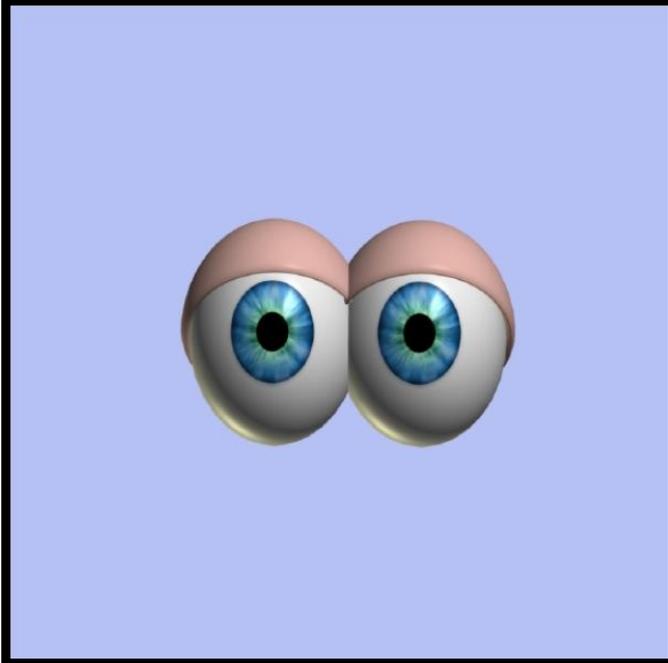
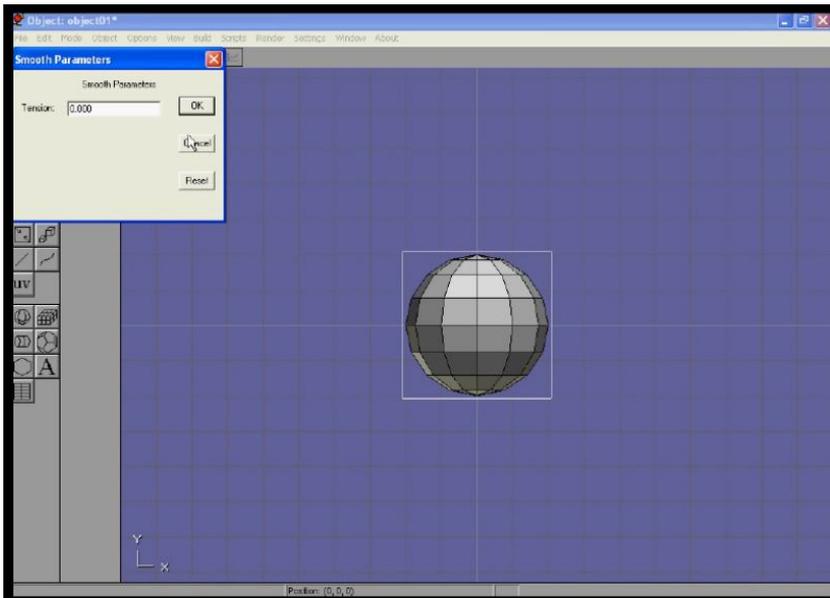
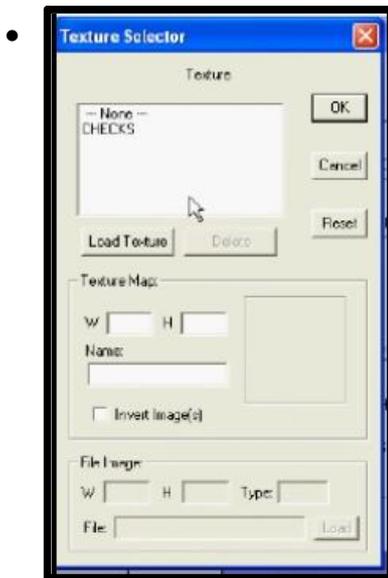


CARTOON EYES

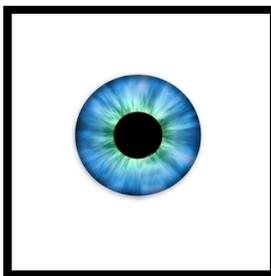


In the object mode editor, open up a sphere. Then locate it the sphere to centre of the page, by going to the edit top buttons then LOCATE TO CENTRE OF ORIGIN, this places the sphere in the centre of the screen. Now convert to mesh and subdivide. See below –

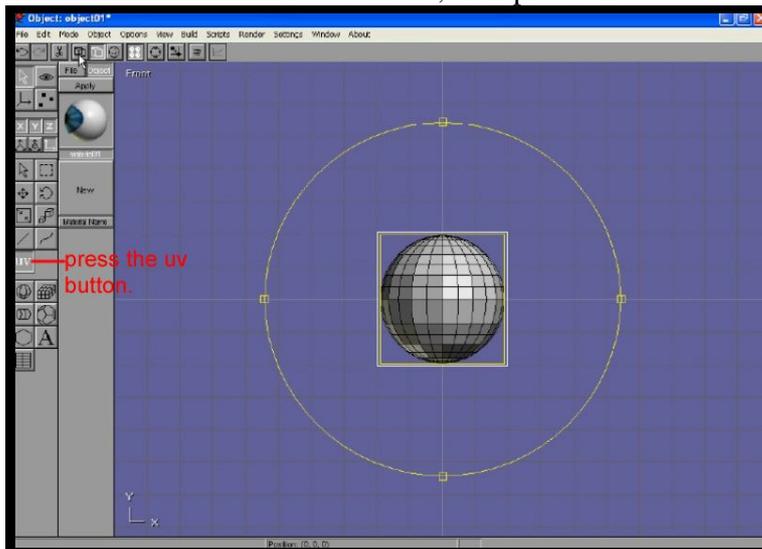




Go into the material editor, click onto the diffuse button then load the iris texture from the cartoon eye file.

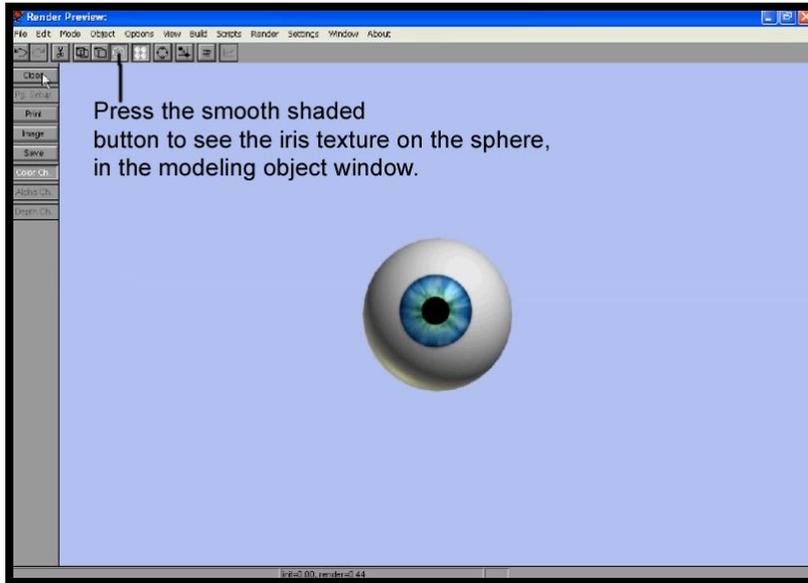


load texture, then press ok.



Press the UV button.

Because your sphere is located at the centre of origin of the screen, the iris will be mapped straight on to the sphere. Press the smooth shaded button, which is located on the top panel this will enable you to see the texture in the modeling object window.



In the material editor, you may wish to increase the specular of the material, this will increase the shininess, this gives the 3d eye a photo-realistic quality. Do some test renders.

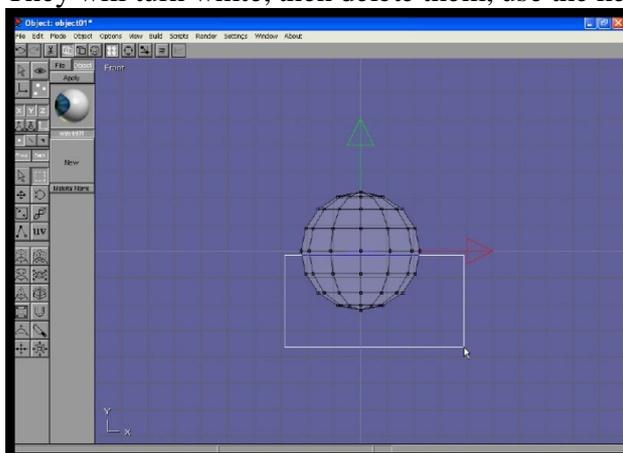
EYE LID

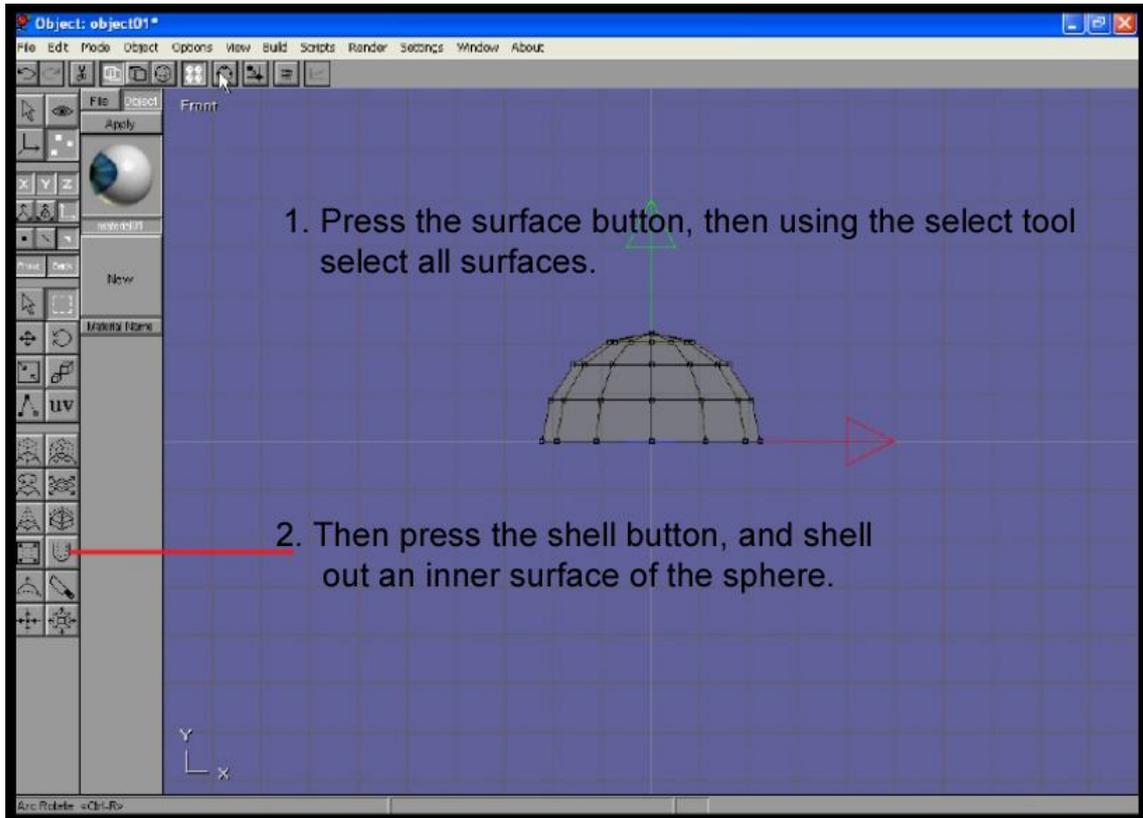
Select the eyeball, then go to the edit menu then go down to the HIDE option, now the eyeball is out of view.

Create another sphere, locate it to the centre of the screen, convert it to a mesh (from the build options drop down menu)

Now subdivide the mesh, (this makes the mesh smoother, it does by increasing the amount of surfaces.)

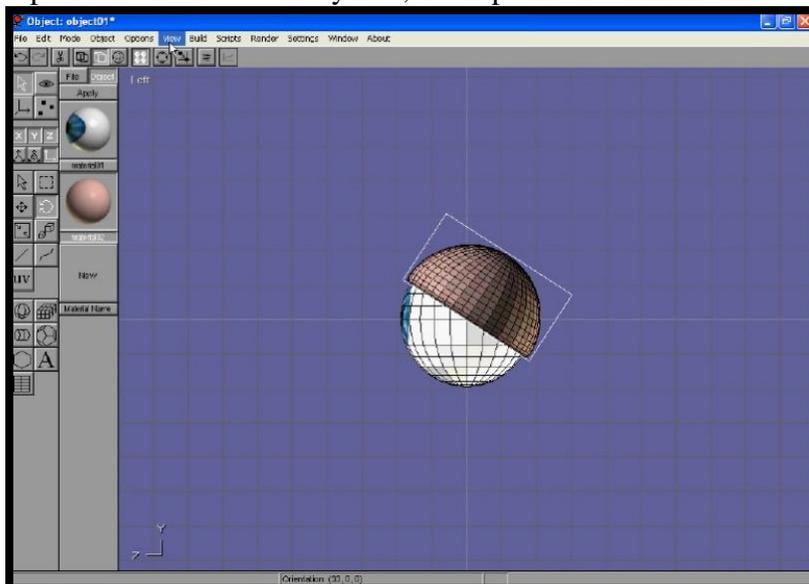
Go into the object point edit mode, and using the select tool key, select the lower vertex They will turn white, then delete them, use the keyboard delete button.





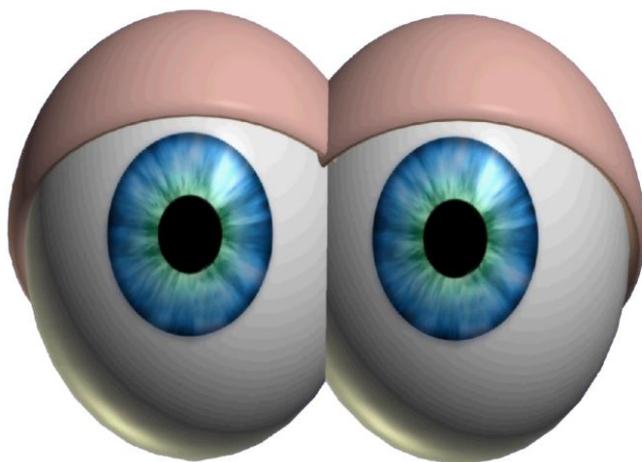
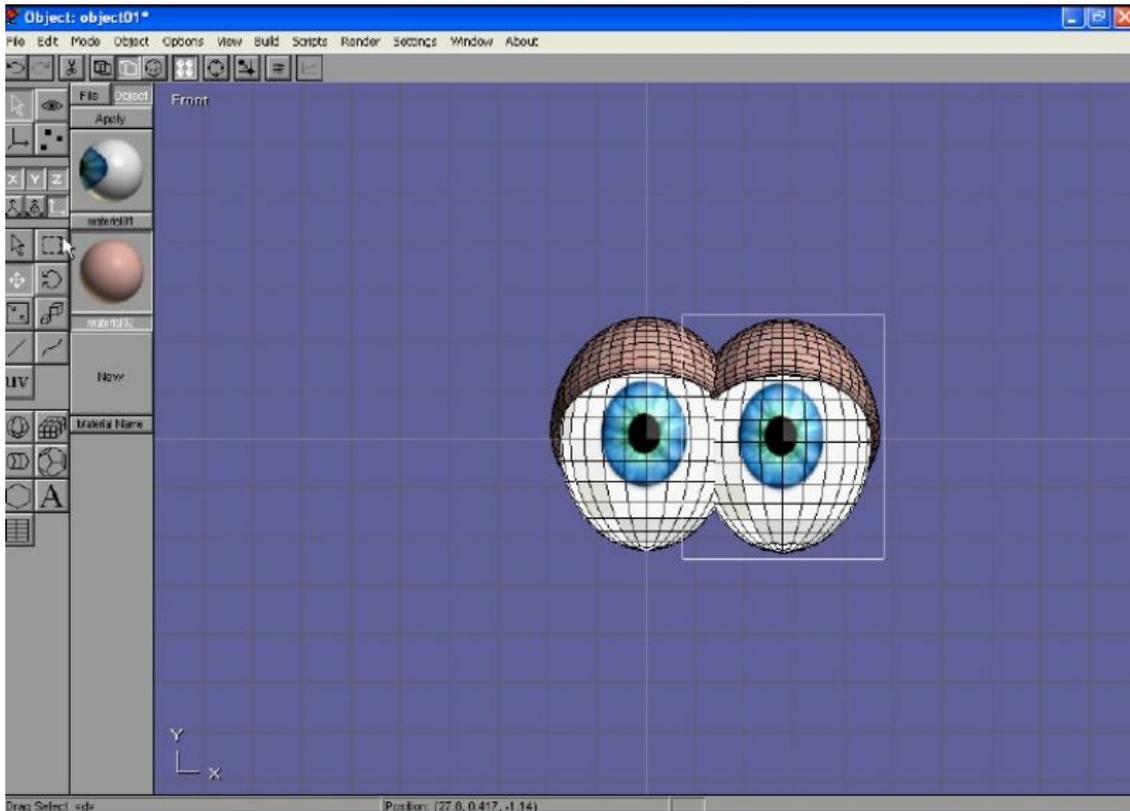
Using the select tool, select all surfaces, they will turn yellow then press the shell tool button, and shell out the inner eye lid mesh. Now subdivide the mesh, this gives it a smoother look, **Caution, don't over subdivide because this will increase the surfaces and fill up your computer memory and slow down your machine.**

From edit menu drop down list, select the show all now the eyeball is seen, reposition and rotate the eye lid, add a pink colour in the material editor.



Goto front view, select the eyeball and eyelid with the select tool, then group them, the group button is located in the build menu. Then using the uniform scale key change the shape of the eyeball and eyelid.

Then copy and paste (from the edit menu) then use the move tool to create a second eyeball.



I CAN SEE YOU!

COPYRIGHT IAN ROSS 2011 www.ianroz.com

Notes-----

