

REALSITIC CREATURE EYES

3D CHARACTER DESIGN

Knowing how to model and texture an anatomically correct eye is an important skill.

The four shapes needed to model a convincing eye are:

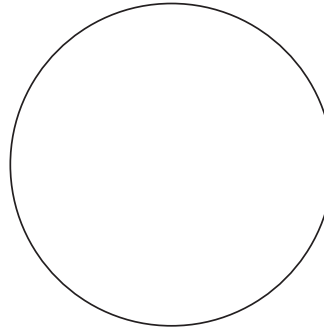
A small flat cylinder



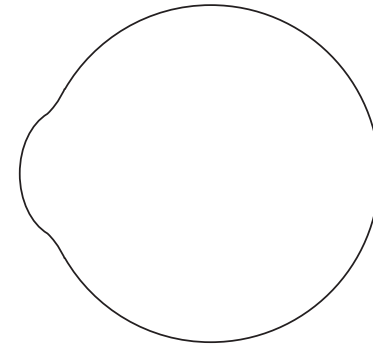
A flattened torus to make the iris.



A sphere to place the opacity map onto.



A sphere with a "corneal bulge" made by soft selection.



With materials are applied and UVW Maps set, you can assemble the parts together by attaching

