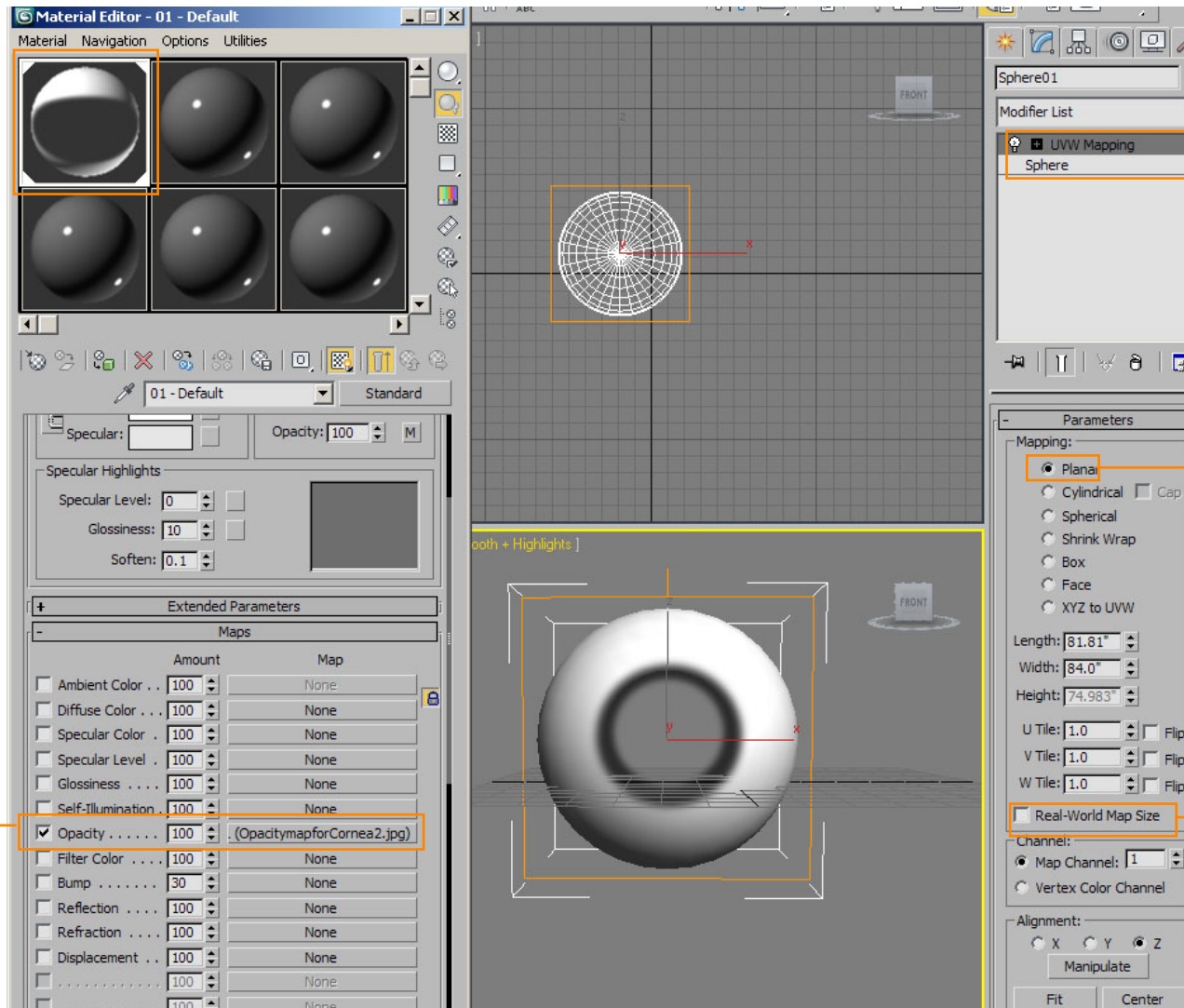# Realsitic Creature Eyes

Intermediate Skill Level

An opacity map is used to make part of the small sphere see-thru. In this case, the opacity map is just a black dot on a white JPEG. You can use can use the one on our class web site. There is a link to it on the "Class Resources" panel near the bottom of the web page.

2. Apply a UVWMap

1. Place the opacity map into the "Opacity" slot in the maps panel.

3. Set the map to 'Plane" and turn off "Real World".