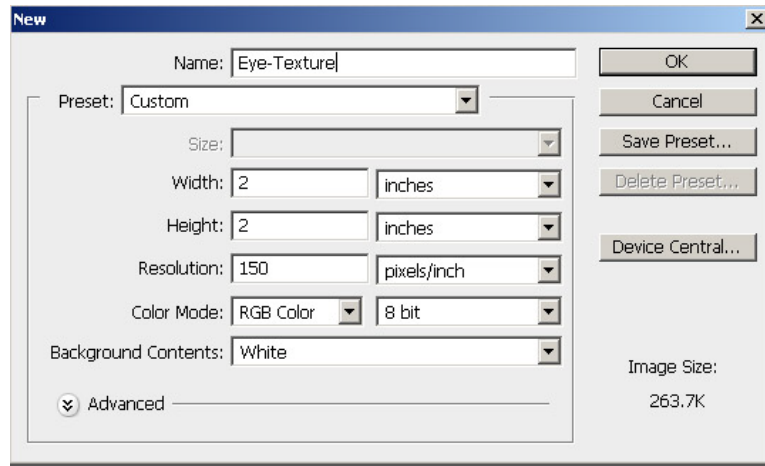


# SIMPLE JPEG EYE TEXTURE

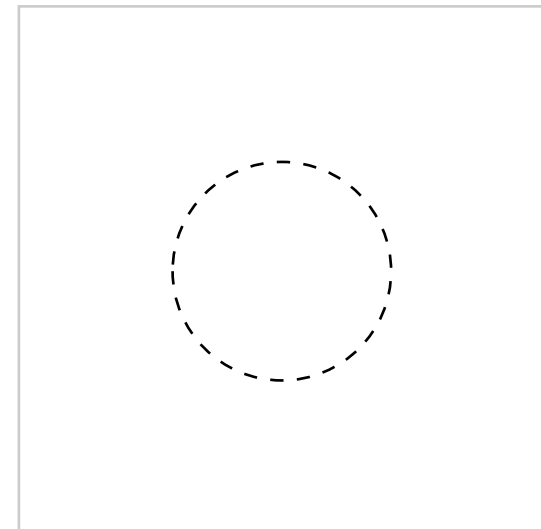
A quick way to make a texture for a character is a simple JPEG made in PhotoShop

1. Open a new file in PhotoShop. Match the settings as shown.

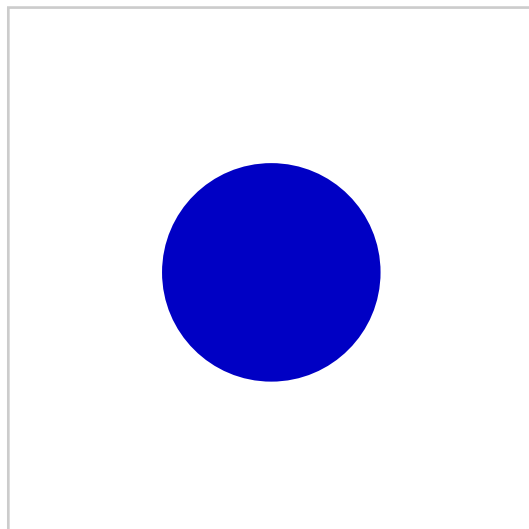


2. Select the "elipse" tool.

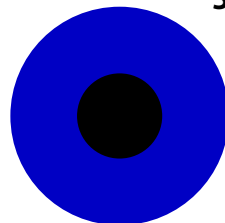
3. Hold the "Alt" & "Shift" keys and with the mouse make a circle in the middle of the canvas.



4. Select a color from the "color picker" and fill the circle using the "Paint Bucket".



5. Do it again making a smaller circle Fill this with black to make the eye's pupil.



6. Save it as a JPEG and apply it to your 3D Max sphere mesh.

