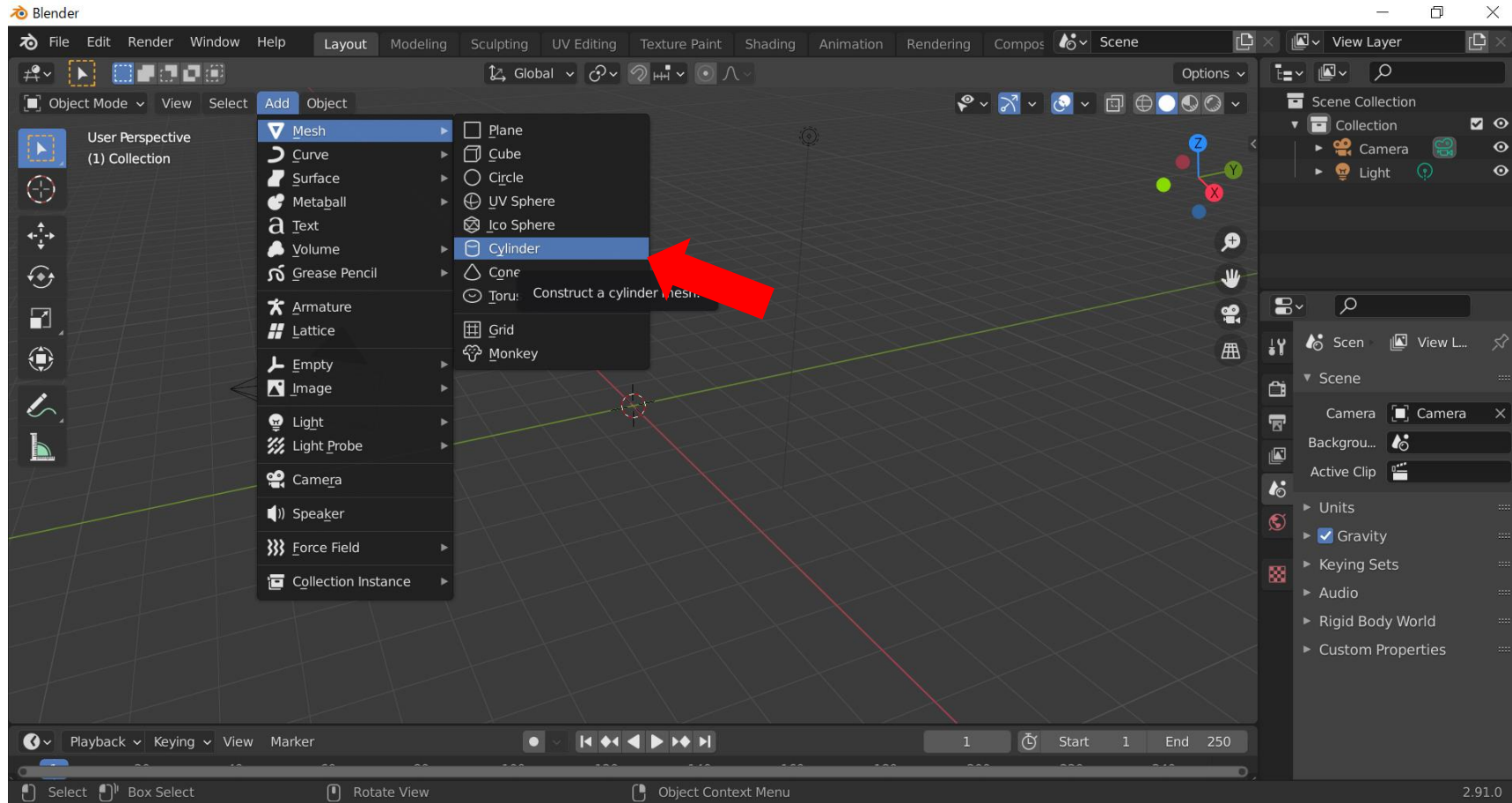
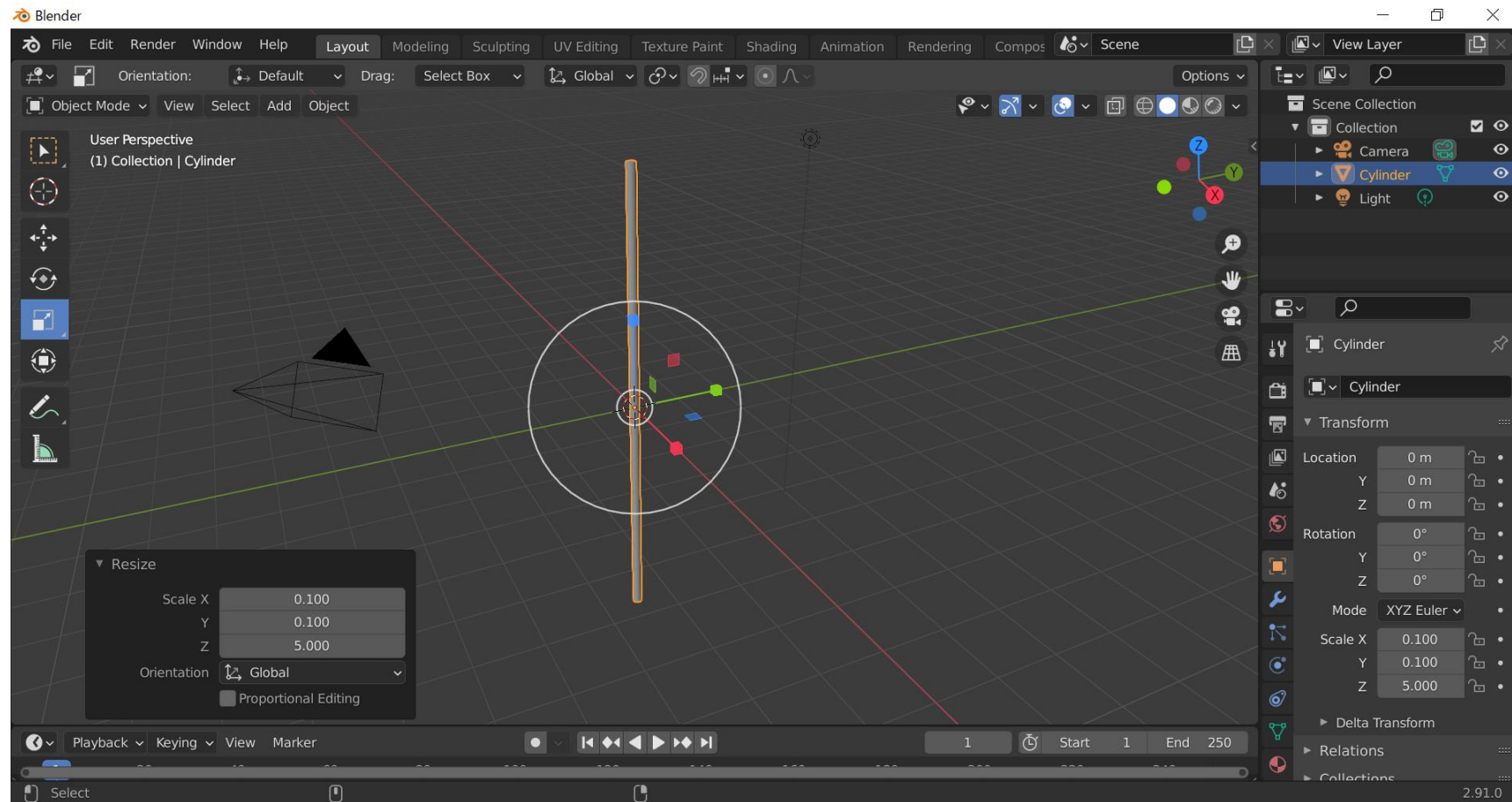


旗を作る

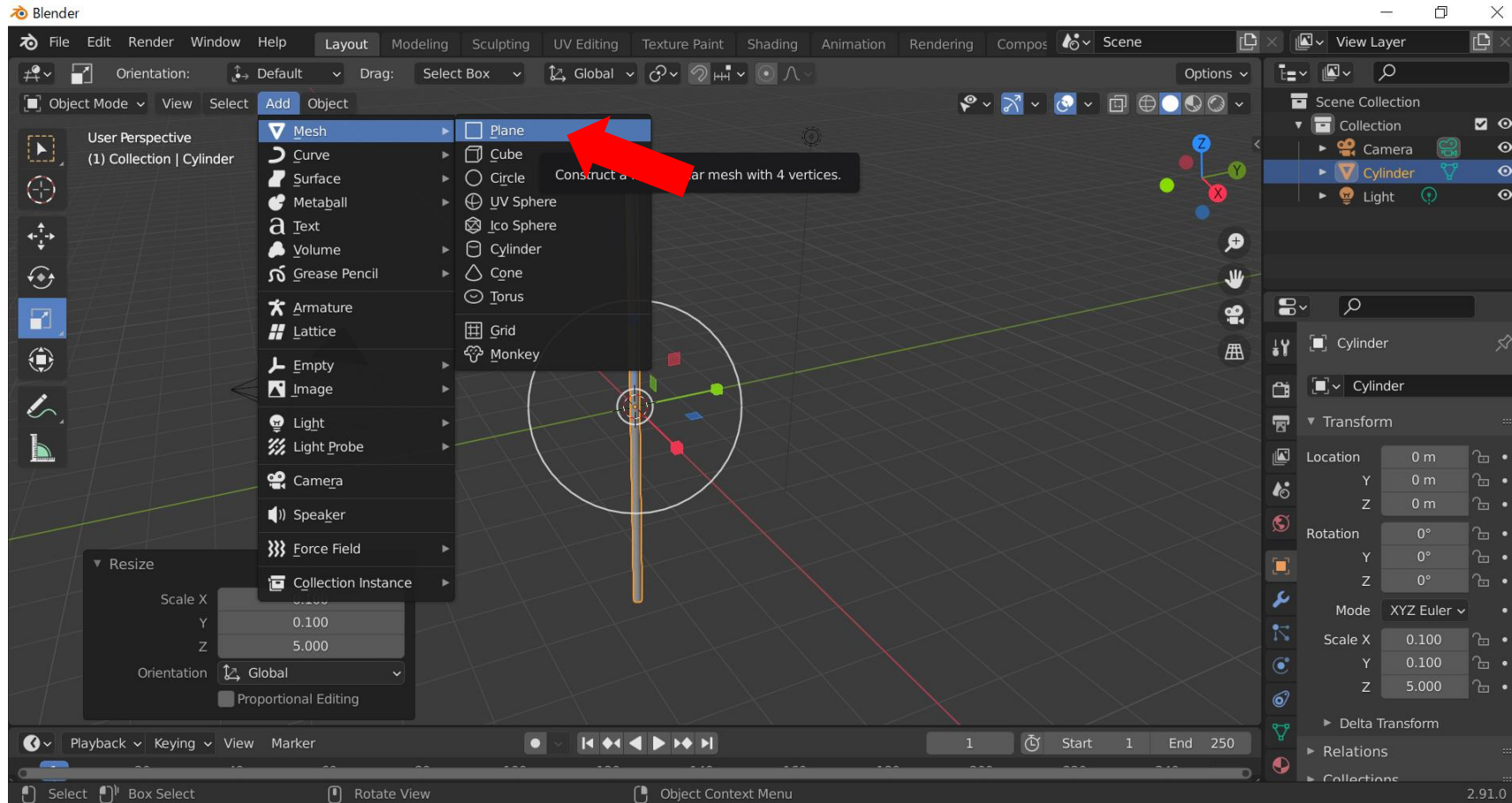
Add→Mesh→Cylinderを選択



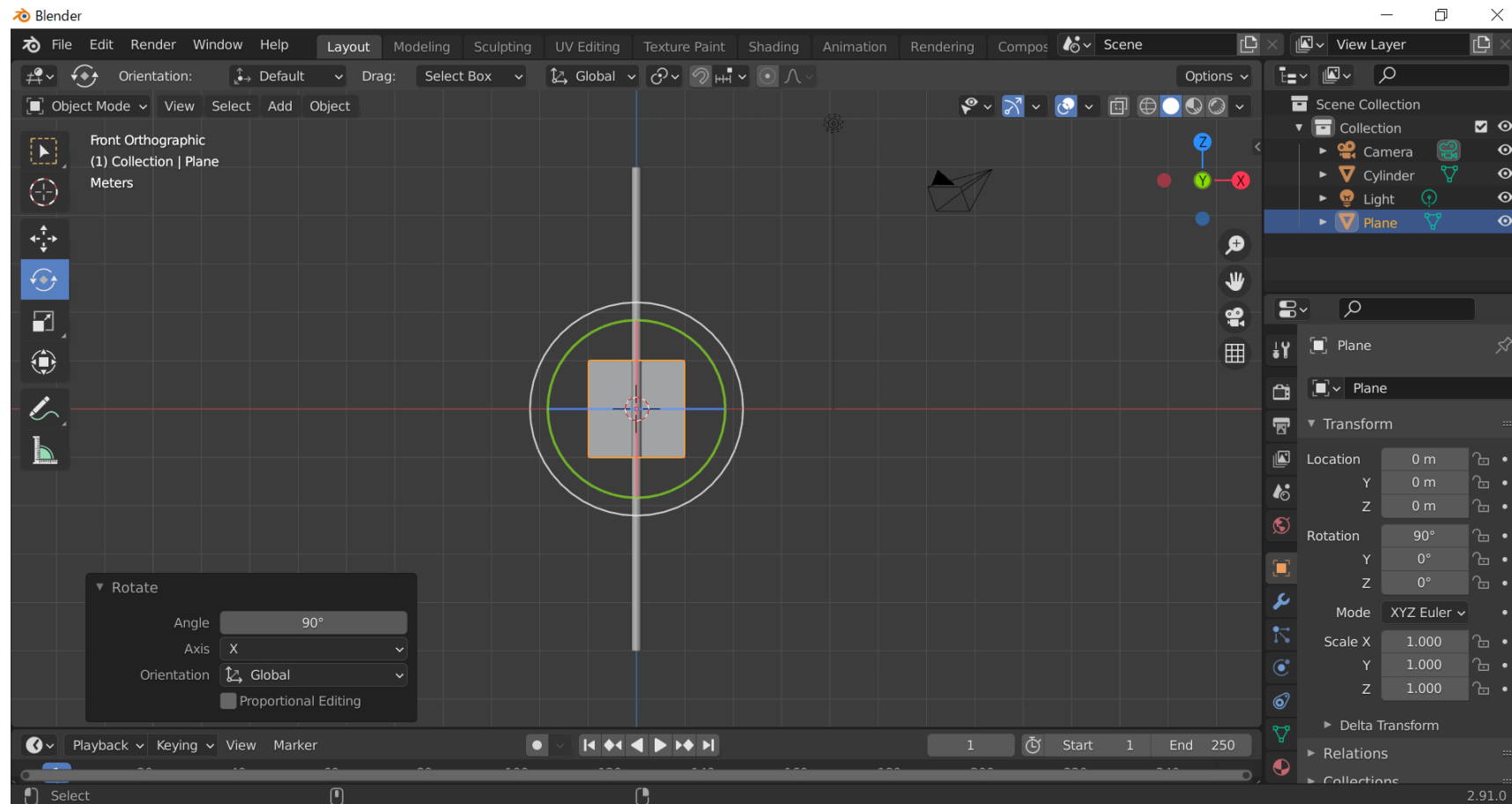
いい感じに細長くする



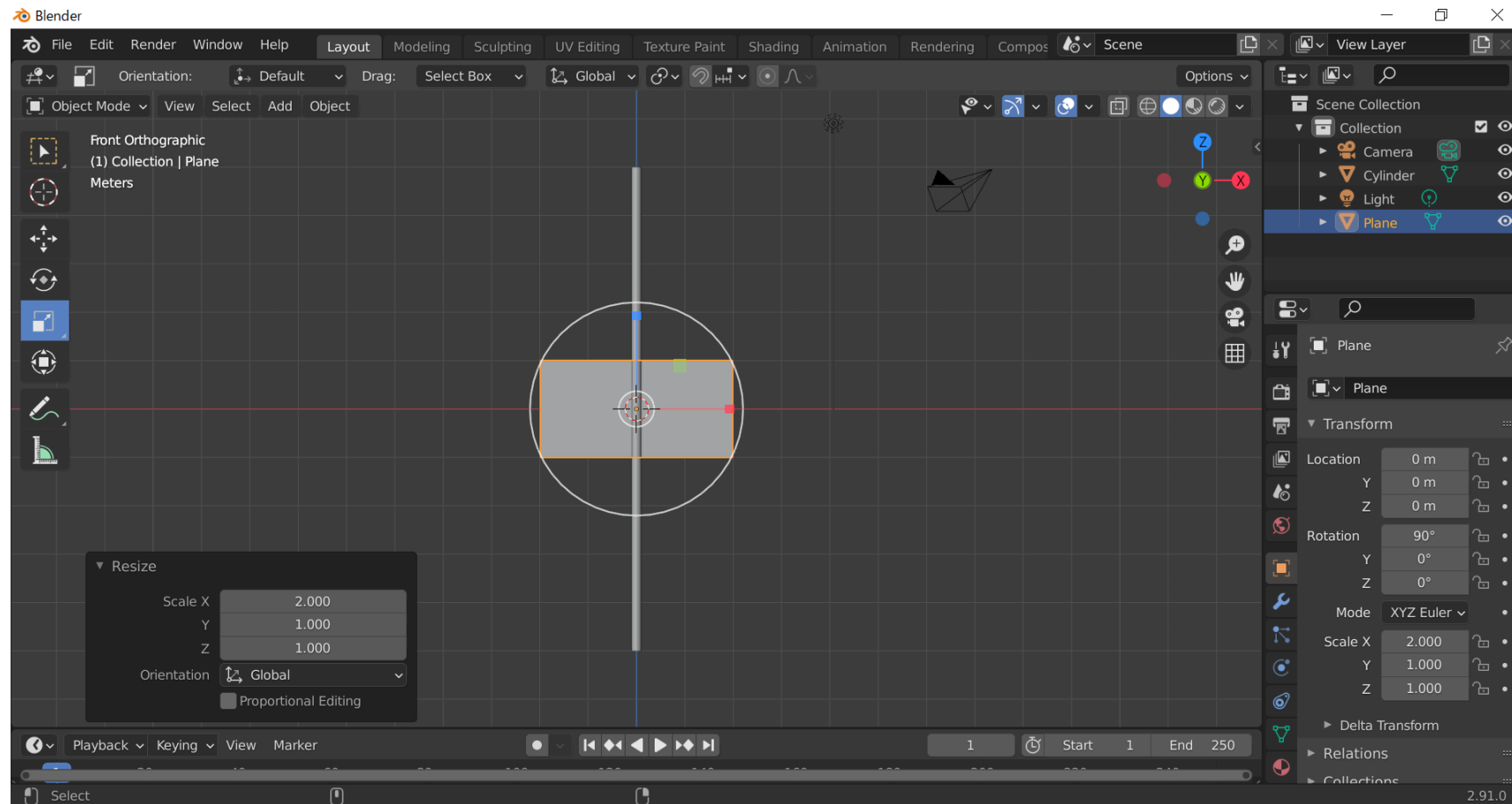
Add→Mesh→Planeを選択



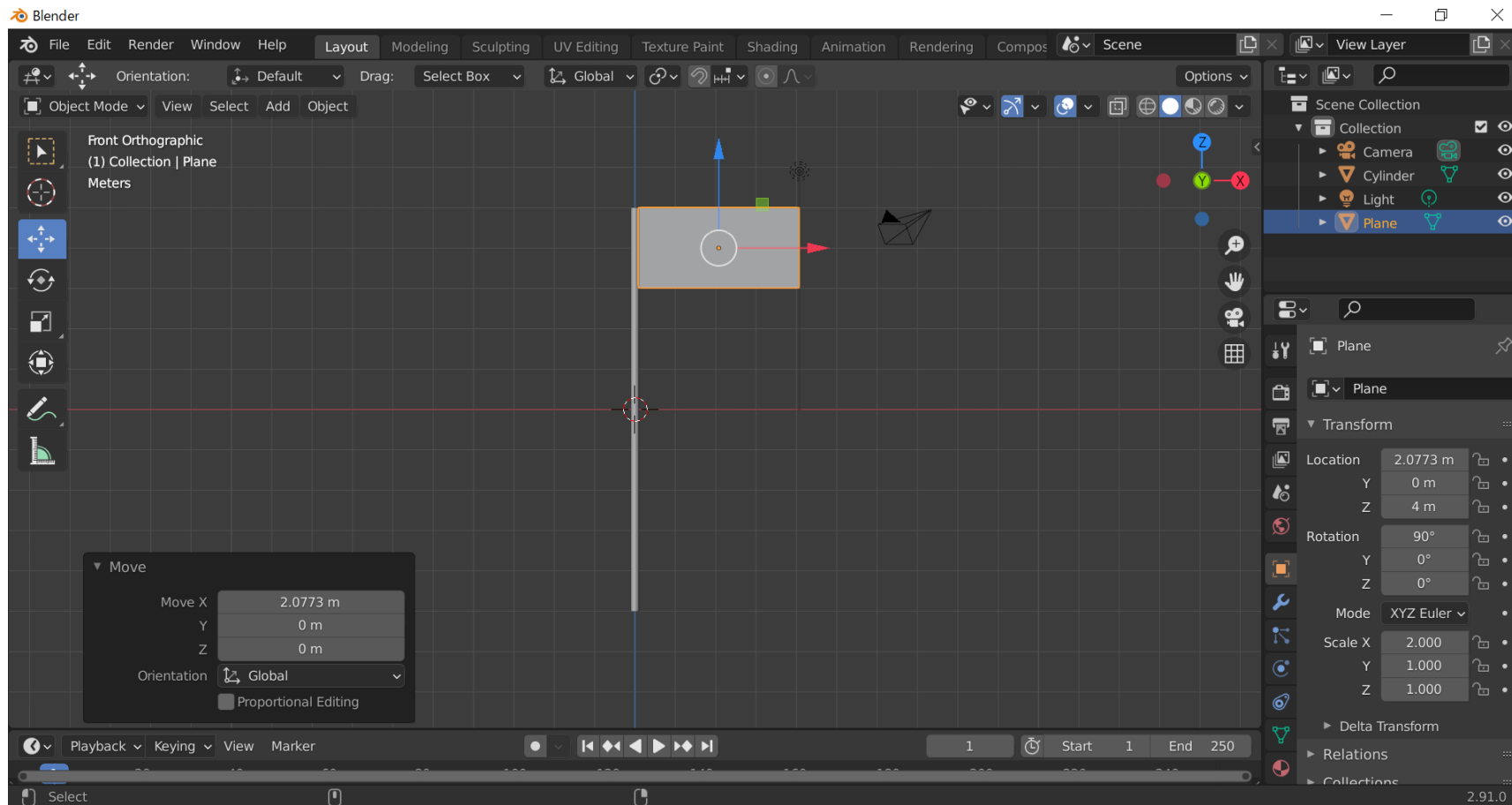
X軸に90度回転



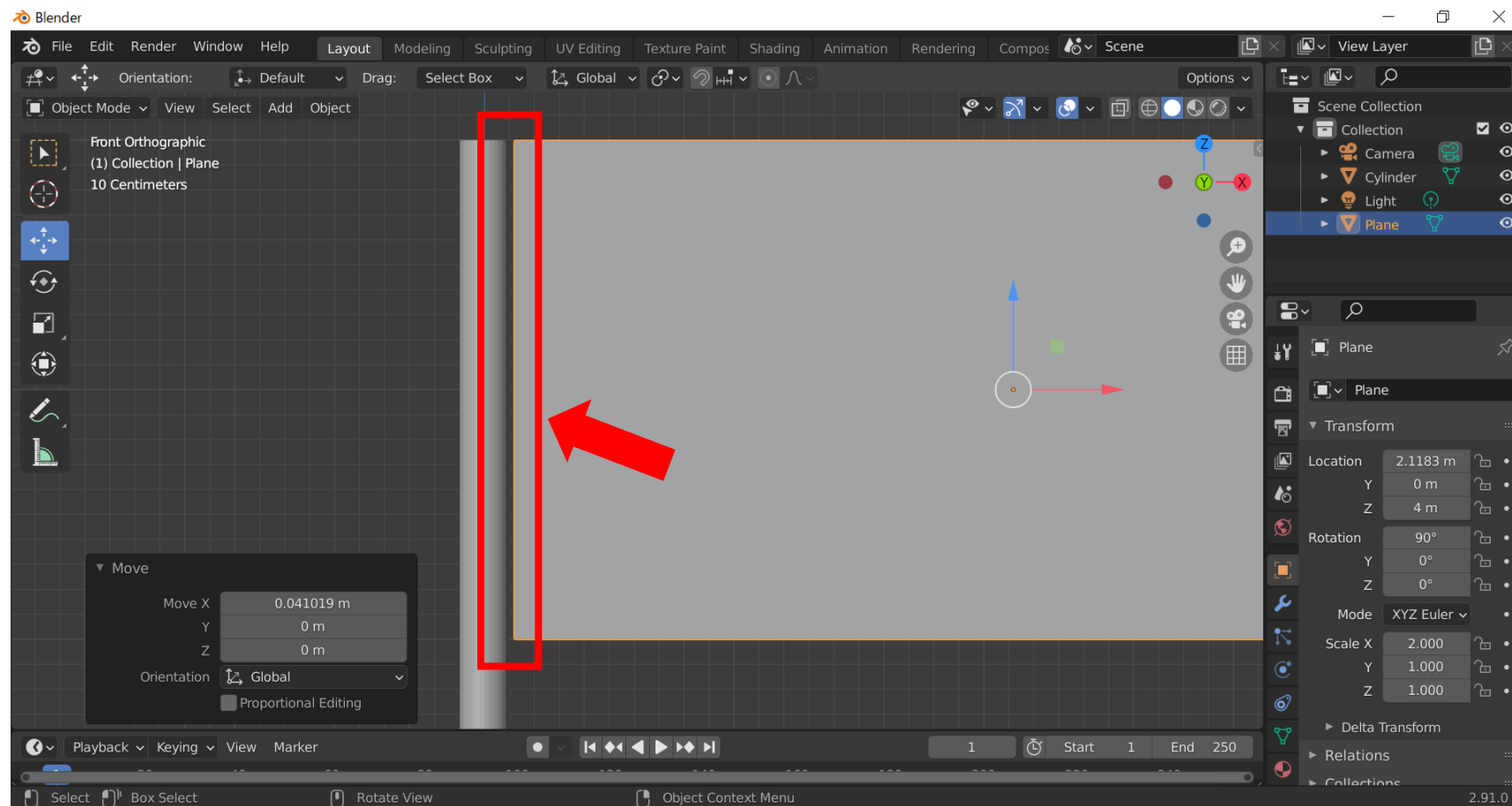
旗っぽく横長に拡大する



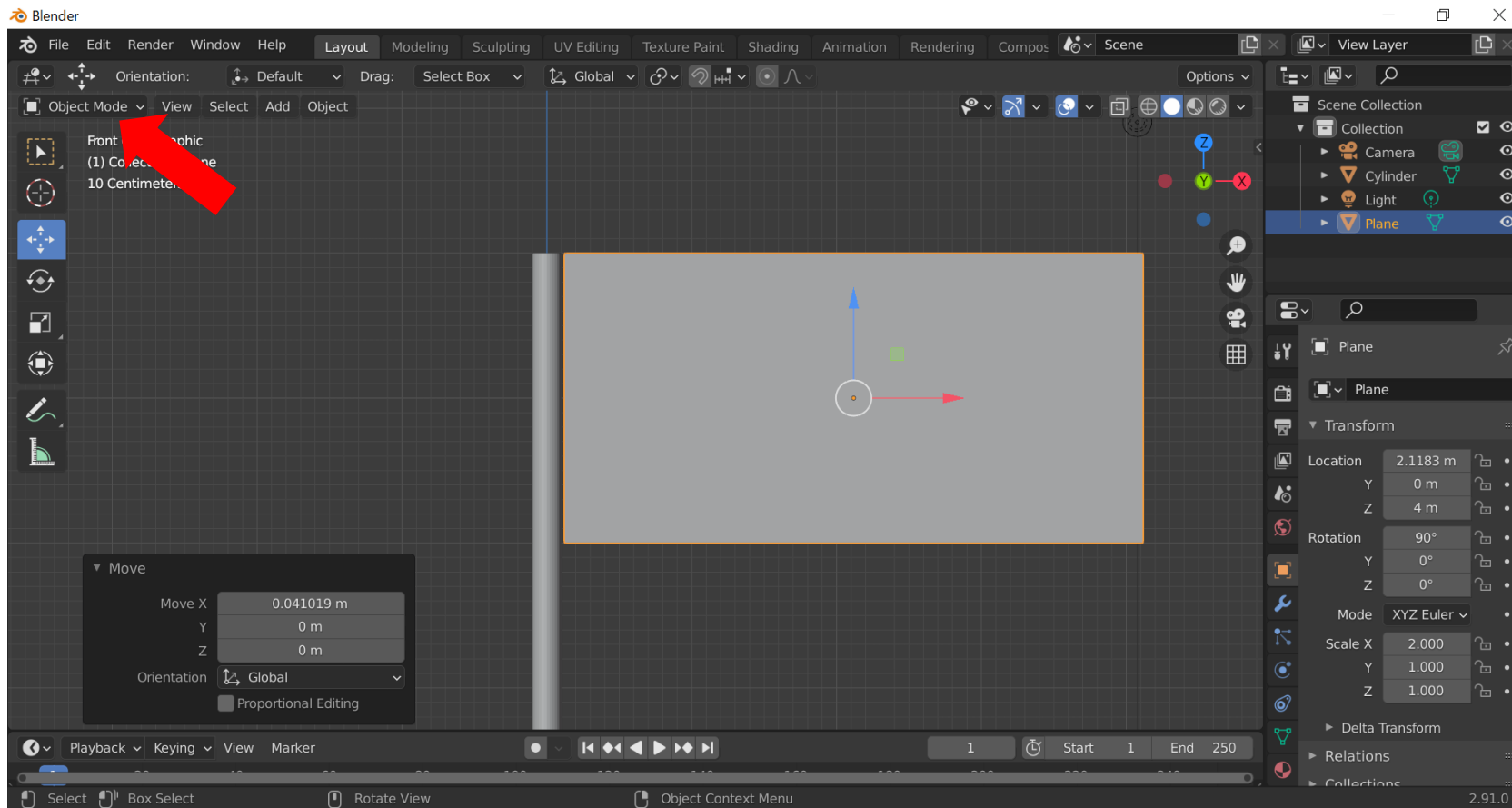
棒の先端まで移動させる



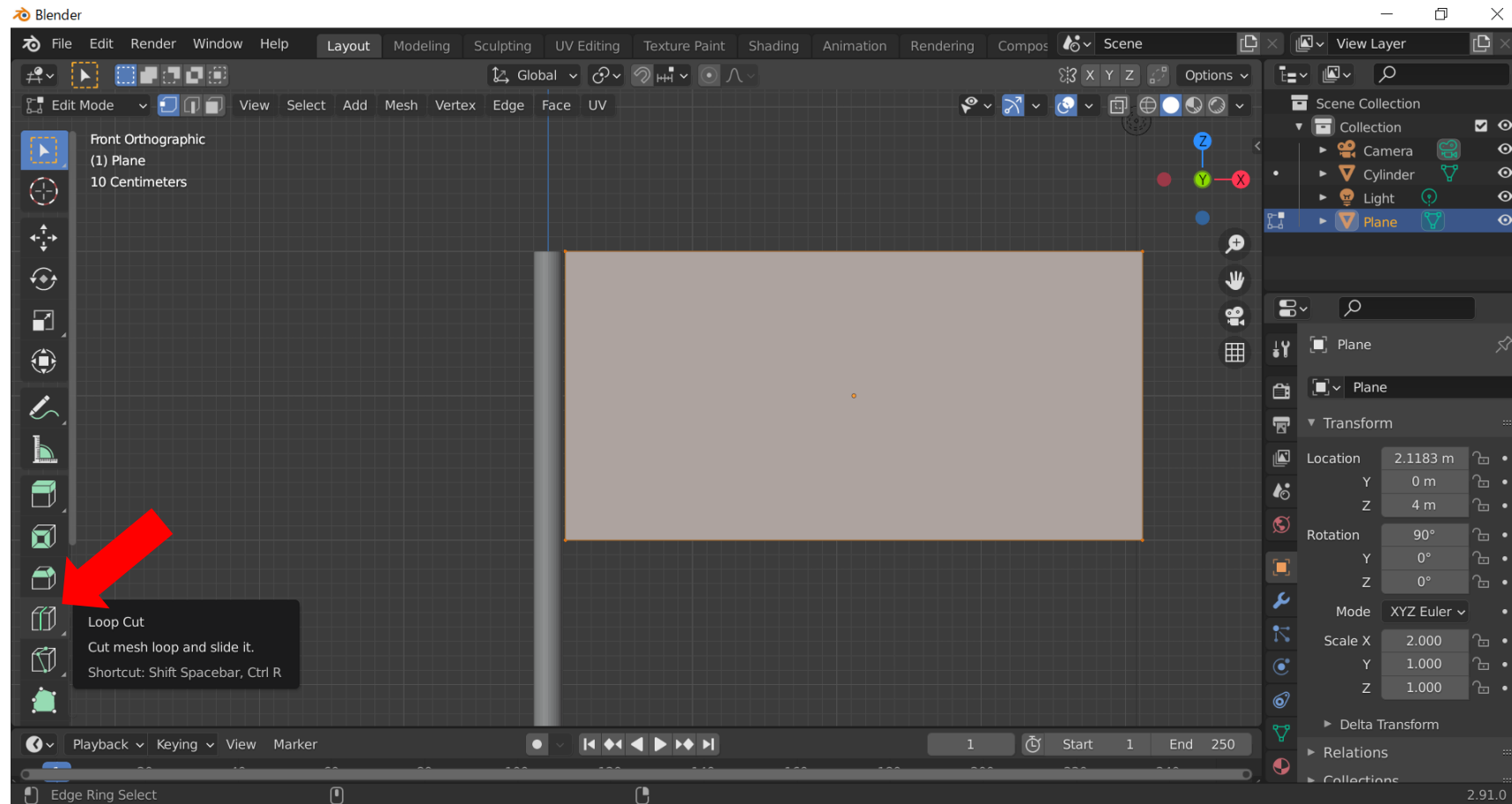
※注意 旗と棒の間は少しだけ間隔をあける



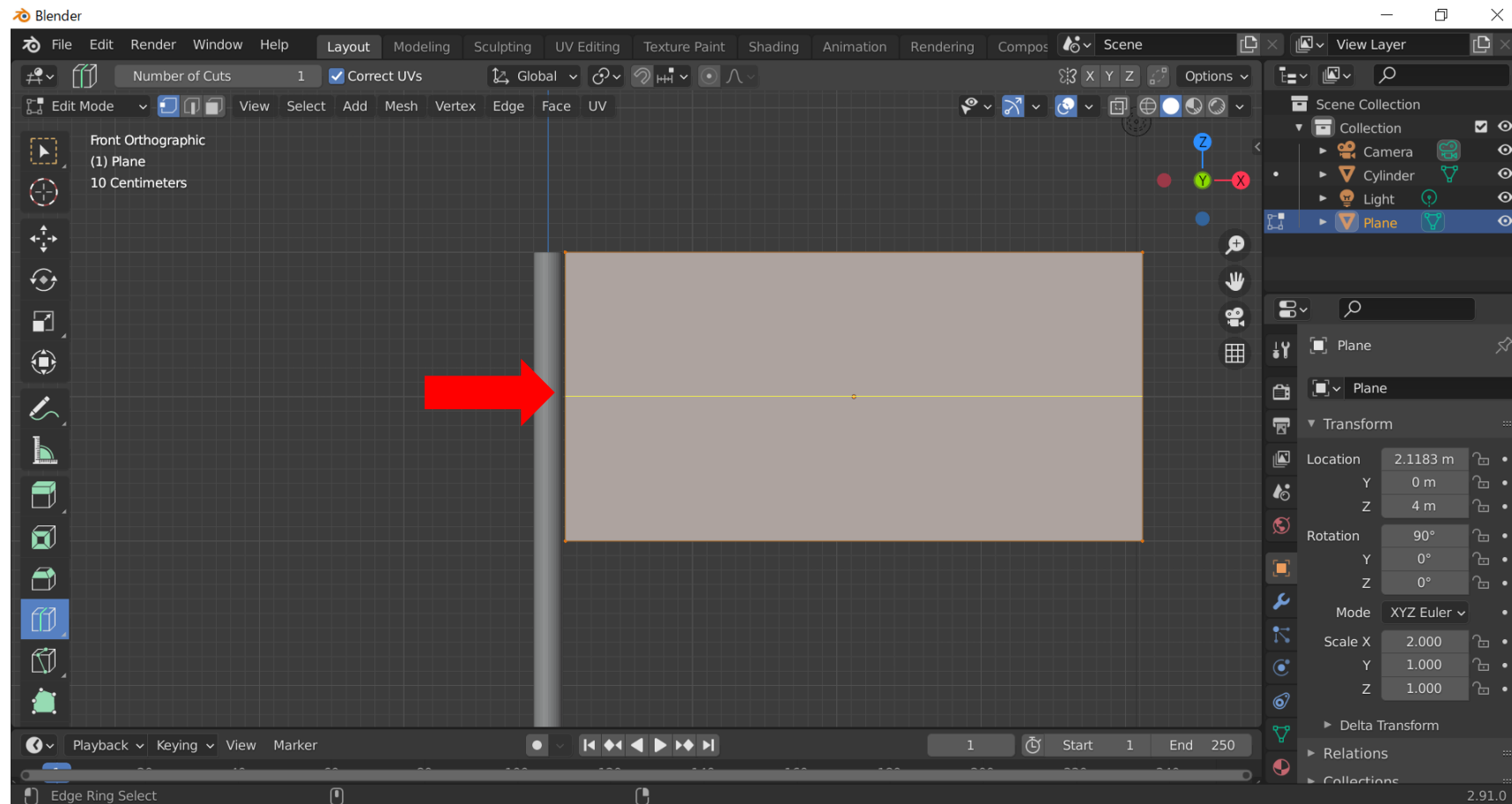
旗を選択した状態でEdit Modeに移行



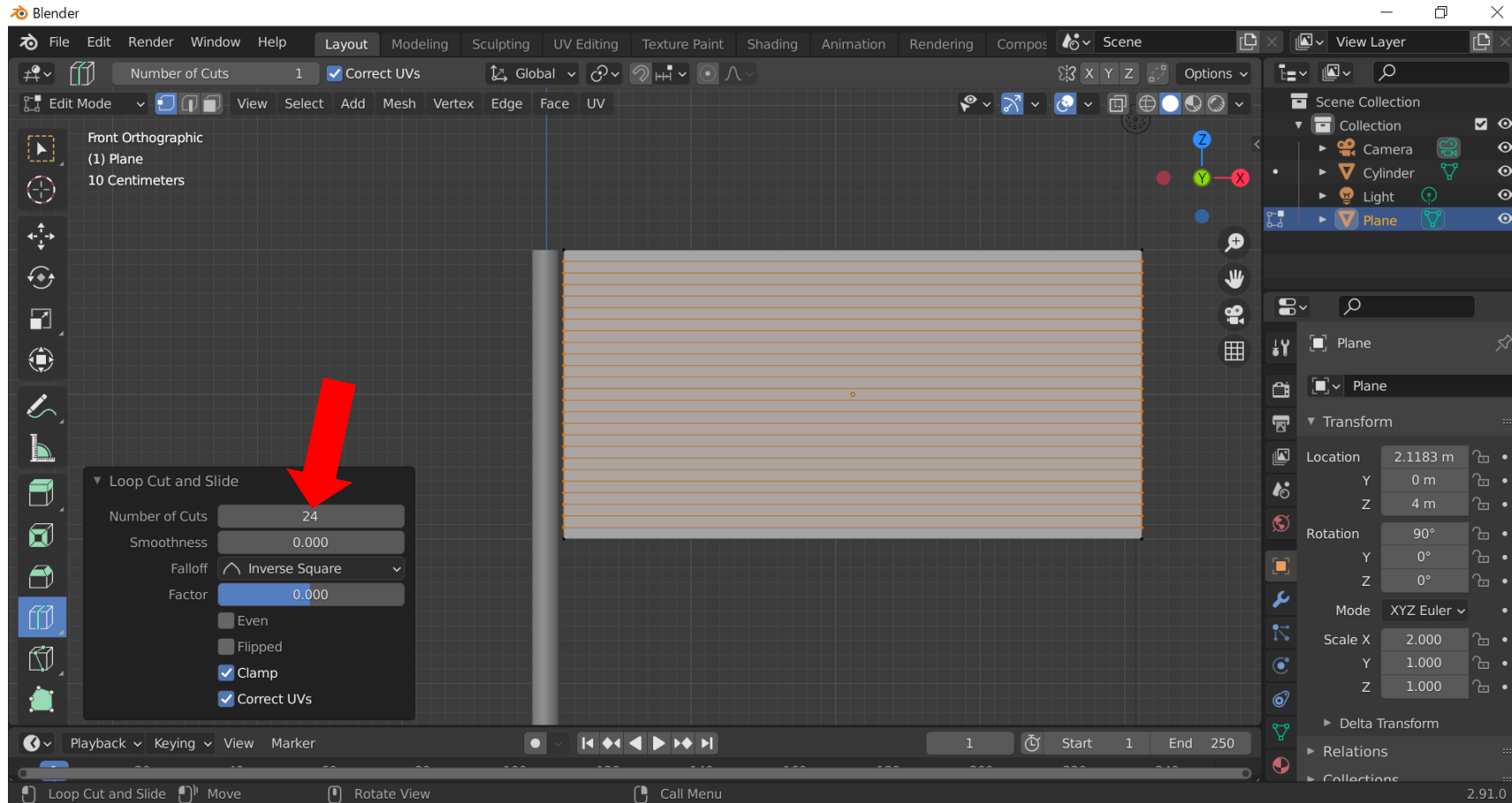
Loop Cutを選択



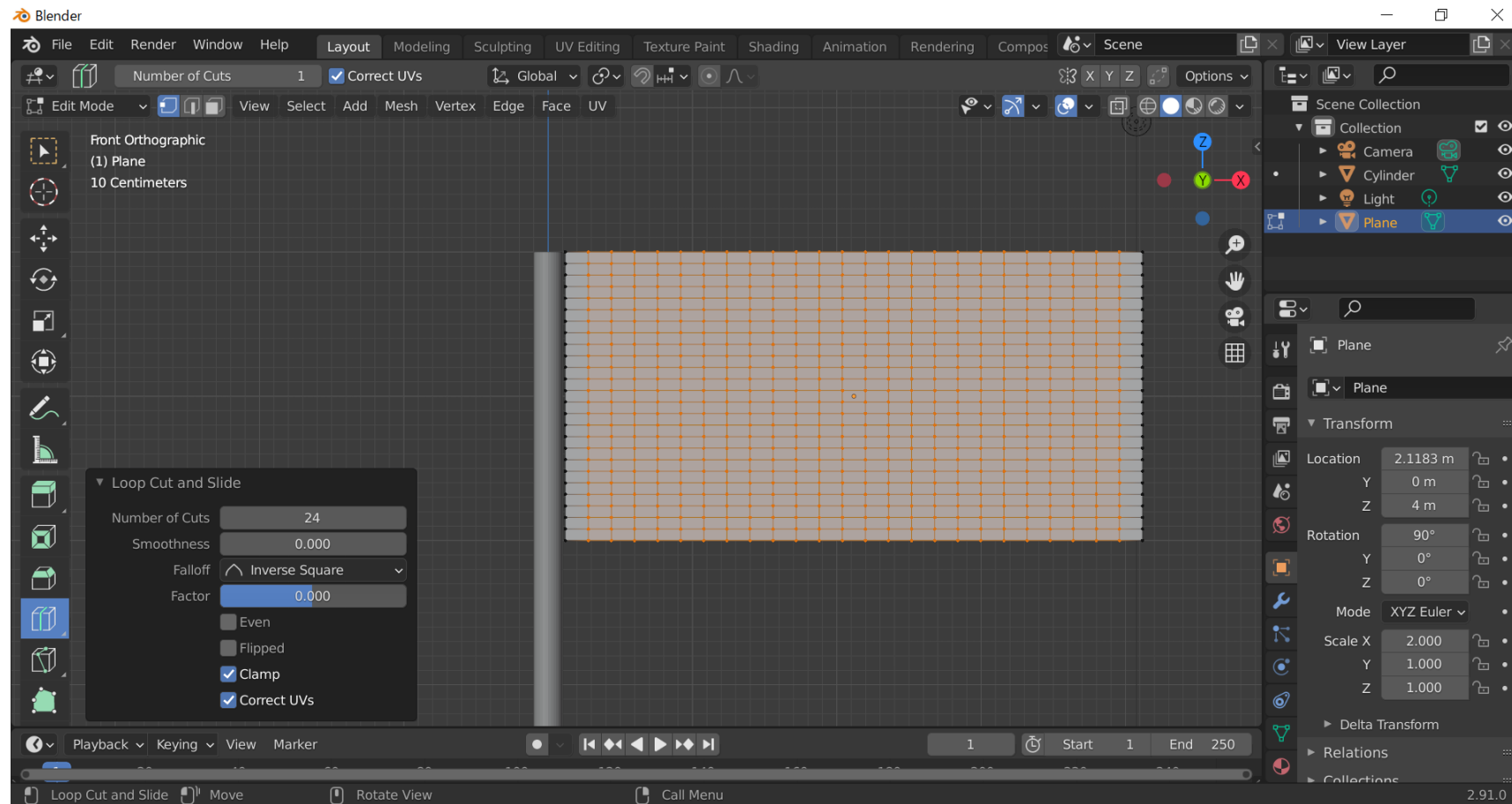
横に一本切れ目を入れる



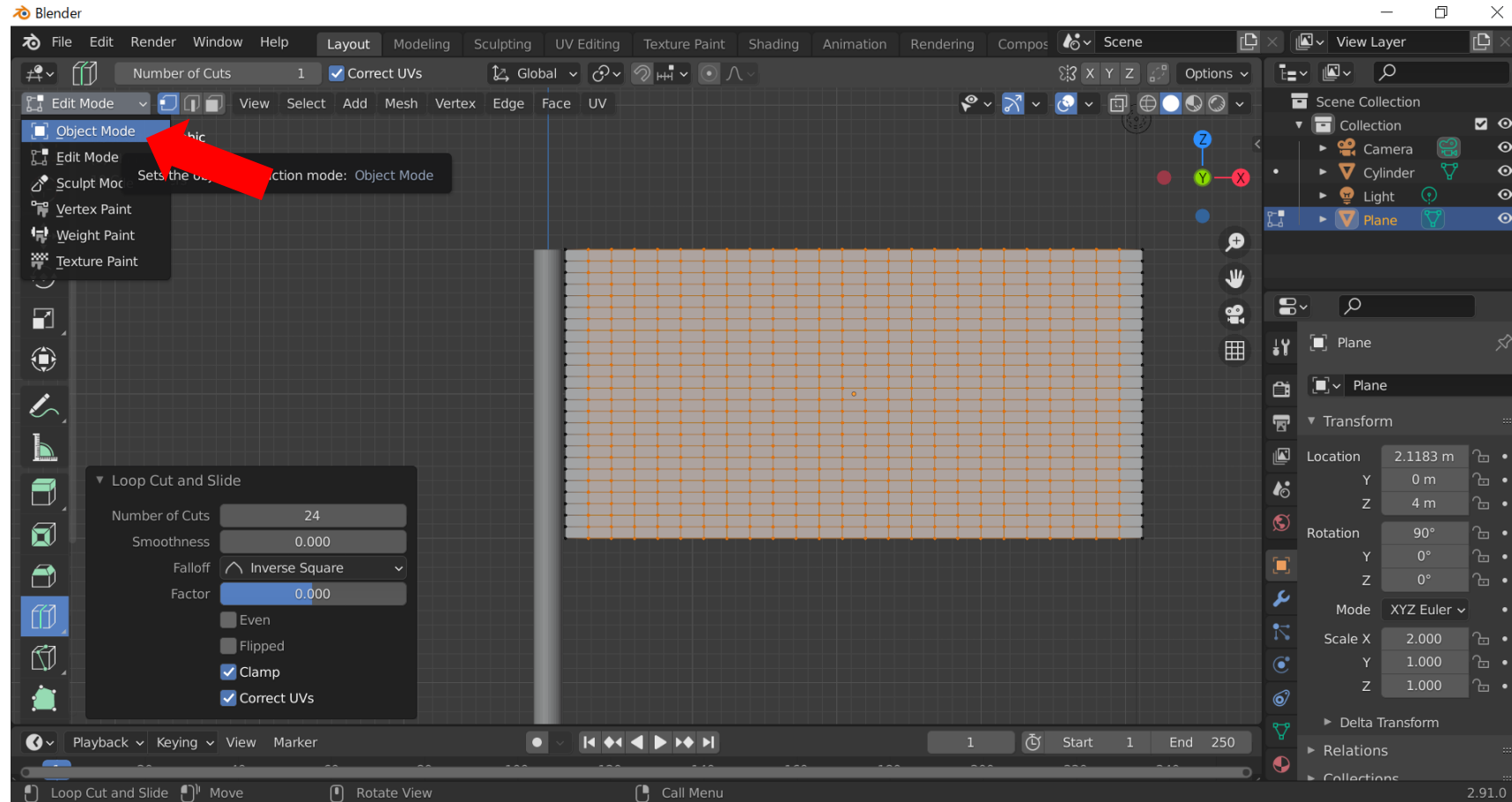
分割数を増やす (自分の旗のサイズに合わせて数値は変える)



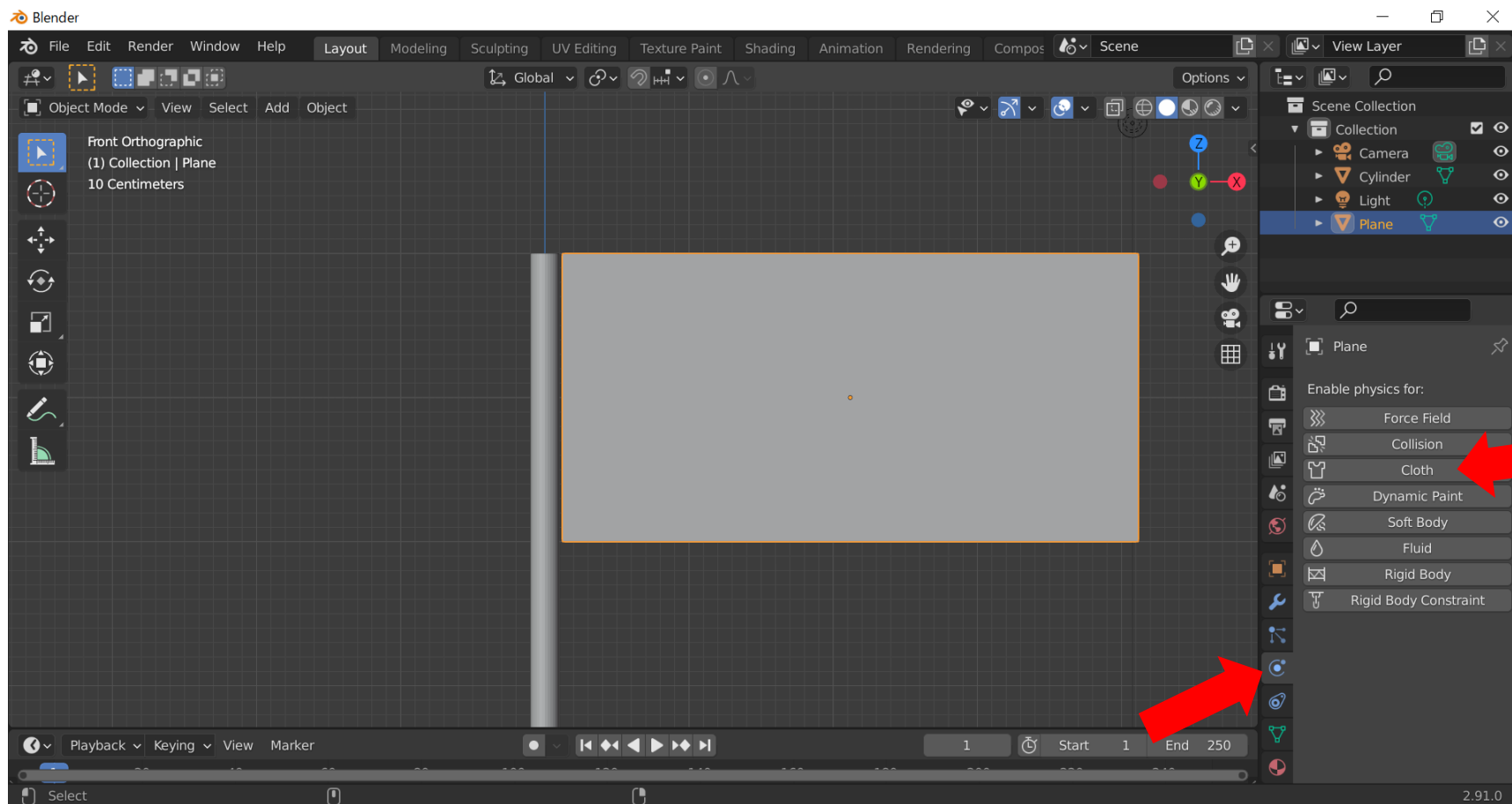
同じように縦も分割



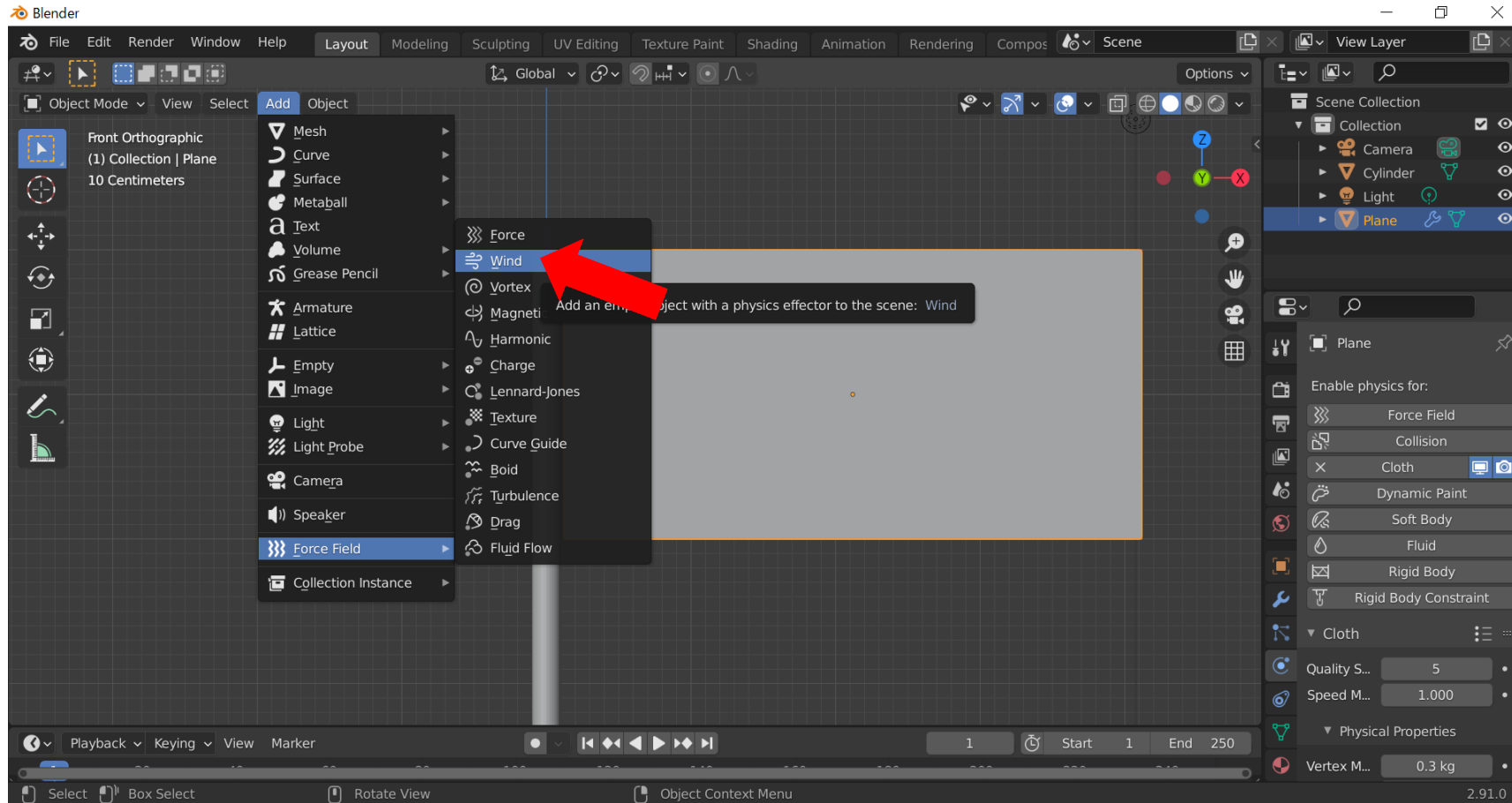
Object Modeに移行



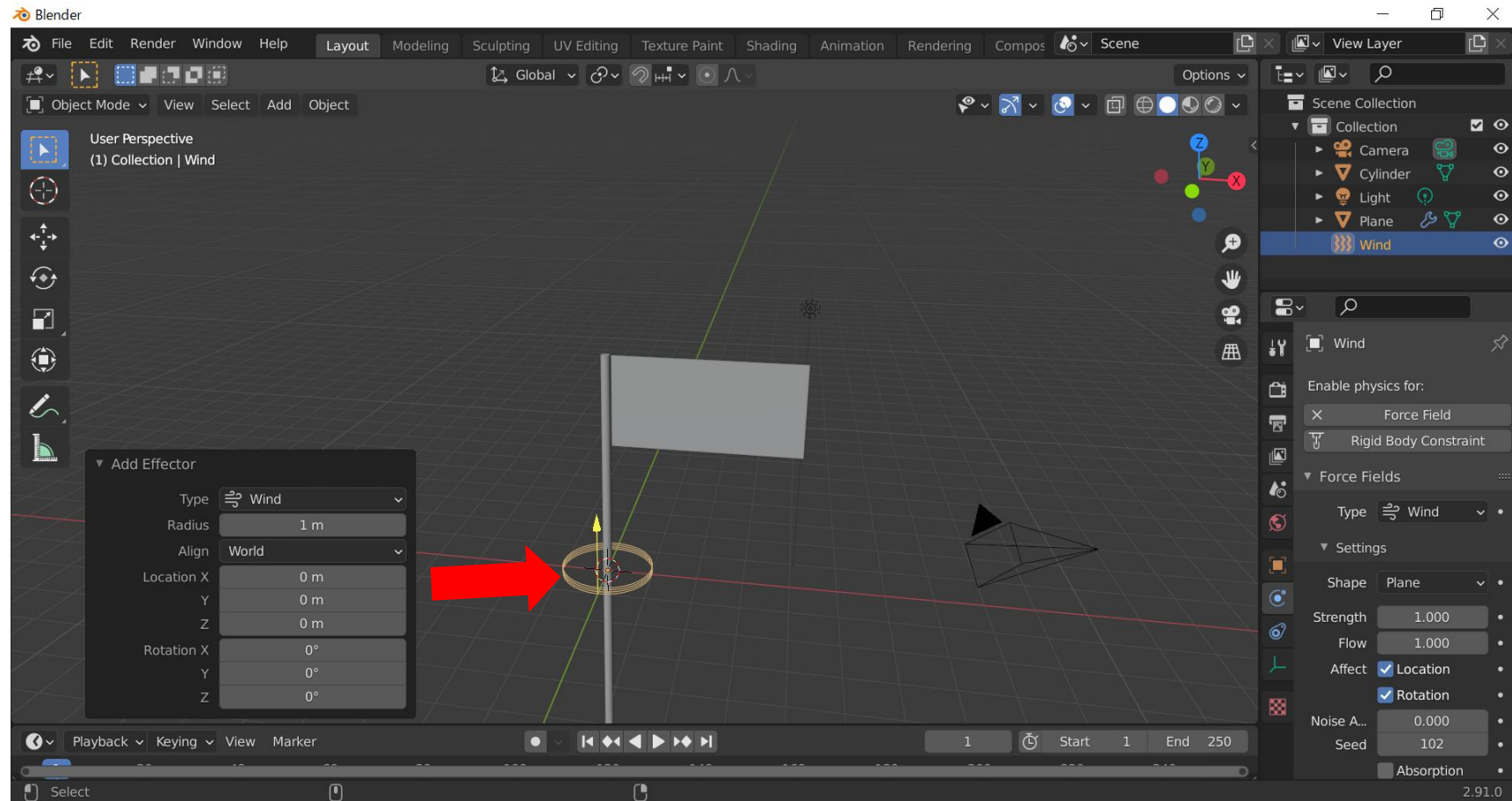
旗が選択されている状態でPhysics→Clothを選択



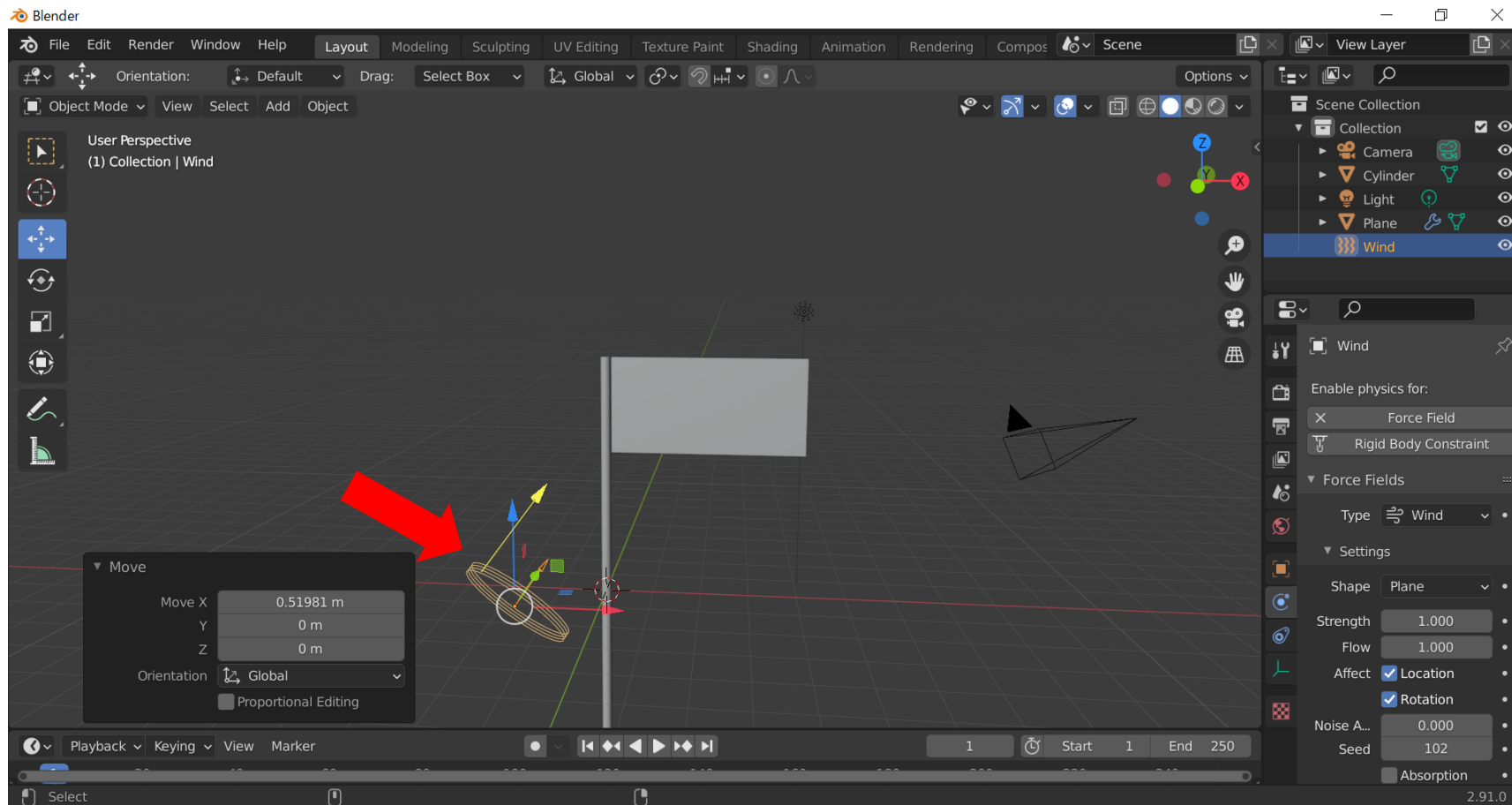
Add→Force Field→Windを選択(風を追加)



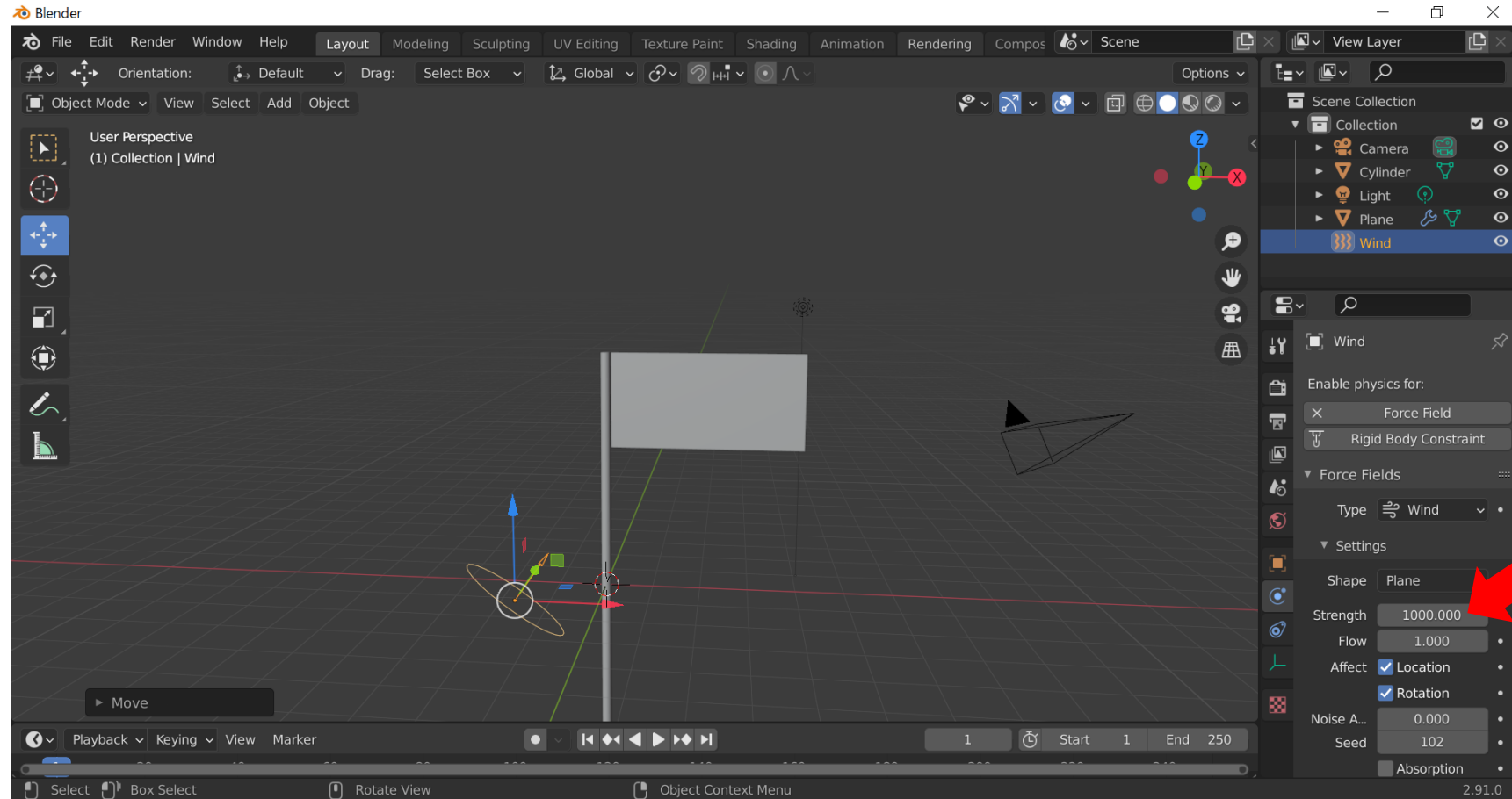
黄色い円が出現(矢印の方向に風が吹く)



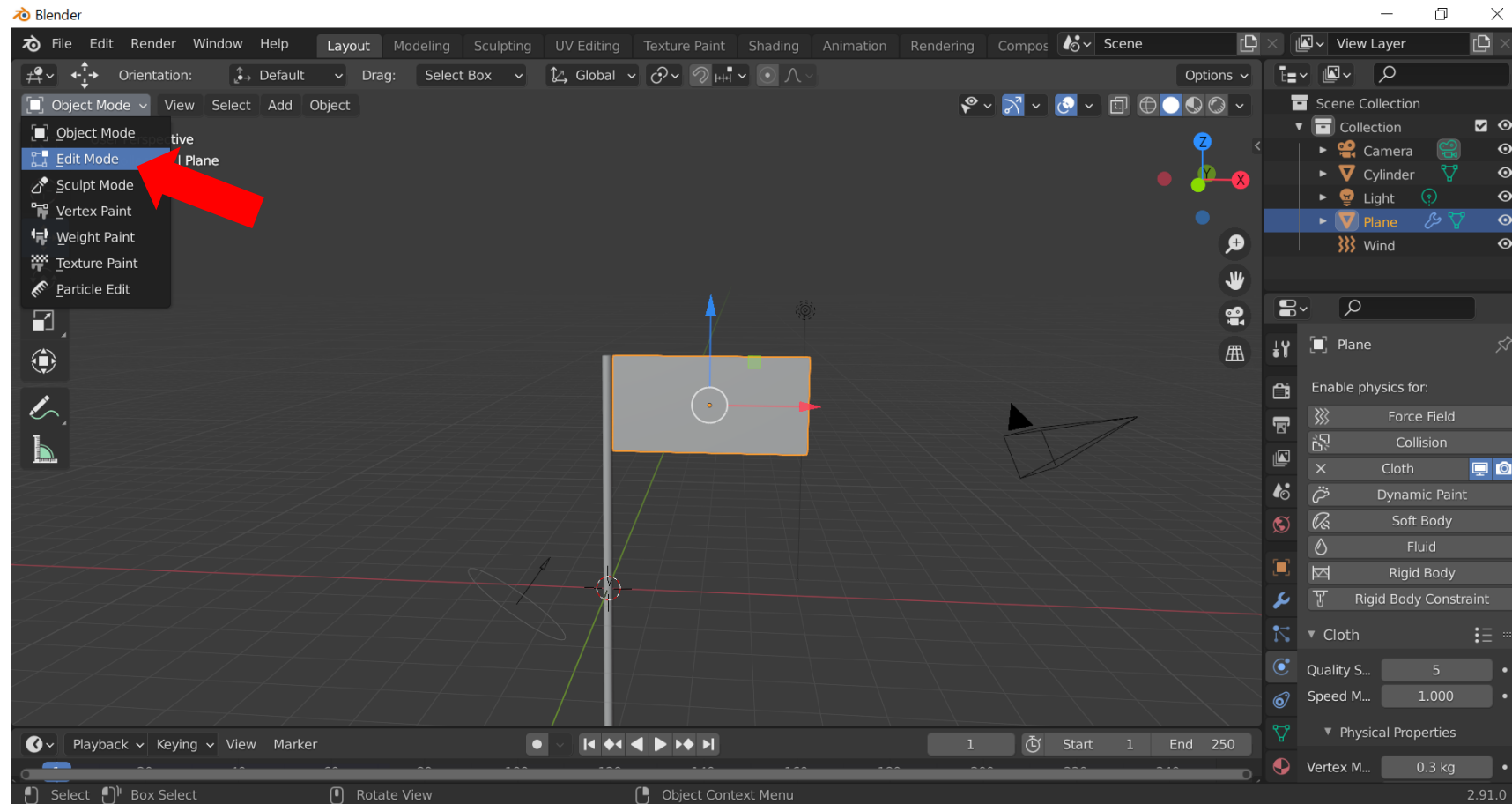
旗に風が当たるよう位置と角度を調整



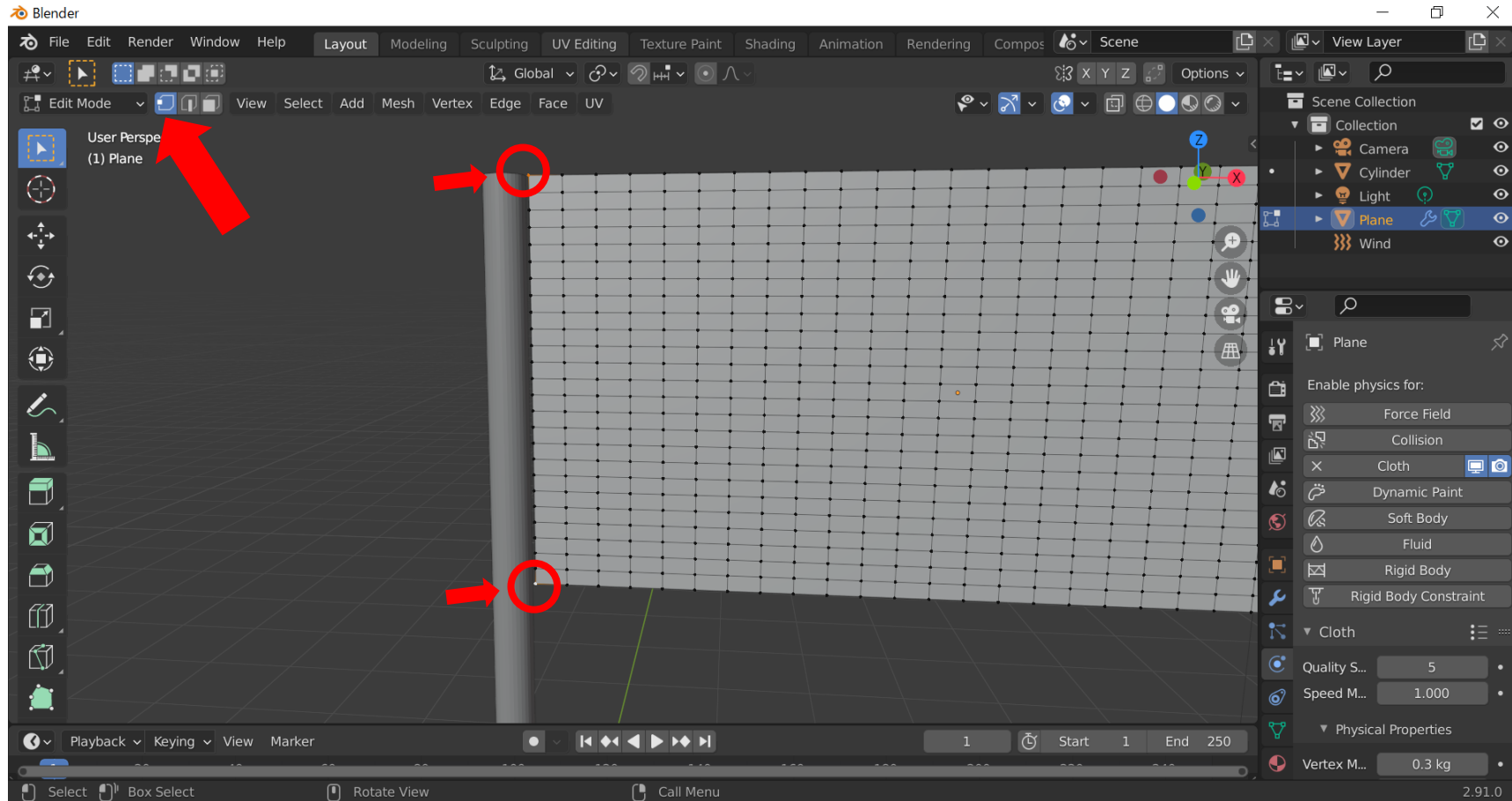
Strengthの値を1000にする(風の強さを変える)



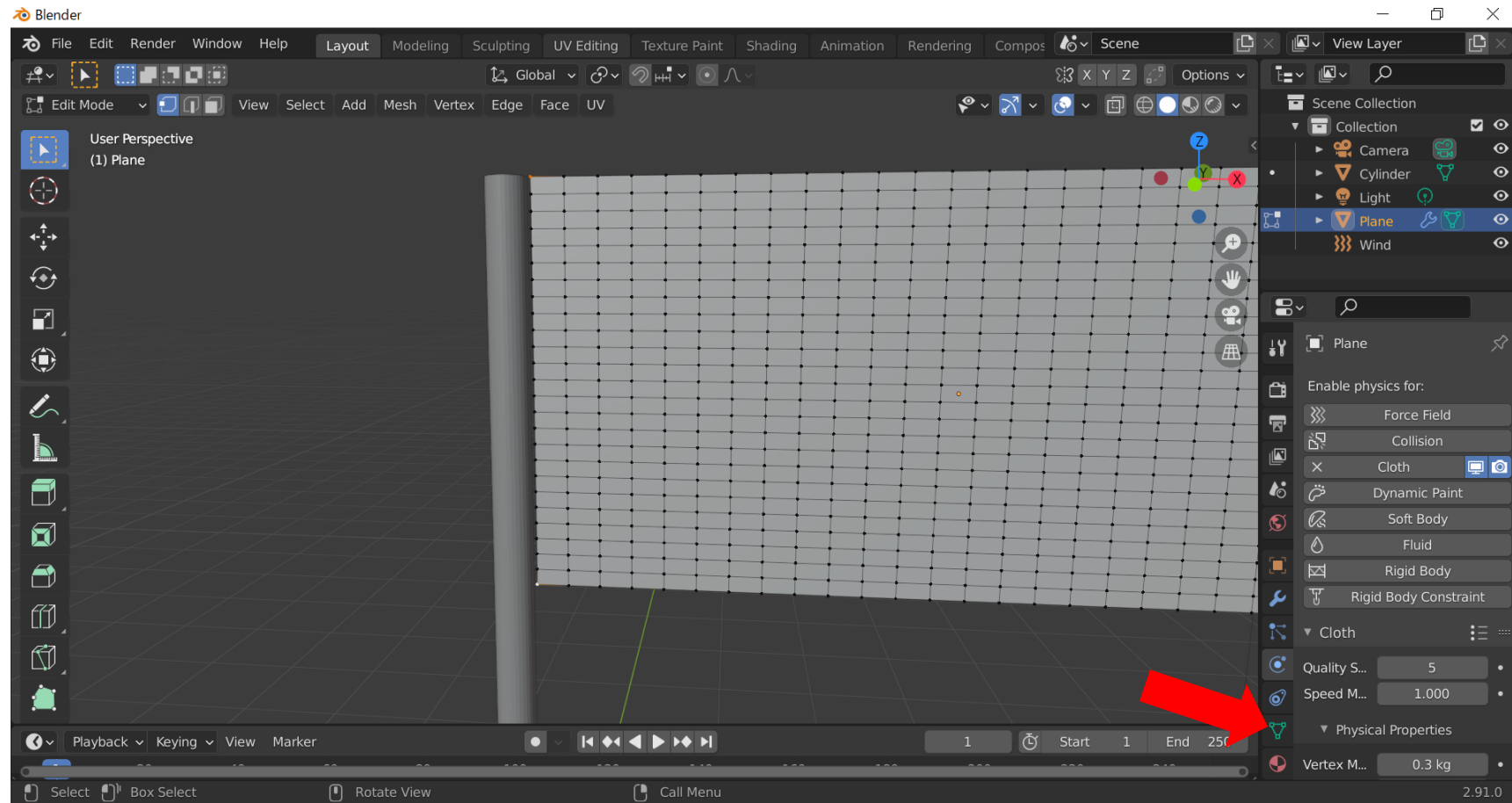
Planeを選択してEdit Modeへ



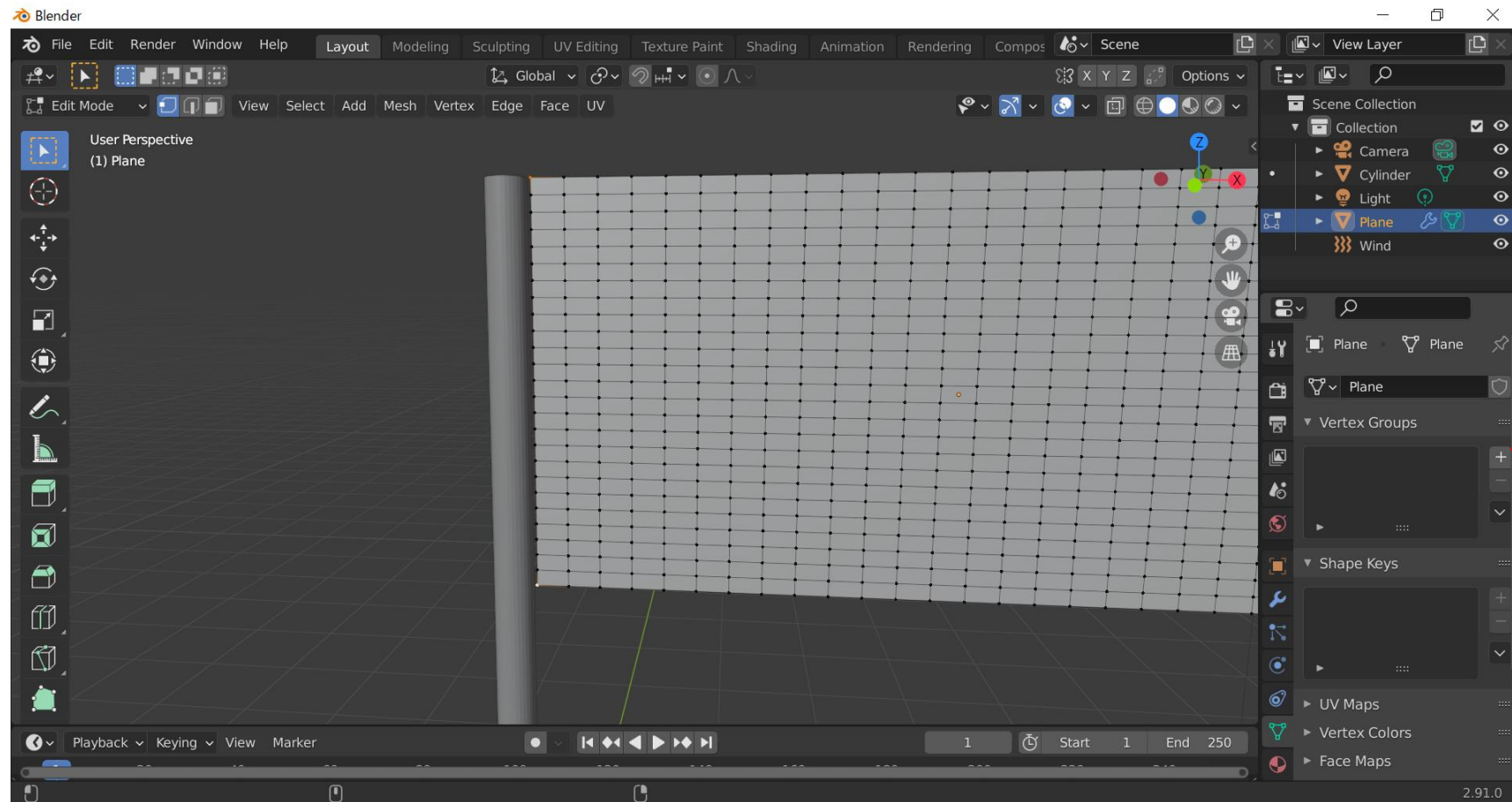
Vertexを選択してからPlaneの上下の端の点を選択



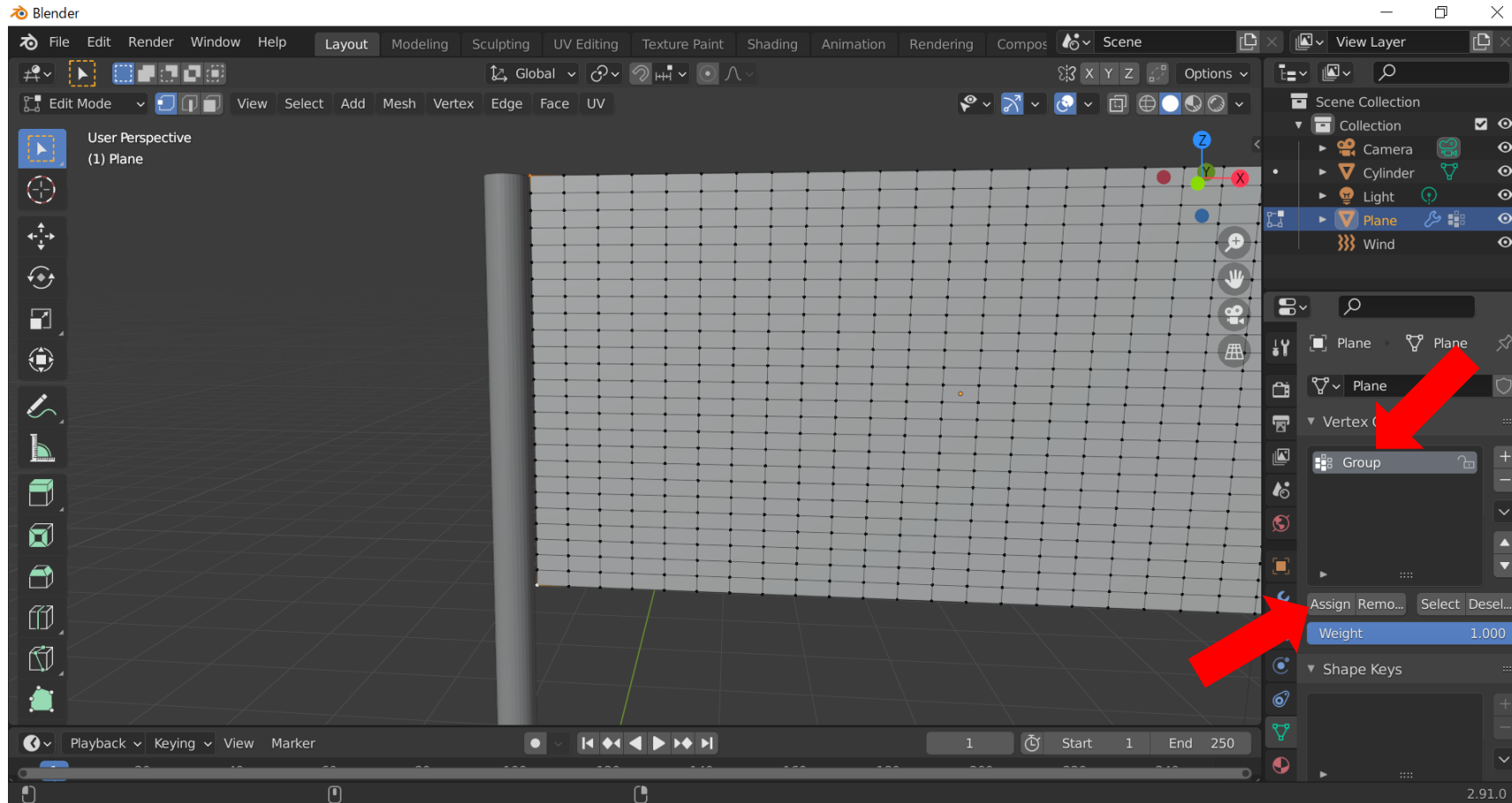
Object Dataを選択



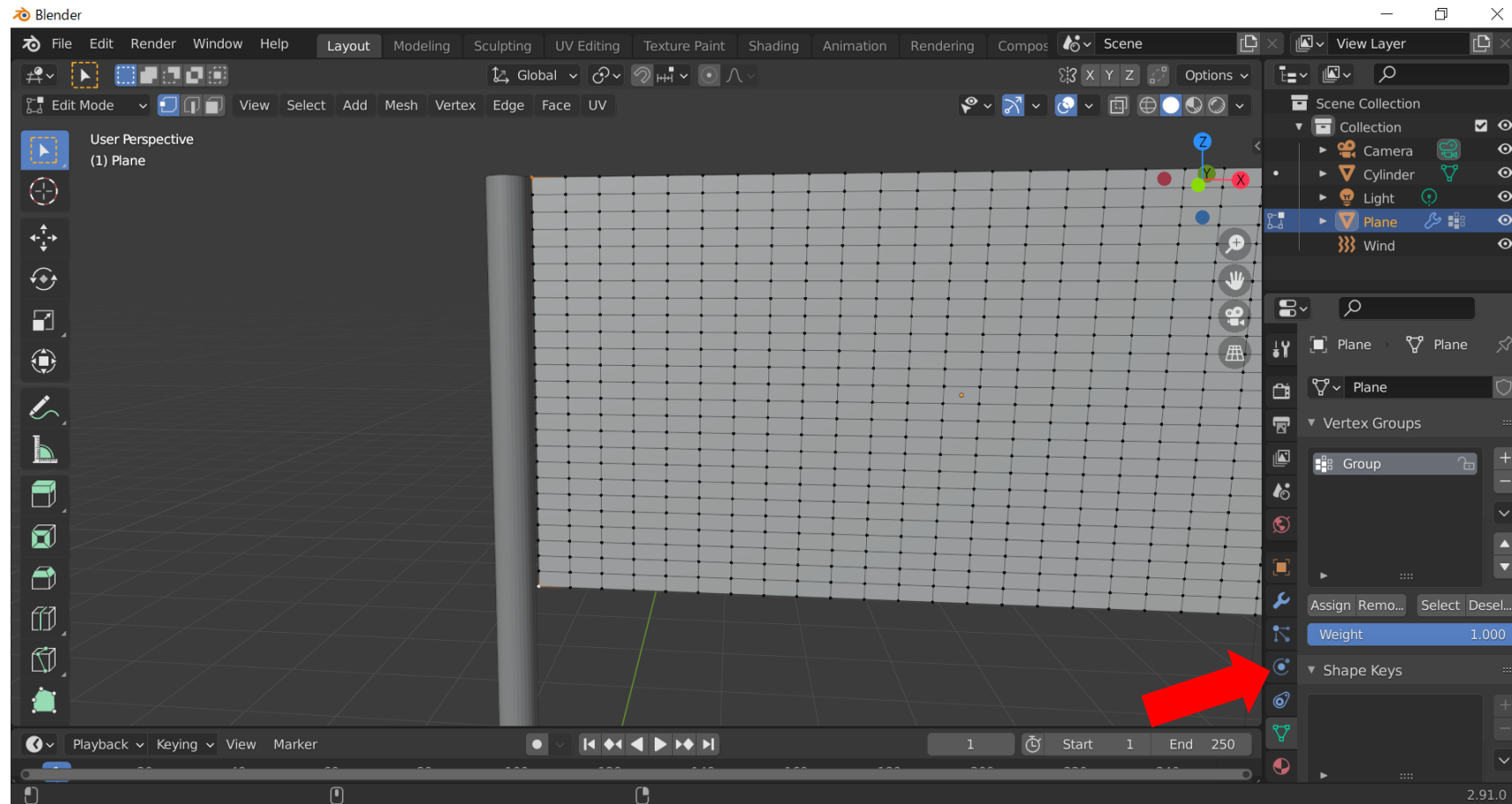
+ を選択



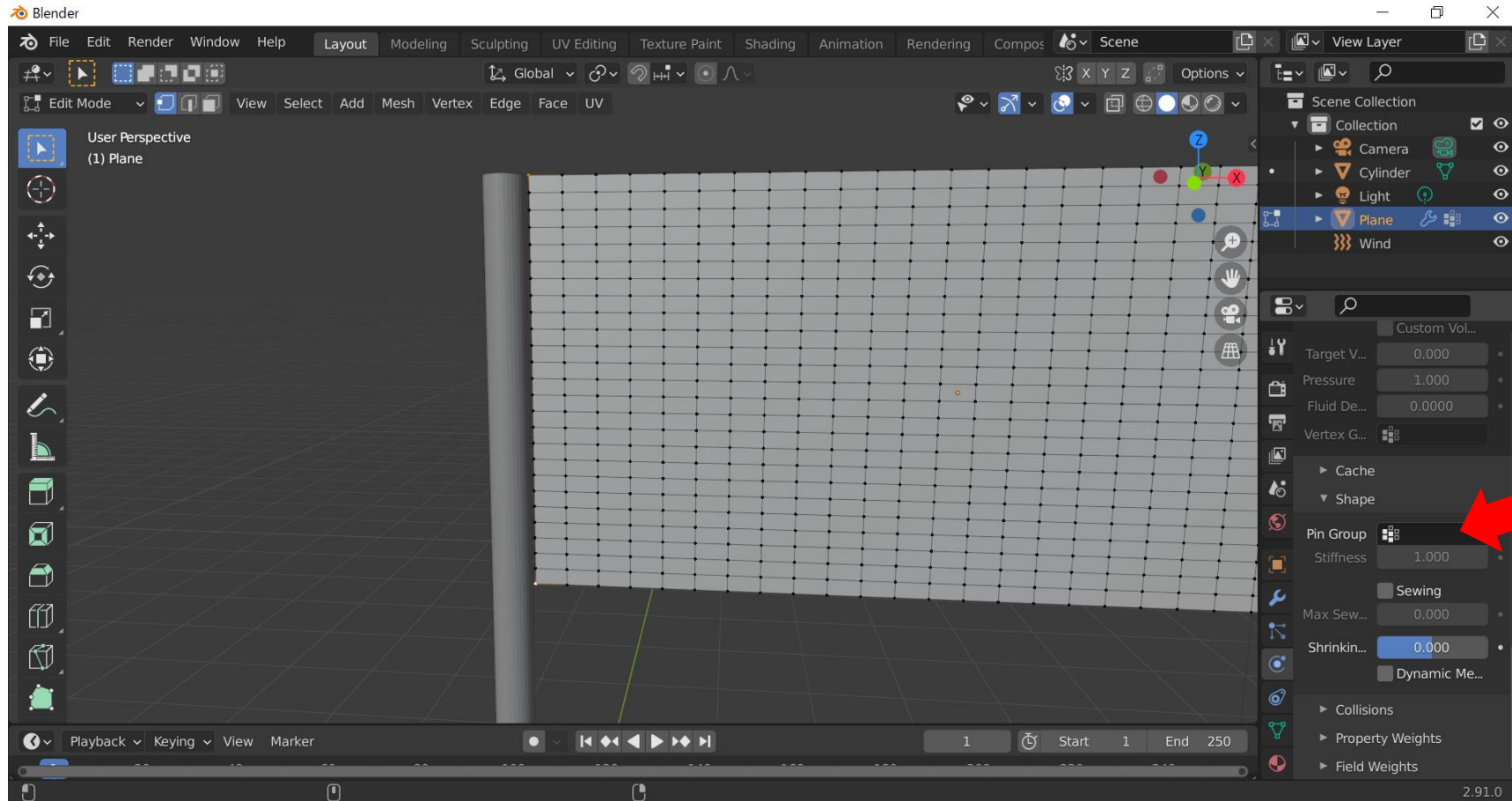
Groupが出現したらAssignを選択



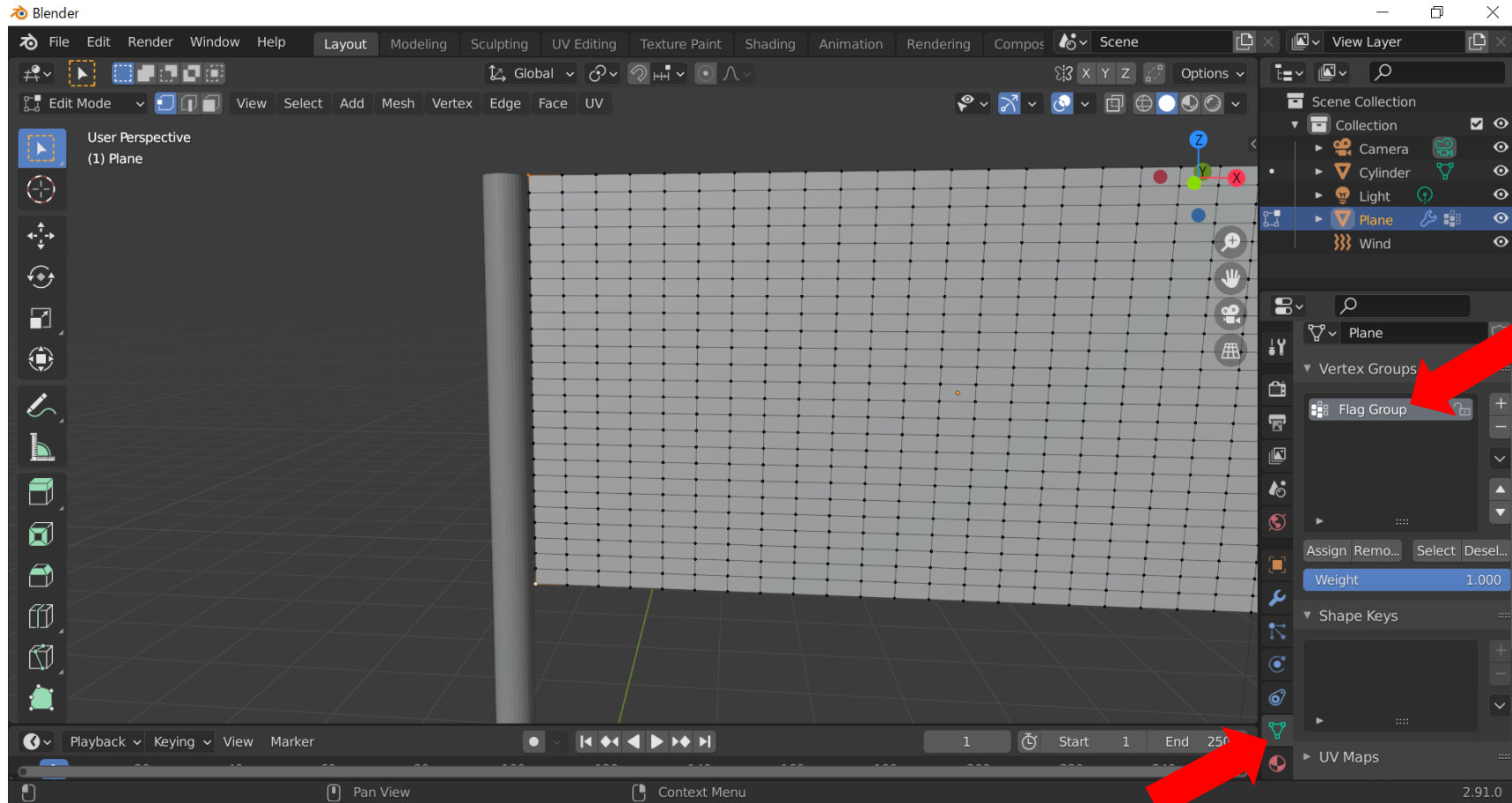
Physicsを選択



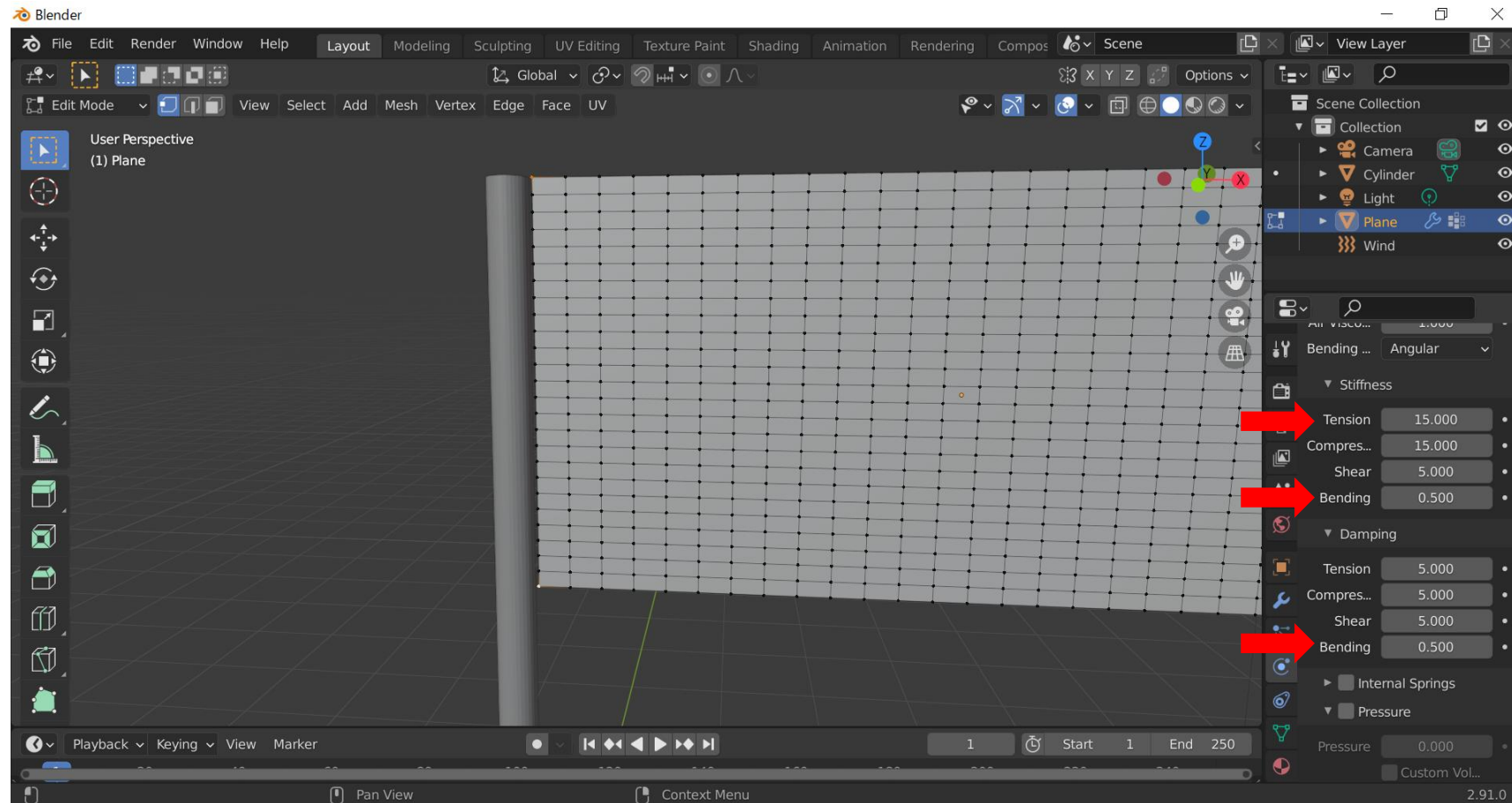
ShapeのPin GroupにGroupを選択



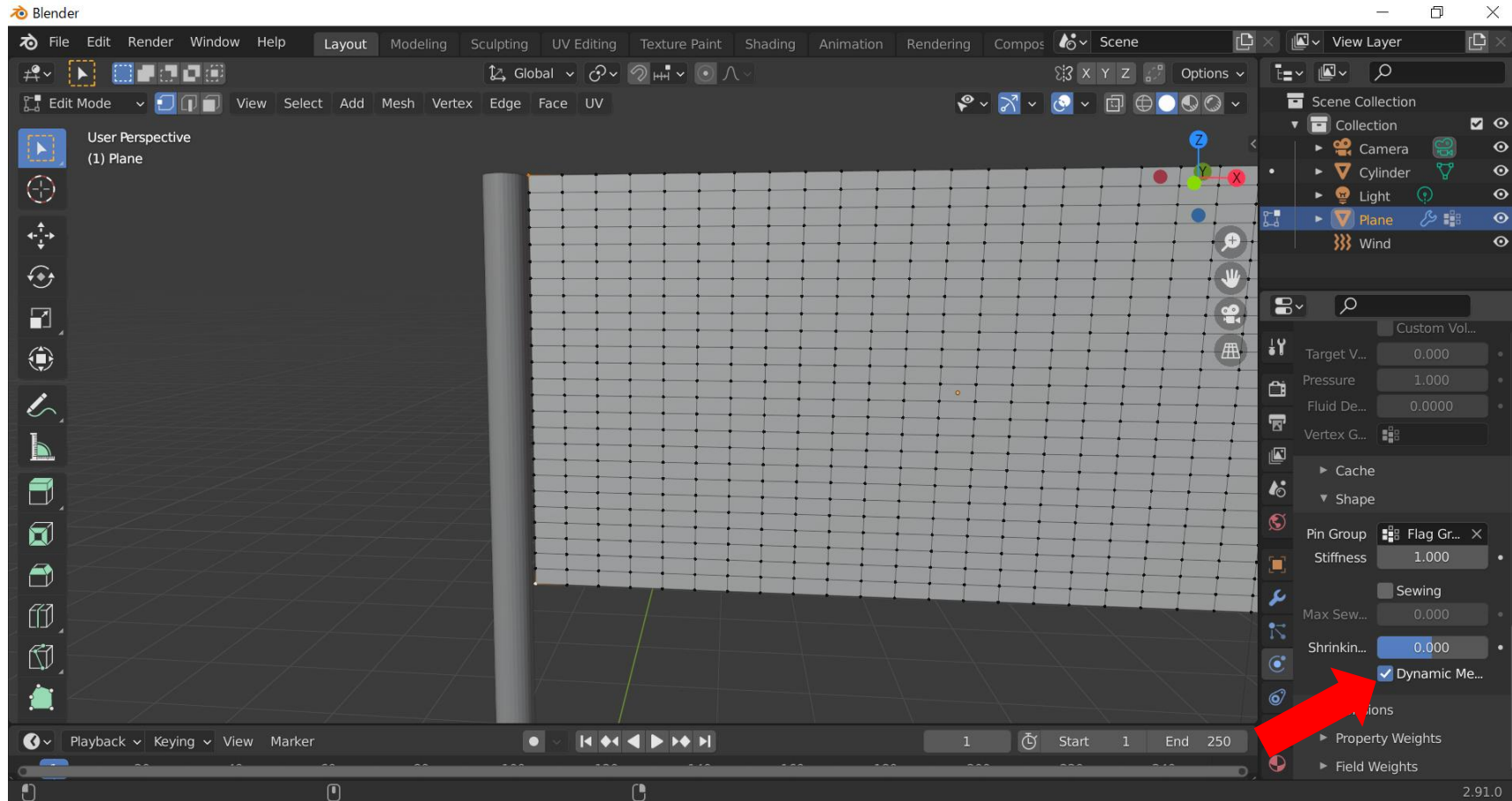
Object Dataに移行し、Groupをわかりやすく
Flag Groupという名前に変更



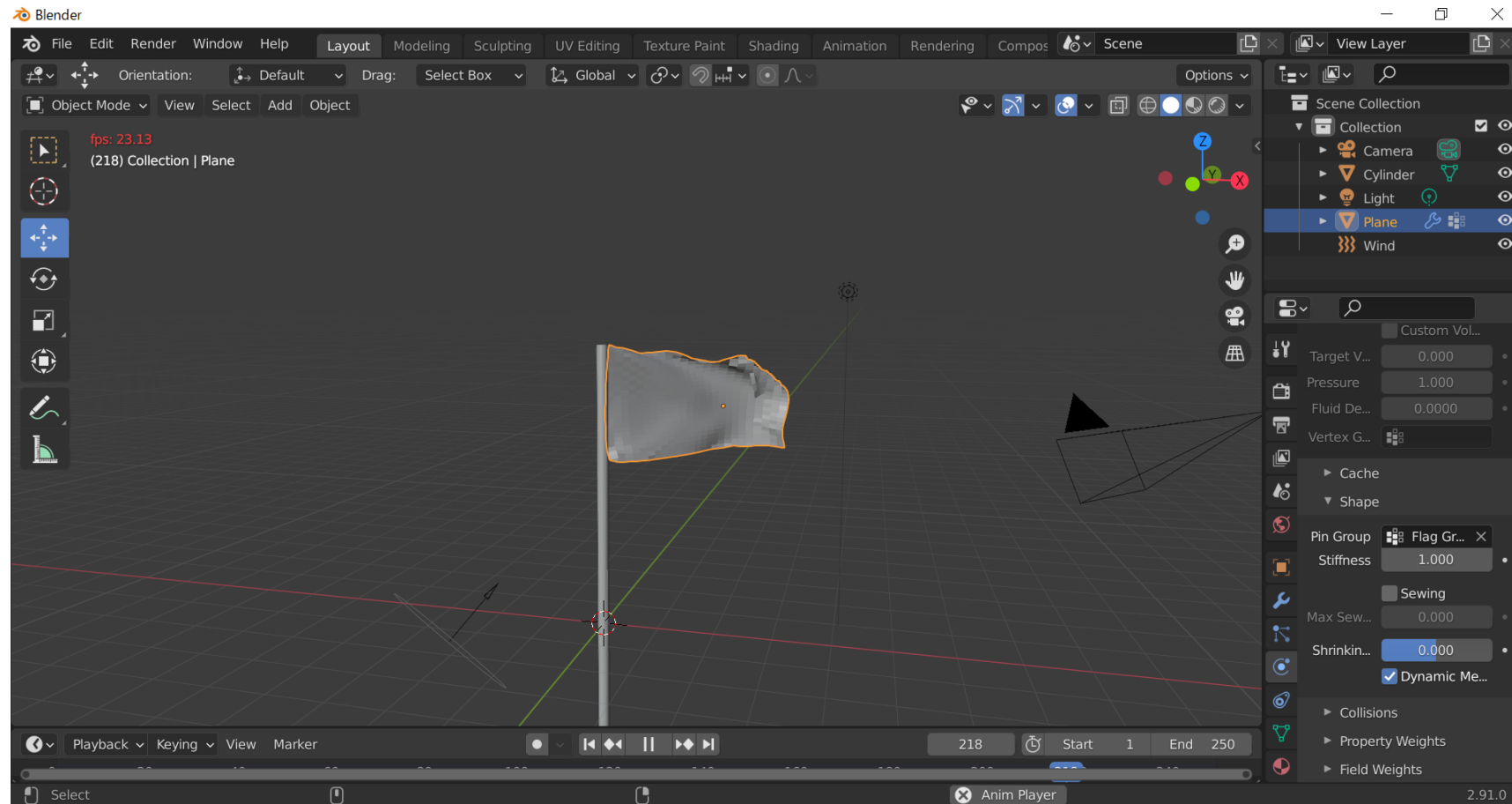
Physicsに戻り、Stiffness(剛性)のTensionを5.0、
Bendingを0.1、DampingのBendingを0.1にする



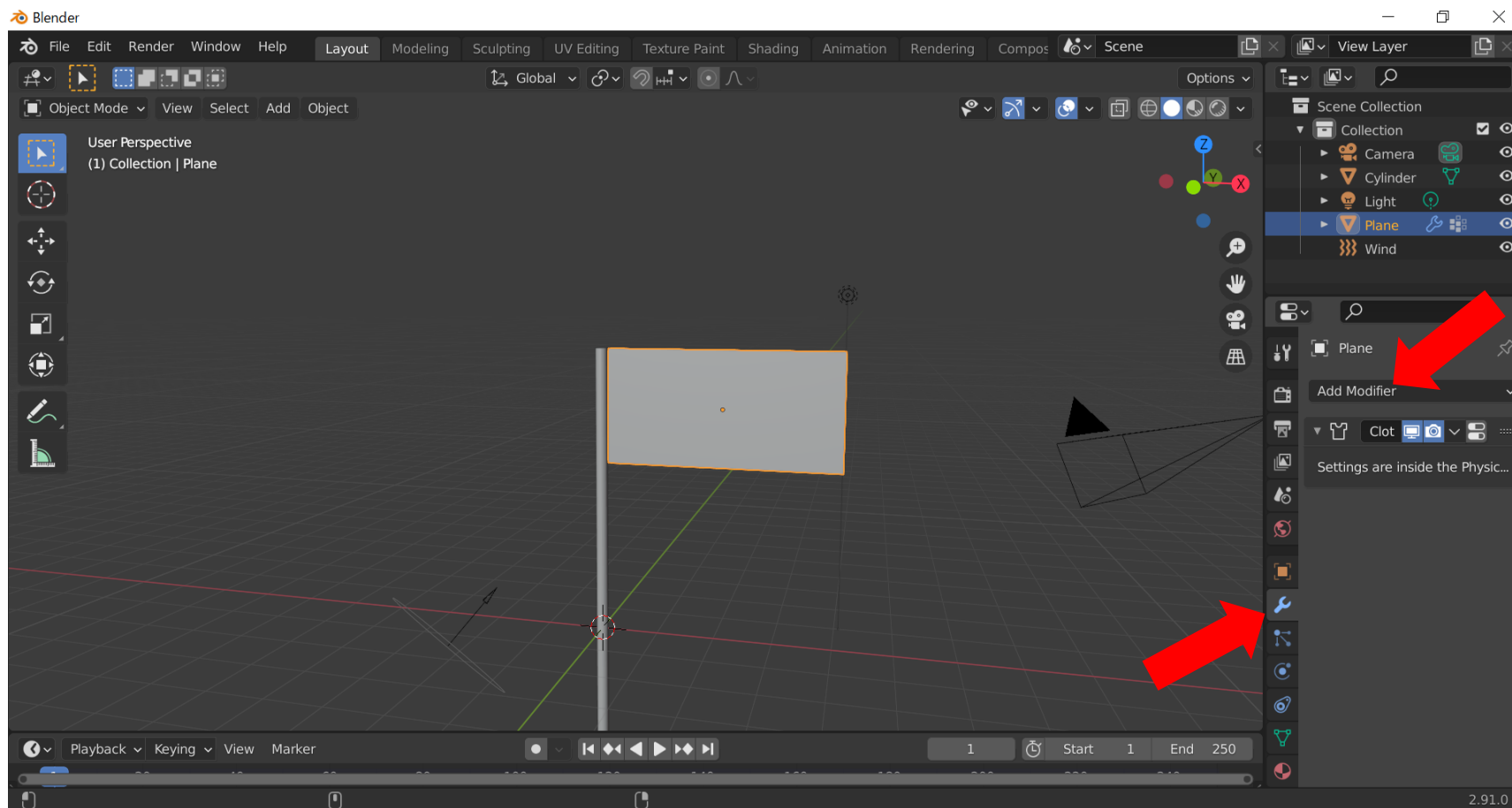
ShapeのDynamic Meshにチェックを入れる



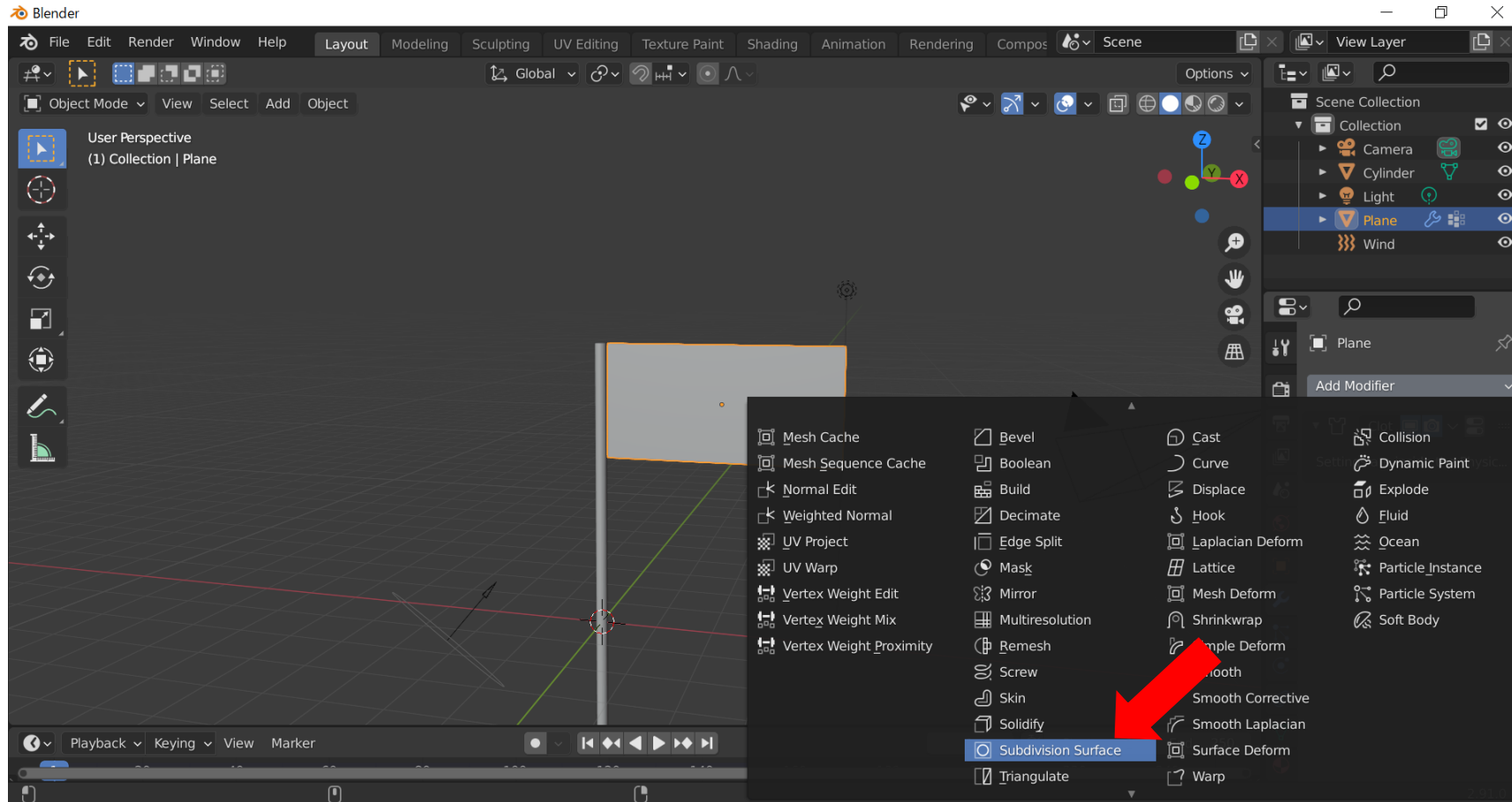
Object Modeでアニメーションを再生して確認



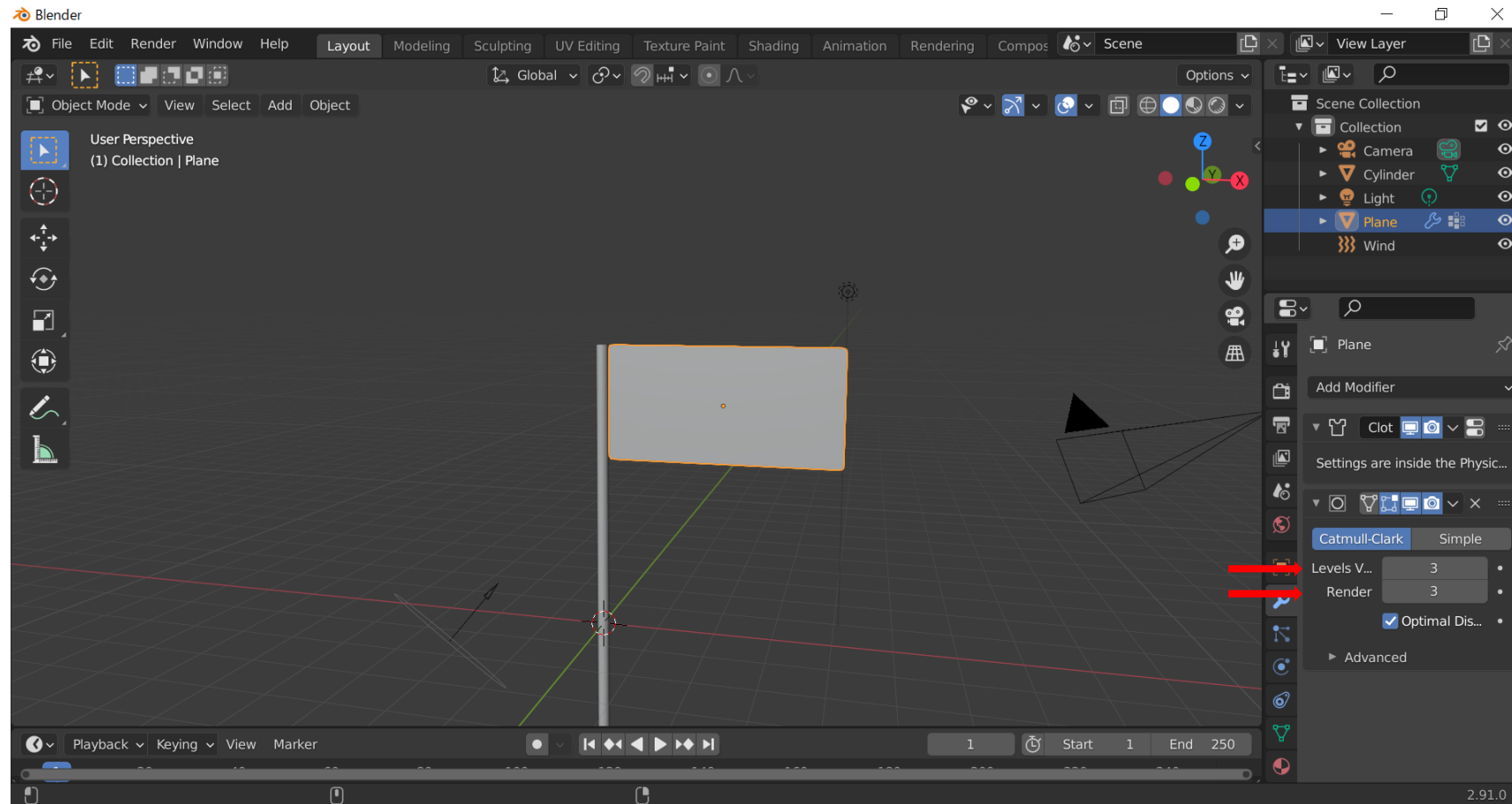
スパナアイコンをクリックしAdd Modiferを選択



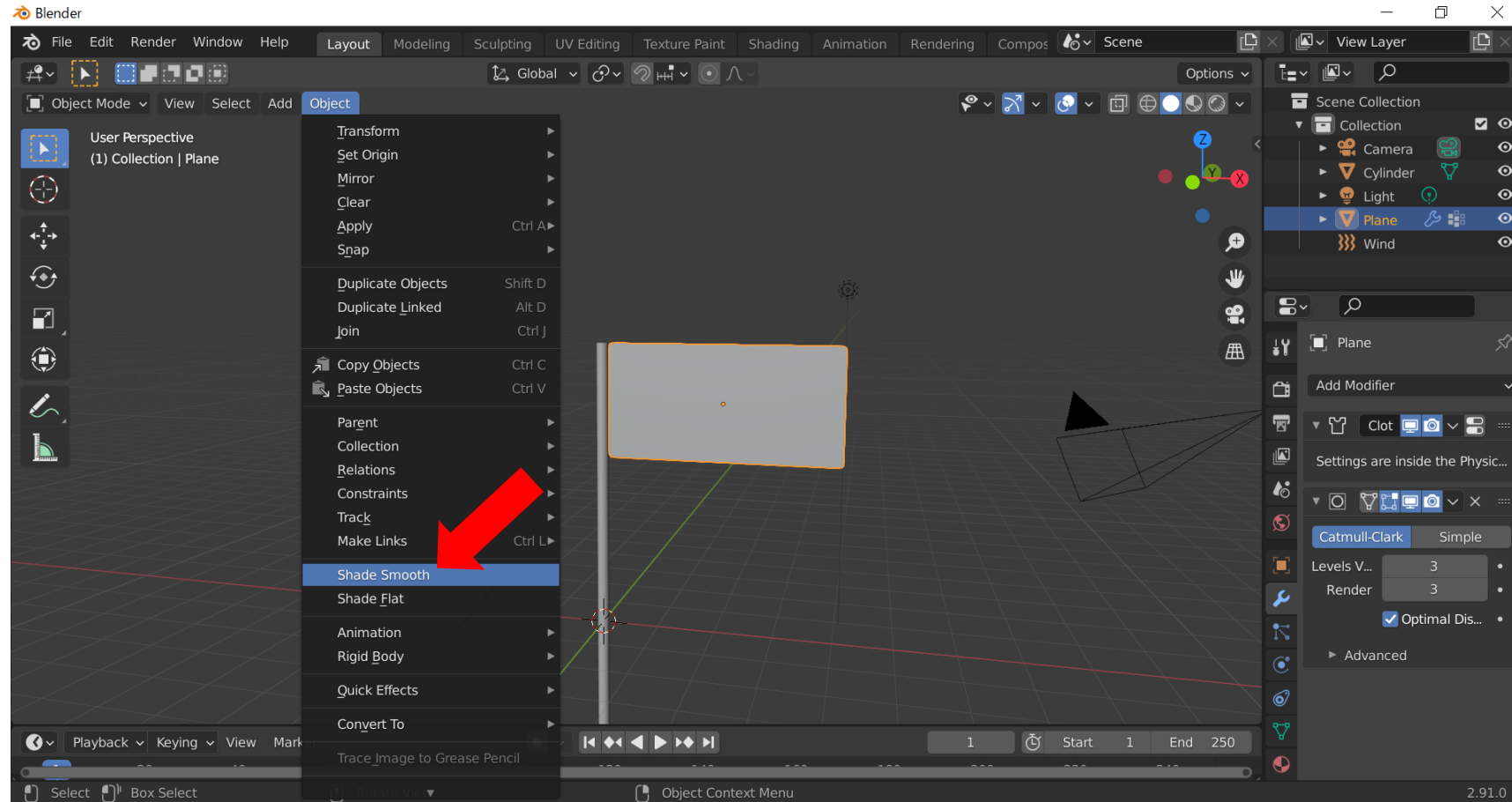
Subdivision Surfaceを選択



ViewとRenderの値を3に



Object→Shade Smooth



さっきより旗が滑らかになる

