

Self-paced  
Video Tutorials  
Series 1

# Twilight Render.

トワイライトでの太陽と空  
パート2を始めます



次のスライドに進むために  
矢印ボタンを押してください





トワイライトでの太陽と空  
パート2を始めます

このモデルは既にレンダリングする  
準備はできています  
レンダリングができるようになるために  
どのように太陽と空をコントロール  
できるのか見ていきましょう

## Shadow Settings

 Display shadows

Time 05:40 AM Noon 06:15 PM 02:07 PM

Date J F M A M J J A S O N D 9 / 9

Light 80

Dark 45

 Use sun for shading

Display:

 On faces  On ground

スケッチアップの影ダイアログと  
ツールバーを使って  
我々が望む正確な太陽をコントロール  
しましょう

### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **03:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges



### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM **03:07 PM**

Date: J F M A M J J A S O N D **9 / 9**

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges





Navigation icons: Home, Previous, Next, Back, Forward, Search, etc.

J F M A M J J A S O N D 05:40 AM Noon 06:15 PM

Layer0

Render icons: Refresh, Sun, Moon, Cloud, etc.

Render1 LowCam RenderThis Inside PoolWaterTest (Sun-Day) (Sun-High) (TwilightSky)

Click

### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges



Select objects. Shift to extend select.

Measurements

### Shadow Settings

Display shadows

Time: 05:40 AM Noon 06:15 PM 02:07 PM

Date: J F M A M J J A S O N D 9 / 9

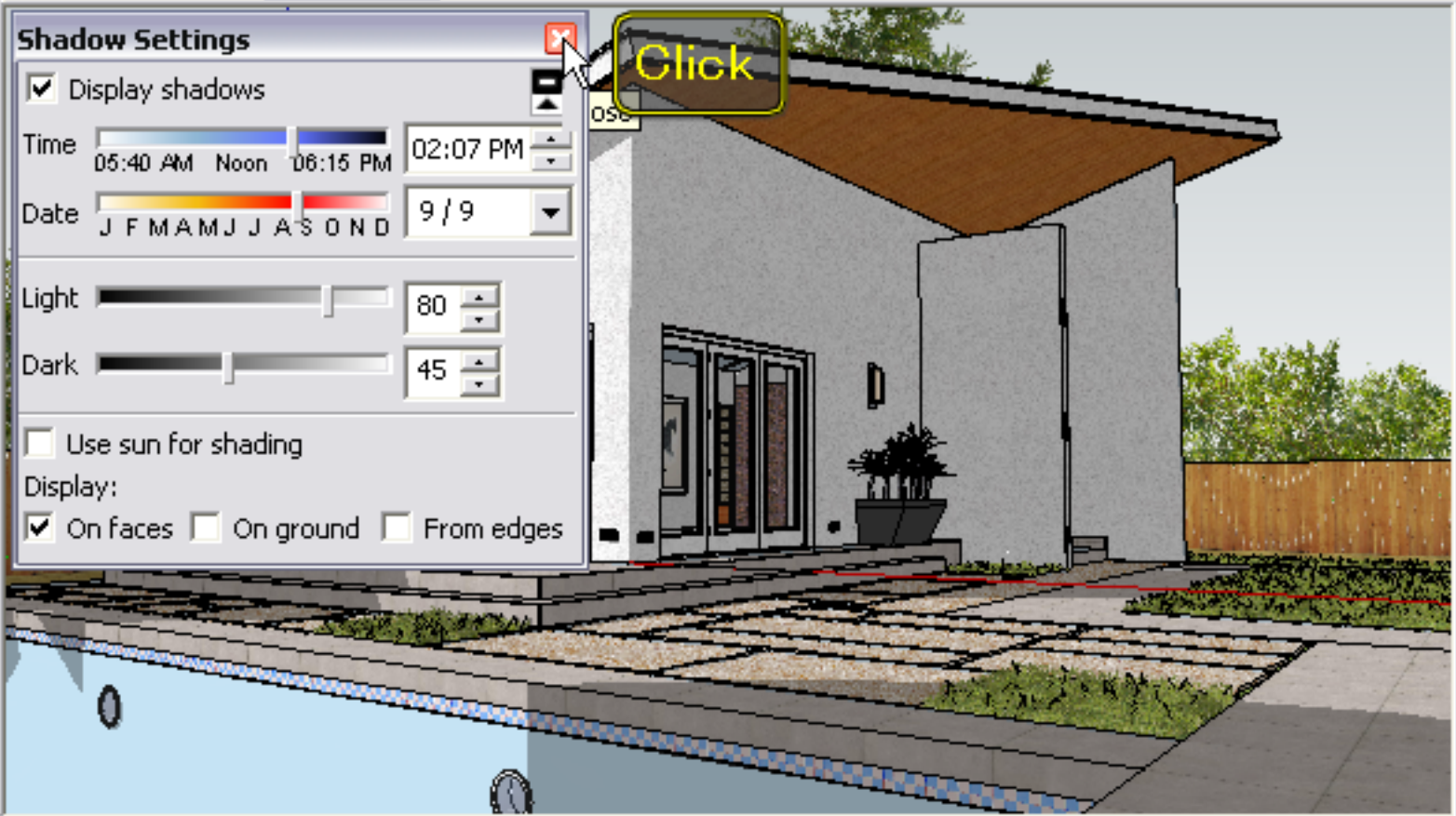
Light: 80

Dark: 45

Use sun for shading

Display:

On faces  On ground  From edges





トワイライトの太陽と空は SketchUp の影制御によってコントロールされます。トワイライトの「物理的な空」はデフォルトで有効です。それゆえ時刻によって色が変わり、シーンタブを用いての太陽のアニメをし、そしてレンダしたときすべての方向からシーンに光が与えられます。



File Edit View Camera Draw Tools Window Plugins Help

J F M A M J J A S O N D 05:40 AM Noon 06:15 PM

Layer0

Render1 LowCam RenderThis Inside PoolWaterTest (Sun-D Open Twilight Light Editor (Sky)



Select objects. Shift to extend select.

Measurements

Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 0 100

Click

Maximum S  
5.000

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files... Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

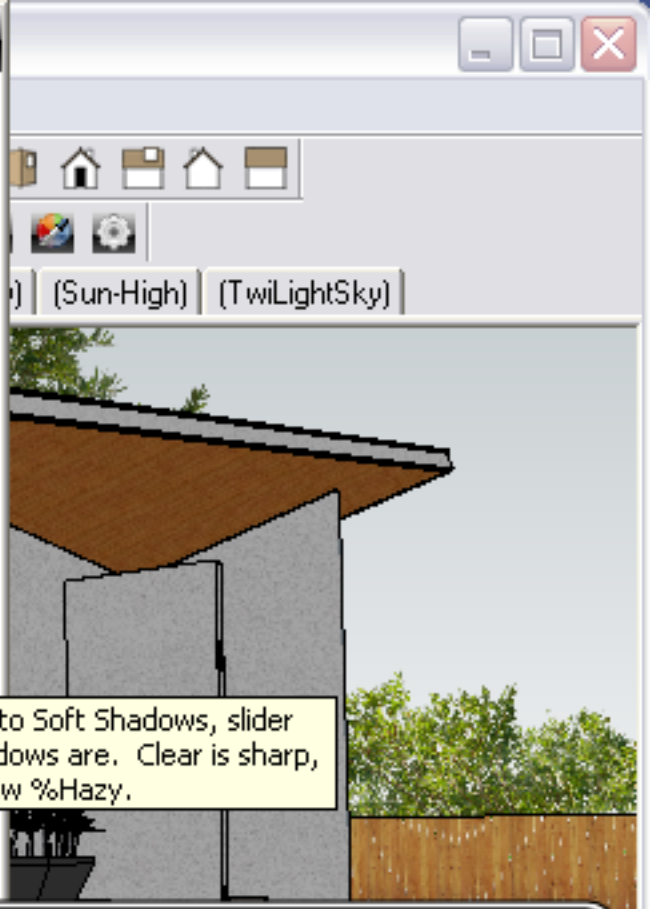
Sunlight Color:  
white

Sunlight:  
0 24 100

Drag-n-drop

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.

その影にリアルな太陽の錯覚を引き起こすために付け加えられる少しの柔軟性を太陽に与えます。



Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

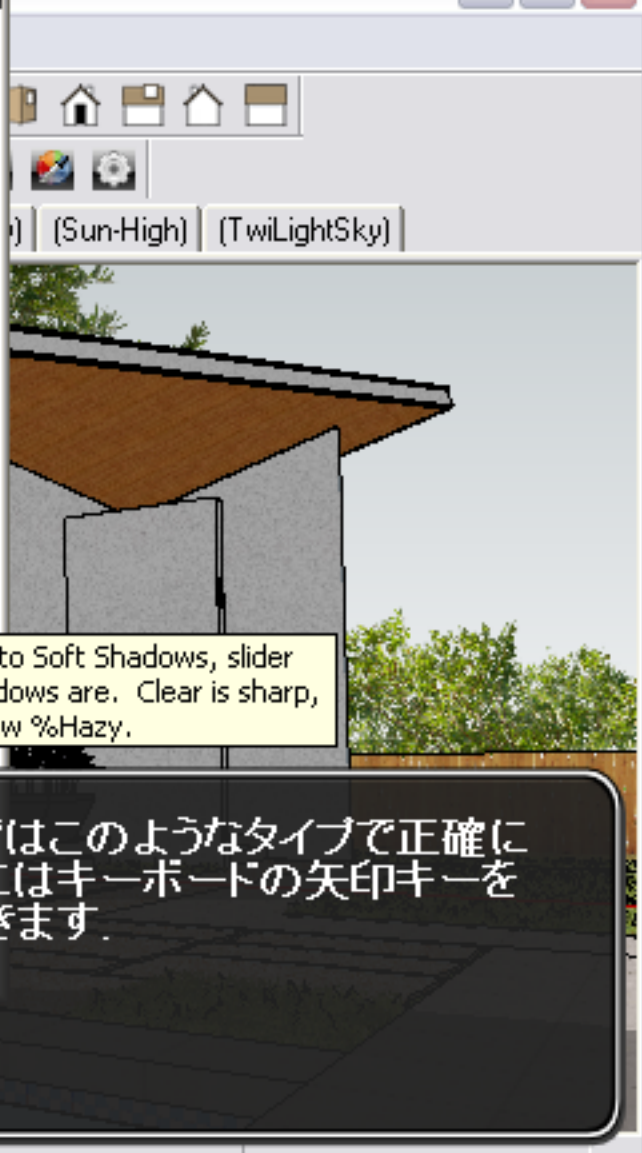
**Release**

Maximum S

5.000

If sunlight shadows are set to Soft Shadows, slider controls how blurry the shadows are. Clear is sharp, Hazy is blurry. Numbers show %Hazy.

トワイライトではこのようなタイプで正確に調整する時にはキーボードの矢印キーを使うこともできます。



Scene environment and render background

Background / Sky Type:

- Physical Sky
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Click

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

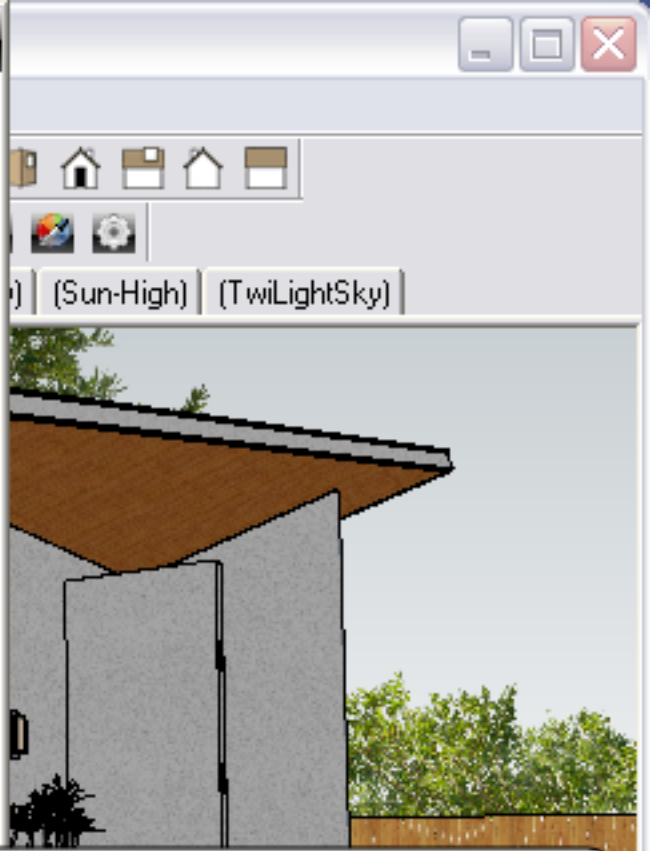
Sunlight Color: white

Sunlight: 0 25 100

Maximum Sun Intensity: 5.000

Background Image: C:\Program Files (x86) Browse

Background / Sky Rotation Angle: -180 0 180



トワイライトは多くの空選択オプションを持っています。物理的な空はレンダリング時にアニメートされるでしょう。しかし人は他のオプションを望むかもしれません。

- Standard
- Spot
- IES
- Projector
- Sun/Sky**

Scene environment and render background

Background / Sky Type:

- Physical Sky
- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe**

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

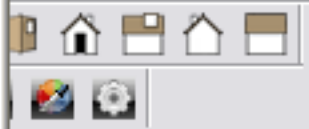
5.000

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



(Sun-High) (TwilightSky)



Scene environment and render background

Background / Sky Type:

Physical Sky

- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky
- Sky Probe

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



空プローブあるいは球形の空イメージがインターネット上の多くの場所で無料で利用できたり購入できます。トワイライトは PNG、JPG とHDRのようなすべての共通のイメージ形式を使うことが可能です。



Select objects Shift to extend select

Measurements

Scene environment and render background

Background / Sky Type:  
Spherical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
black

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

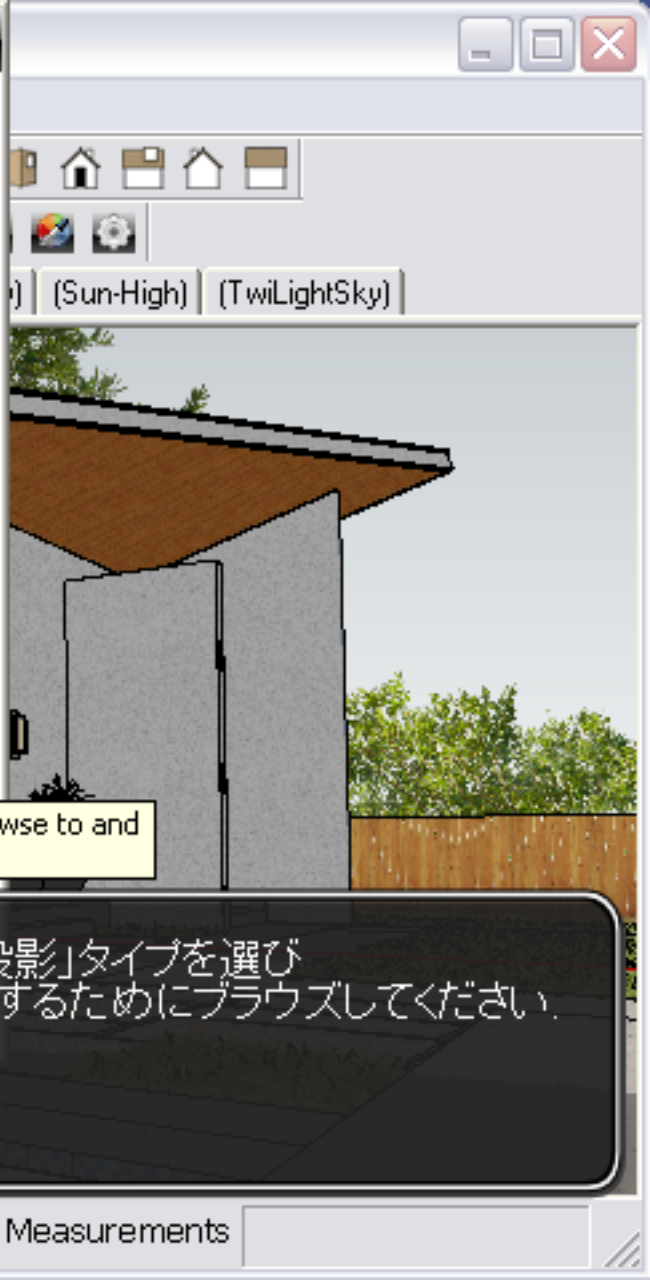
Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000

Click

For any of the image style backgrounds, browse to and select the image file to use.

あなたが差し込む空の「投影」タイプを選び  
それからイメージをロードするためにブラウズしてください。





Scene environment and render background

- Background / Sky Type:
- Spherical Sky
  - Background Color
  - Background Centered Image
  - Background Tiled Image
  - Background Fit Image
  - Sky Color
  - Hemispherical Sky
  - Spherical Sky
  - Physical Sky
  - Sky Probe

Click

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color: white

Sunlight:

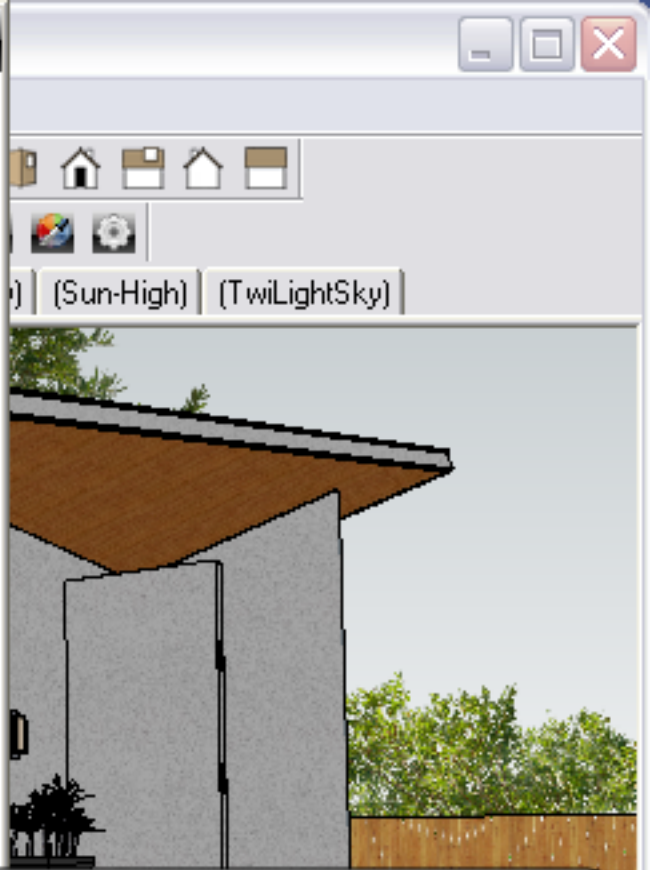
0 25 100

Maximum Sun Intensity: 5.000

Background Image: C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



ここでは単一野色で空をセットするでしょう

Scene environment and render background

Background / Sky Type:

Sky Color

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

black

Background Image:

C:\Program Files (xE) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

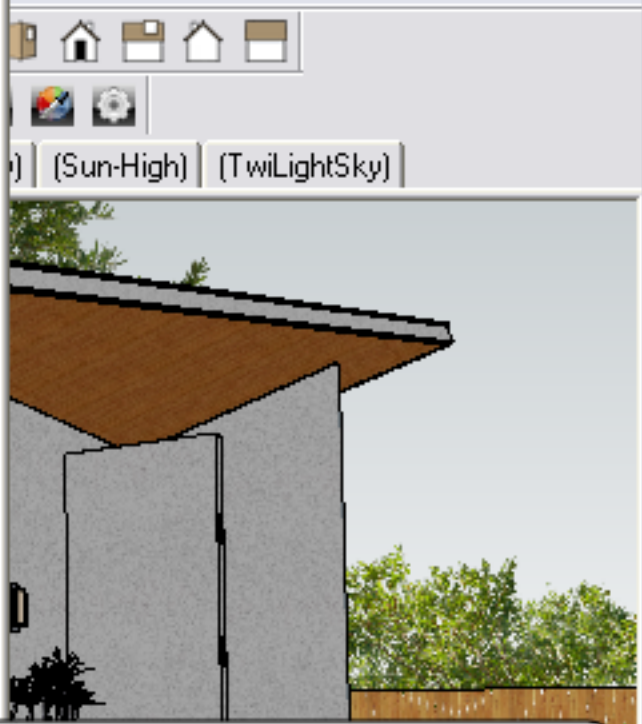
white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



単一色の空の設定は、太陽光のチェックボックスで不可に合わせたとき、モデルの周囲のライティングを相殺する素早い方法となり得ます。これはプロダクトショットのためにカメラマンの「ソフトボックス」効果を得るための早い方法となり得ます。

Scene environment and render background

Background / Sky Type:

Sky Color

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

black

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:

0 25 100

Maximum Sun Intensity:

5.000



(Sun-High) (TwilightSky)

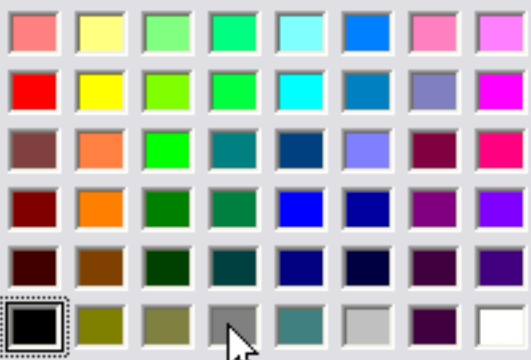


Select objects. Shift to extend select.


Measurements

**Color** [?] [X]

Basic colors:



Custom colors:



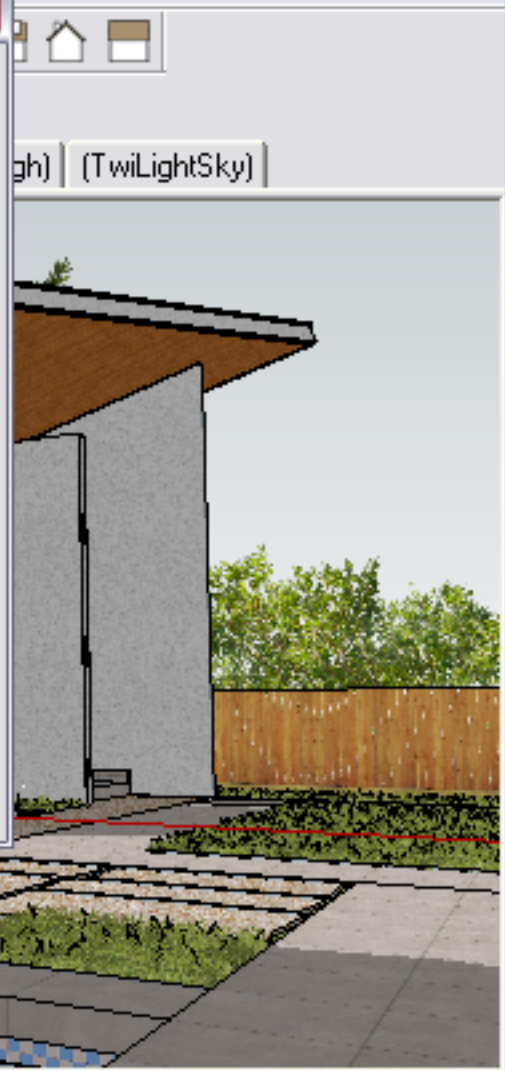
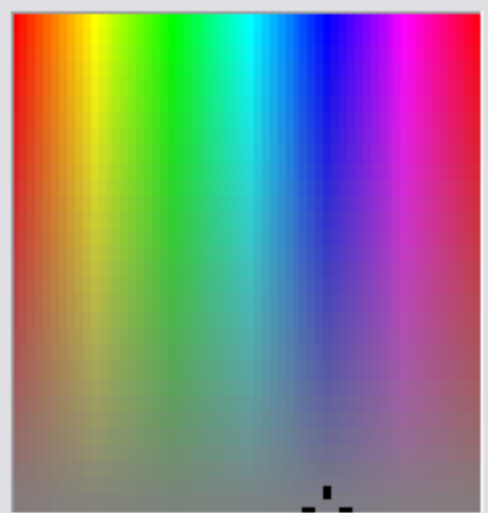
Define Custom Colors >>

ColorSolid

Hue: 160 Red: 0  
 Sat: 0 Green: 0  
 Lum: 0 Blue: 0

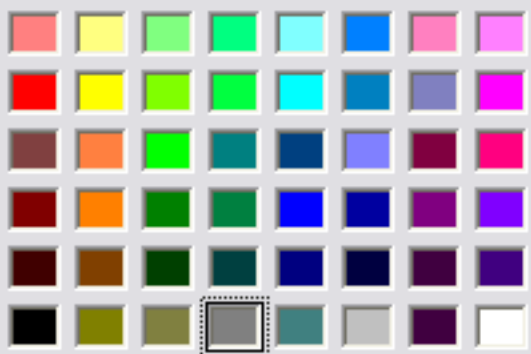
Add to Custom Colors

OK Cancel




**Color** [?] [X]

Basic colors:



Custom colors:



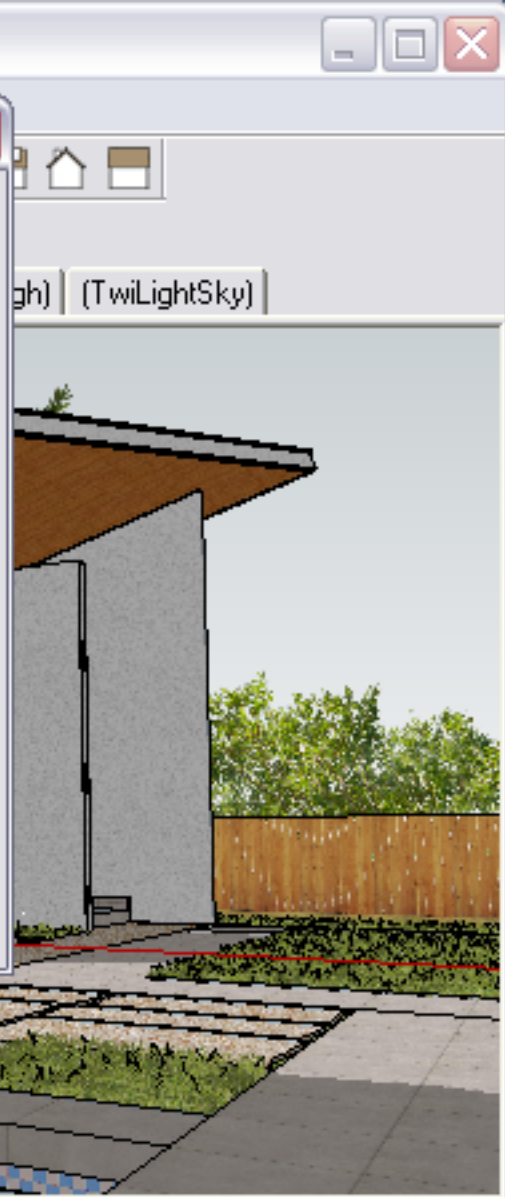
Click Define Custom Colors >>

ColorSolid

Hue: 160 Red: 128  
 Sat: 0 Green: 128  
 Lum: 120 Blue: 128

Add to Custom Colors

OK Cancel



Scene environment and render background

Background / Sky Type:

Sky Color

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

grey

Background Image:

C:\Program Files (x86

Browse

Background / Sky Rotation Angle:

-180

0

180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

white

Sunlight:



0

25

100



Maximum Sun Intensity:

5.000

Click



Select objects. Shift to extend select.

Measurements

Scene environment and render background

Background / Sky Type:

- Background Color
- Background Centered Image
- Background Tiled Image
- Background Fit Image
- Sky Color
- Hemispherical Sky
- Spherical Sky
- Physical Sky**
- Sky Probe

Click

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:

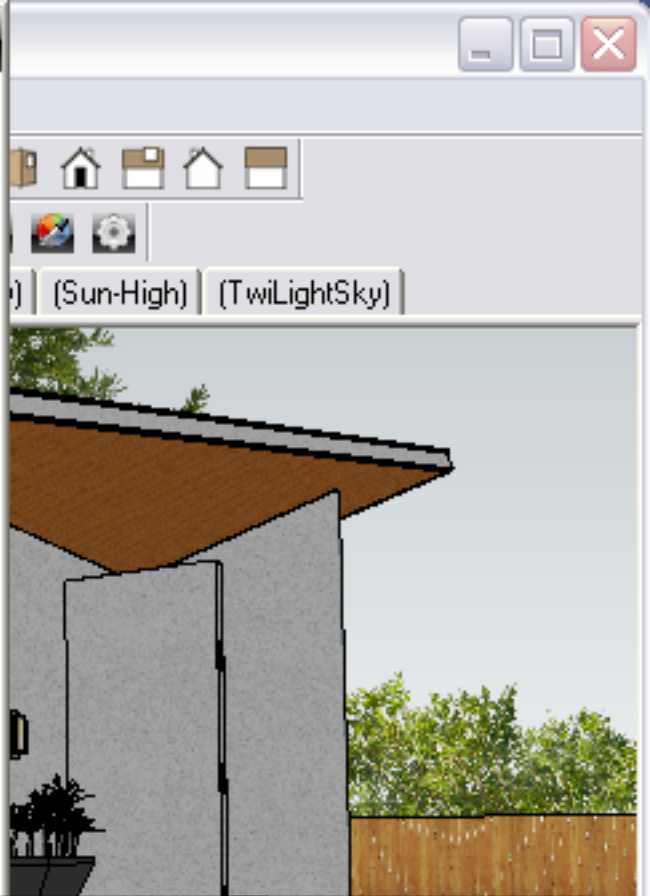
white

Sunlight:

0 25 100

Maximum Sun Intensity:

5,000



それではフィジカルスカイを使ってみましょう。



Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

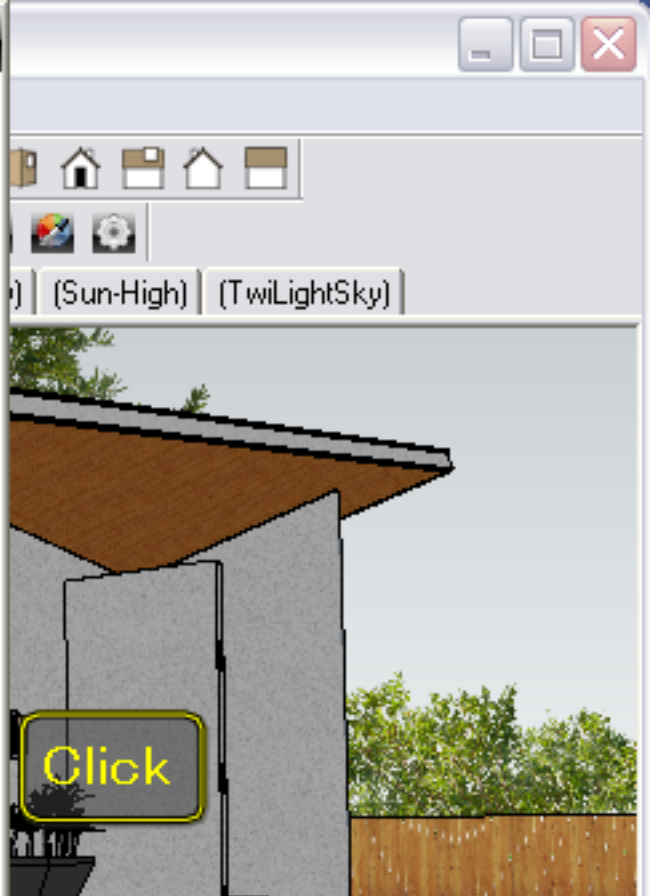
Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

Maximum Sun Intensity:  
4.000



ここで太陽の光の強度を調節することができず、しかしノーのためにデフォルトのままにしておきます



Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

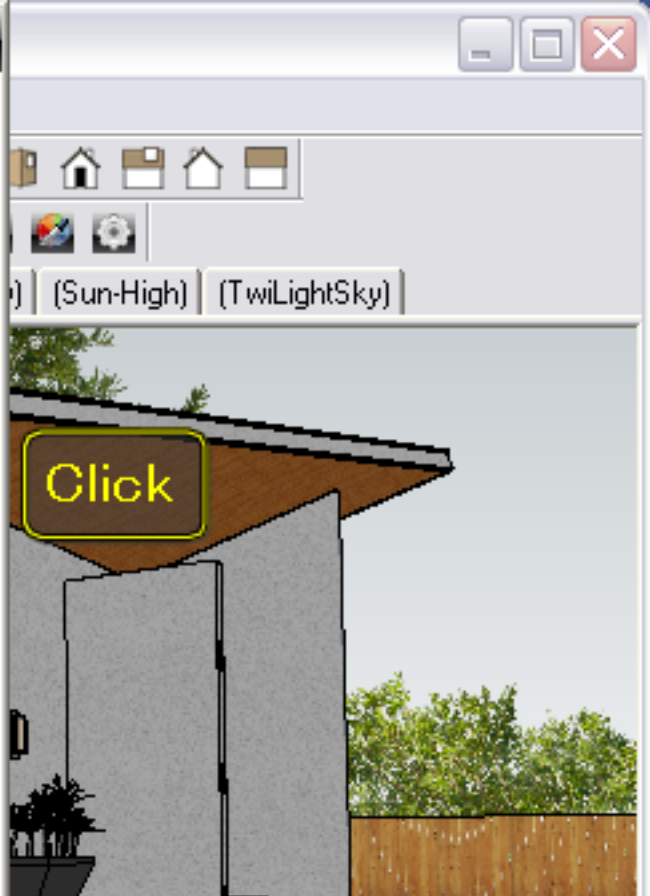
Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
white

Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000



太陽の色を変えることは照明に暖かさ  
あるいは特別な芸術的な効果を加えることができます

**Color** [?] [X]

Basic colors:

Custom colors:

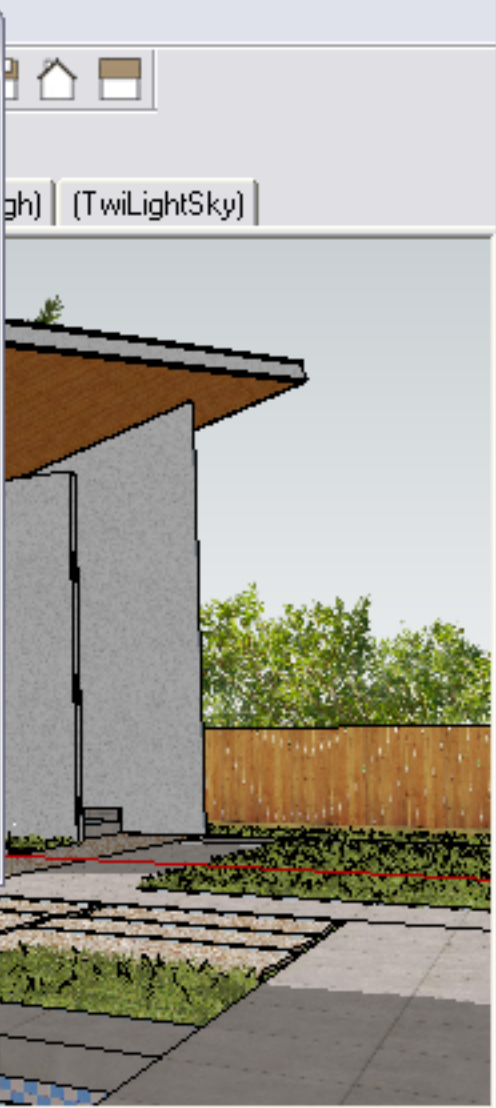
Define Custom Colors >>

ColorSolid

Hue: 160    Red: 255  
 Sat: 0    Green: 255  
 Lum: 240    Blue: 255

Add to Custom Colors

OK    Cancel



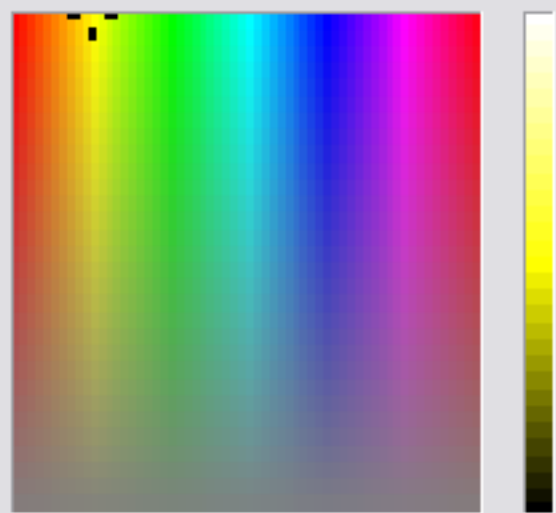
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

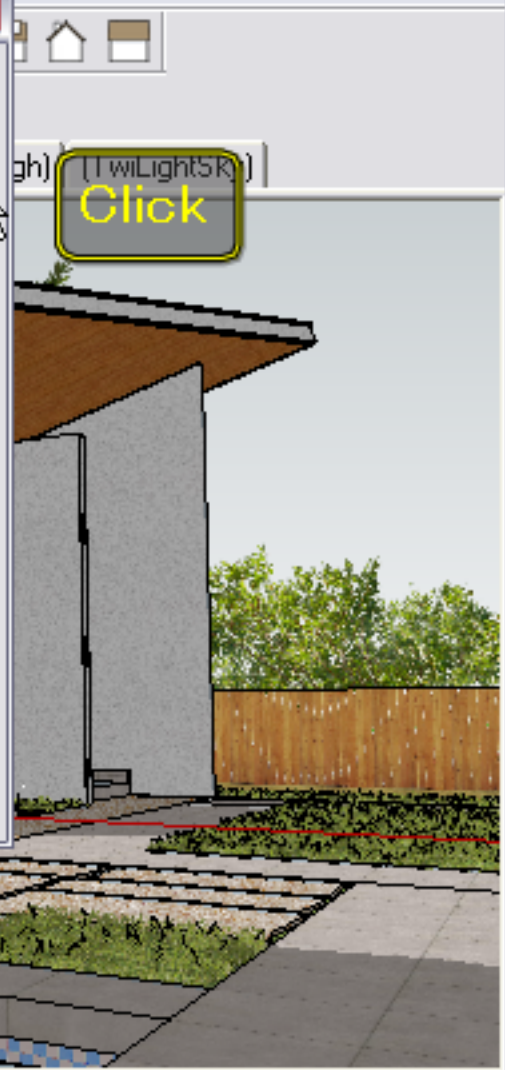
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="180"/>	Blue:	<input type="text" value="128"/>

Add to Custom Colors



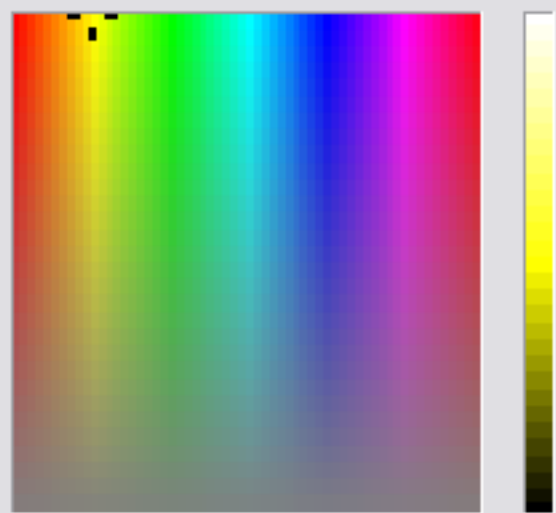
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="233"/>	Blue:	<input type="text" value="240"/>

Add to Custom Colors

**Drag-n-drop**  
[TwilightSky]



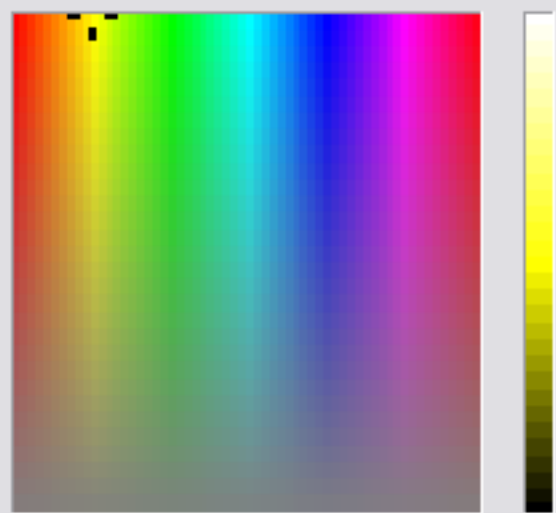
**Color** [?] [X]

Basic colors:

Custom colors:

Define Custom Colors >>

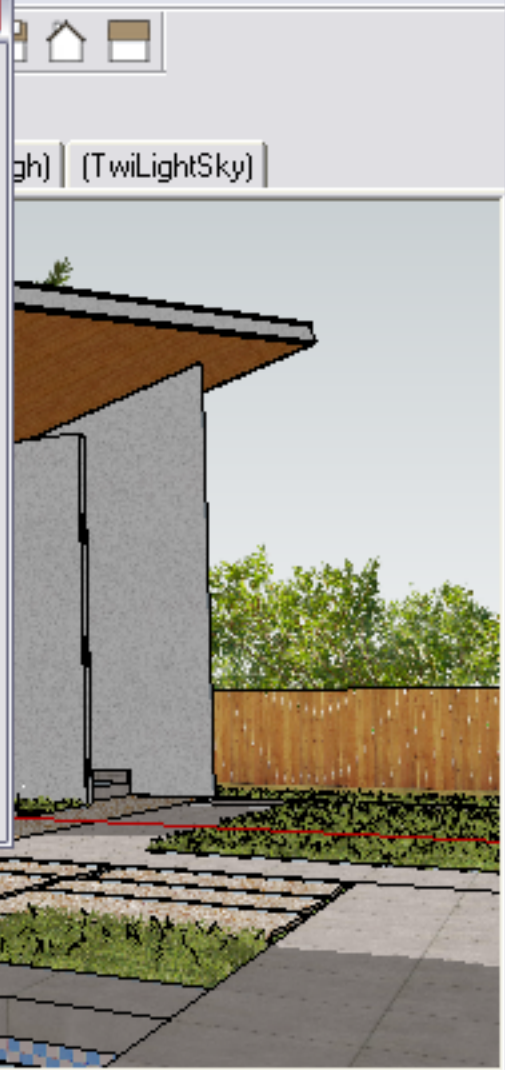
OK Cancel



ColorSolid

Hue:	<input type="text" value="40"/>	Red:	<input type="text" value="255"/>
Sat:	<input type="text" value="240"/>	Green:	<input type="text" value="255"/>
Lum:	<input type="text" value="233"/>	Blue:	<input type="text" value="240"/>

Add to Custom Colors



Click

Scene environment and render background

Background / Sky Type:

Physical Sky

Sky Brightness:

1.000

Dusty Sky (Turbidity):

2.000

Background Color:

grey

Background Image:

C:\Program Files (x86) Browse

Background / Sky Rotation Angle:

-180 0 180



Click

Sunlight Enabled

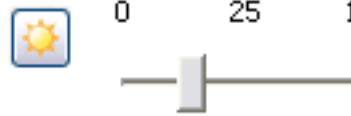
Sunlight Casts Shadows

Soft (Blurry) Shadows

Sunlight Color:

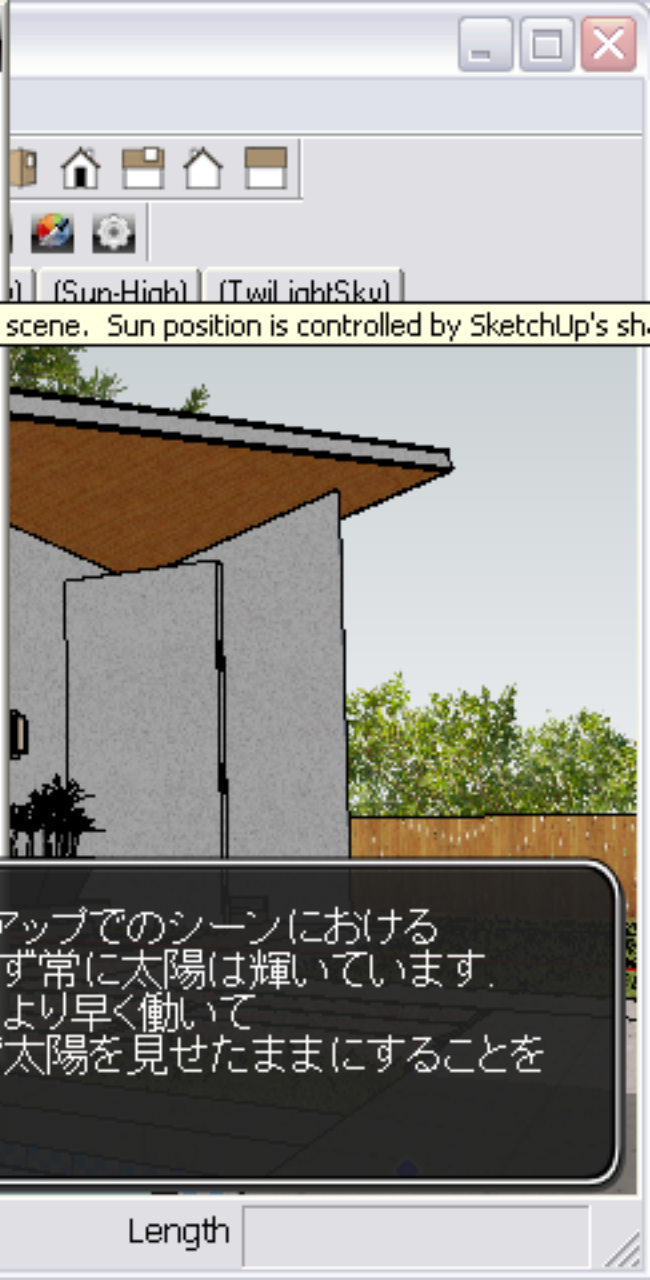
rgb(255, 255, 240)

Sunlight:



Maximum Sun Intensity:

5.000

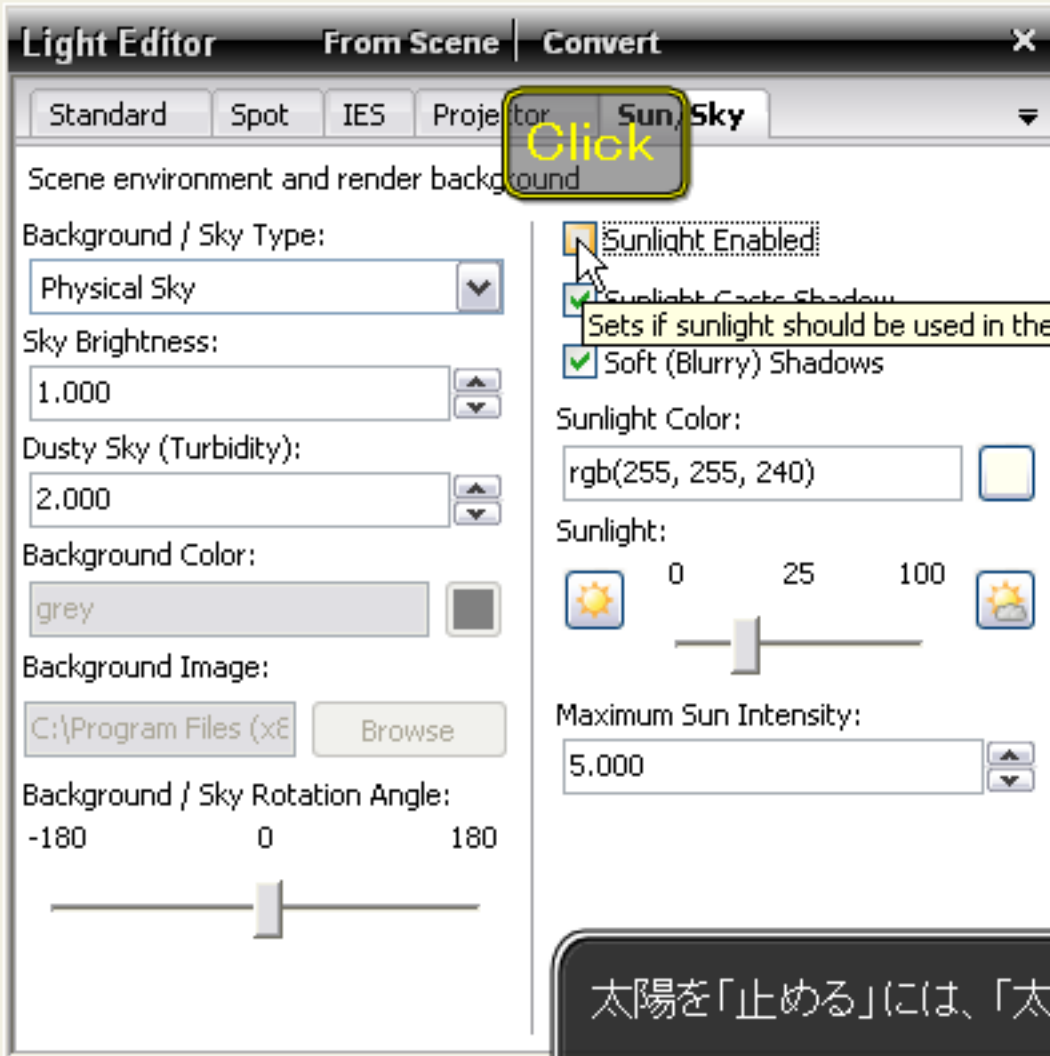


トワイライトではスケッチアップでのシーンにおける影のオンオフにかかわらず常に太陽は輝いています。これは影がオフの状態でもより早く働いてレンダリングプレビューで太陽を見せたままにすることを可能にします。



Select start point

Length



太陽を「止める」には、「太陽使用可能」チェックボックスの  
選択を取り消します。

今は太陽を使用可能なままにしておきます。

Standard Spot IES Projector **Sun/Sky**

Scene environment and render background

Background / Sky Type:  
Physical Sky

Sky Brightness:  
1.000

Dusty Sky (Turbidity):  
2.000

Background Color:  
grey

Background Image:  
C:\Program Files (x86) Browse

Background / Sky Rotation Angle:  
-180 0 180

- Sunlight Enabled
- Sunlight Casts Shadow
- Soft (Blurry) Shadows

Sunlight Color:  
rgb(255, 255, 240)

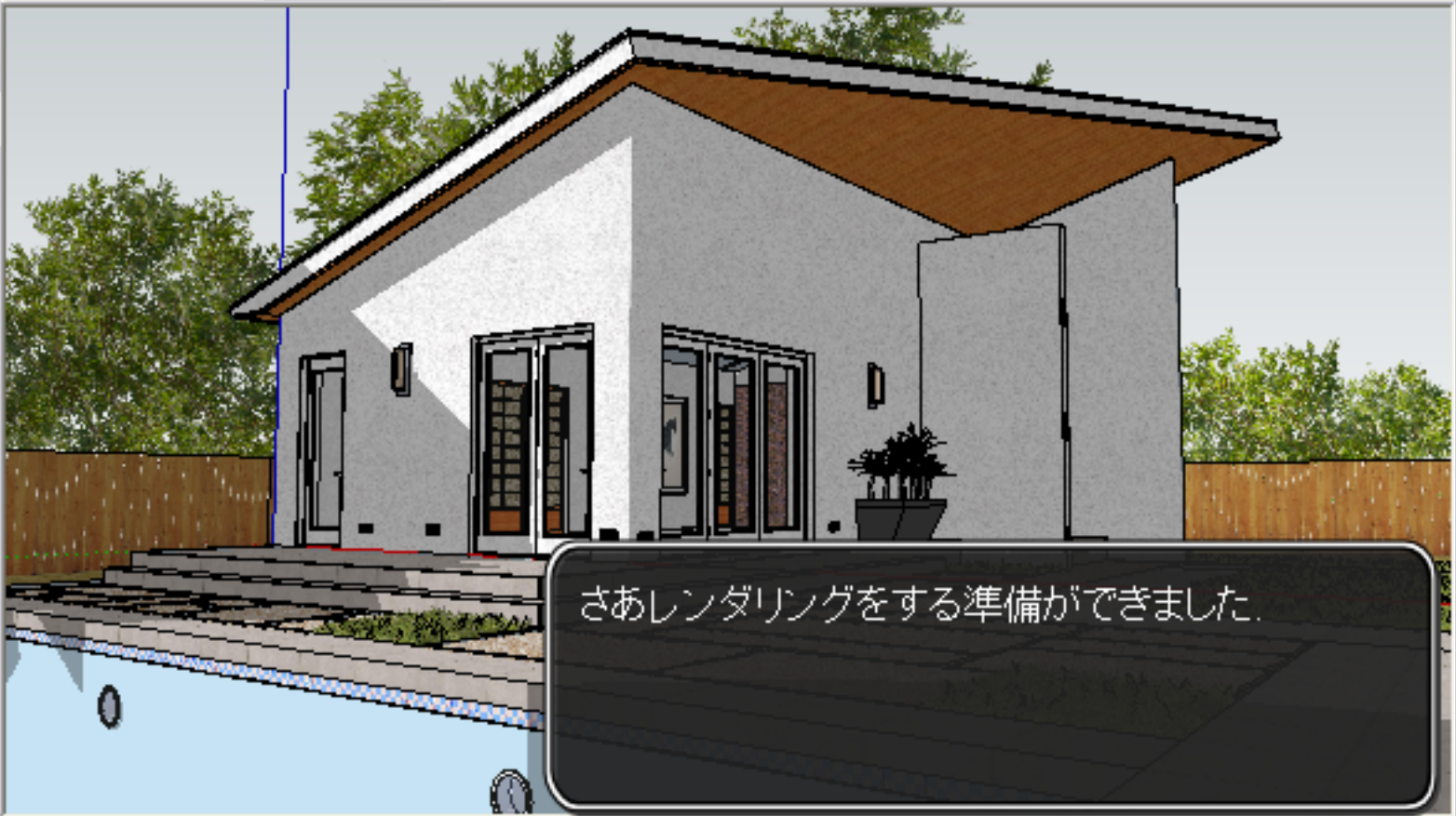
Sunlight:  
0 25 100

Maximum Sun Intensity:  
5.000

(Sun-High) (TwilightSky)







さあレンダリングをする準備ができました。