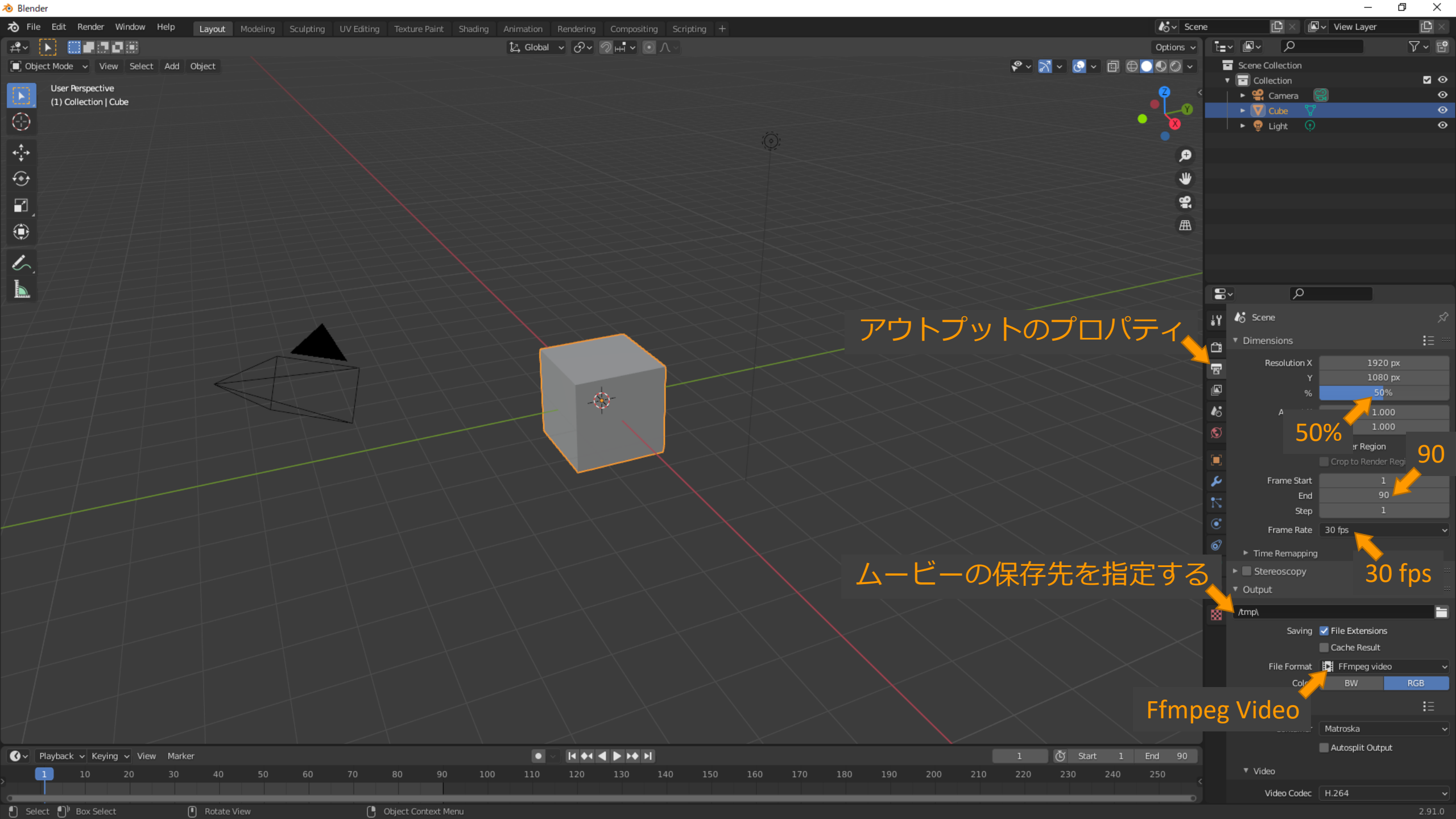


髪

Hair



アウプットのプロパティ

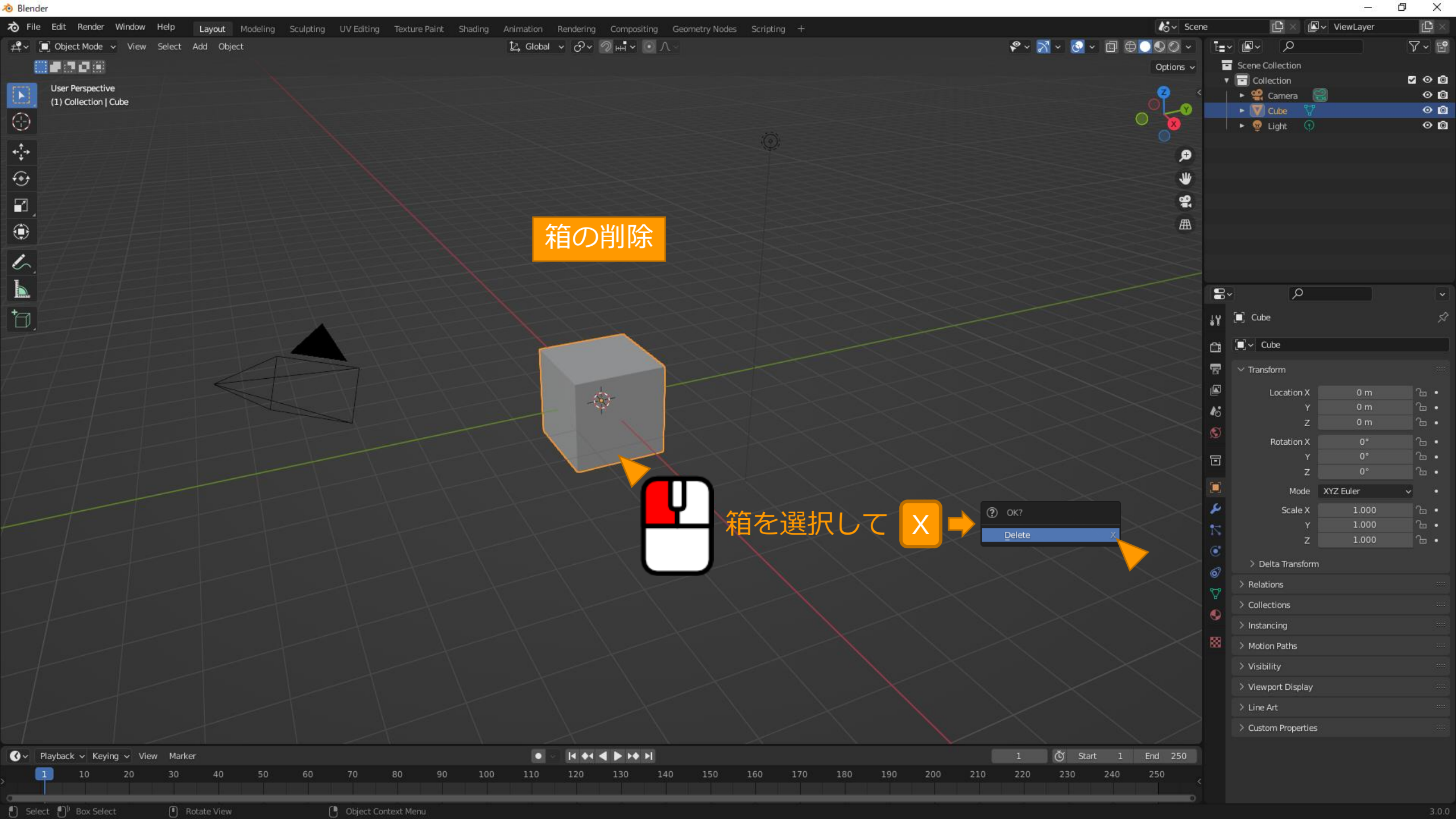
ムービーの保存先を指定する

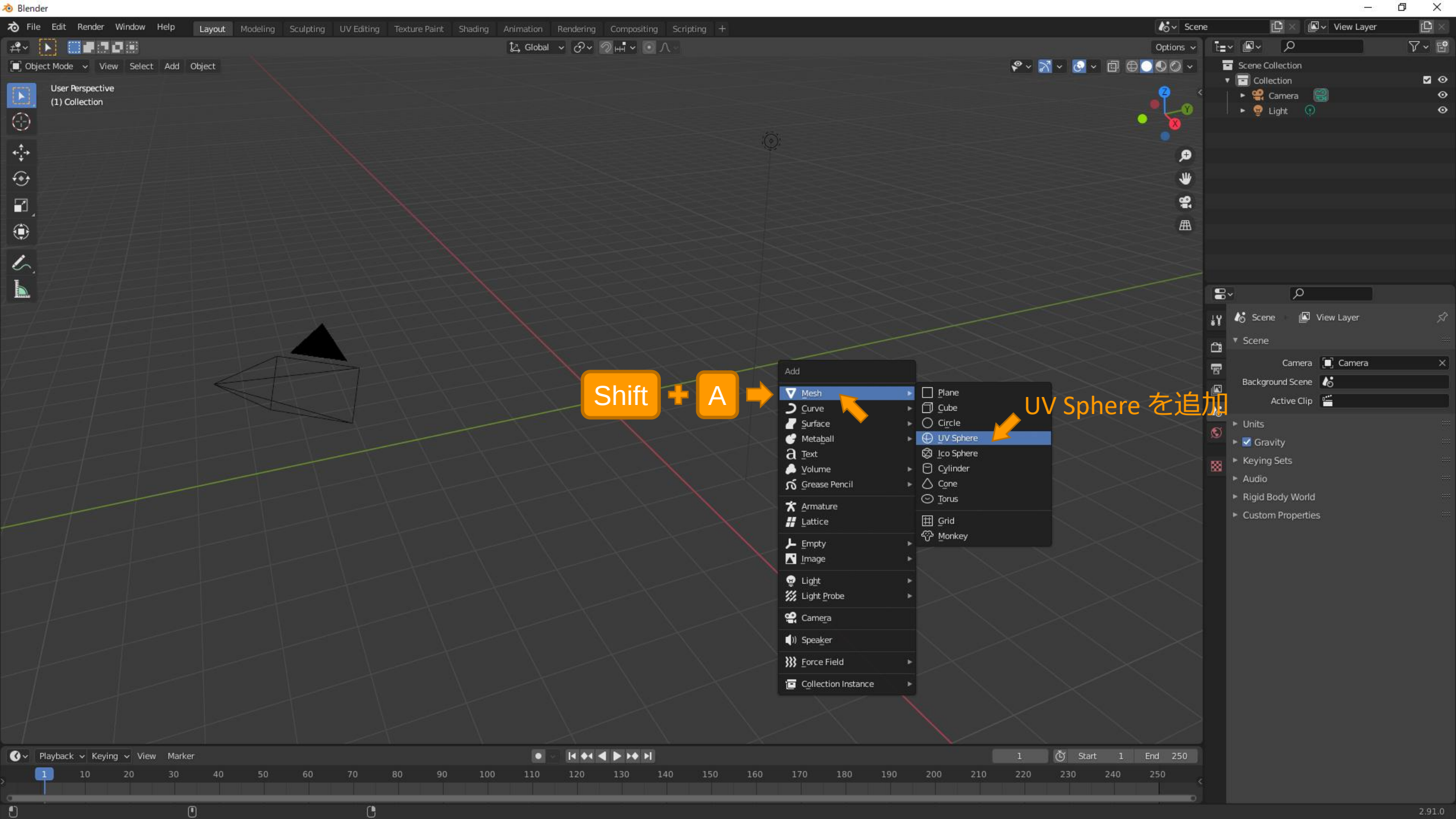
Ffmpeg Video

50%

90

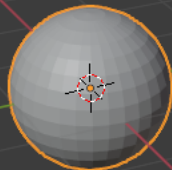
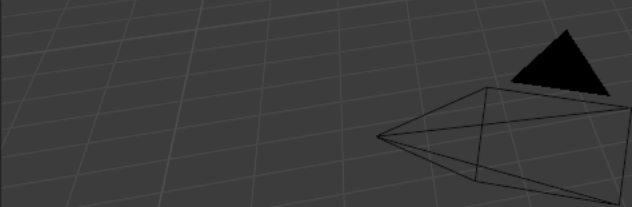
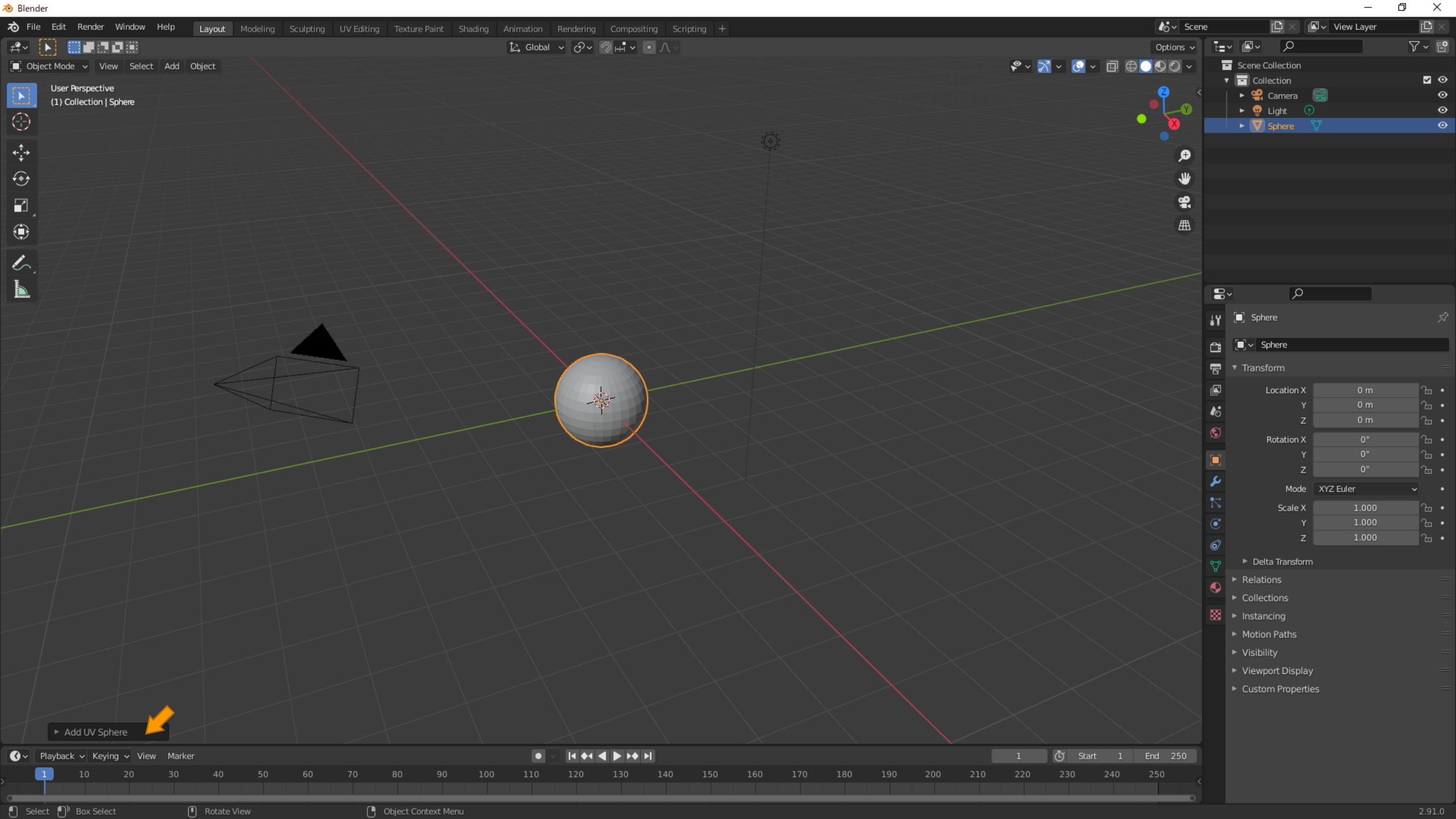
30 fps



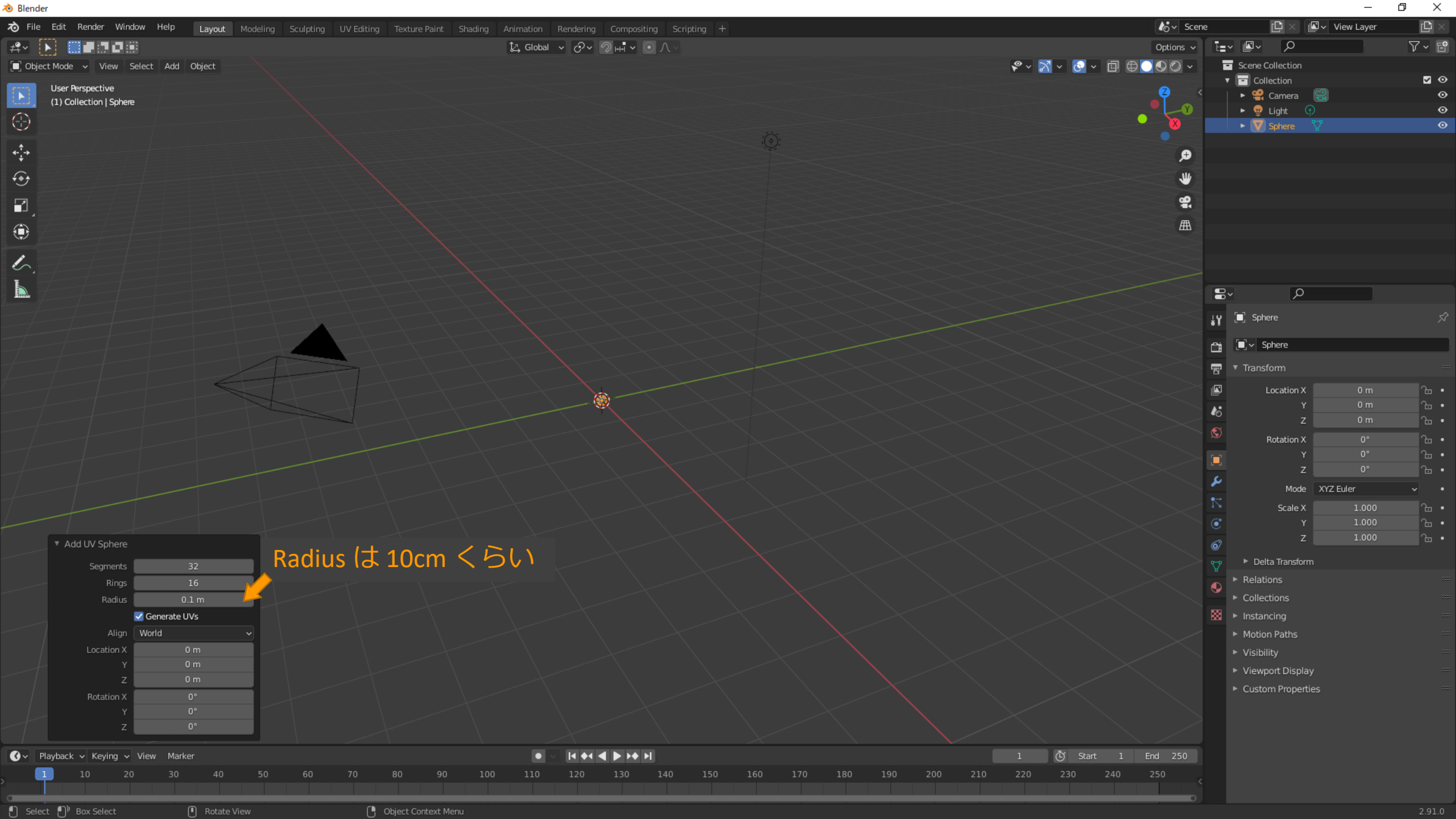


Shift + A

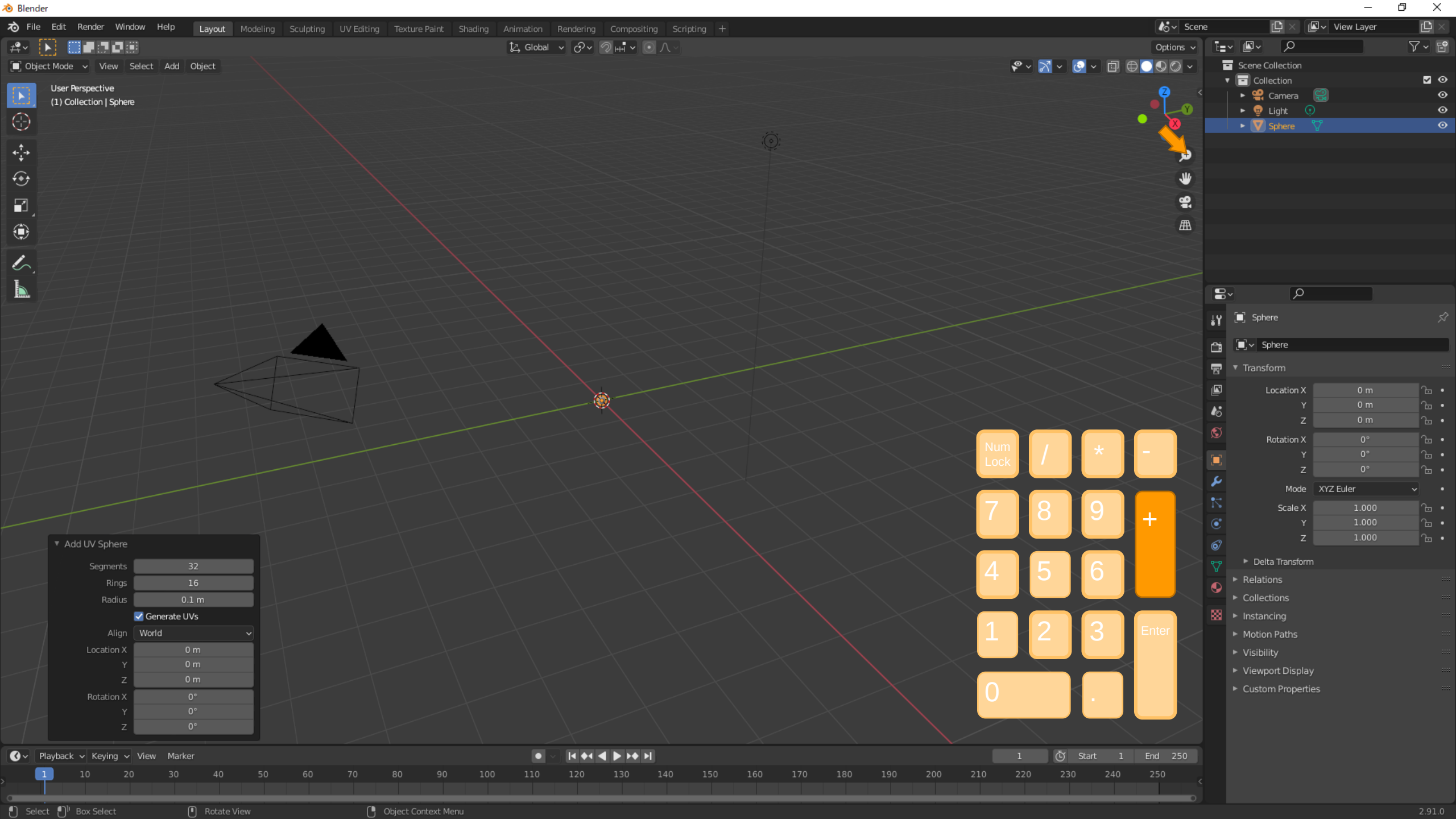
UV Sphere を追加

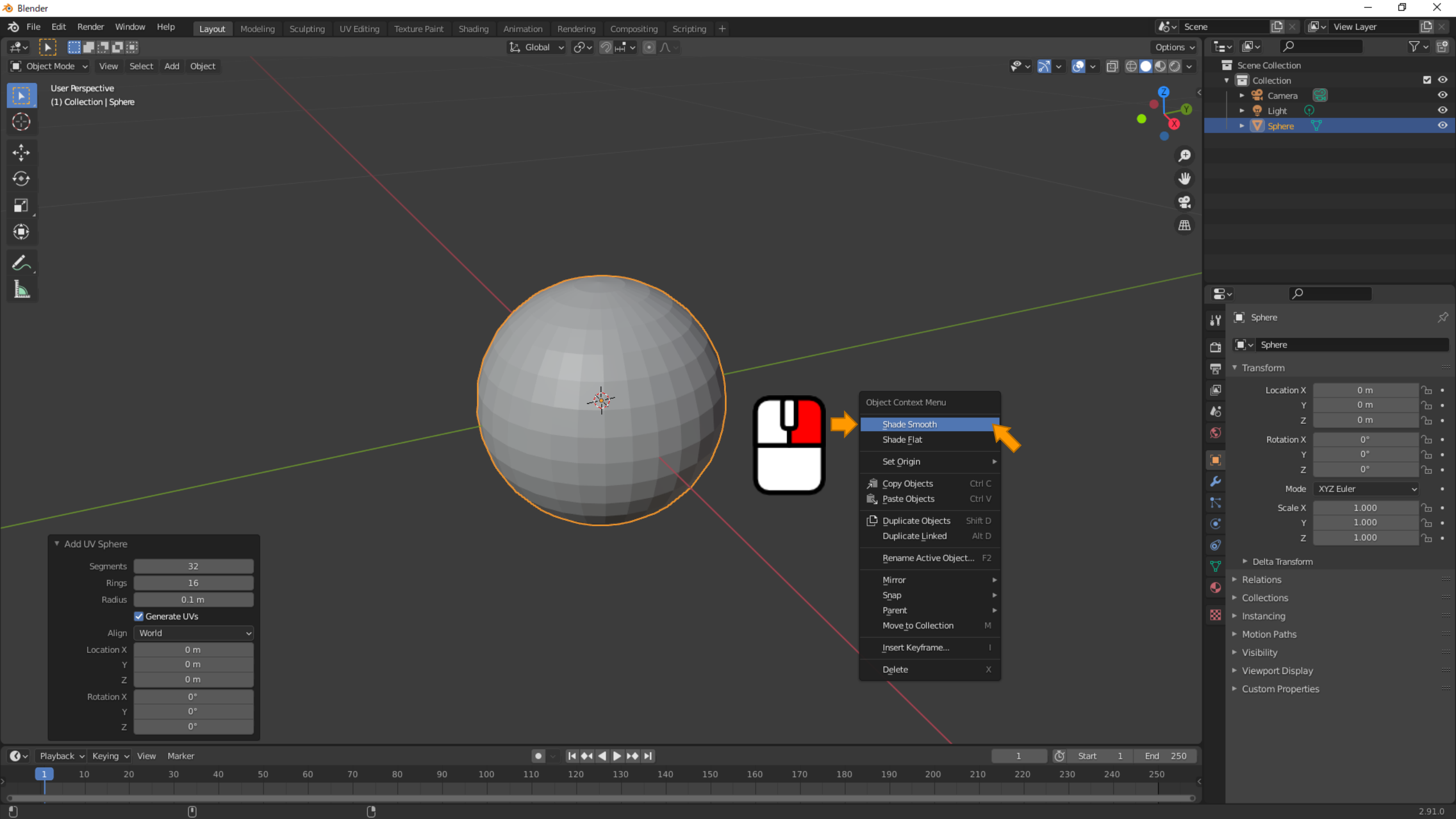


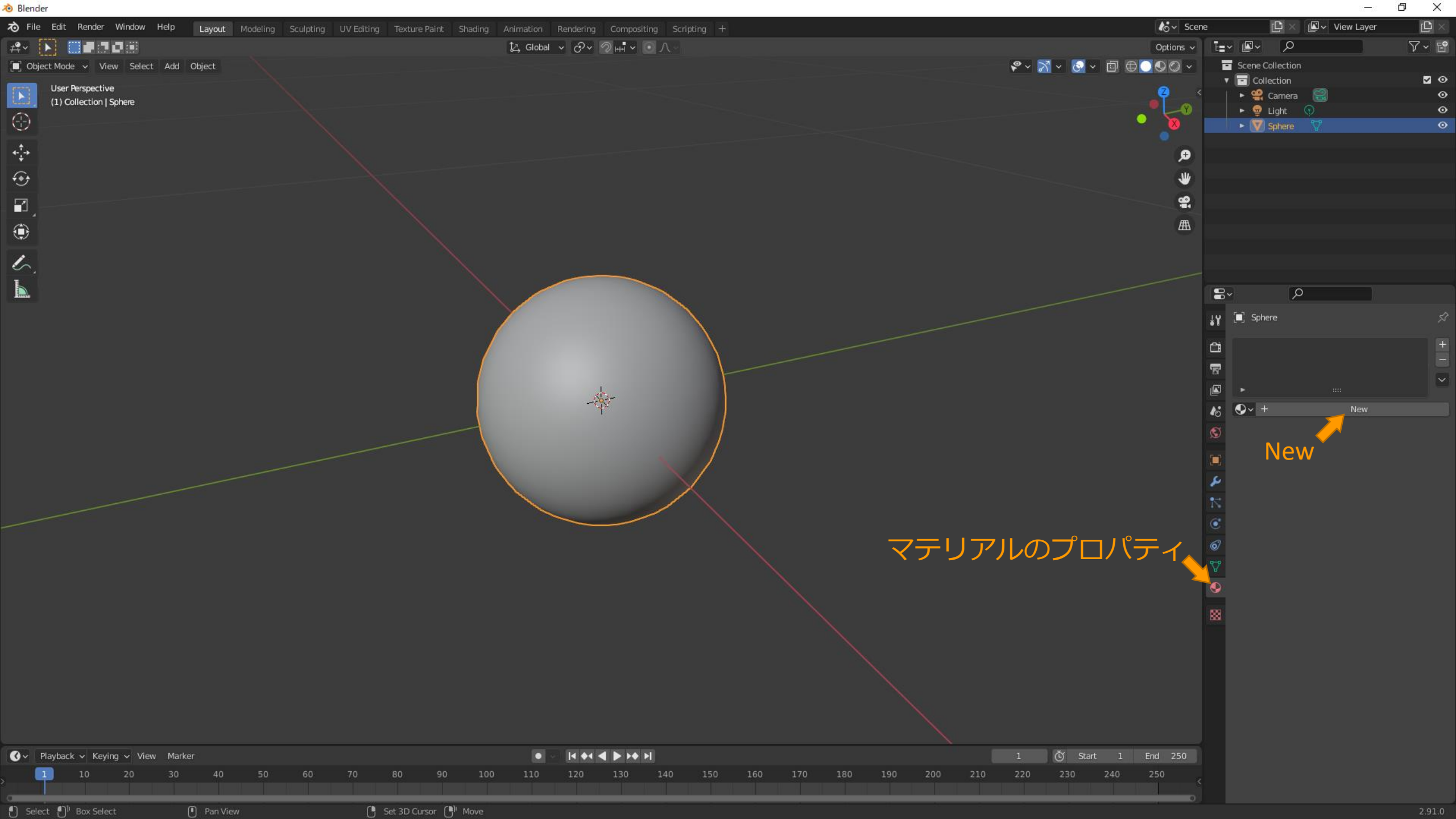
Location X	0 m	
Y	0 m	
Z	0 m	
Rotation X	0°	
Y	0°	
Z	0°	
Mode	XYZ Euler	
Scale X	1.000	
Y	1.000	
Z	1.000	



Radius は 10cm くらい

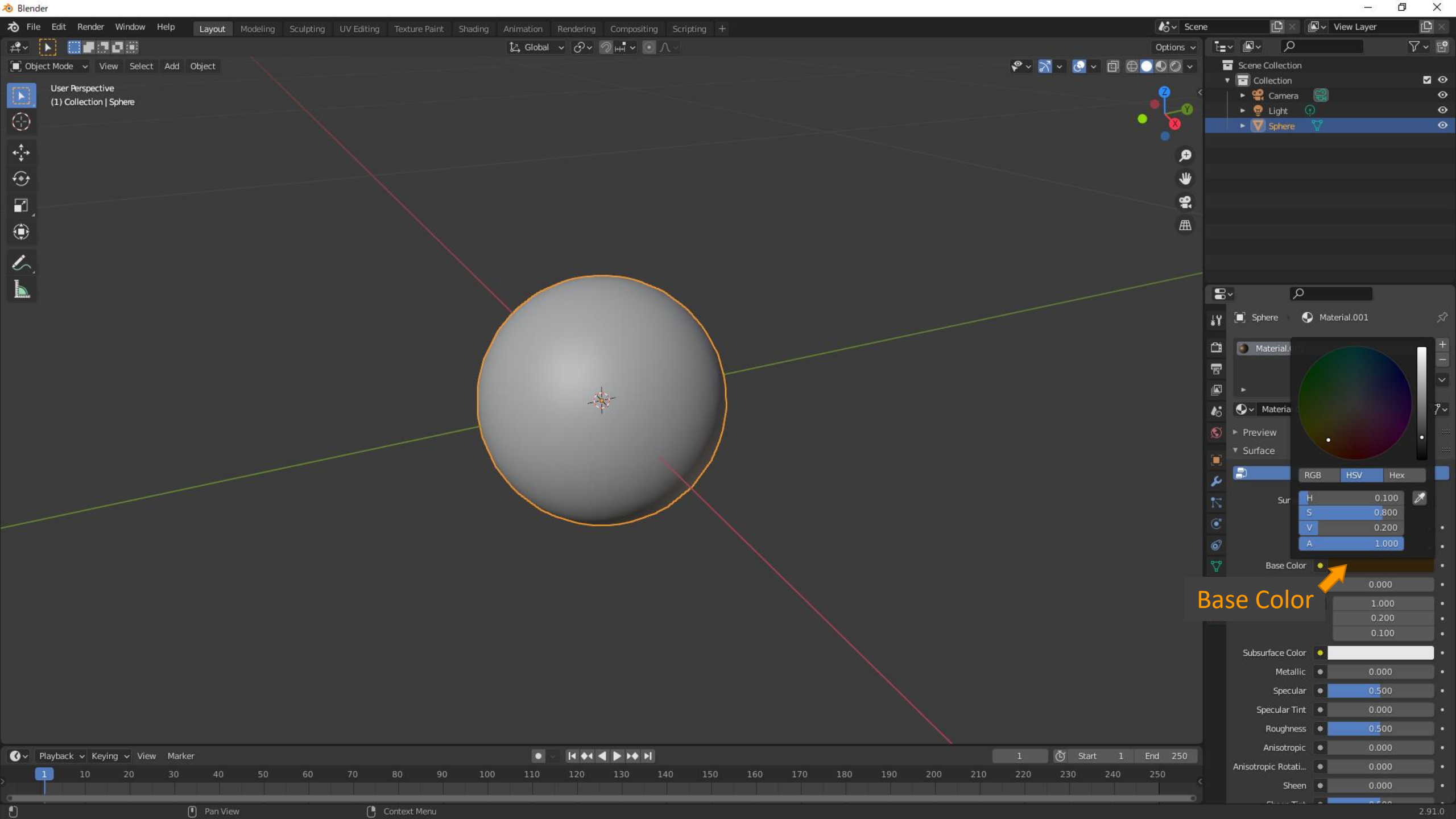




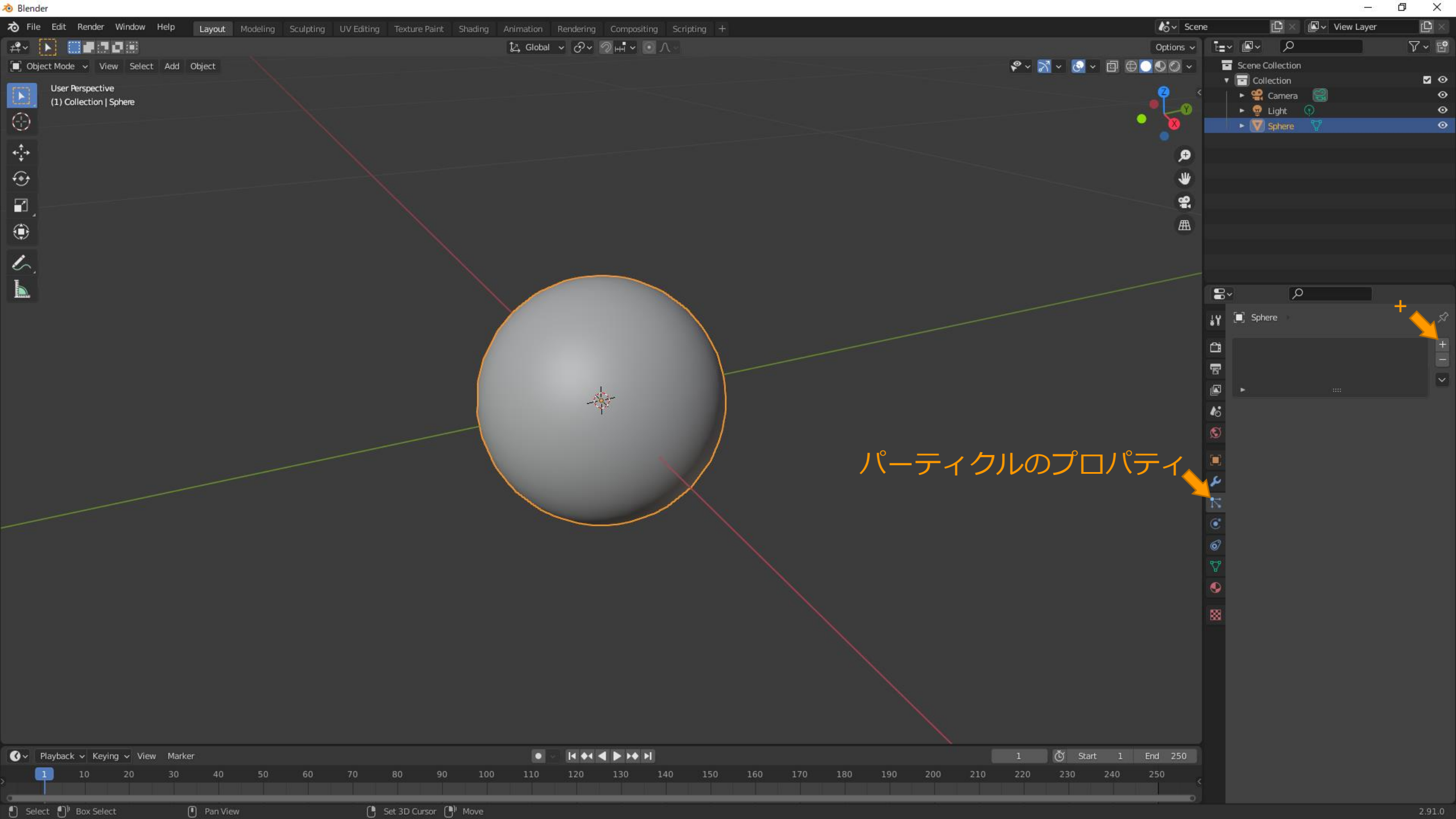


マテリアルのプロパティ

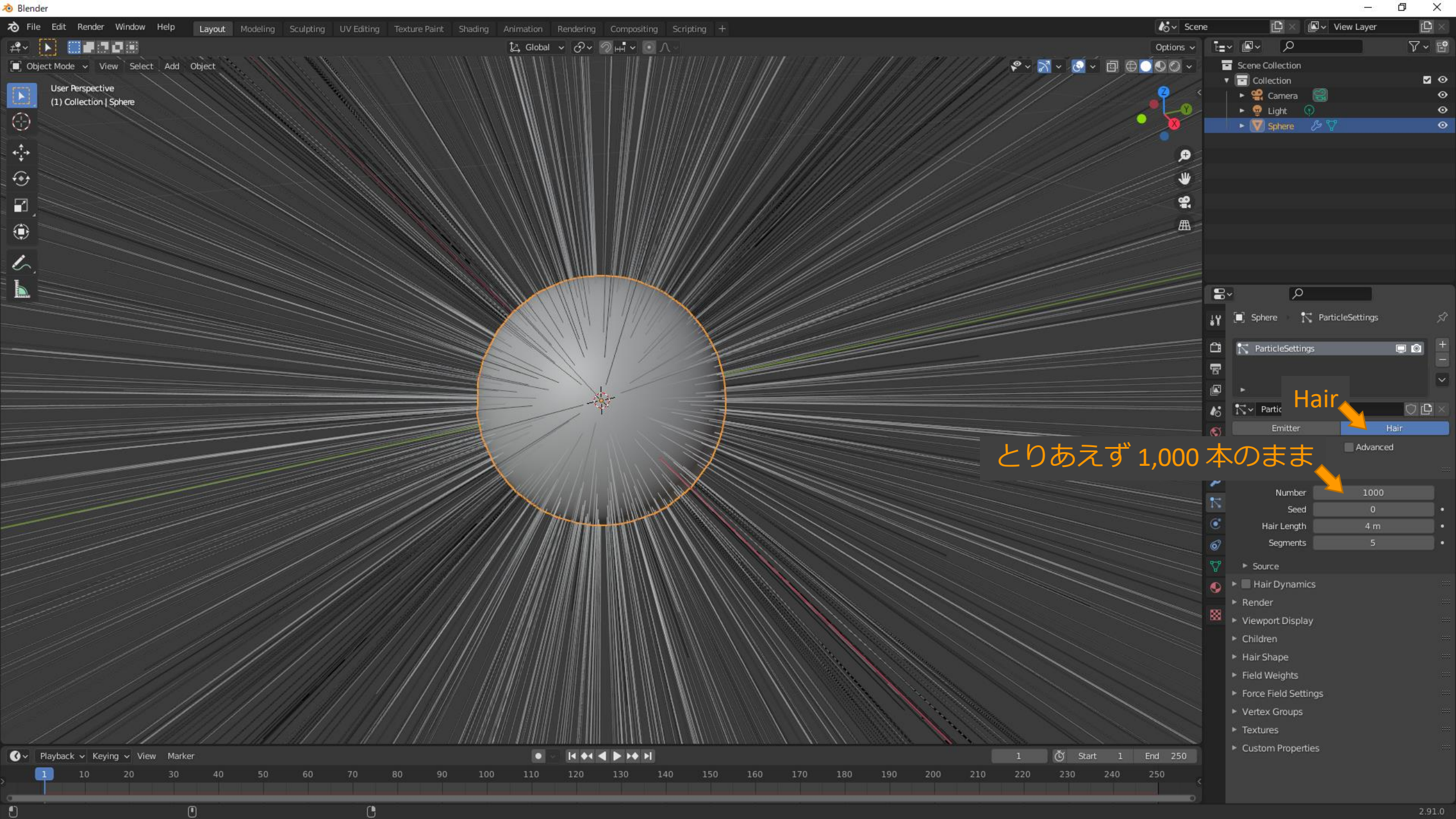
New



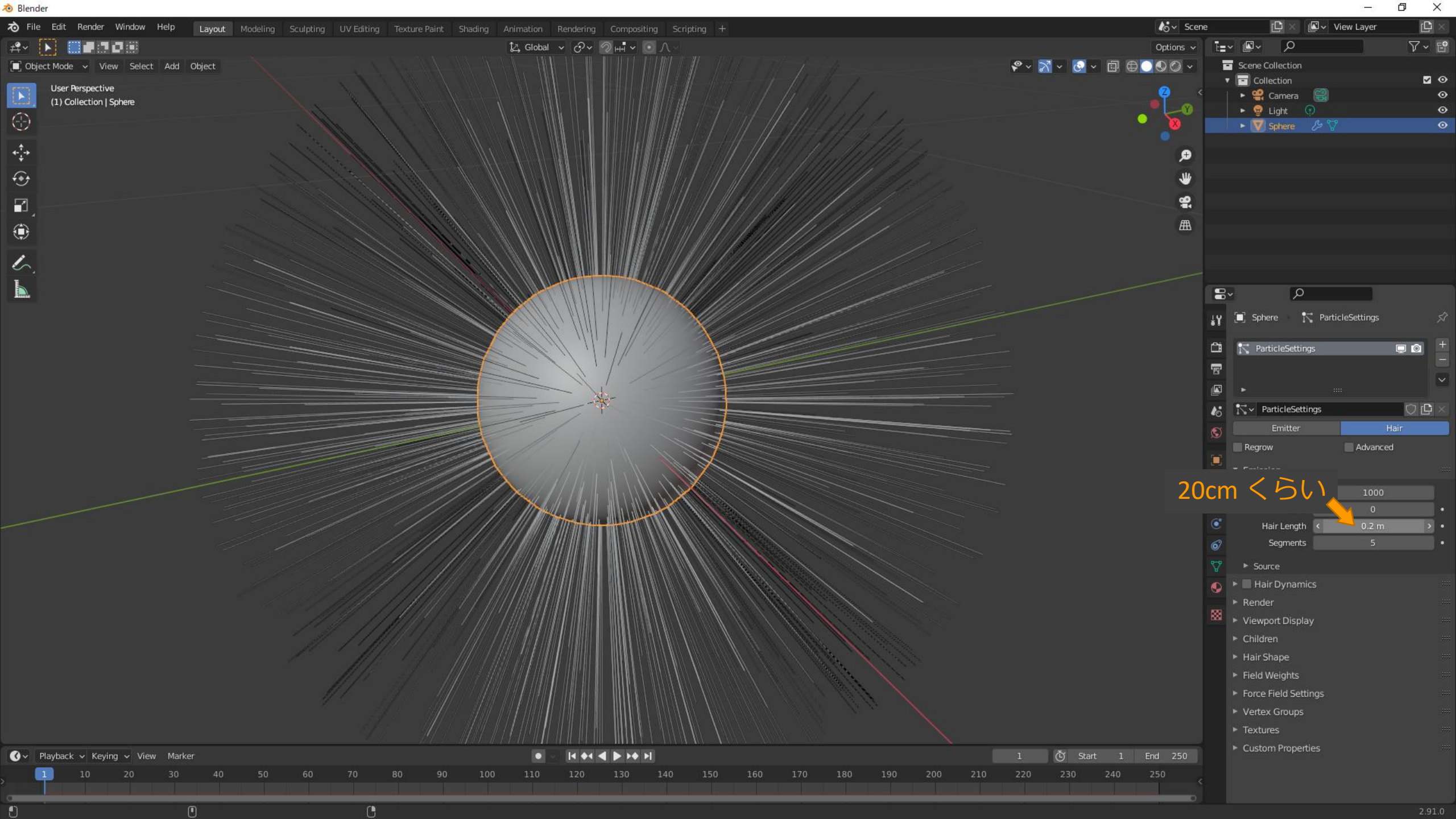
Base Color

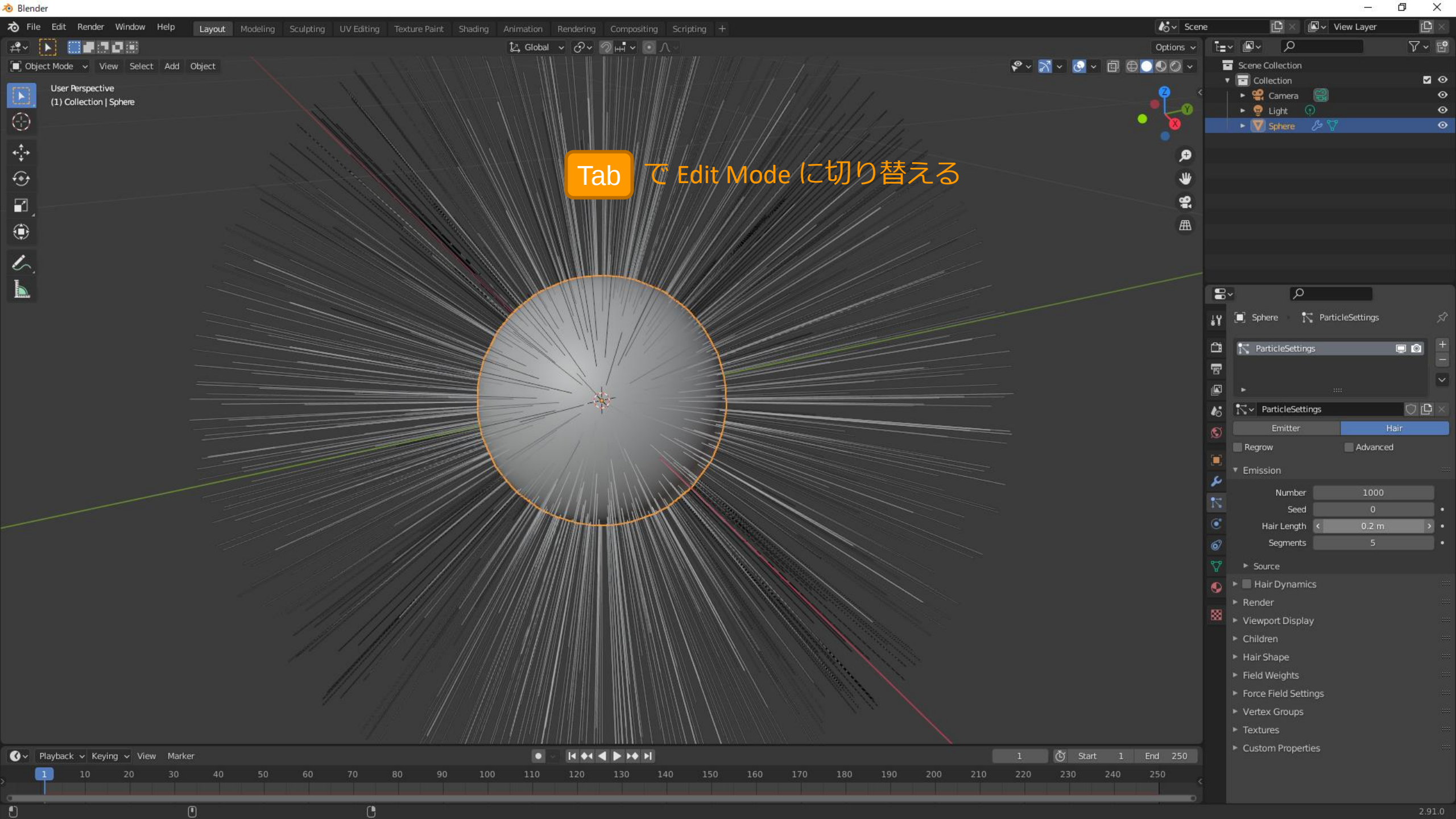


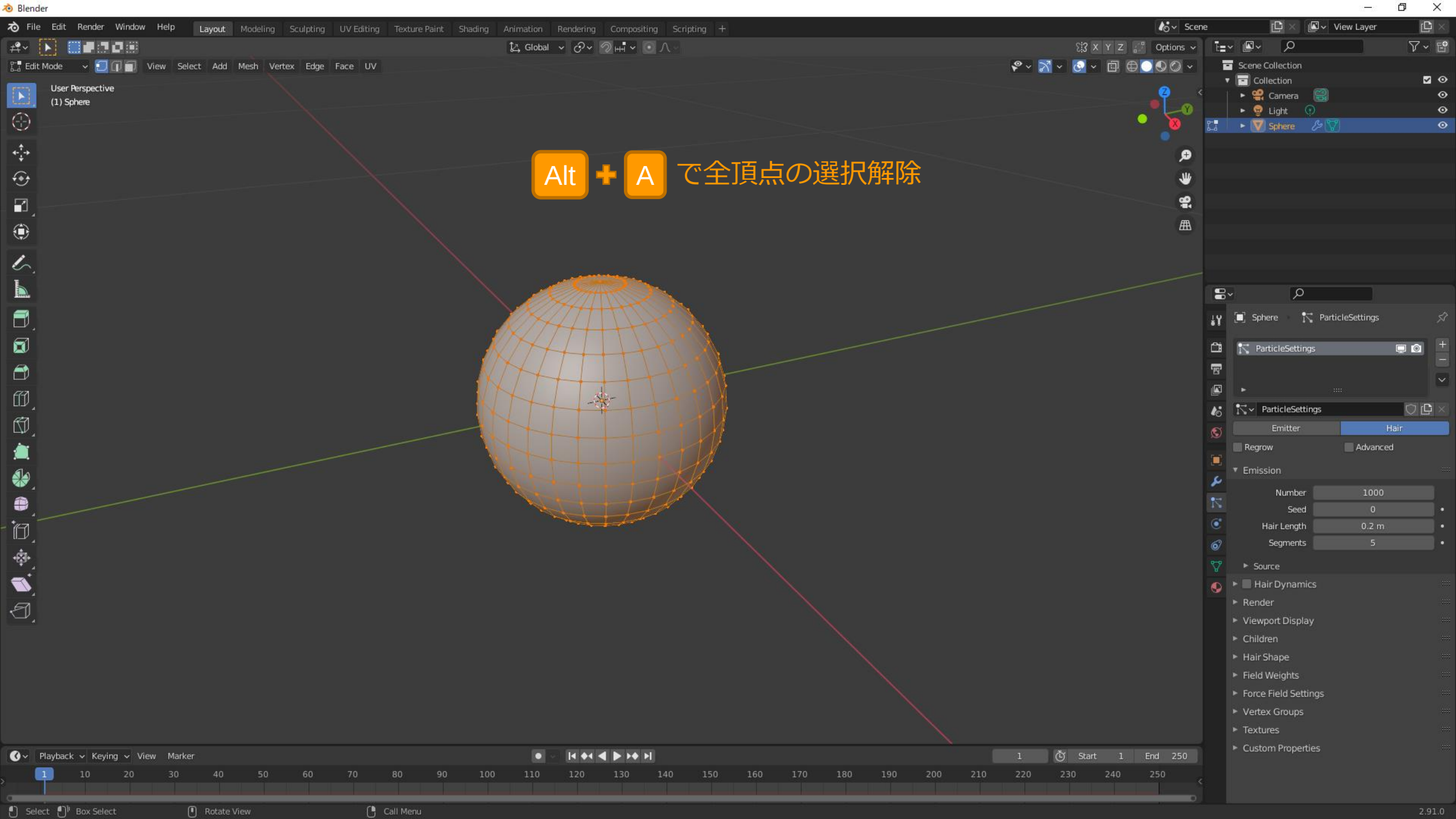
パーティクルのプロパティ

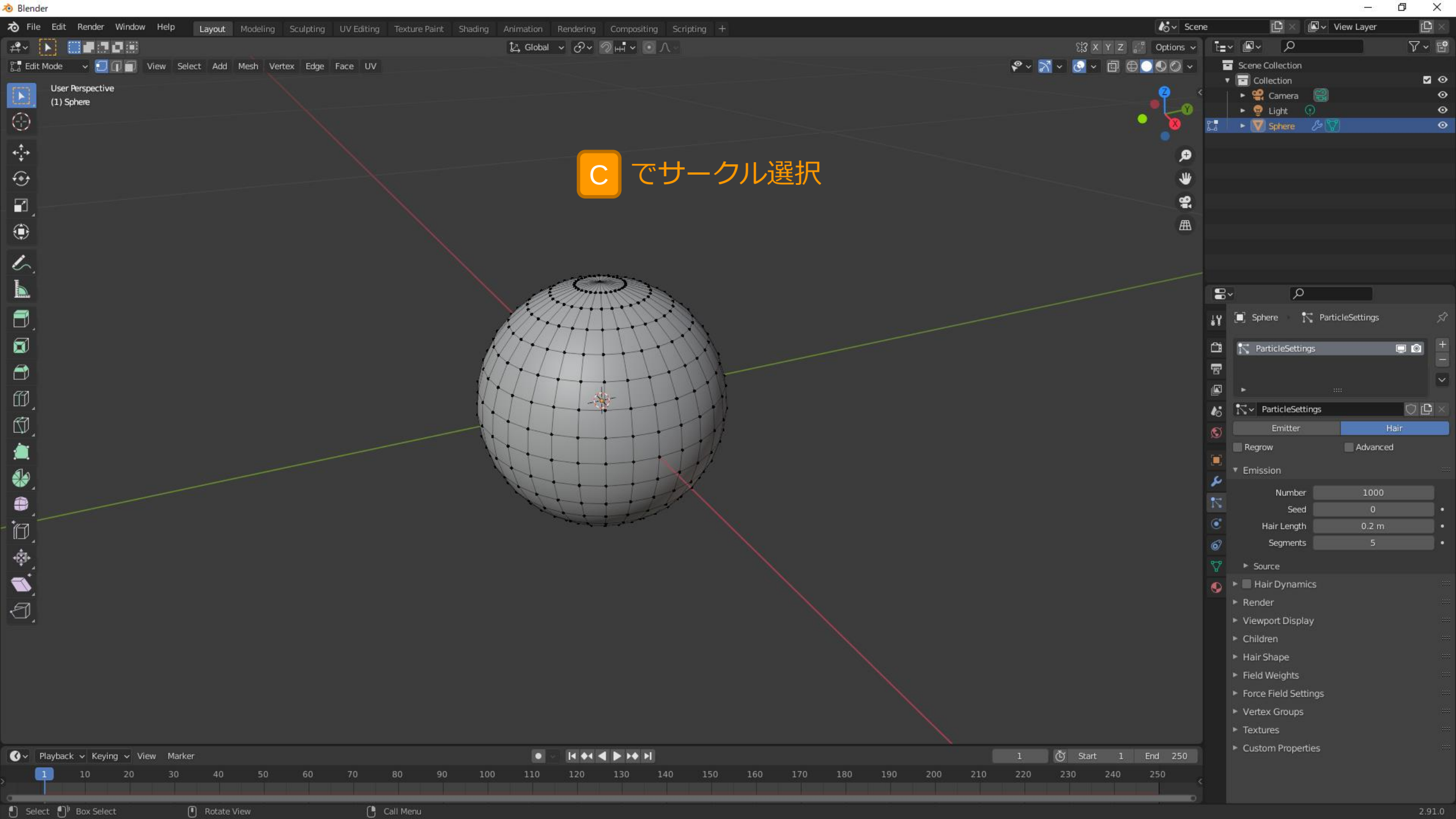


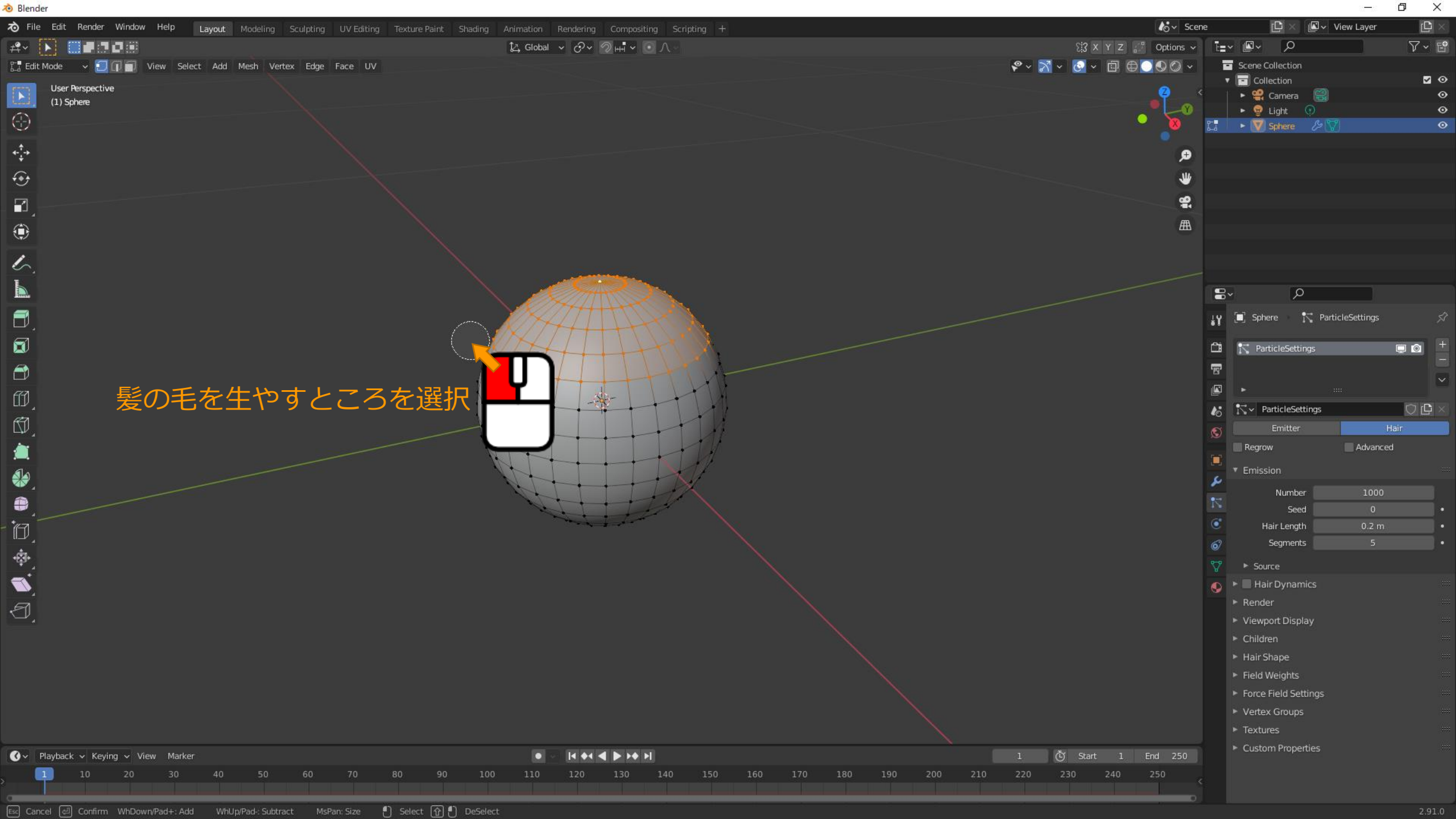
とりあえず 1,000 本のまま

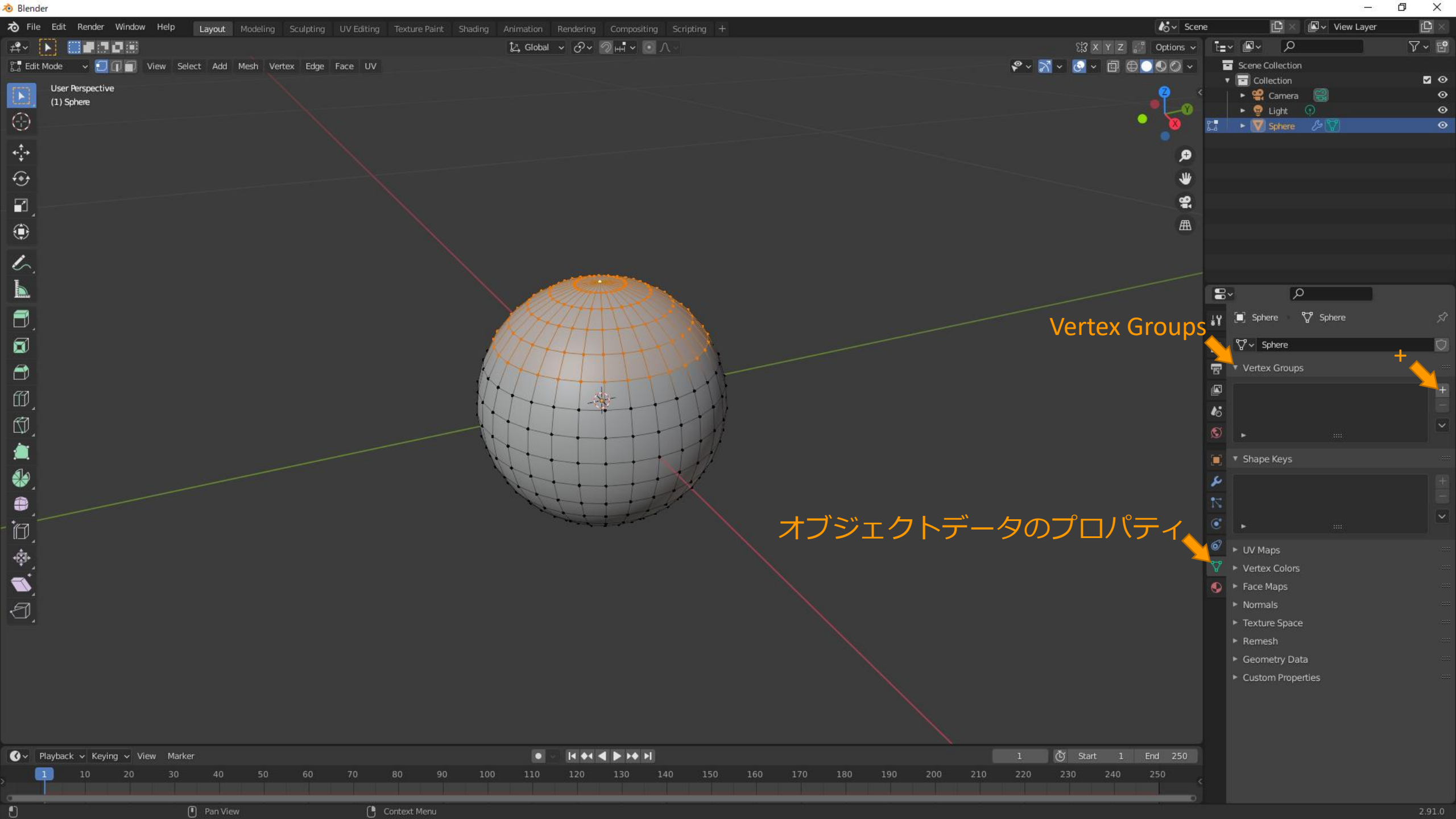






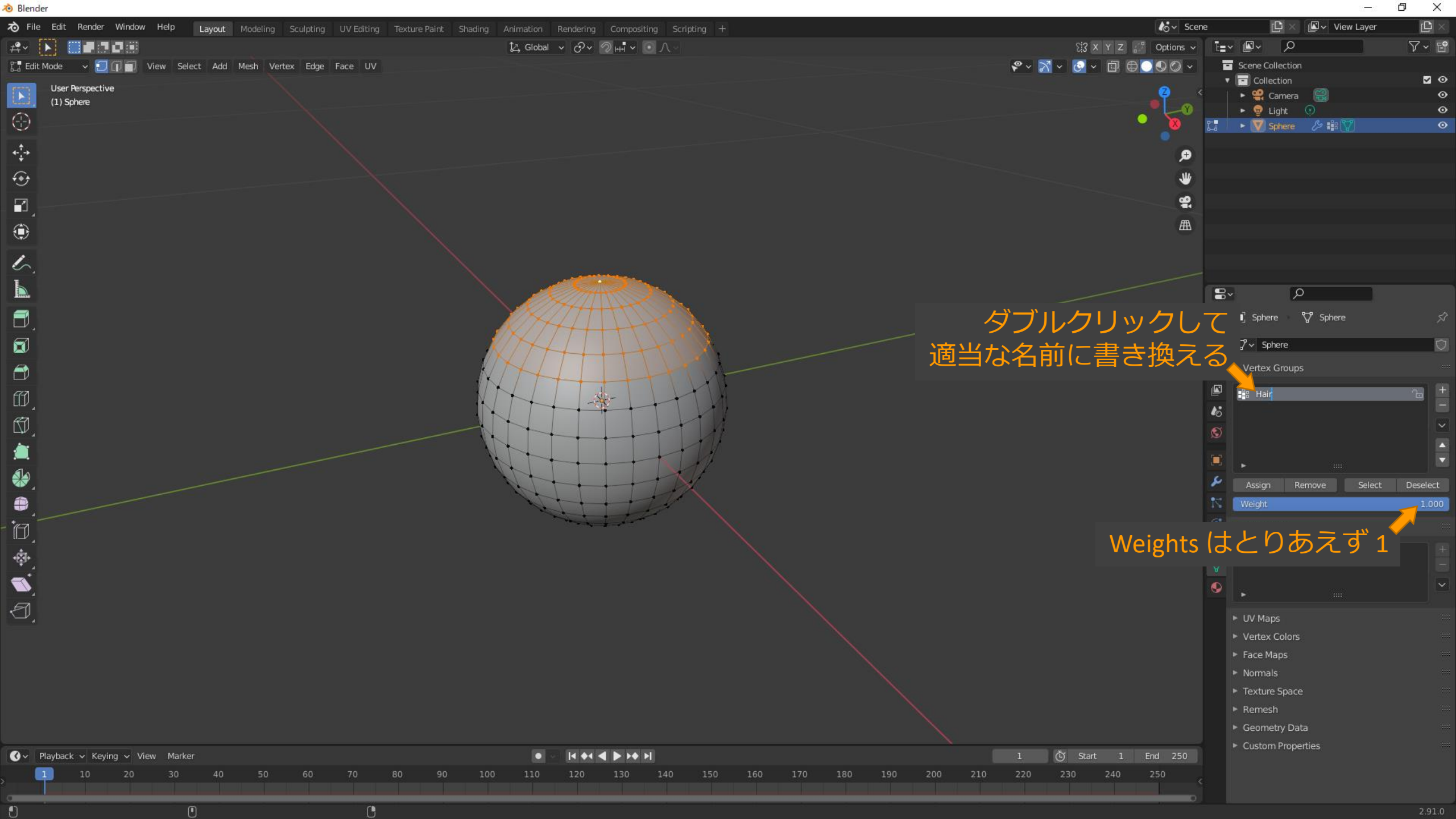






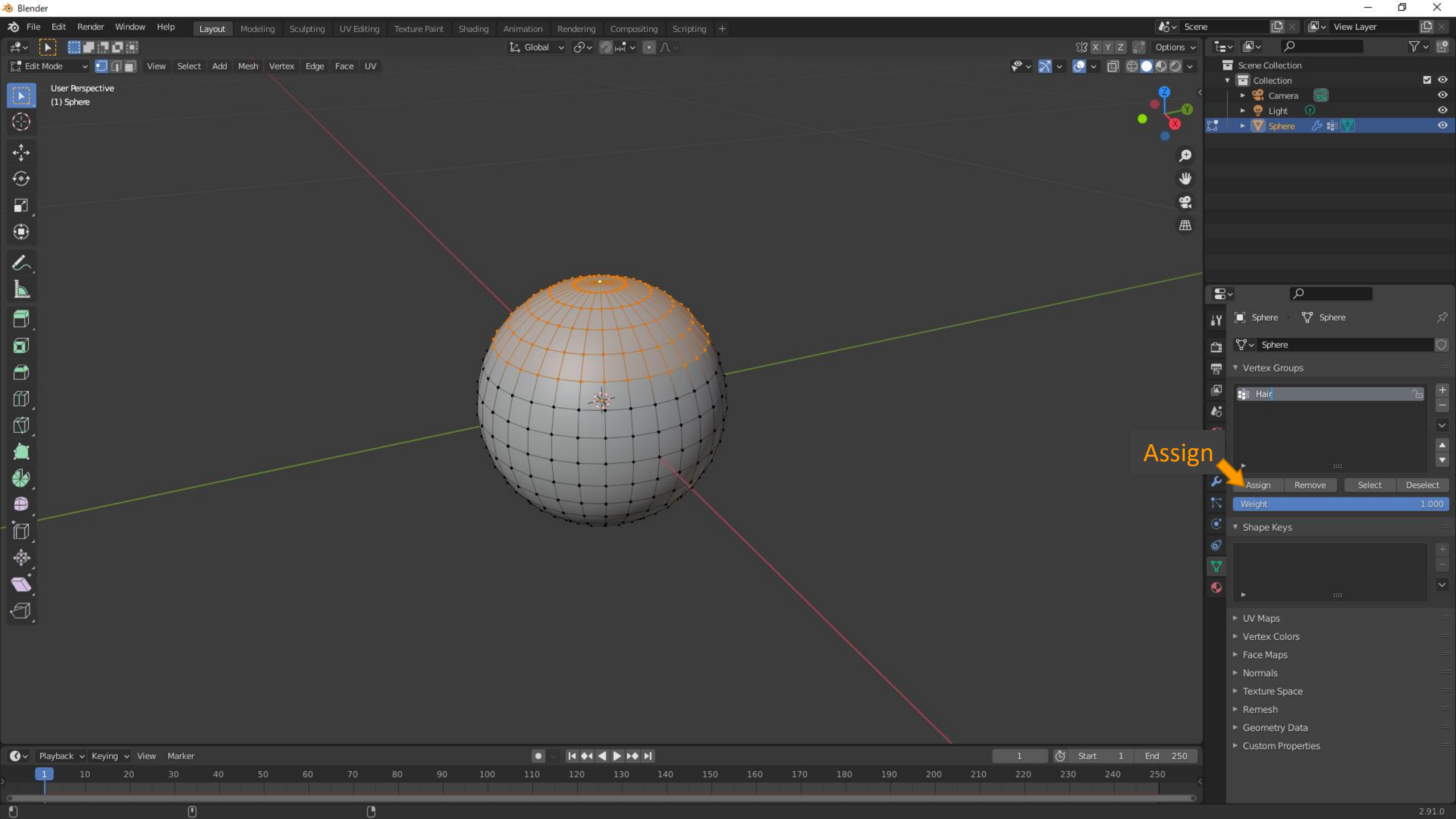
Vertex Groups

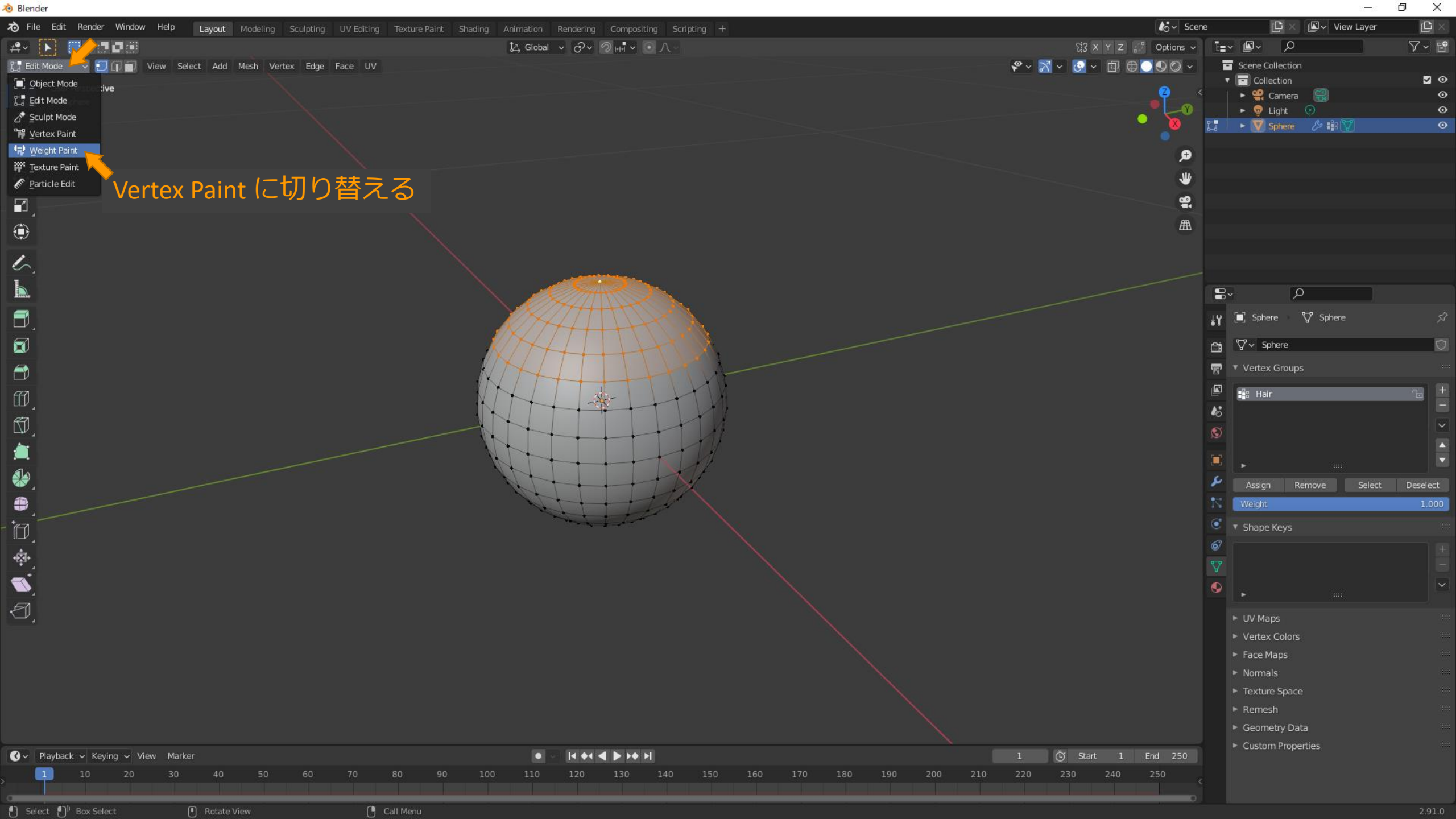
オブジェクトデータのプロパティ



ダブルクリックして
適当な名前に書き換える

Weights はとりあえず 1





Draw Weight 0.000 Radius 10 px

Weight Paint View Weights

毛を生やしたくないところは
Weight を 0 にする

ペイントする半径

禿も作れる

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 250

Scene Collection

Collection

Camera

Light

Sphere

Sphere

Sphere

Sphere

Vertex Groups

Hair

Shape Keys

UV Maps

Vertex Colors

Face Maps

Normals

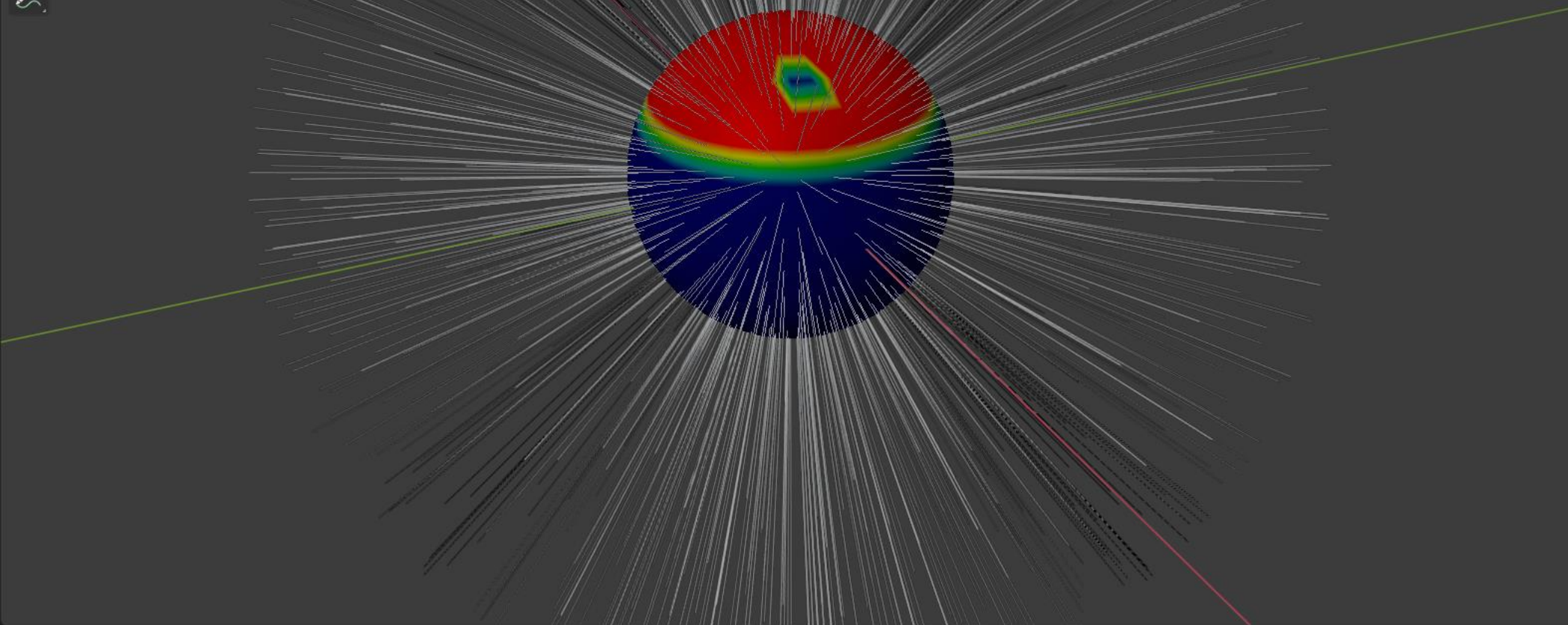
Texture Space

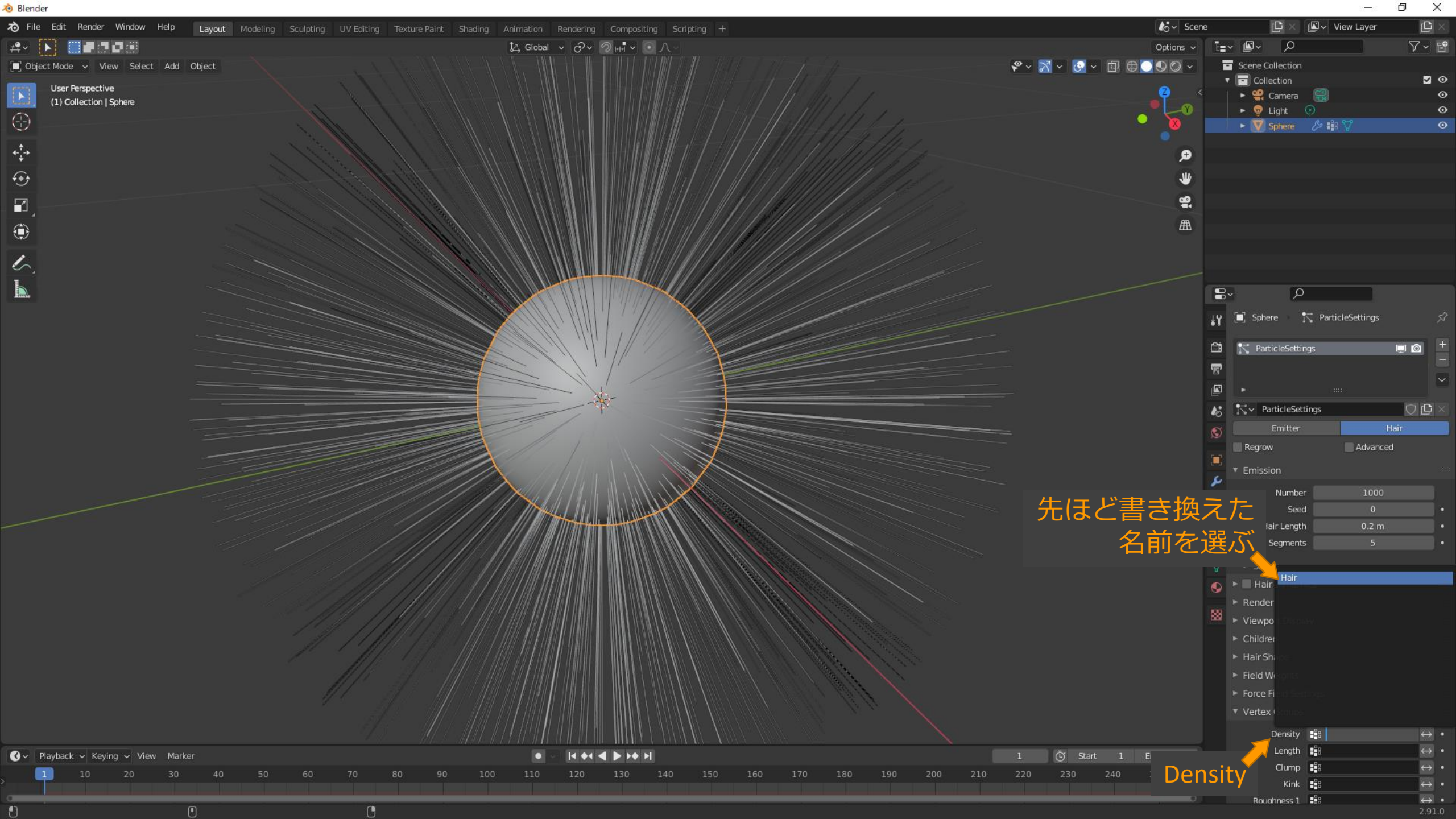
Remesh

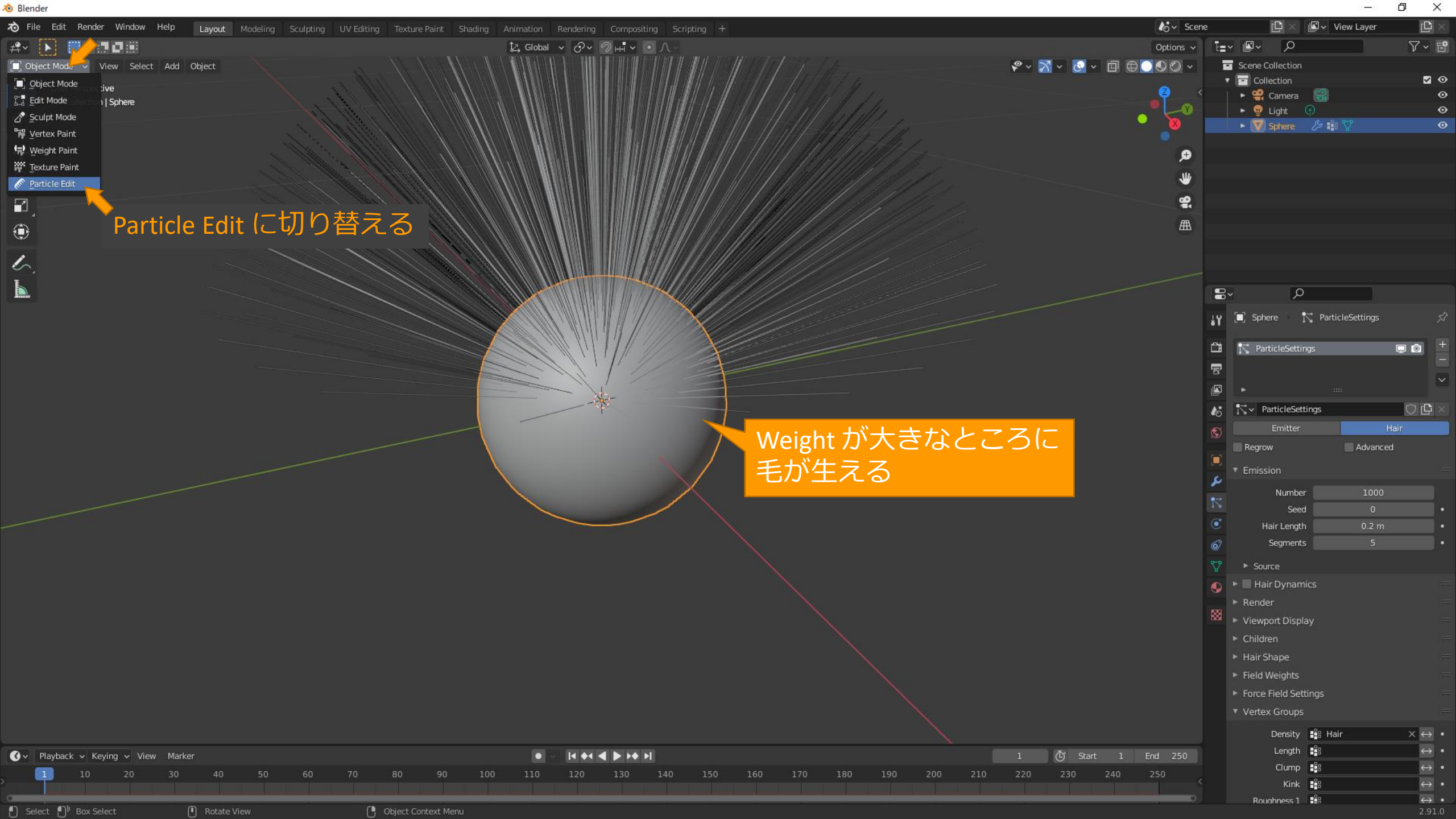
Geometry Data

Custom Properties

Object Mode に切り替える

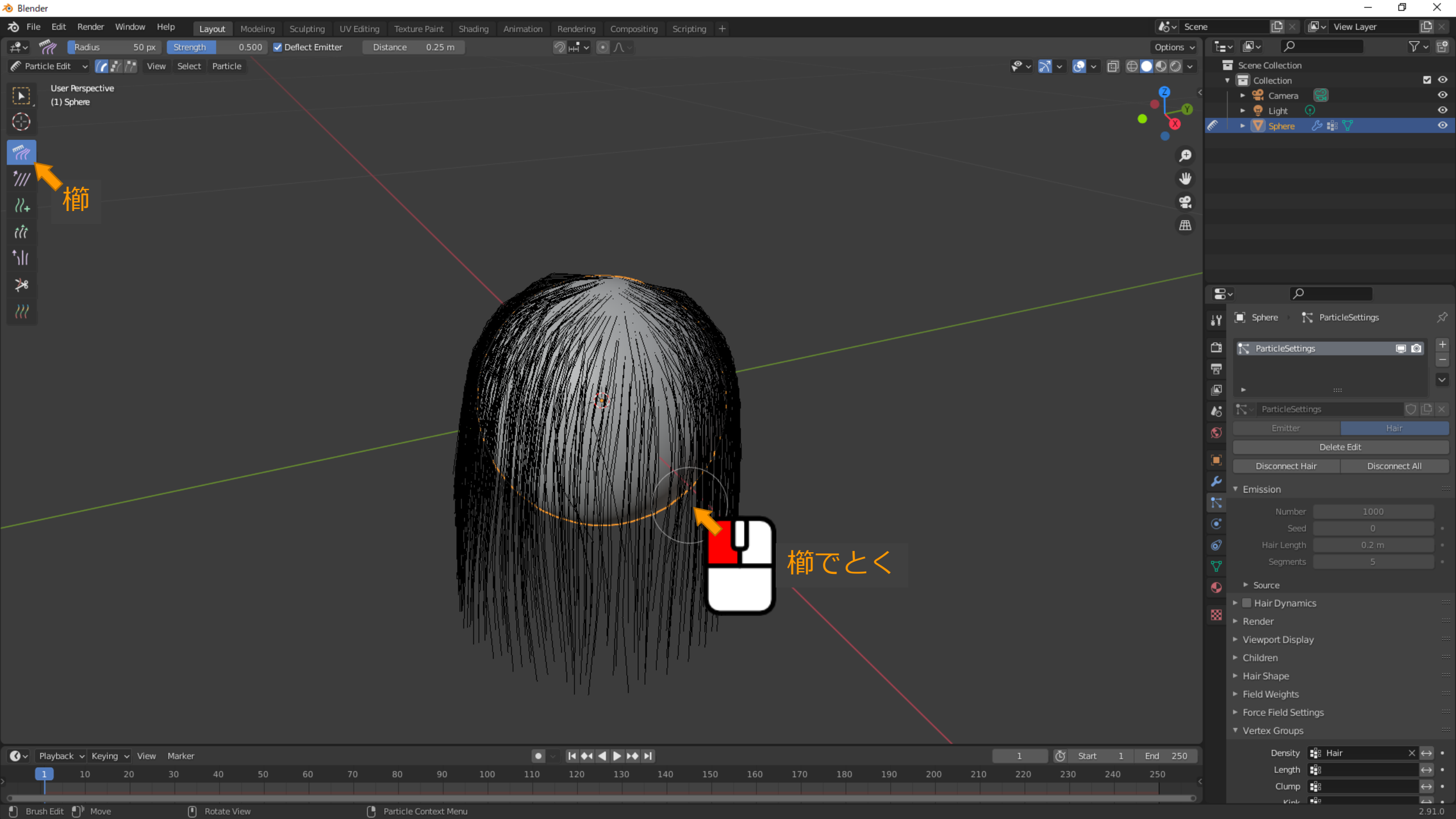


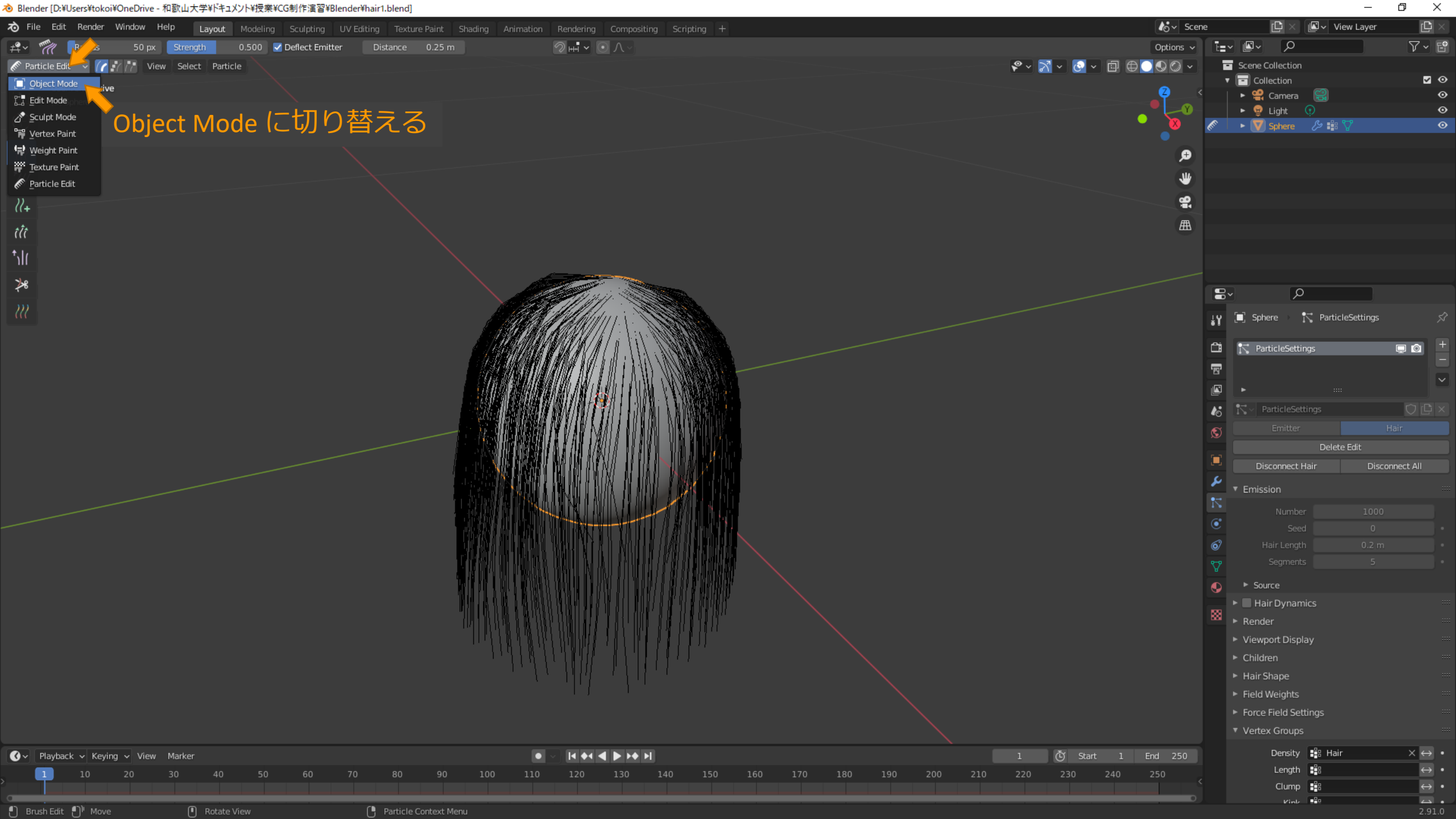


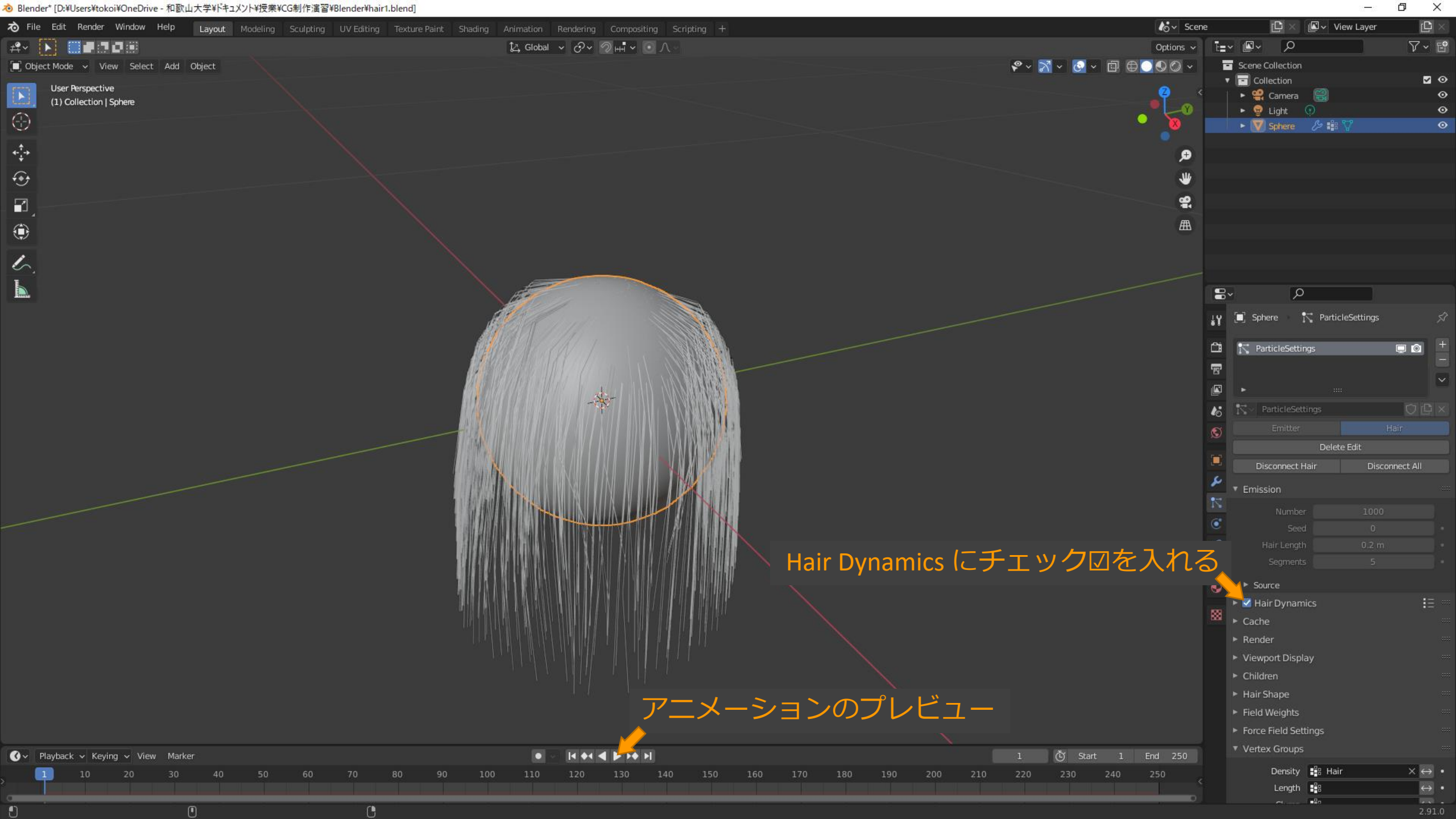


Particle Edit に切り替える

Weight が大きいところに毛が生える

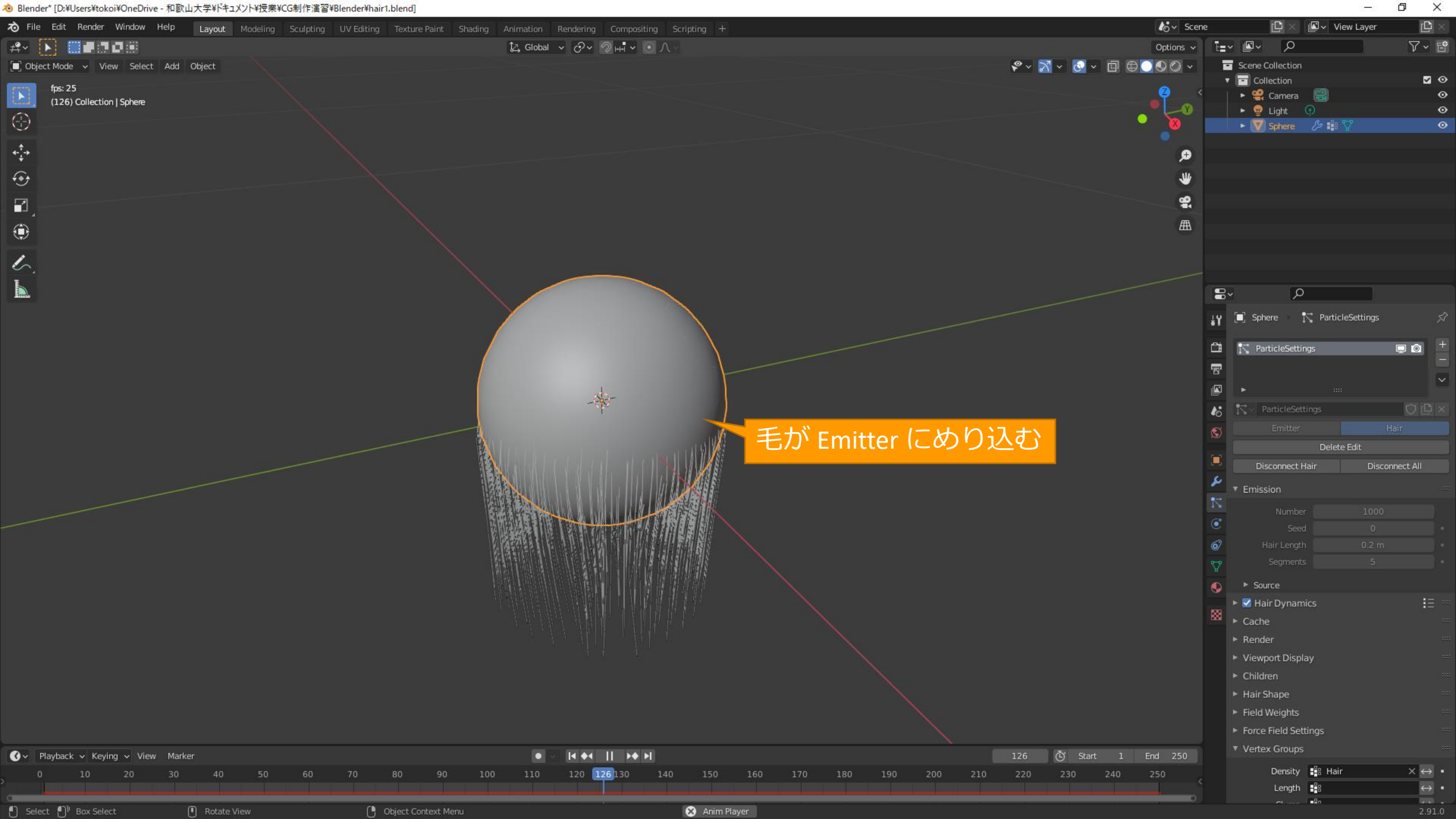




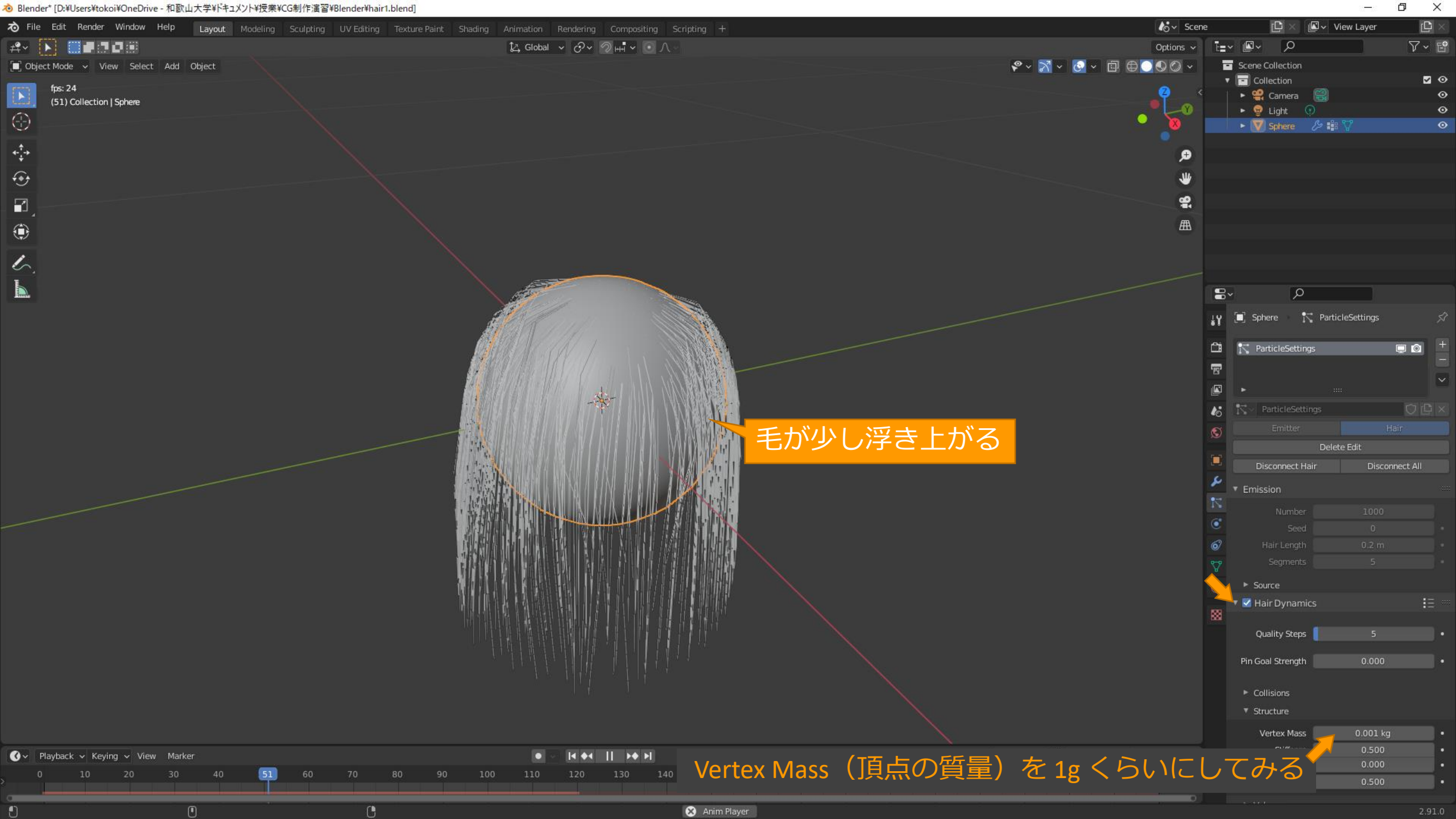


Hair Dynamics にチェック☑を入れる

アニメーションのプレビュー



毛が Emitter にめり込む



毛が少し浮き上がる

Vertex Mass (頂点の質量) を 1g くらいにしてみる



Viewpoint Shading

ParticleSettings

Emitter: Hair

Delete Edit

Disconnect Hair Disconnect All

Emission

Number: 1000

Seed: 0

Hair Length: 0.2 m

Segments: 5

Source

Hair Dynamics

Quality Steps: 5

Pin Goal Strength: 0.000

Collisions

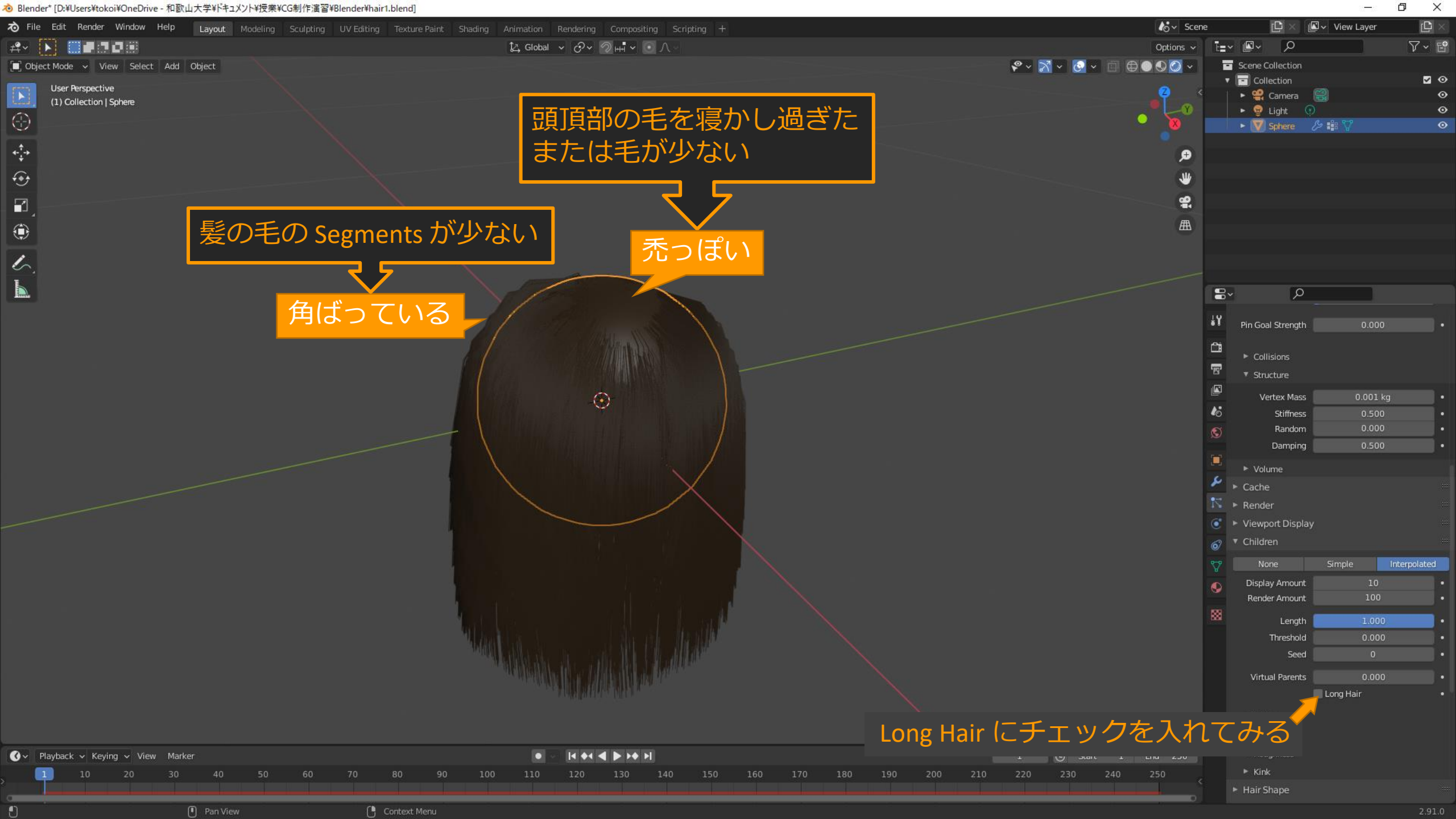
Structure

Vertex Mass: 0.001 kg

Stiffness: 0.500

Random: 0.000

Damping: 0.500



頭頂部の毛を寝かし過ぎた
または毛が少ない

髪の毛の Segments が少ない

禿っぽい

角ばっている

Long Hair にチェックを入れてみる

Scene Collection

- Collection
 - Camera
 - Light
 - Sphere

Pin Goal Strength 0.000

Collisions

Structure

Vertex Mass 0.001 kg

Stiffness 0.500

Random 0.000

Damping 0.500

Volume

Cache

Render

Viewport Display

Children

None Simple **Interpolated**

Display Amount 10

Render Amount 100

Length 1.000

Threshold 0.000

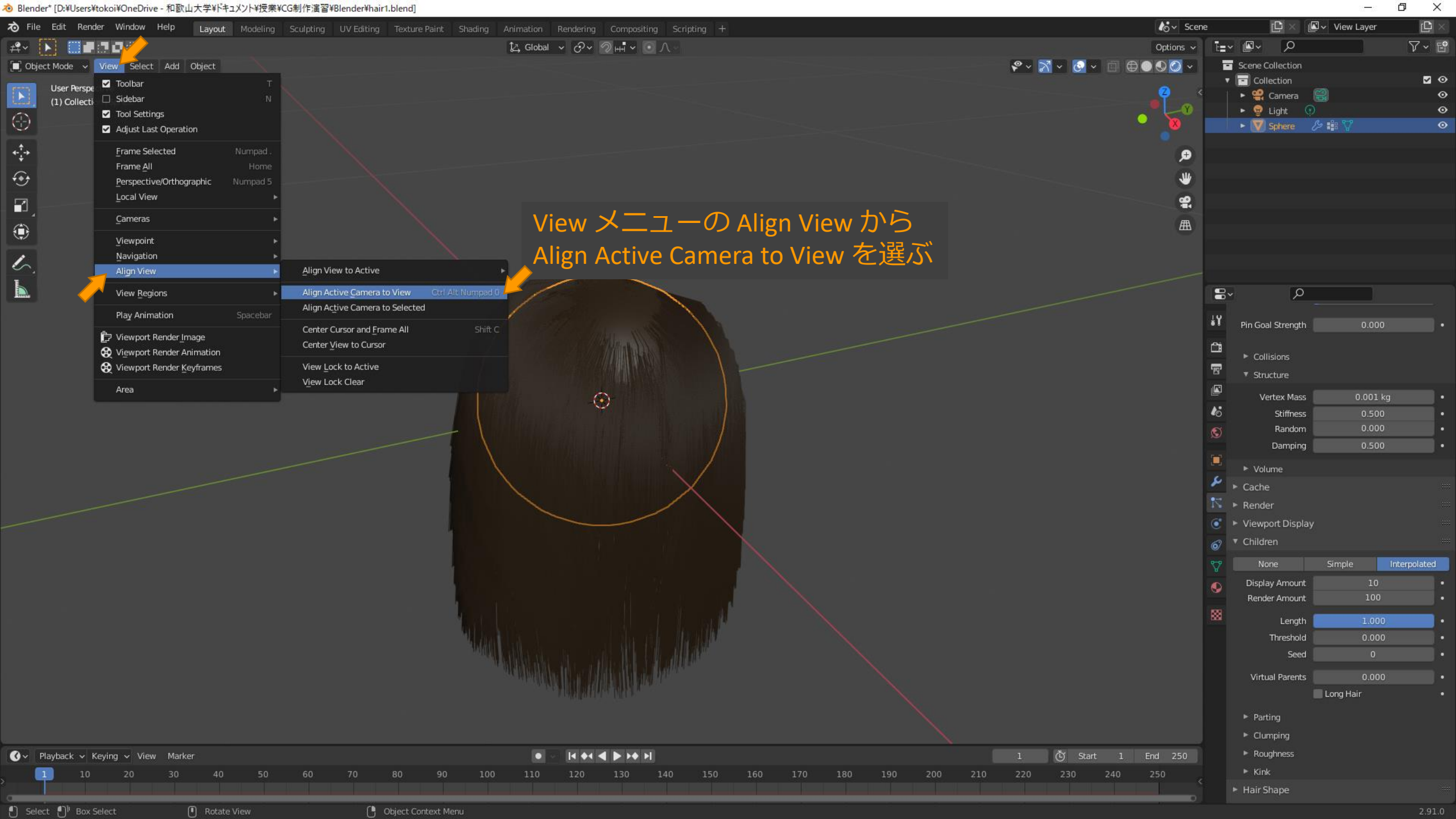
Seed 0

Virtual Parents 0.000

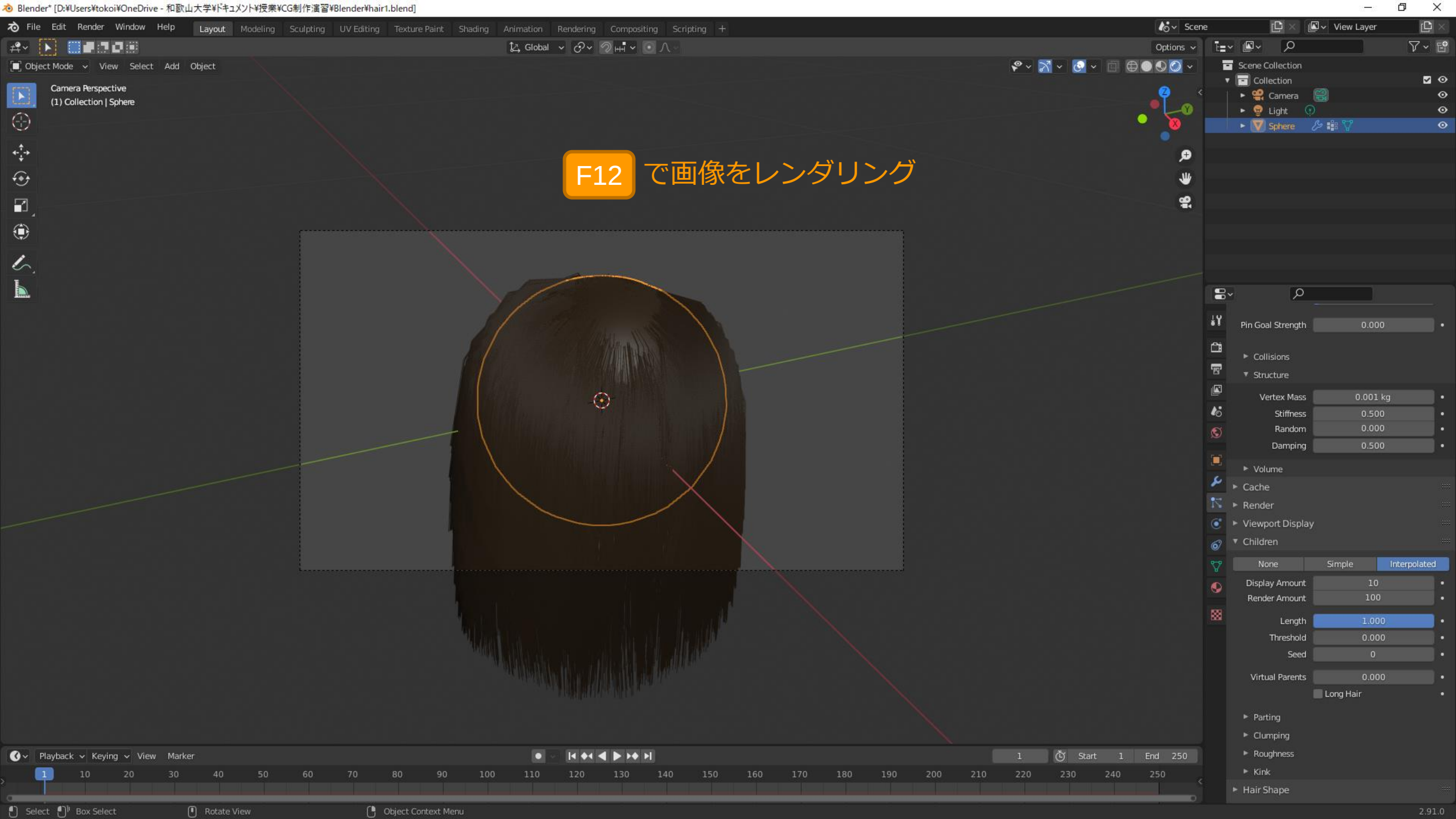
☒ Long Hair

Kink

Hair Shape



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



F12 で画像をレンダリング

None Simple Interpolated

Display Amount 10

Render Amount 100

Length 1.000

Threshold 0.000

Seed 0

Virtual Parents 0.000

Long Hair

Parting

Clumping

Roughness

Kink

Hair Shape



Blender 2.91.0 interface showing a hair system setup for a sphere. The main viewport displays a sphere with a dense, dark brown hair system. The right sidebar shows the Properties panel for the hair system, with the 'Clumping' and 'Roughness' sections highlighted by orange boxes. A yellow callout box with Japanese text points to the 'Clump' value in the 'Clumping' section. Another yellow callout box with Japanese text points to the 'Kink' section at the bottom of the sidebar. The top of the interface shows the Blender menu bar and the 'Scene' collection in the Outliner.

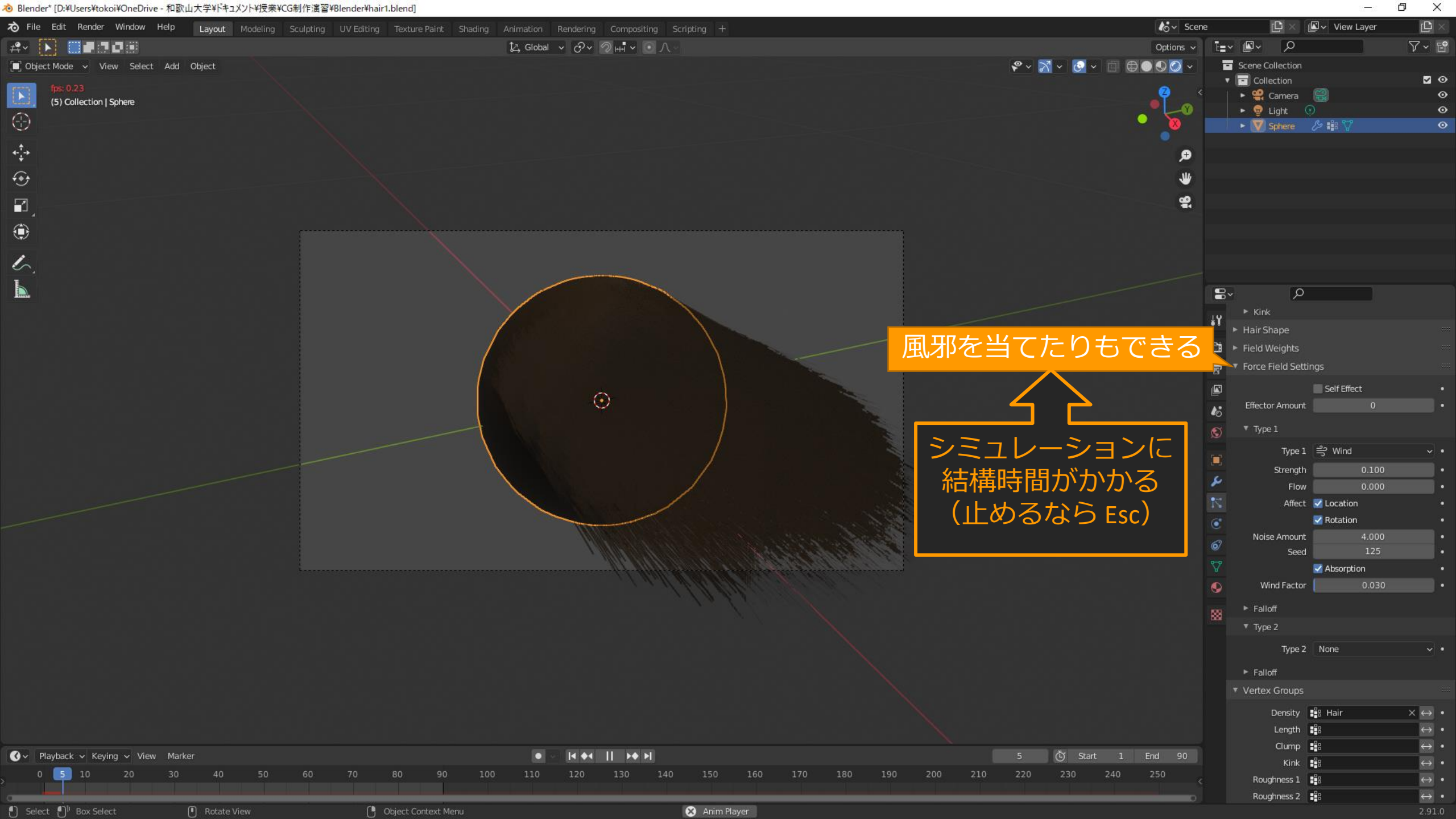
このあたりを調整する

Kink はねじれ・よじれ

Blender 2.91.0 interface showing a hair system setup. The main viewport displays a sphere with a dense, dark brown hair system. The right sidebar shows the Properties panel for the hair system, with the 'Clumping' and 'Roughness' sections highlighted by orange boxes. A yellow callout box with Japanese text points to the 'Clump' value in the 'Clumping' section. Another yellow callout box with Japanese text points to the 'Kink' section in the 'Roughness' section. The top status bar shows 'Object Mode' and 'Camera Perspective' view.

このあたりを調整する

Kink はねじれ・よじれ



風邪を当てたりもできる

シミュレーションに
結構時間がかかる
(止めるなら Esc)