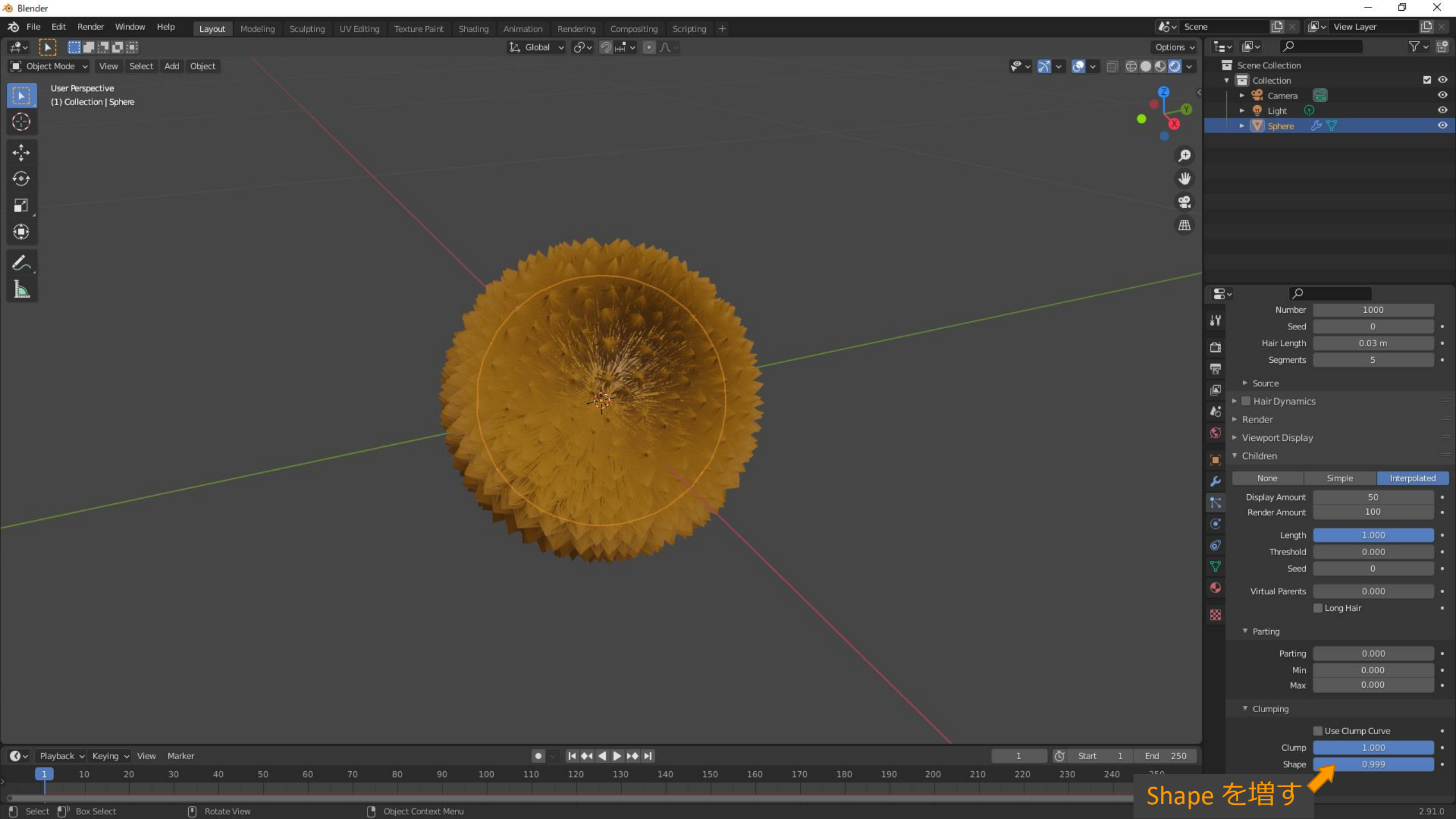




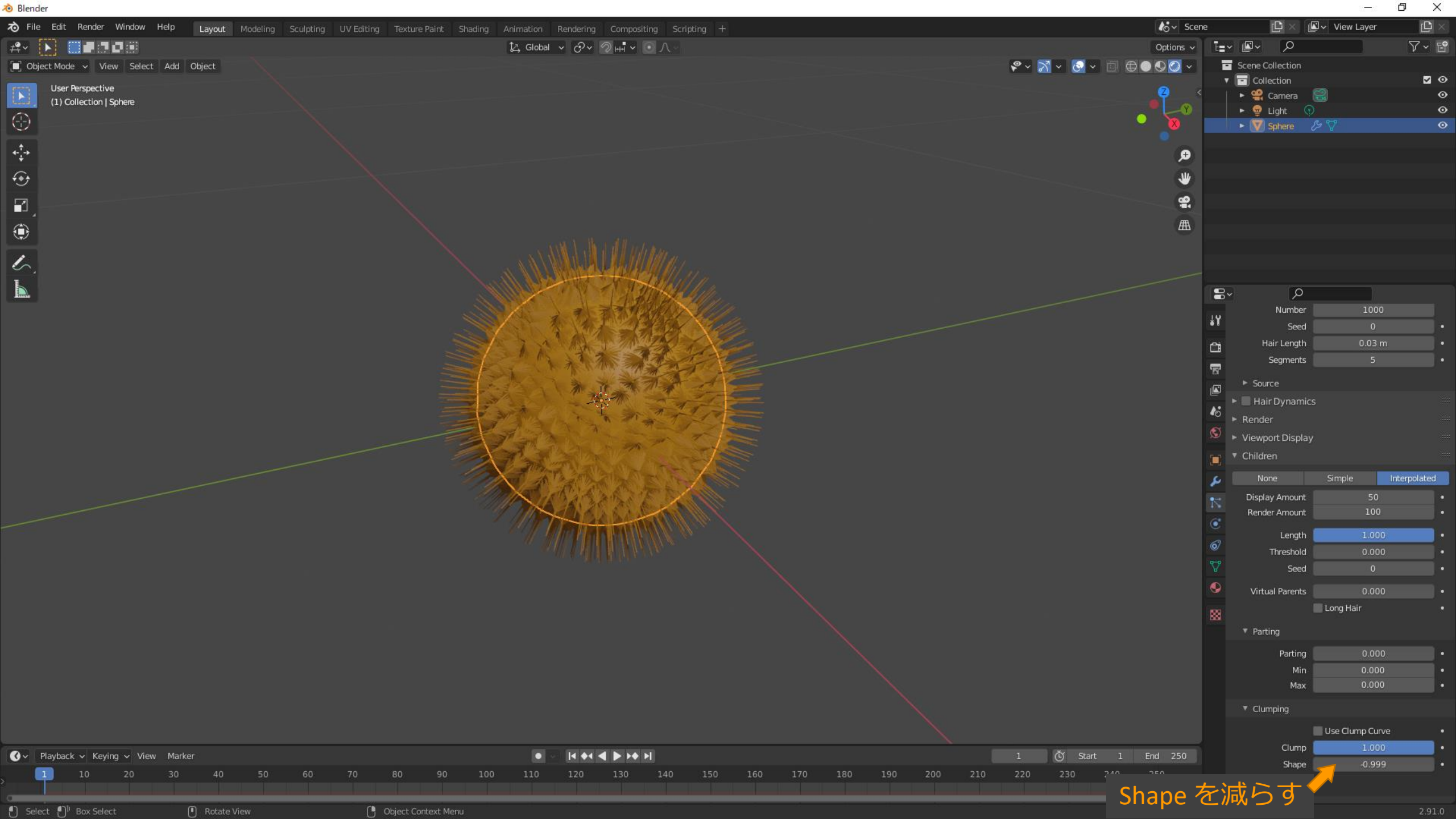
Parting を 0 に戻す

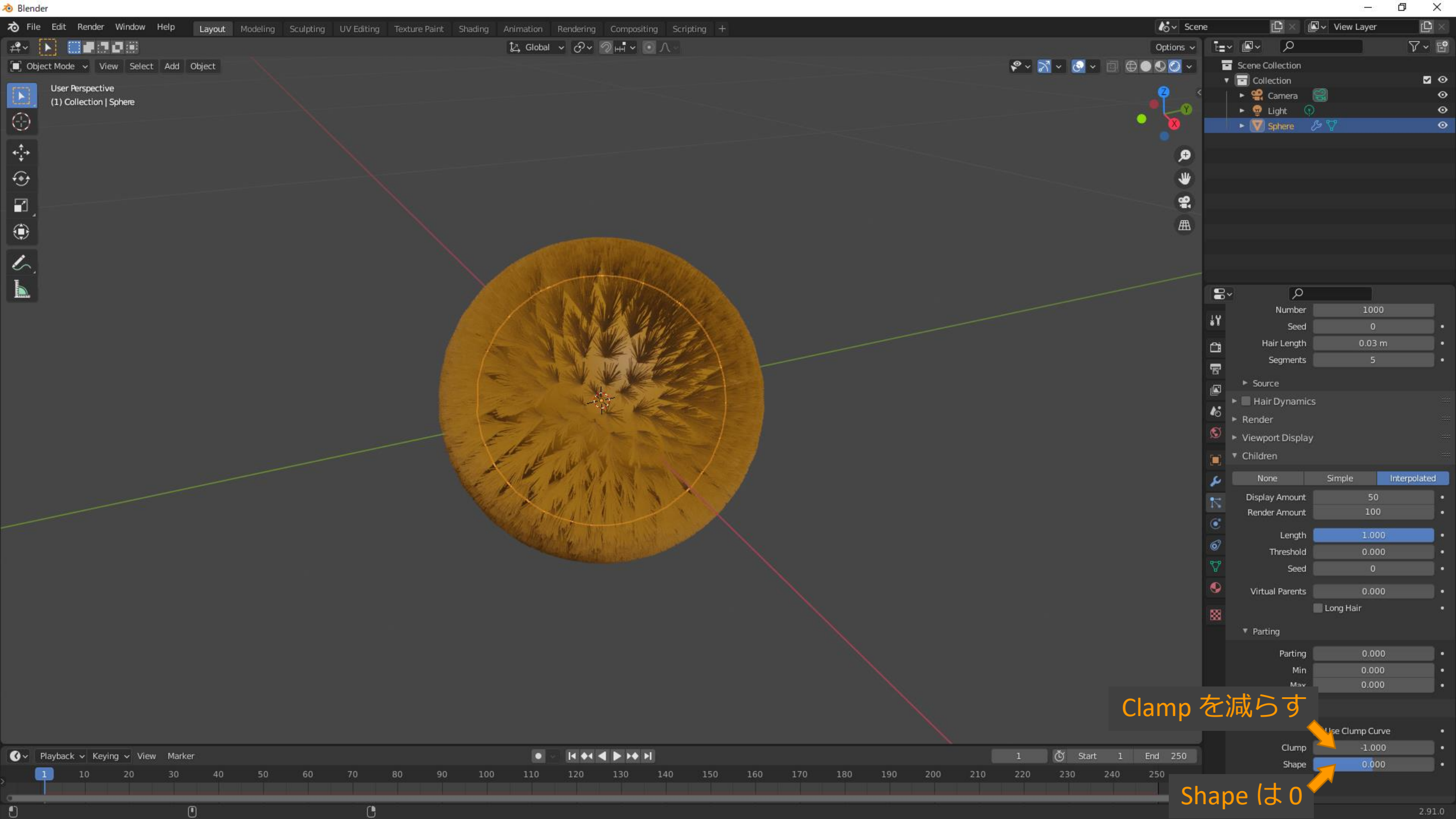
Clamping

Clamp を増す



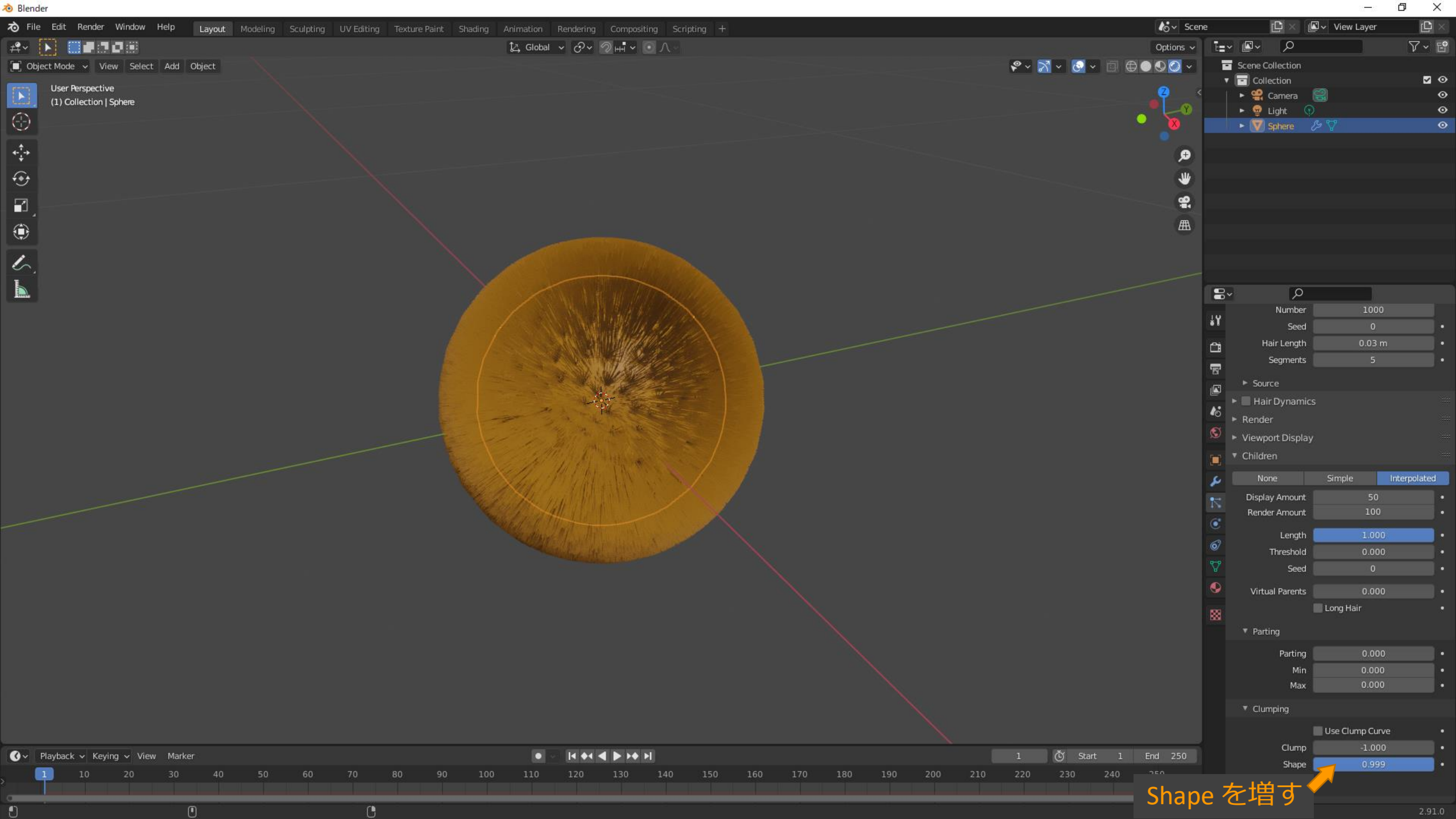
Shape を増す



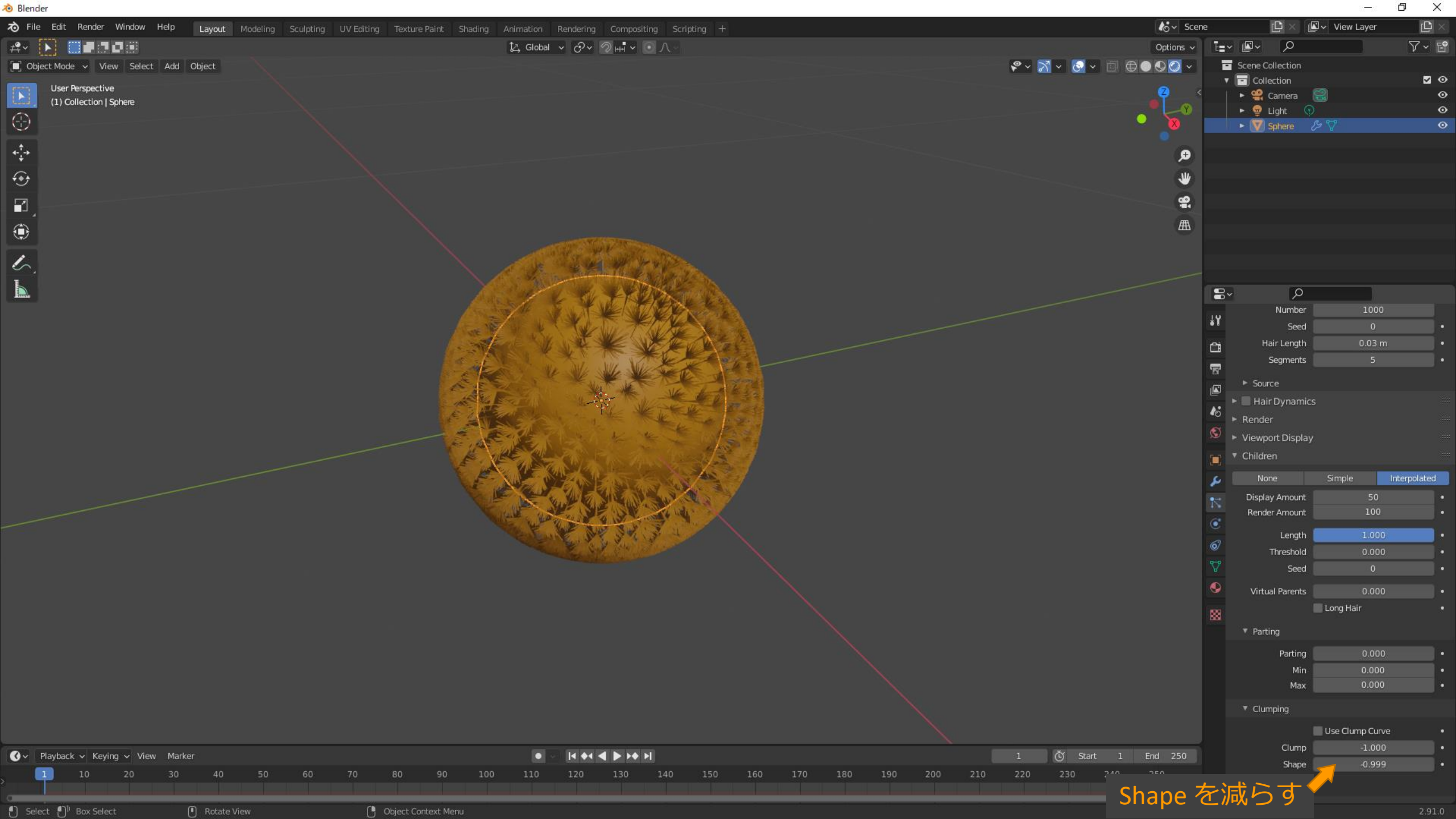


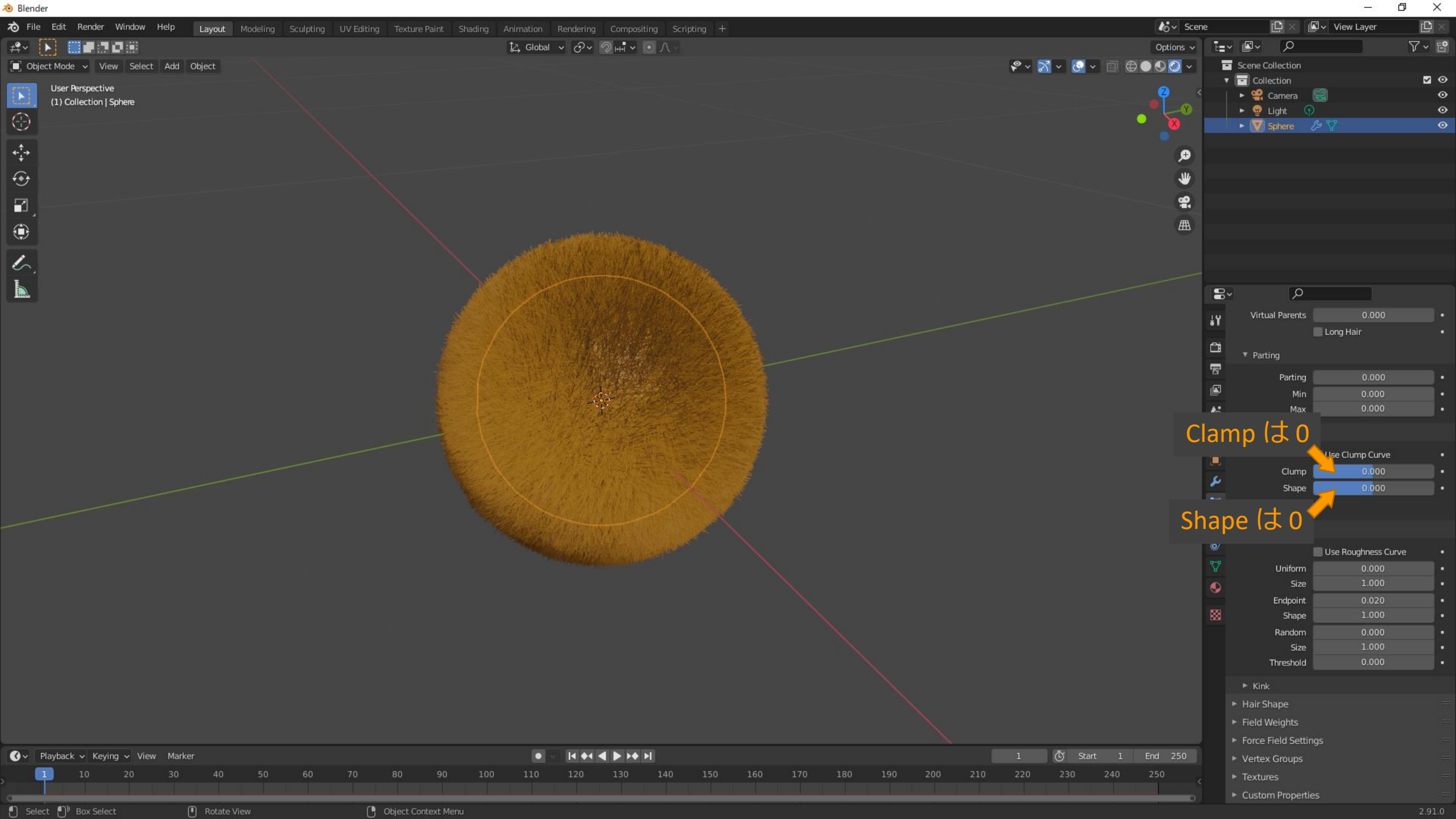
Clamp を減らす

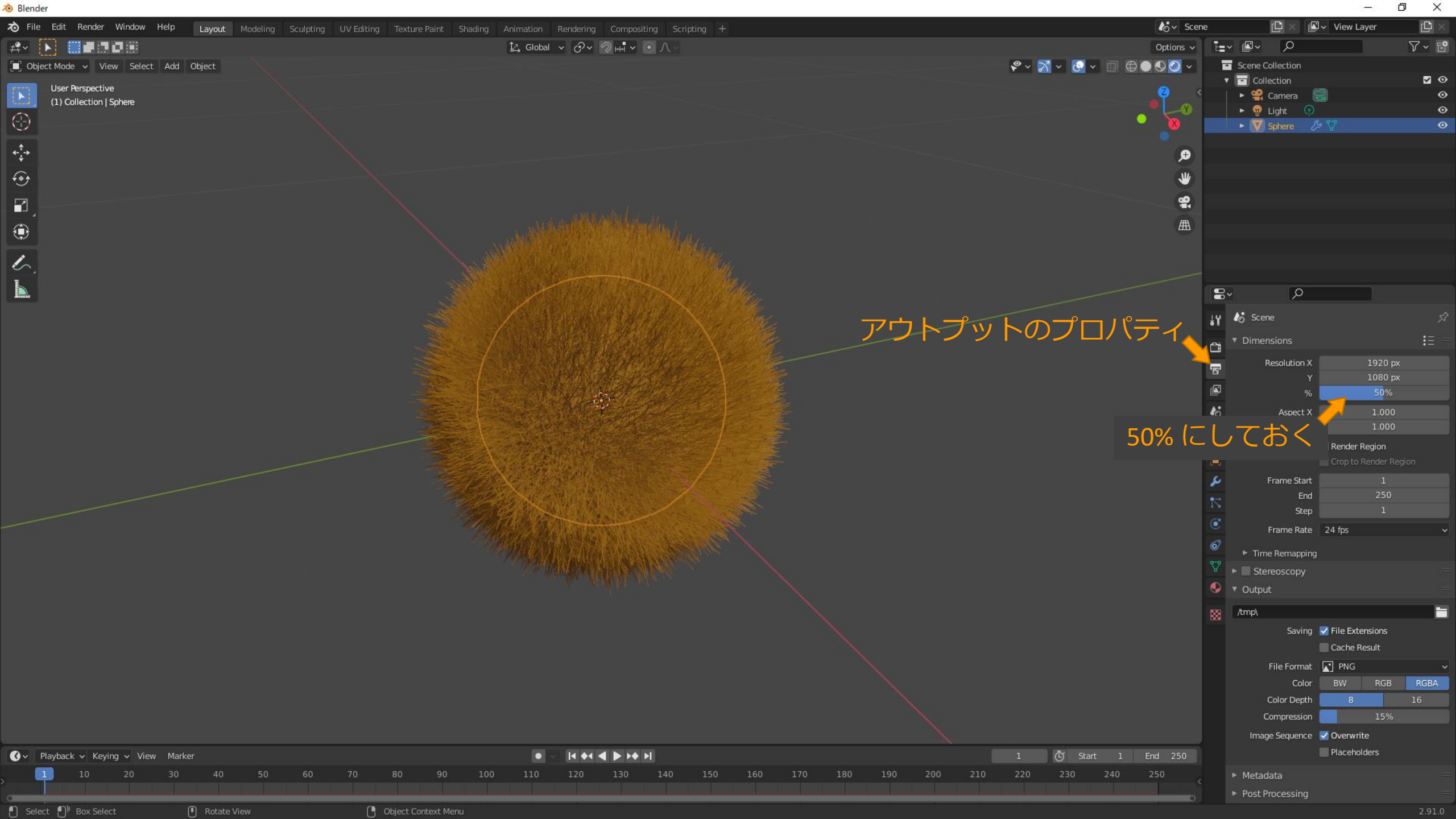
Shape は 0



Shape を増す

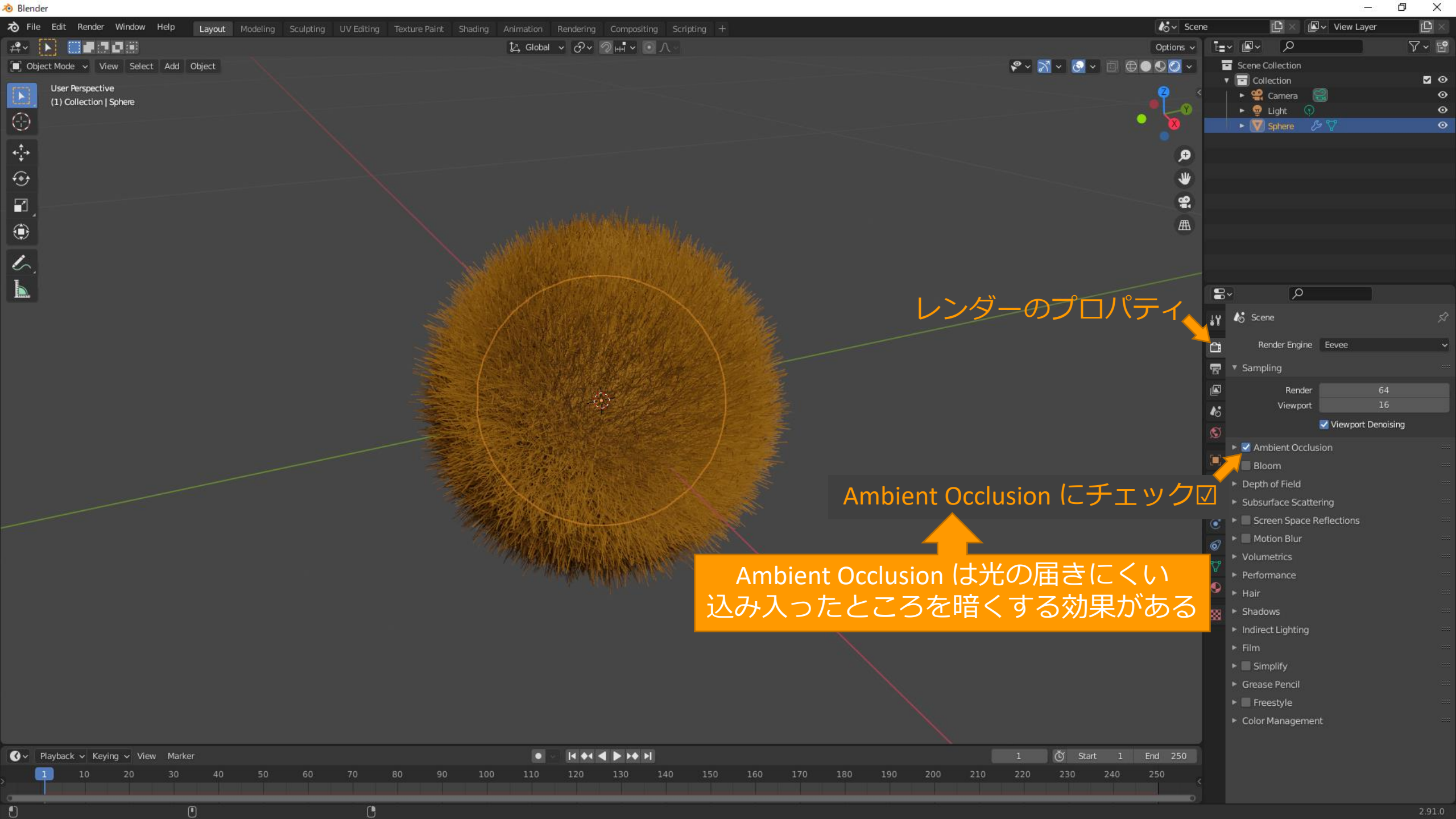






アウトプットのプロパティ

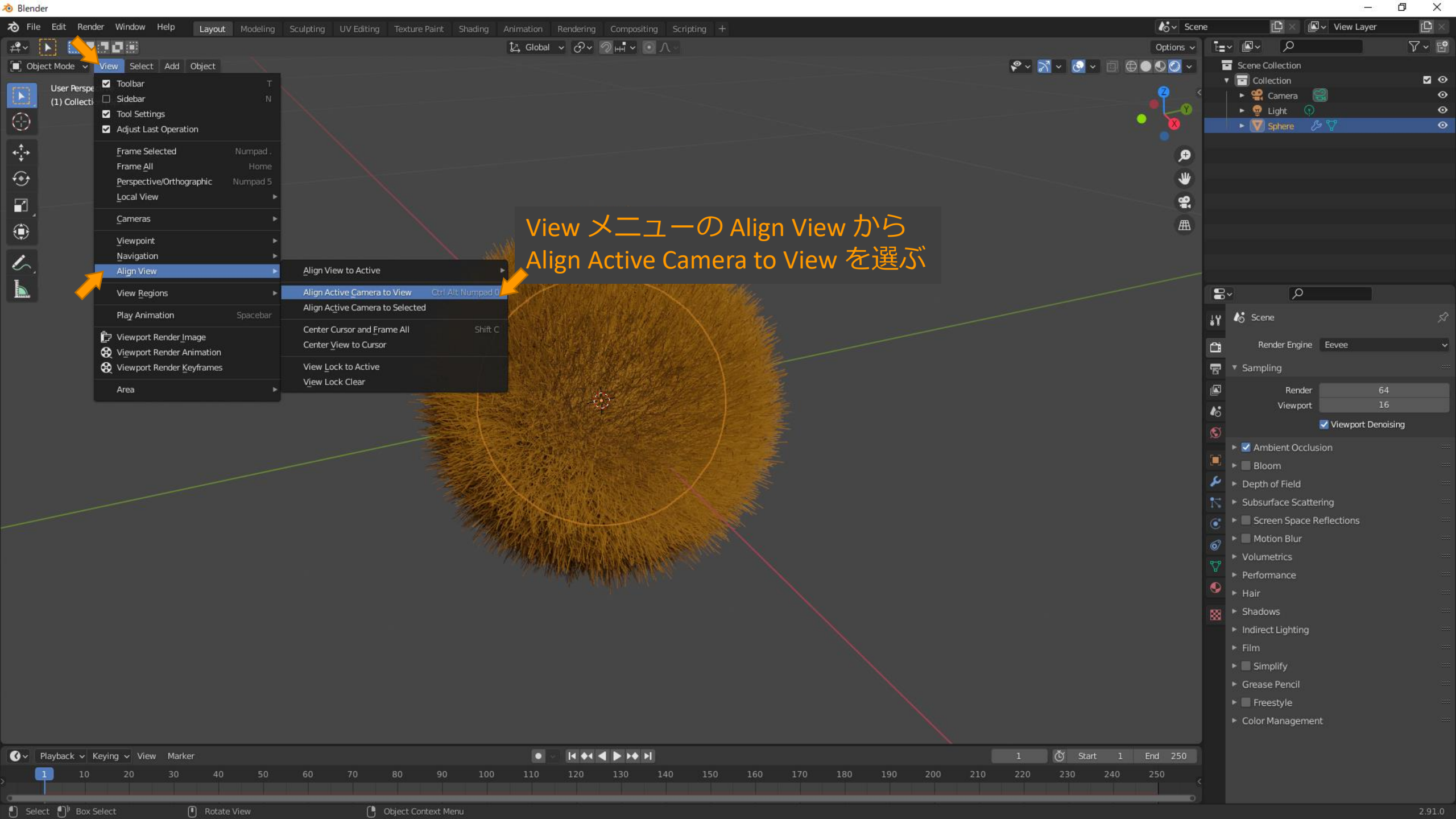
50% にしておく



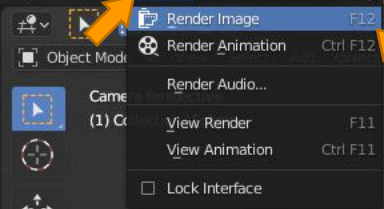
レンダーのプロパティ

Ambient Occlusion にチェック☑

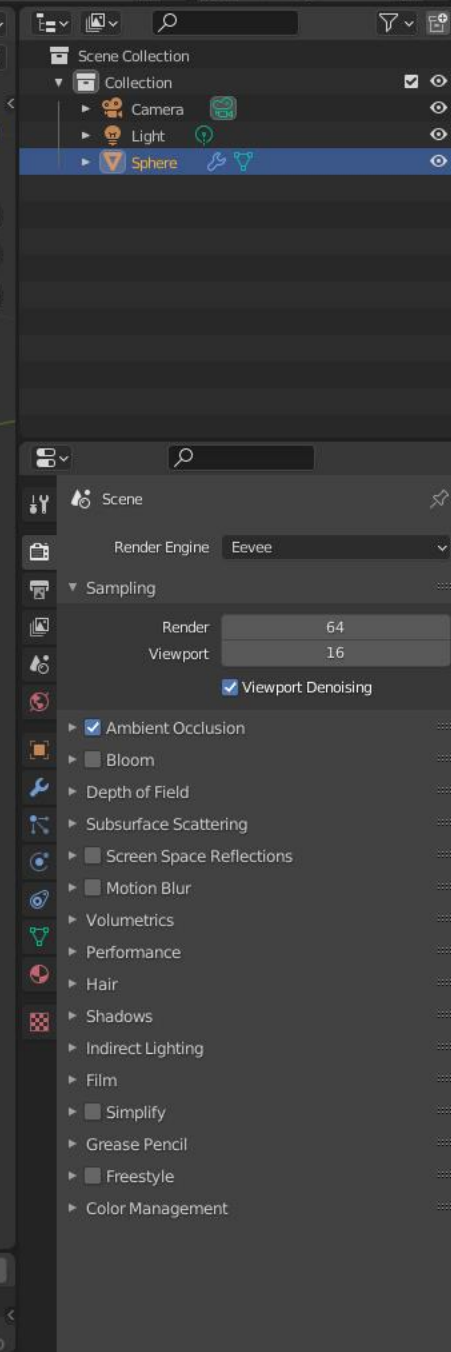
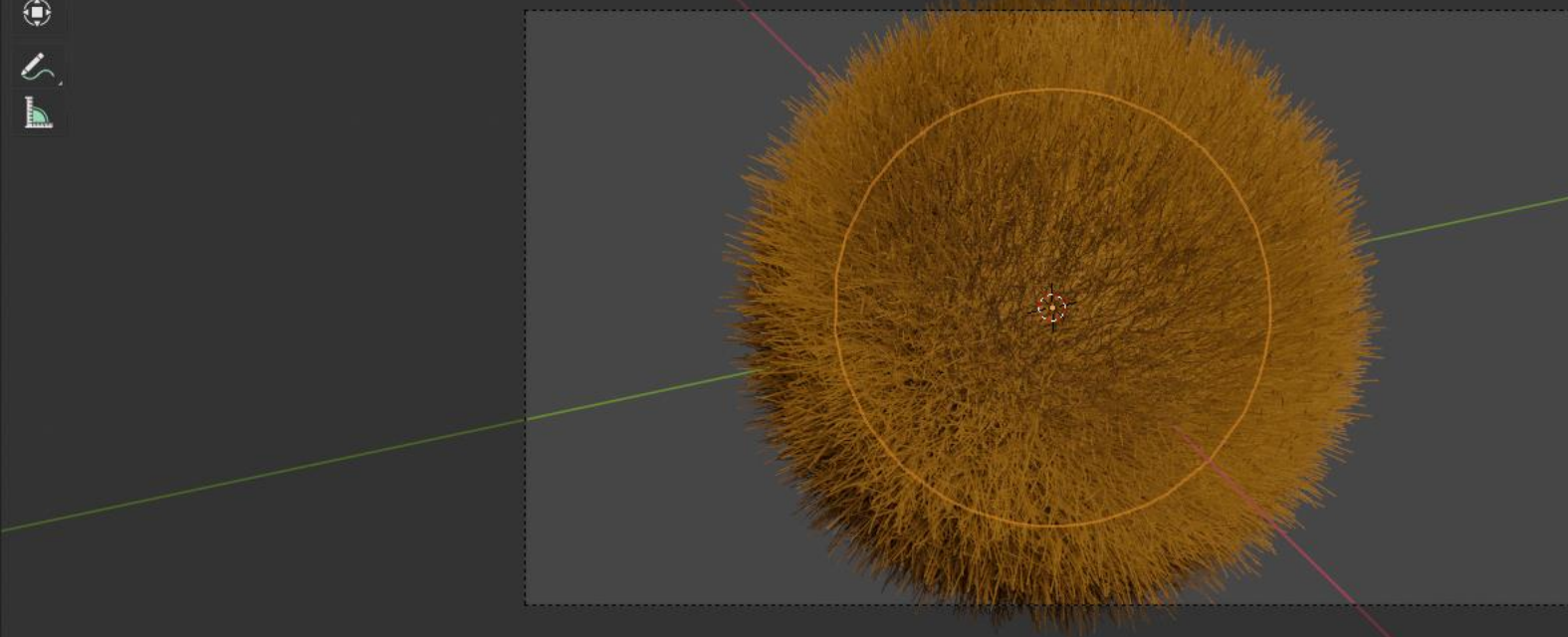
Ambient Occlusion は光の届きにくい
込み入ったところを暗くする効果がある



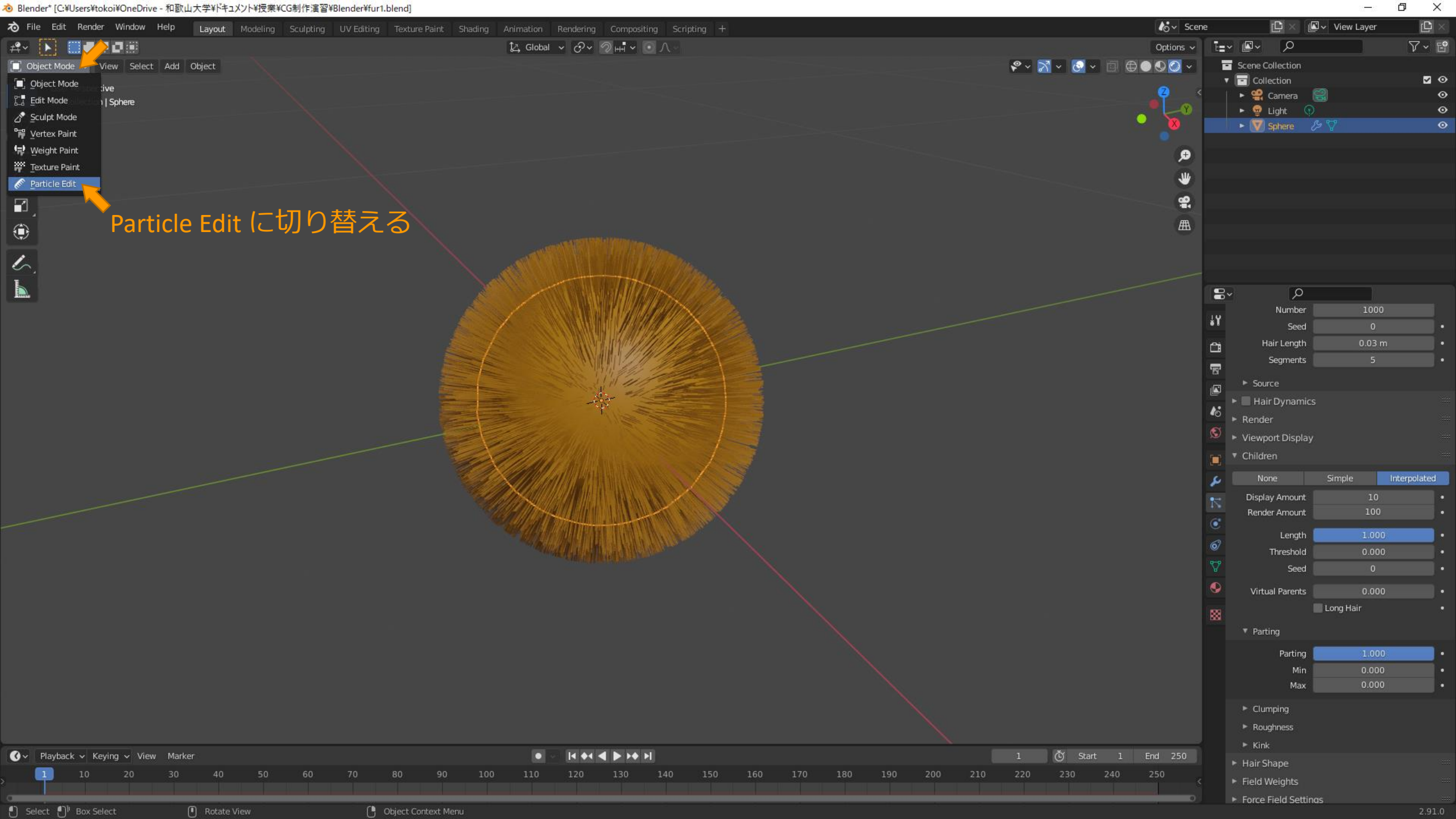
View メニューの Align View から
Align Active Camera to View を選ぶ

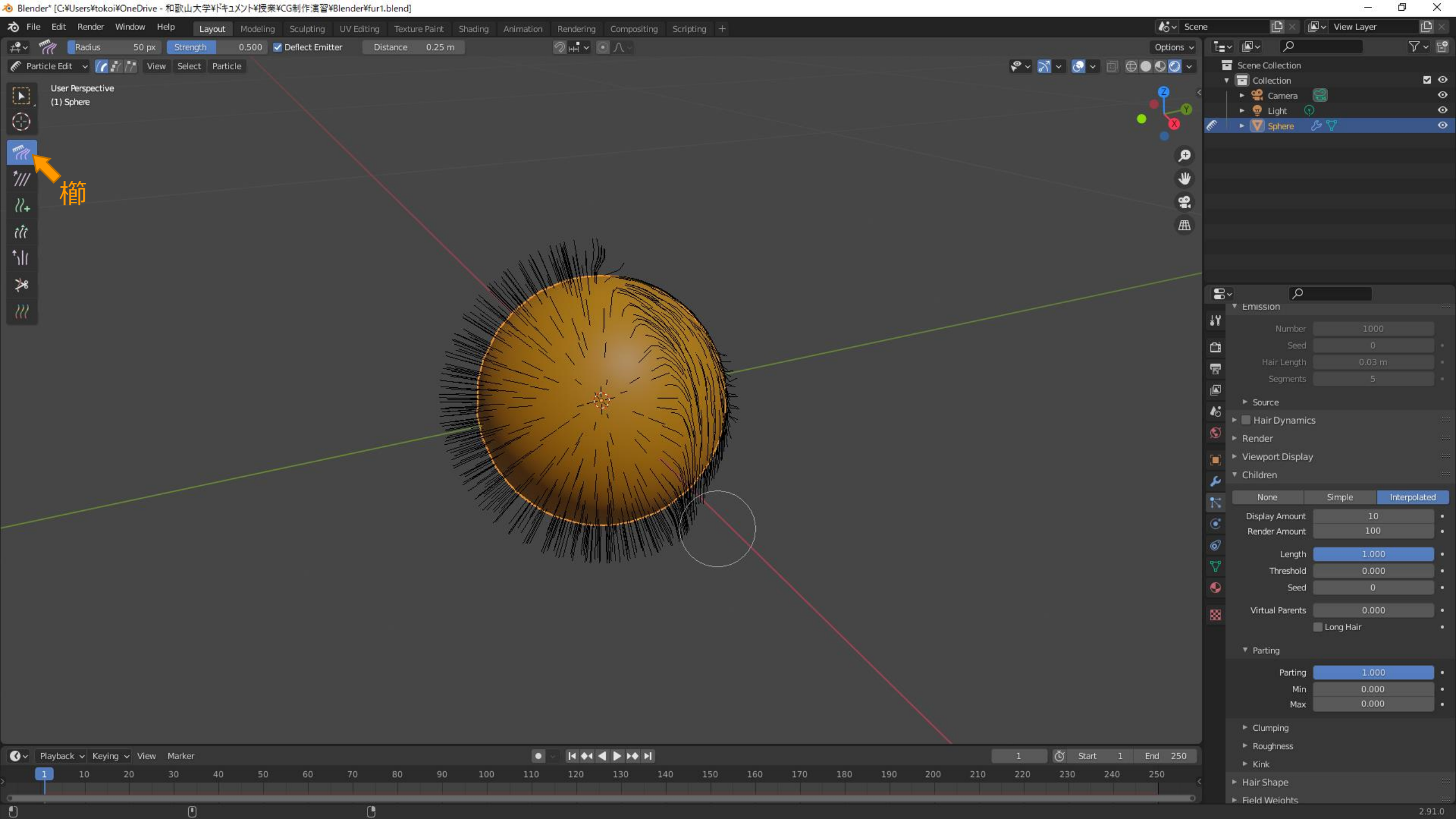


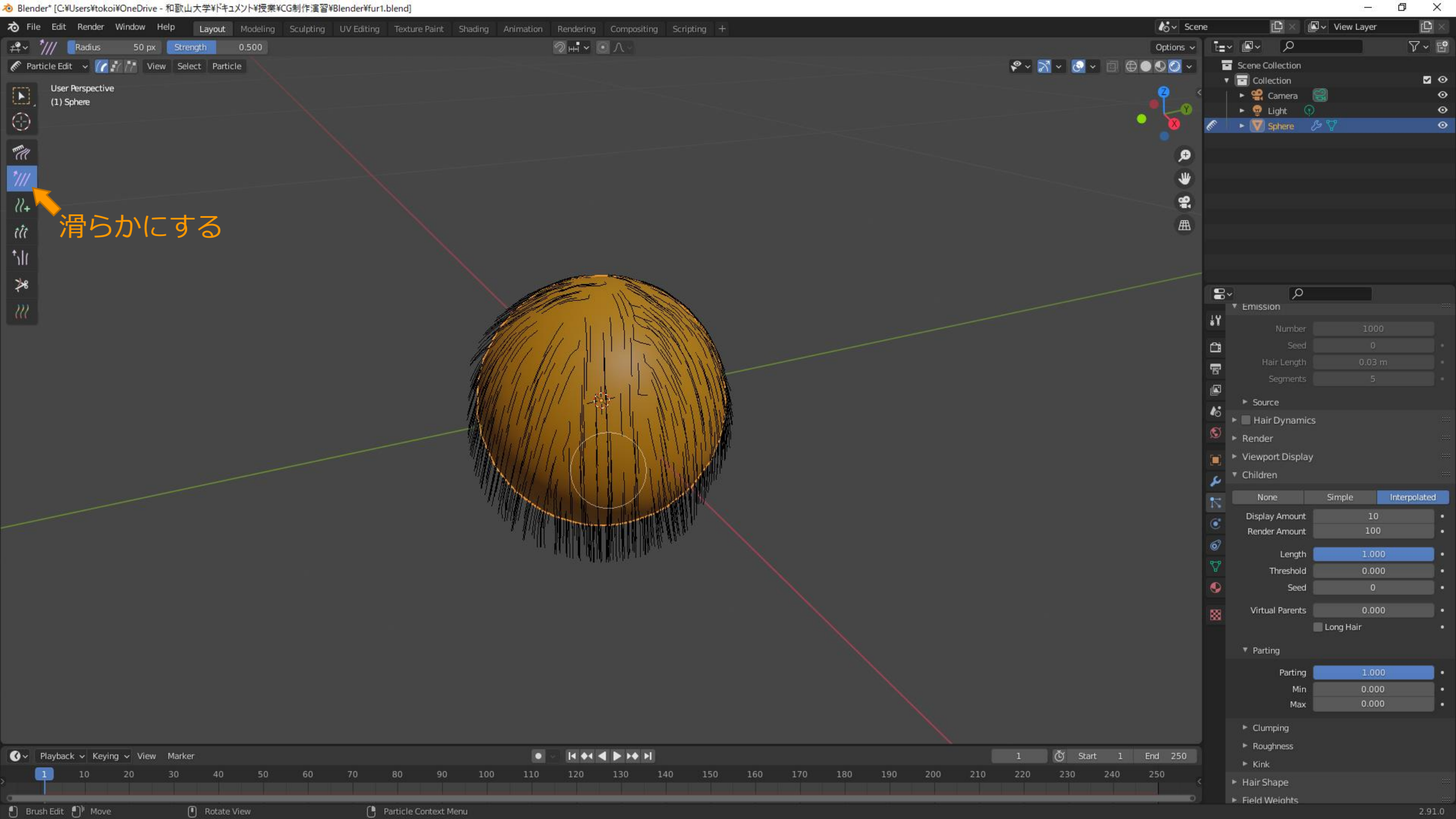
Render メニューから Render Image を選ぶ

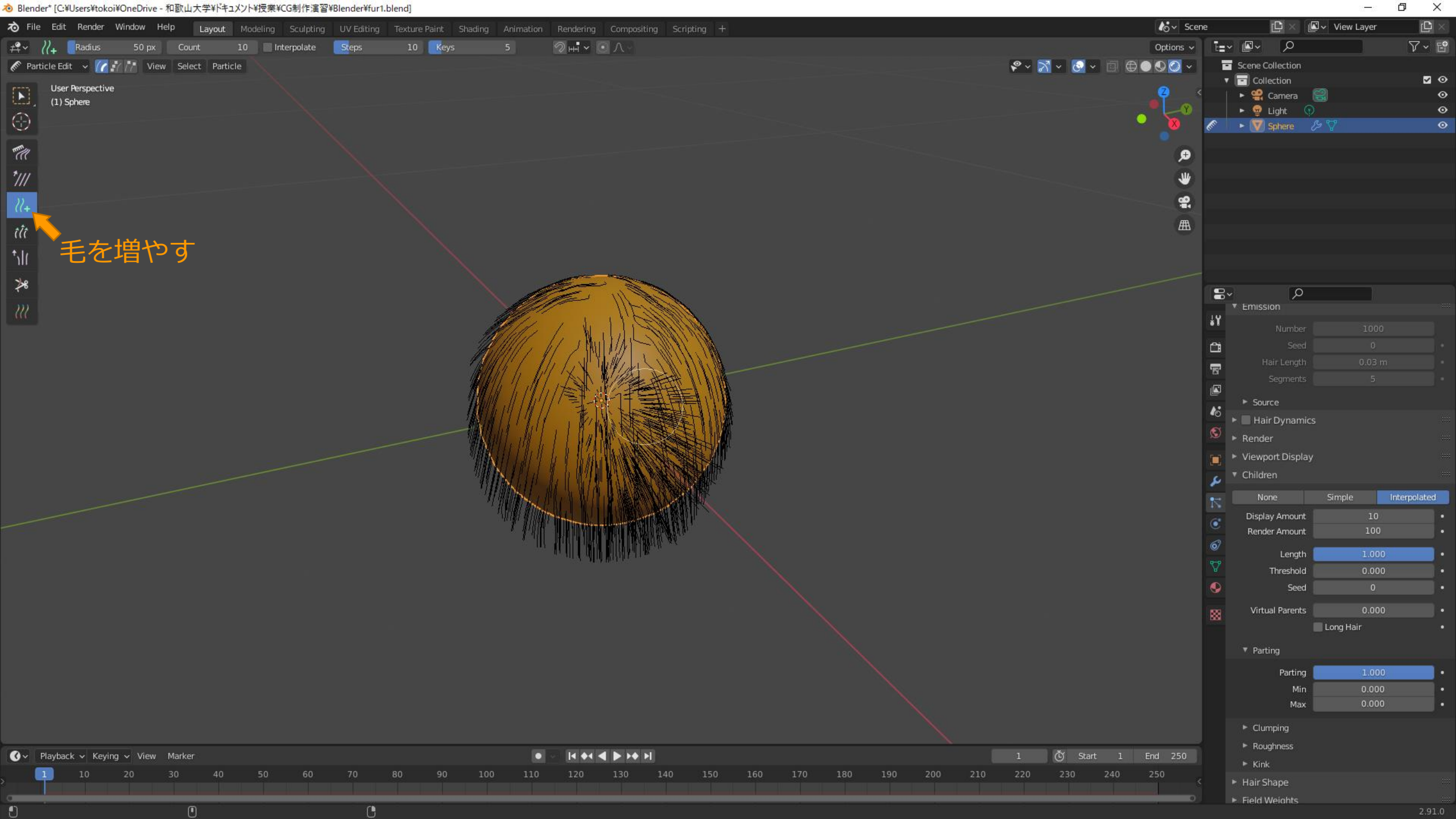


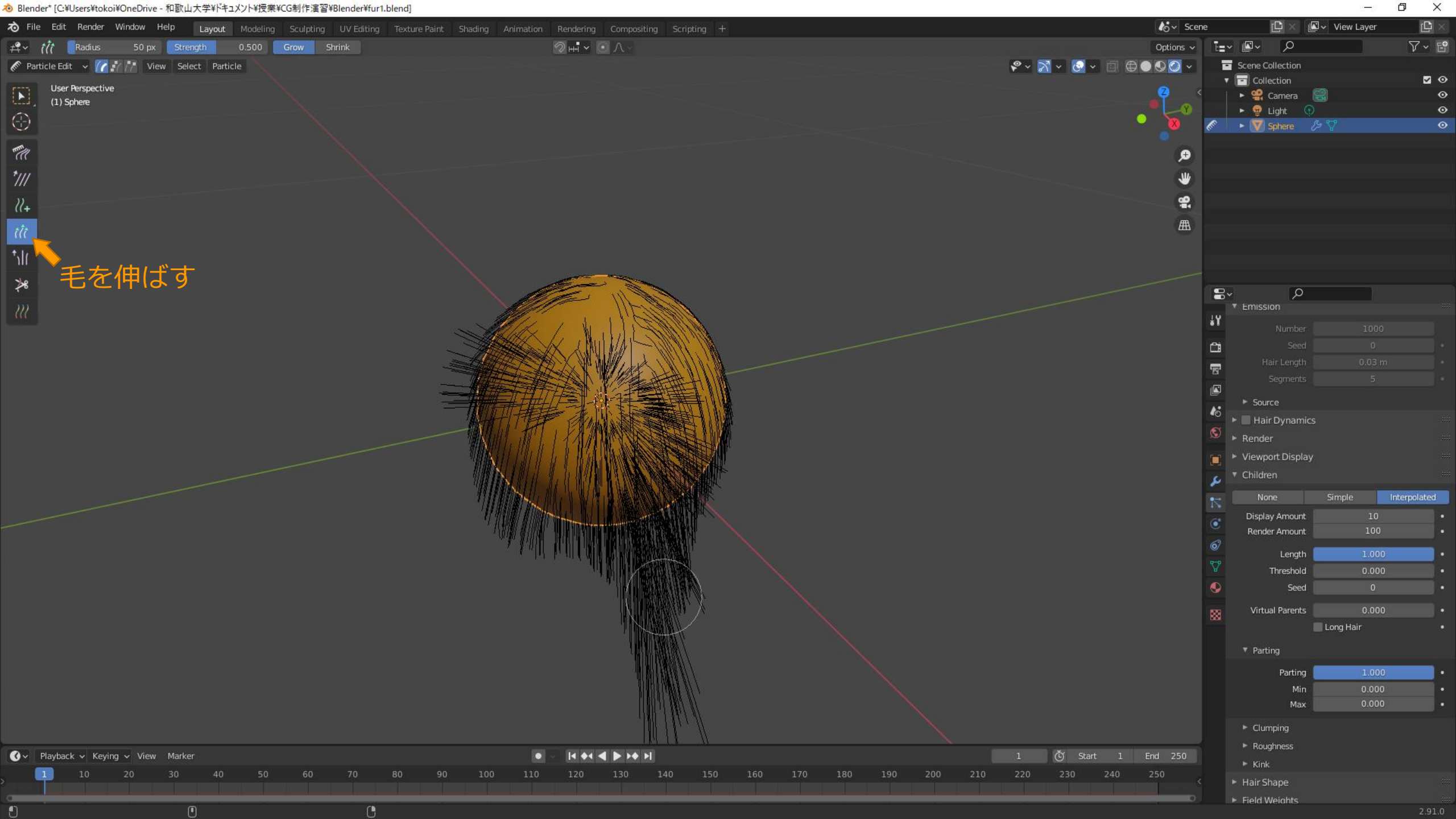


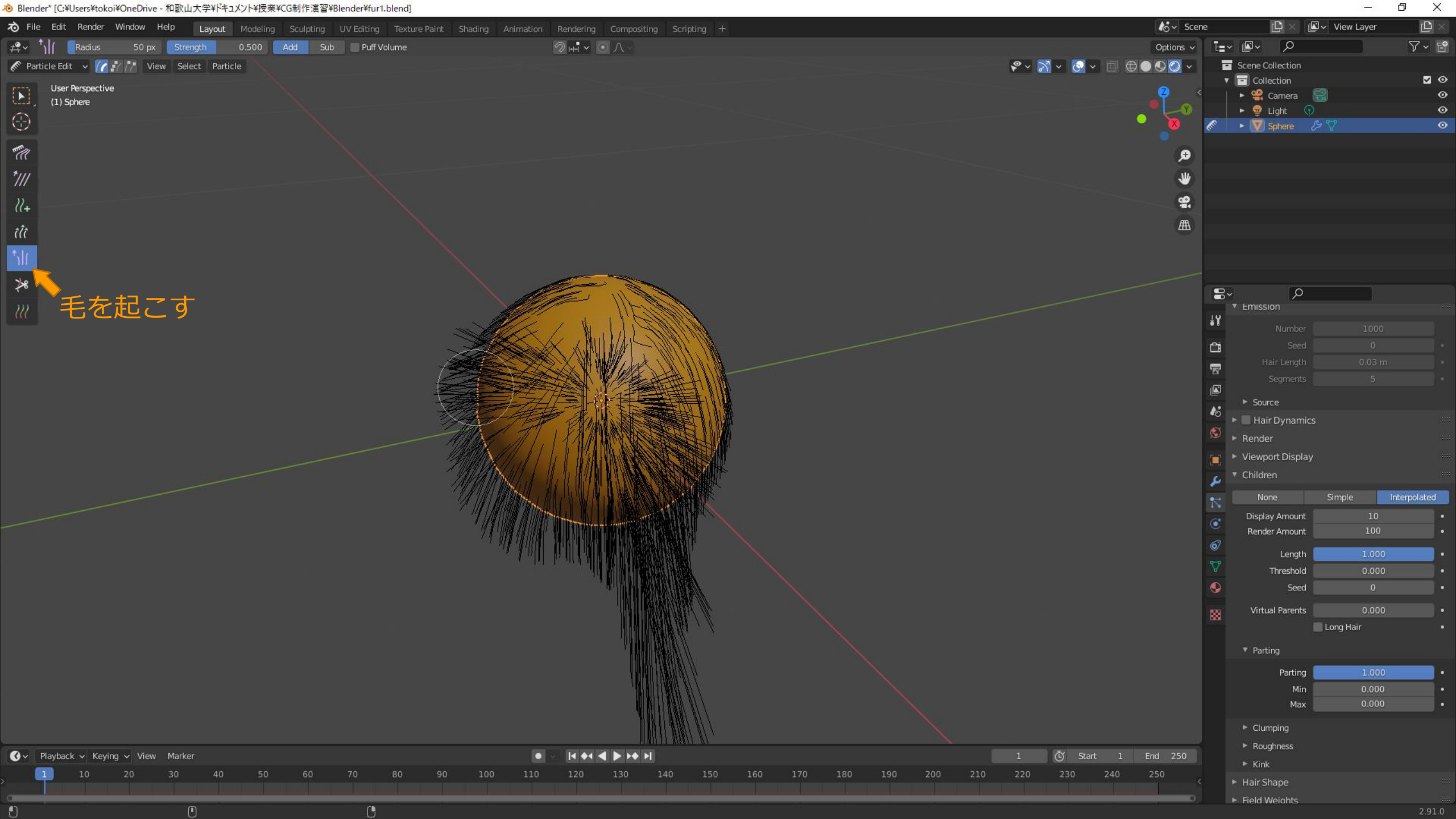




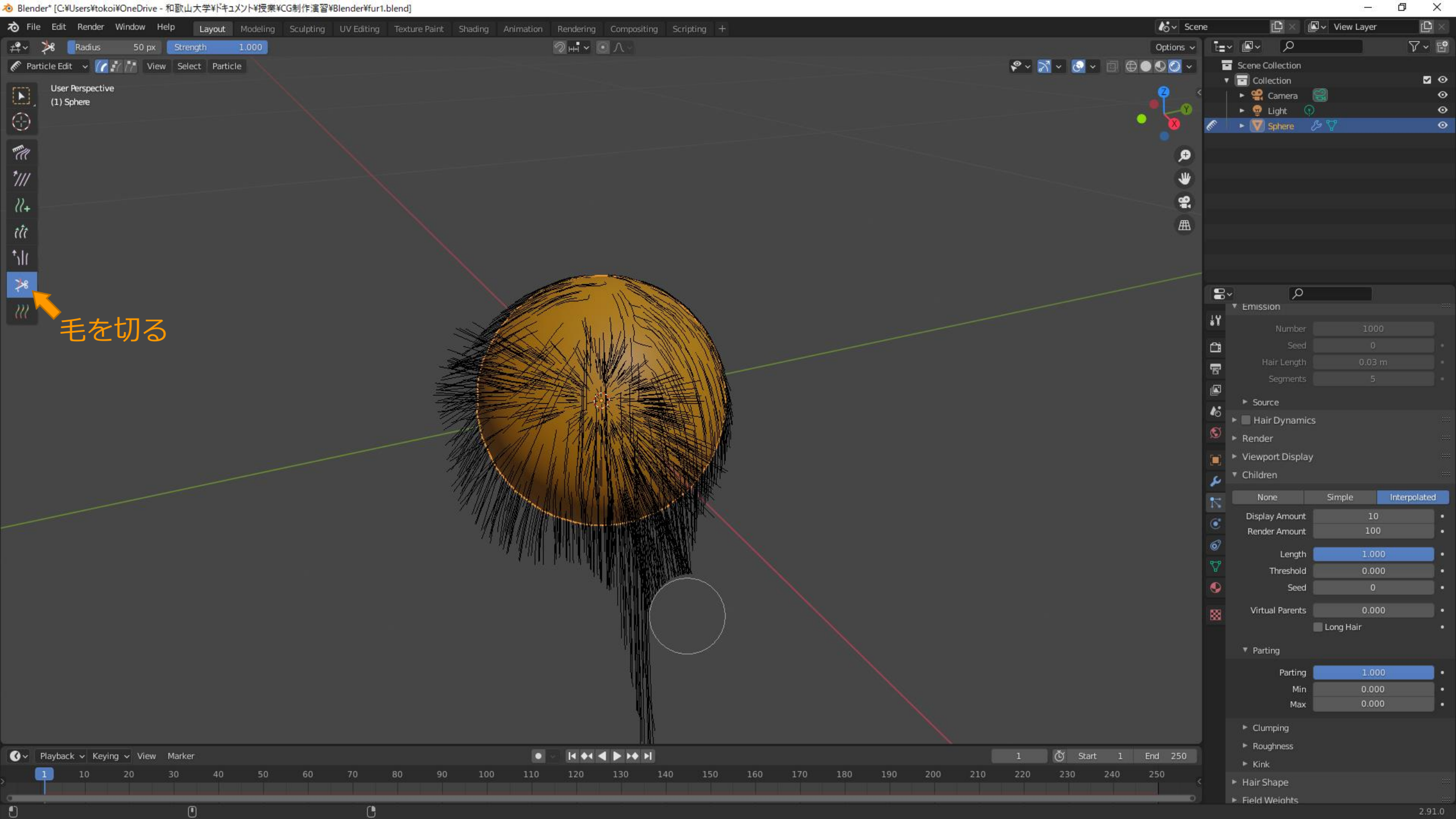


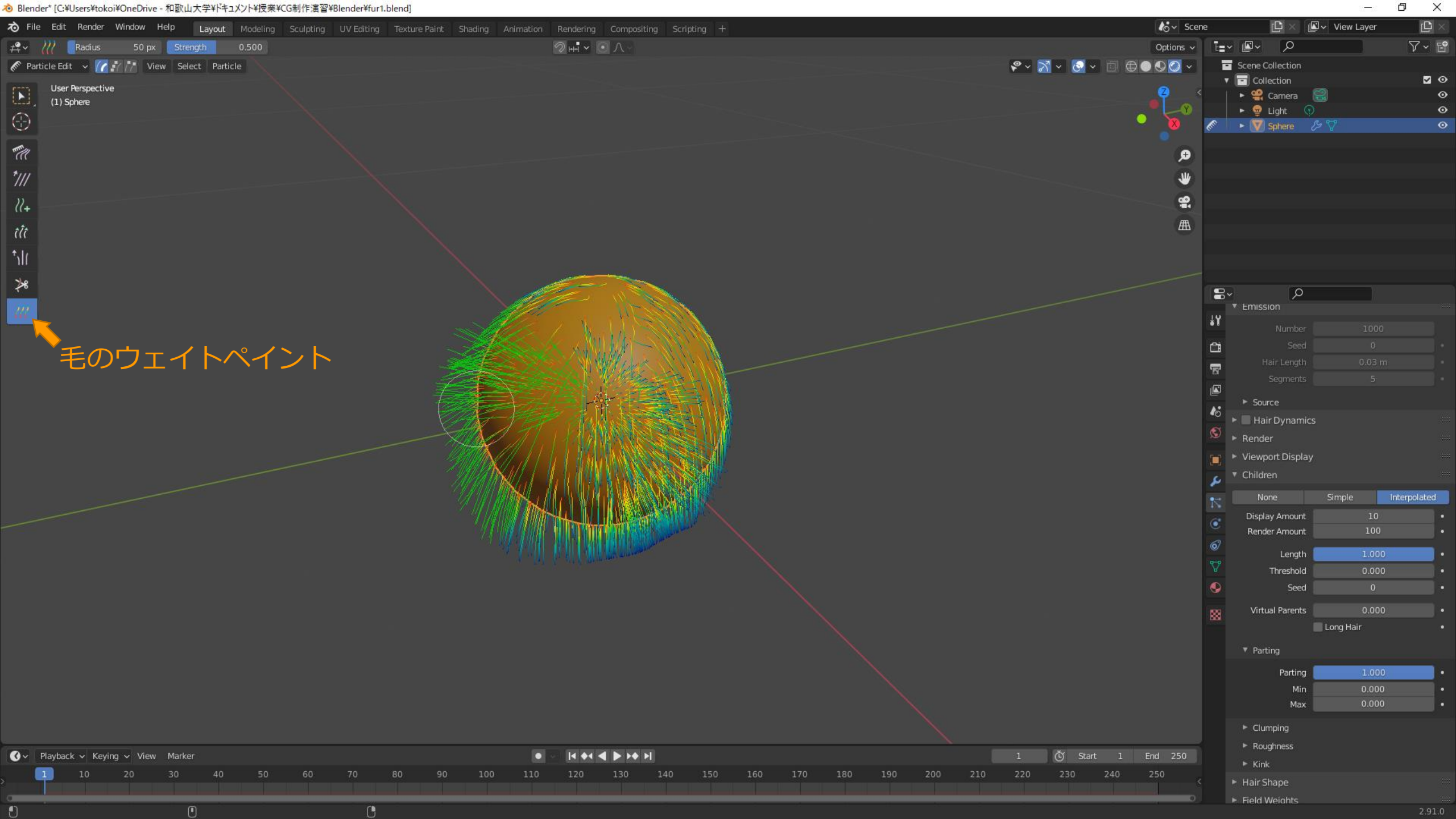






毛を起こす





毛のウェイトペイント

