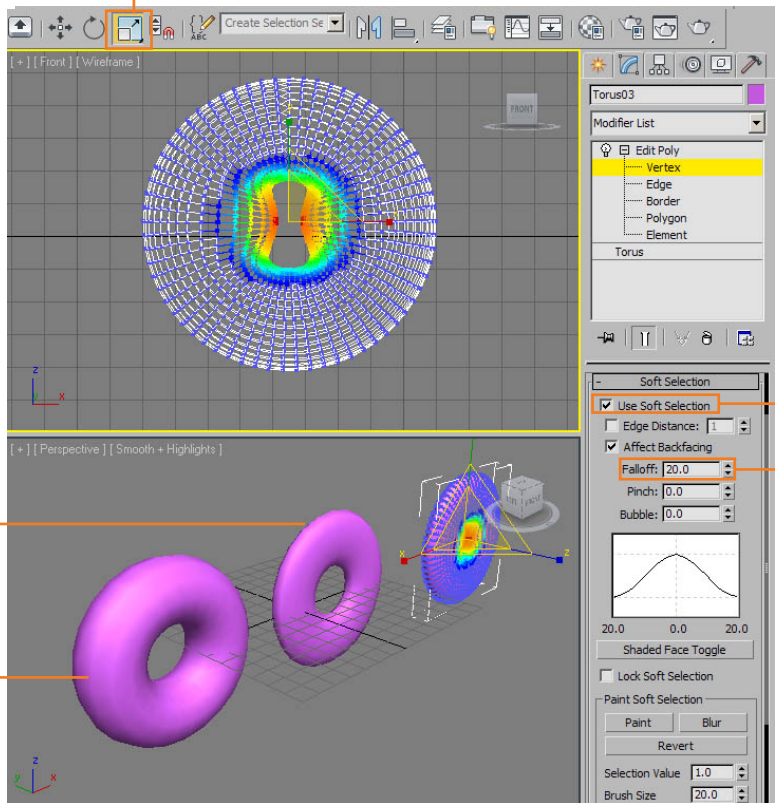


# REALSITIC CREATURE EYES

Intermediate Skill Level

This is how you can shape the pupil of the eye. The pupil is actually just a hole created by the iris muscle.

1. Make a torus with plenty of segments
2. Flatten it to the your desired thickness with the "Scale" tool



3. Apply an "Edit Poly" modifier to the torus

4. Turn on "Soft Selection".

5. Select the vertices you want to move and adjust the soft selection "Fall Off" grab the right amount.

6. Use the "Scale" tool reshape the iris/pupil.

