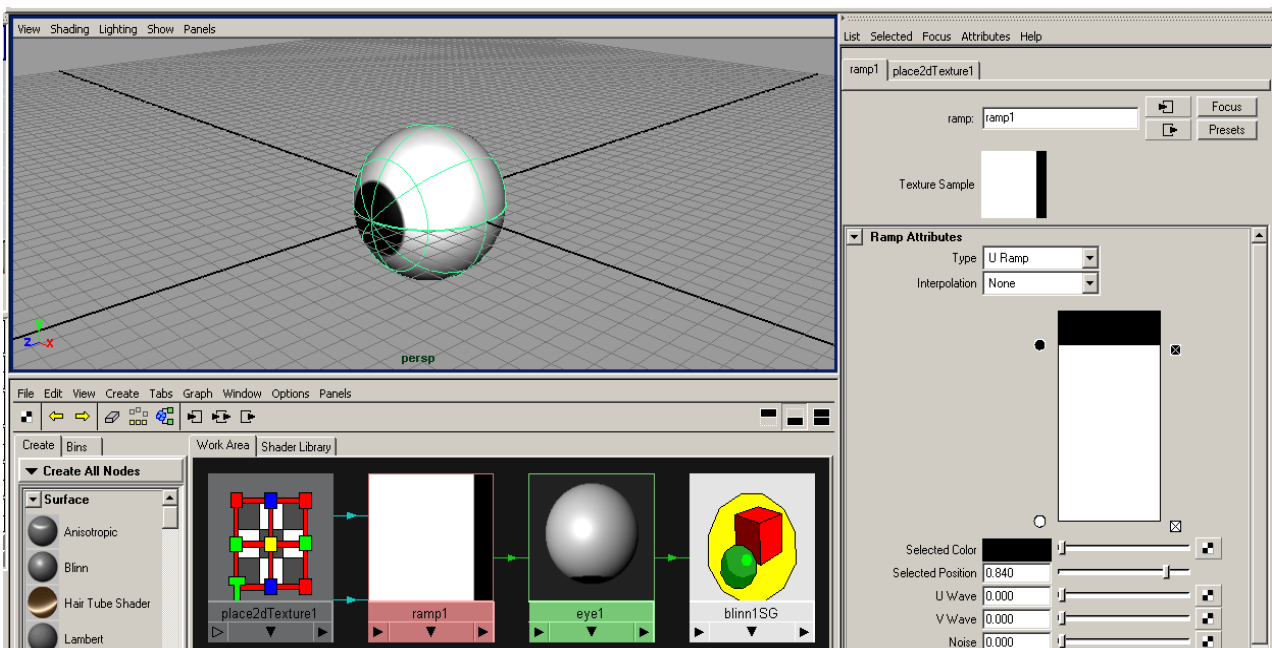


Cartoon eyes

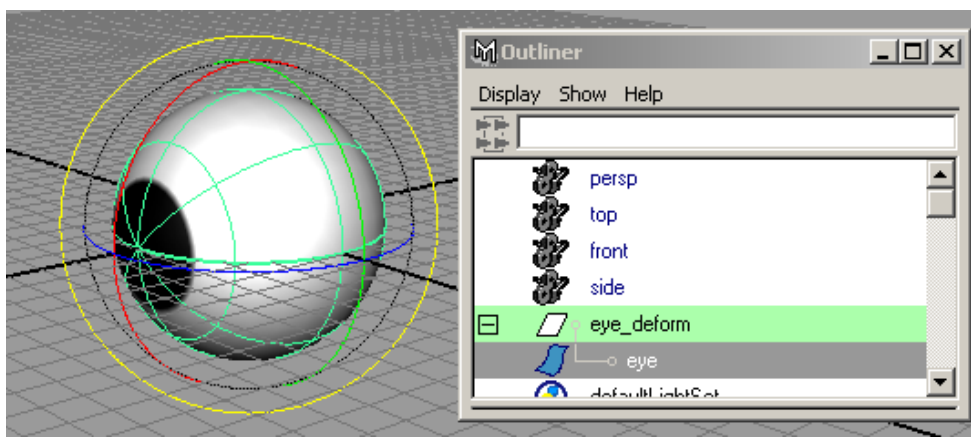
For characters that do not have round eyes we might apply a lattice to create the deformations that allow the eye to look around and yet remain aspherical. Here is a tip that may be appropriate for some more simple characters that does not use lattices. It is quick and very easy.

1. Create a Nurbs sphere and rotate so that its X axis is 90 degrees.
2. Create a blinn shader with a black and white ramp to create a simple cartoon eye and assign it to the sphere. Alternately create an eye any way you wish.

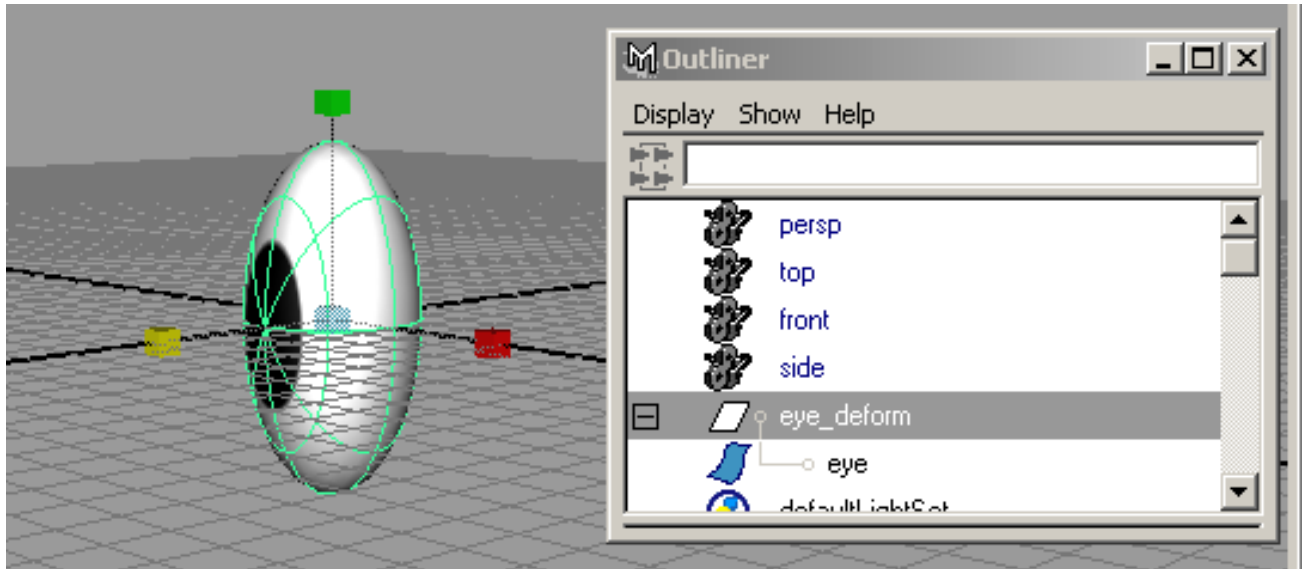
You should now have something identical to this.



3. Now Ctrl g or edit group to create another node above the sphere. Rename it eye_deform. Your outliner should now look like this.



4. Now select the TOP eye_deform group node and scale it to the desired shape.



5. To see how this will work select the lower eye node and rotate it. You're done. This is the node to constrain to an eye locator for a look at control. (It is a good idea to name it eye rot)

