

REALISTIC CREATURE EYES

3D CHARACTER DESIGN

These are the steps you will follow to create a realistic 3d eye model

1. You will model 4 shapes in 3D Max: a sphere for the cornea, a slightly small sphere for the sclera, a torus for the iris and a small flat cylinder placed behind the iris to make the interior of the eye look dark.
2. To create the “hole” (pupil) in the front of the sclera sphere, you will can use the JPEG image on our class website. It is available under the “Additional Skills” heading. This JPEG image is merely a black dot with a fuzzy edge. You will use it as an “Opacity Map”.
3. Then you will make the design to place on the iris. The steps to this depend on your skill at using Adobe Illustrator and Adobe PhotoShop.

If you have no skill at either of these programs you may go online and search “Eye Iris” and download an image to use.

4. Then you will assemble all the elements into one eye model in 3d Max

