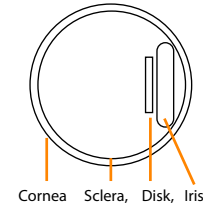


3D CHARACTER DESIGN

To finish all you need to do is use a "Look At" constraint to link the eyes to "dummy" object.

15. Once the eye parts are attached you can arrange them at the "element" sub object level. Then clone a copy of the eyeball.



16. Make a "Dummy" object in front of the eyeballs

17. Link the eyeball to the dummy object using a "LookAt" constraint.

The screenshot shows the Autodesk 3ds Max 2016 interface. The 'Constraints' menu is open, with 'LookAt Constraint' selected. A 'Dummy' object is visible in the scene, and a 'LookAt Constraint' is applied to it. The 'LookAt Constraint' animation panel is open, showing the following settings:

- Target: Dummy001, Weight: 50
- Weight: 50.0
- Keep Initial Offset:
- Viewline Length: 100.0
- Viewline Length Absolute:
- Set Orientation:
- Reset Orientation:
- Select LookAt Axis: X Y Z Flip
- Select Upnode: World None
- Upnode Control: LookAt Axis Alignment
- Source/Upnode Alignment: X Y Z Top
- aligned to Upnode Axis: X Y Z

18. Adjust to these settings in the animation panel.