SoCal ROC — Career Technical Education
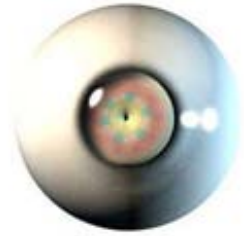
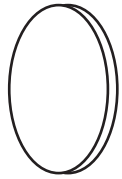# REALSITIC CREATURE EYES

Intermediate Skill Level

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)

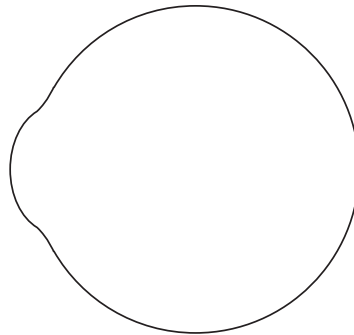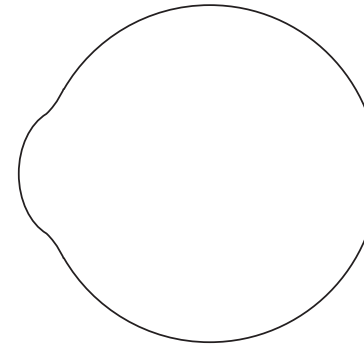## The four shapes needed to model a convincing eye are:

A small flat cylinder

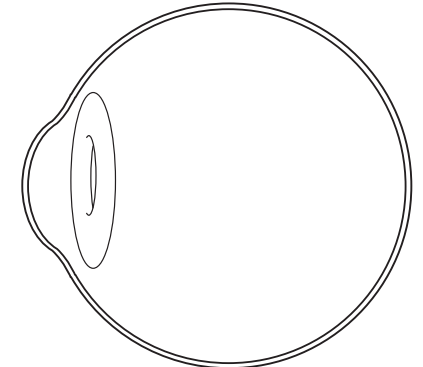A flattened torus to make the iris.

A sphere with a "corneal bulge" made by soft selection.
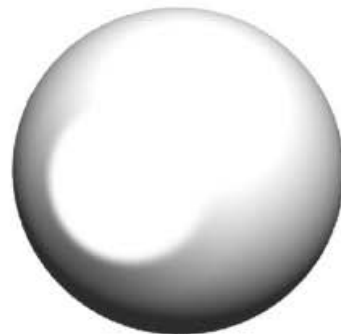
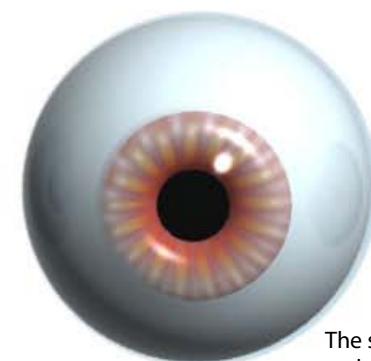A copy of the previous sphere shape that has been "slightly "enlarged.

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 shiney.

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

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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

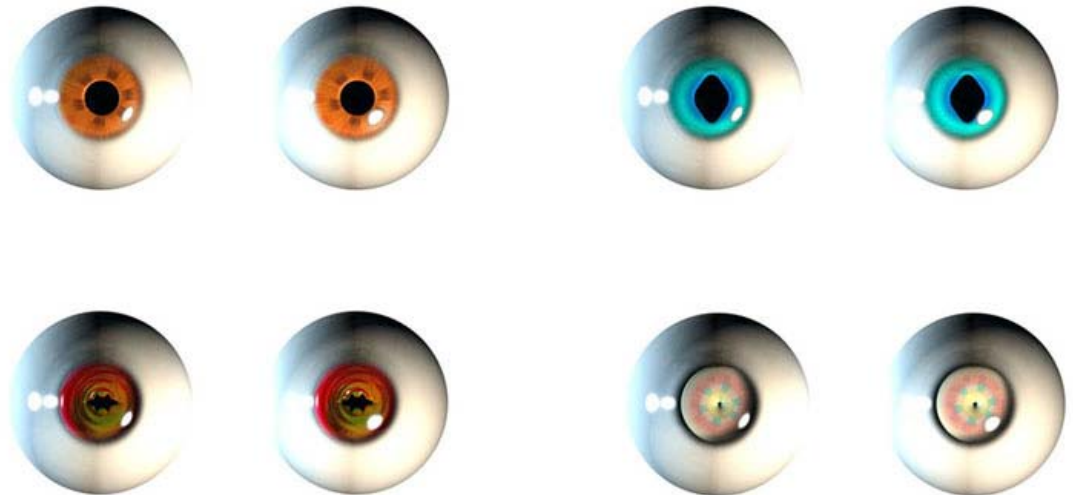**2.** Flatten it to the your desired thickness with the "Scale" tool
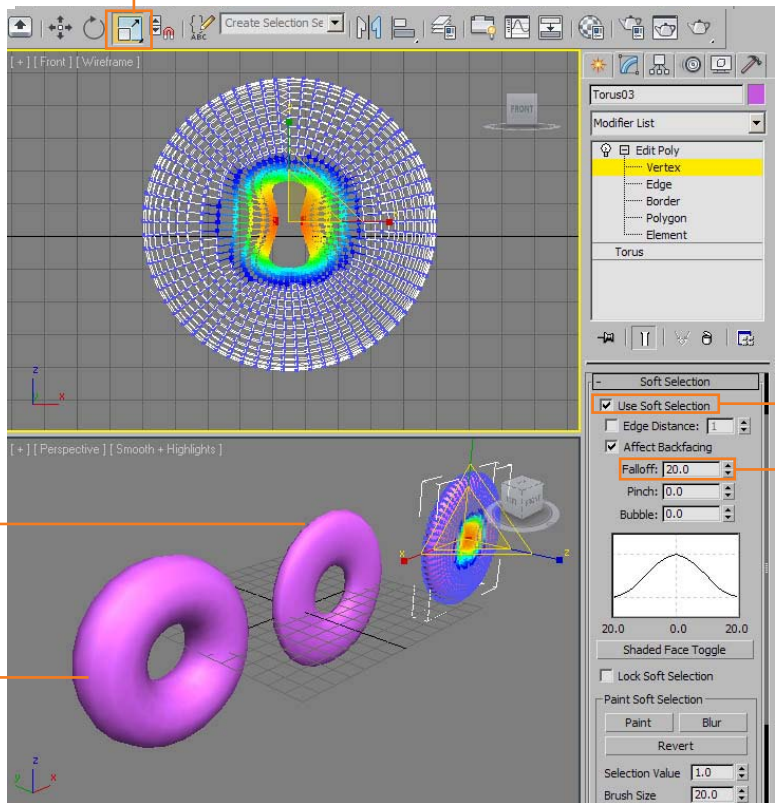
3. Apply an "Edit Poly" modifier to the torus

4. Turn on "Soft Selection".

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

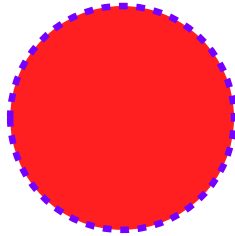**6.** Use the "Scale" tool reshape the iris/pupil.
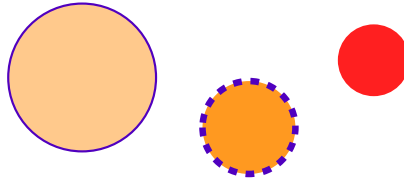
REALSITIC CREATURE EYES

Intermediate Skill Level

3D CHARACTER DESIGN

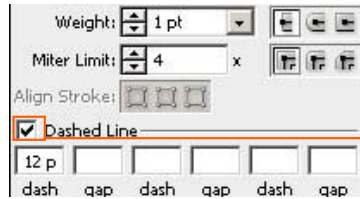**The iris is the colorful flattened , donut shaped muscle that surrounds the pupil**

2. Make several circles - each one smaller than the one before.
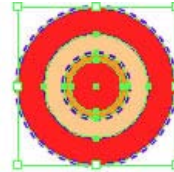
1. Open Adobe Illustrator

3. Color them with different fills and stroke colors. Dotted strokes are made by selecting the "Dashed Line" option on the "Stroke" Panel.

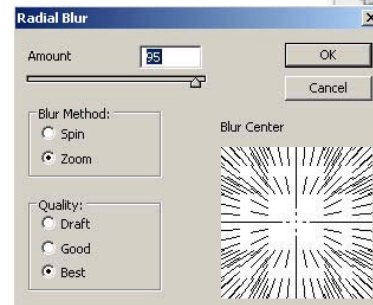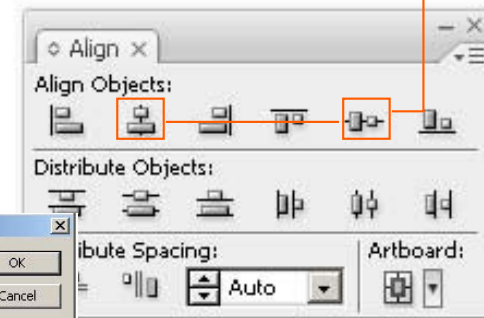**4.** Use the "Align" tool set to align the circles into one center point.

Weight: 1 pt
Miter Limit: 4   x
Align Stroke:
☑ Dashed Line
12 p
dash gap dash gap dash gap
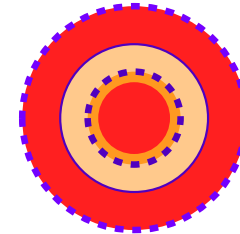
5. Select the circles, copy them.

6. Open PhotoShop.

7. Go to FIle - New
8. Set the DPI to 300
9. Click "OK"

Align ×
Align Objects:
Distribute Objects:
ibute Spacing: Artboard:
Auto

Radial Blur
Amount   95   OK
Cancel
Blur Method:
○ Spin   Blur Center
● Zoom
Quality:
○ Draft
○ Good
● Best

11. Use the Radial blur filter (and any other filters) to distort the circles into a cool iris pattern.

10. Paste your circles

12. Save as a JPEG and apply to your 3D Max Iris model

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.

Use can use the one on our class web site.