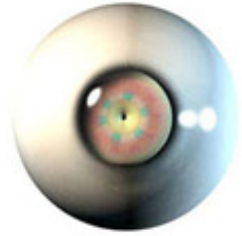


REALSITIC CREATURE EYES

Intermediate Skill Level



**3D CHARACTER
DESIGN**

Knowing how to model and texture an anatomically correct eye is an important skill. Most vertebrate eyes share a few common features. Using these, create 4 sets of creature eyes. (See the class website for examples of animal eyes)

The four shapes needed to model a convincing eye are:

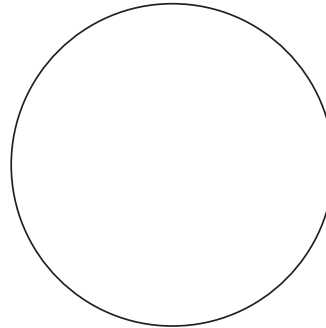
A small flat cylinder



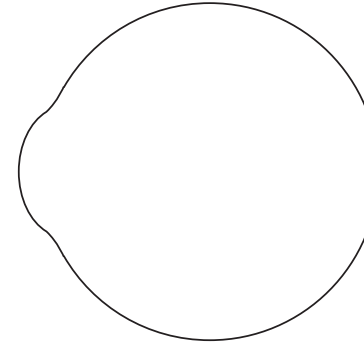
A flattened torus to make the iris.



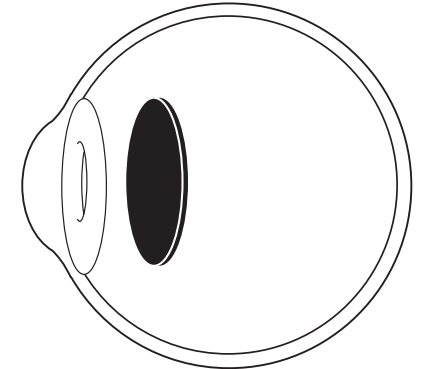
A sphere to place the opacity map onto.



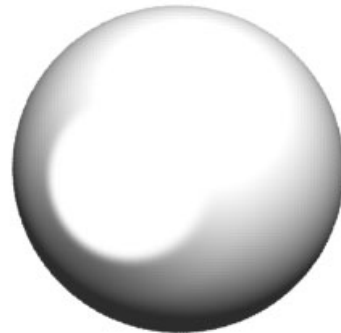
A sphere with a "corneal bulge" made by soft selection.



Finished Eyeball



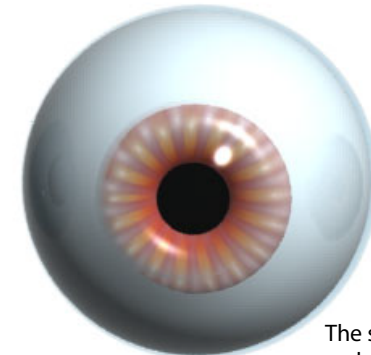
The torus is placed inside the smallest sphere.



The smallest sphere has an opacity map material. It generates a see-thru area so you can see the iris inside.



The larger sphere has a "Clear Glass" material. It makes the eyeball look like it is moist and shiny.



The small black cylinder goes behind the iris to make the inside of the eye look black.