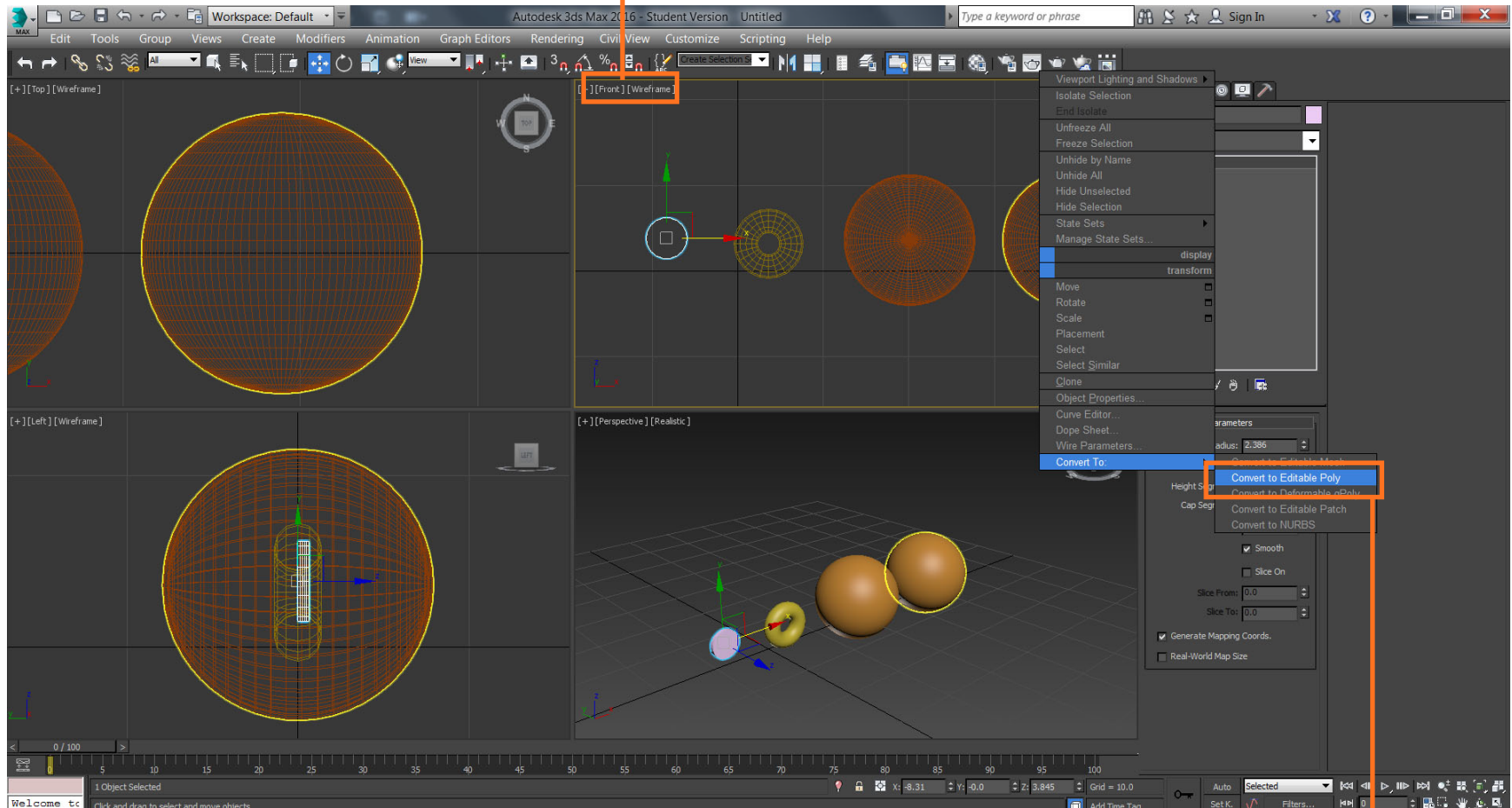


REALSITIC CREATURE EYES

1. Begin by making the four objects. Make them in the "Front Viewport". This way the poles of the spheres will be facing forward.



2. Line the four up as shown then right click on each and convert it to an "Editable Poly."