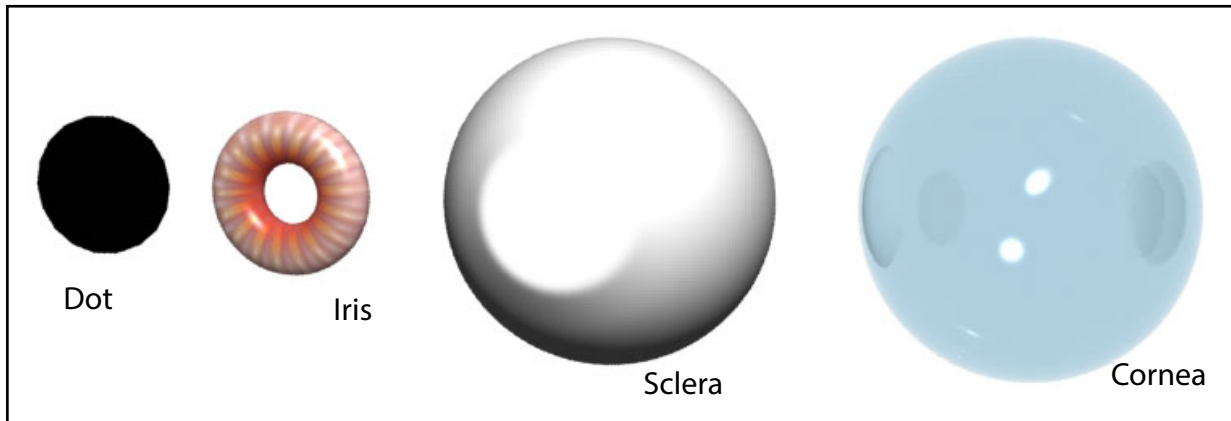


# REALSITIC CREATURE EYES

## 3D CHARACTER DESIGN

You now have four separate editable poly objects: a black disc, a torus, and two sphere objects. For the animation of the eyes to work properly we need to make all four shapes into one shape by “attaching” them all together at the “Edit Poly” level.



12. Select the black dot.
13. Find “Attach” on the modifier panel.
14. Click the iris, the sclera and the cornea.

