Creating simple realistic eyes

By Roxanne LaMar
Creating an eye is super simple and is necessary on any characters. Humans or animals.

Today I will show you how to make the model of the eye.

Positioning

And finally texturing.
Step #1

• Open up Light Wave modeler.
• Make sure you have an empty layer in the foreground and your character's head in the background.
• Next you want to make a ball using the hotkey shift –o. Make this ball as close to the shape of the eyelid as possible.
#2 Positioning the eye

- Position the eye to where it seems to fit within the eye socket.
• Make sure to turn on both layers to see if the eye fits into the socket right.
#3 Mirror the eyeballs

- Make sure the eye is in the foreground

To get the Mirror tool you can use the hot key “Shift-V”

Make sure when using this tool that you click and drag down the center of the plain or you will have problems.
#4 Making sure each eye has a surface name and a layer.

- Each eye should be cut and pasted on to its own separate layer so it is easier to position in layout.
- Make sure each eye has a separate surface name!!!!
- Very important!!!!!!!
#5 Texturing in layout.

- In layout click on surface editor.
- You 1\textsuperscript{st} want to click on layer eye\#1.
- Then click on the –T button, this will bring up a screen to get your image as a texture.
Adding eye texture to the eye!

- Once you clicked on the –T button you can add you eye texture.
- Eye textures can be found on any internet search.
- Click on the Image button and scroll down to load image.
- Once you have the image on your surface you need to click on automatic sizing.
- You can play with setting on your own.
#6 Adding texture to both eyes!!

- A super simple way to get the same texture on a different layer is to select the layer you want to copy, Right click your mouse button and select copy.
- From there you click on the other layer, right click and hit paste.
- Make sure on the second eye you go into “T” and click on automatic sizing.

To get the desired effect of the eye you must go back into the -T- Key on eye 2 and click automatic sizing!!!!

1st copy the layer with the image !!!!!

Then paste it to the eye 2 layer!!!!
All Finished!!!!

- Once you have completed these simple steps you are left with great looking eyes!!!!!