Realsitic Creature Eyes

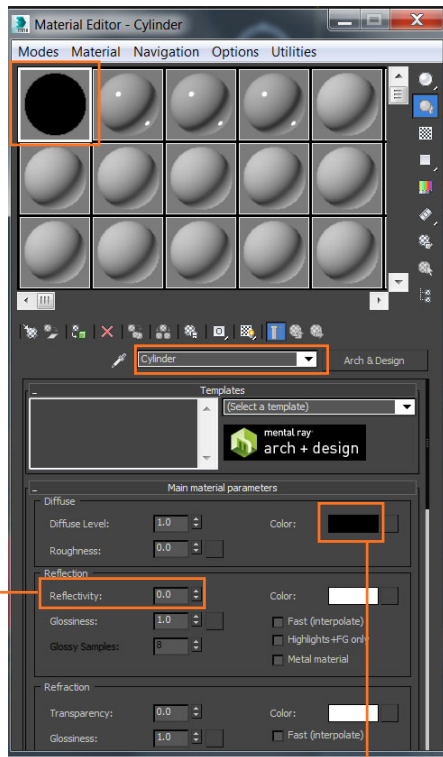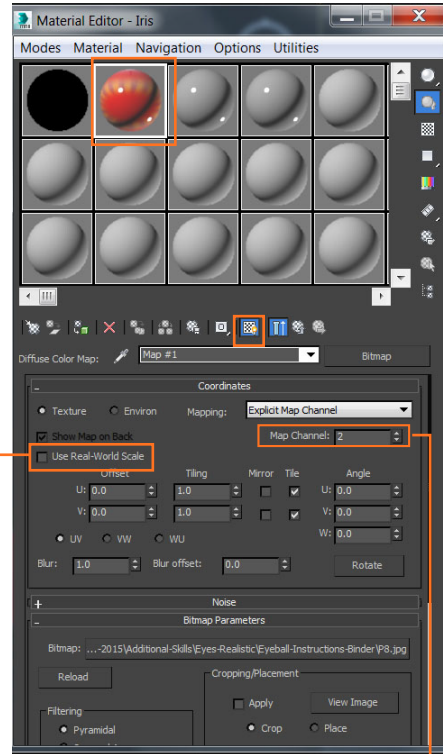**3D Character Design**

All four objects will have a "Material" placed - The Cylinder will be a simple black, the Iris wll have a photo of an iris, the small sphere will have an "Opacity" map and the large sphere will have a "Reflection" map.
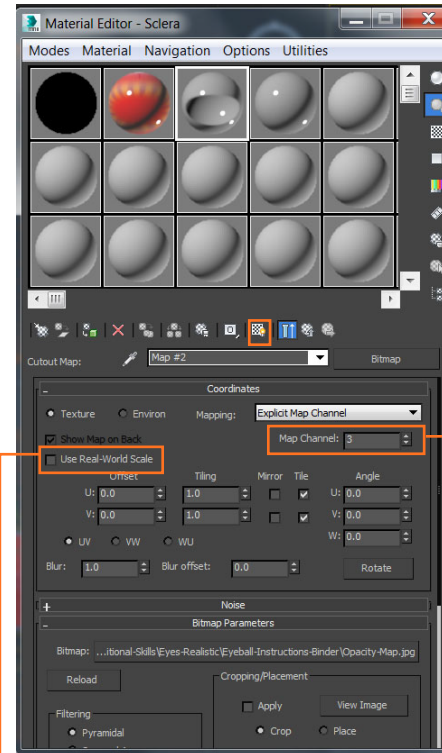
8.

Change Diffuse to Black
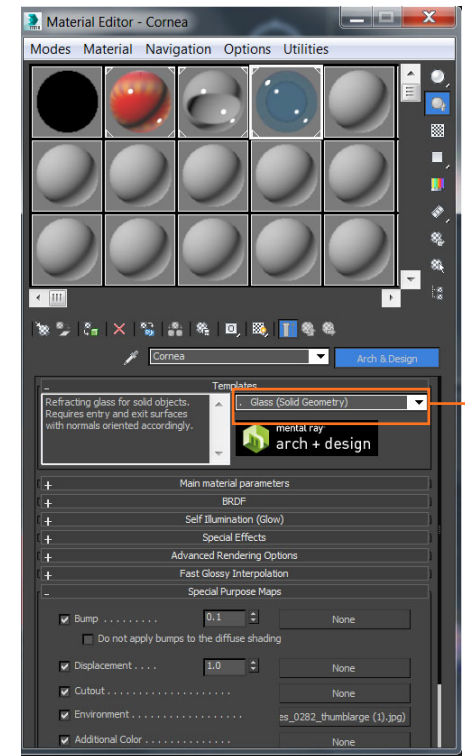Turn down Reflectivity

9.

Place the Iris image in the "Diffuse" slot.
Turn off Use Real World.
Change Map Channel ID to "2".

10.

Place "Opacity" map in the "Cut-Out" slot.
Turn off Real World
Change Map Channel ID to "3".

11.

Select "Glass (solid geometry)