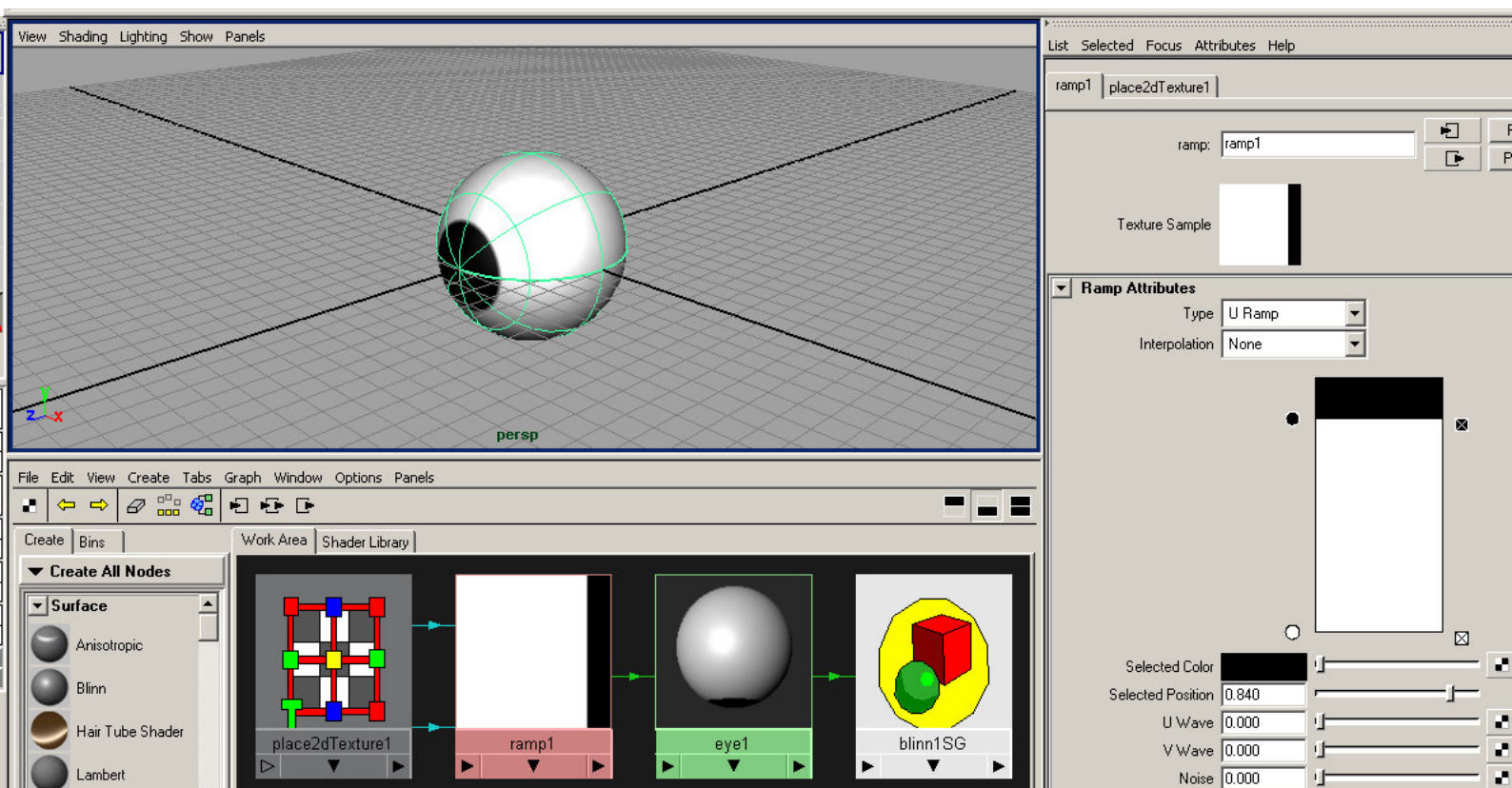


Cartoon eyes

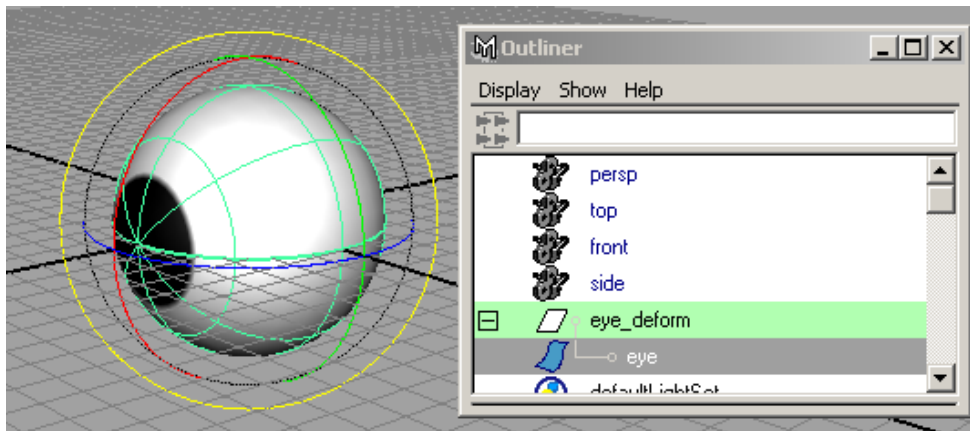
For characters that do not have round eyes we might apply a lattice to create the deformations that allow the eye to look around and yet remain aspherical. Here is a tip that may be appropriate for some more simple characters and it is quick and very easy.

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.

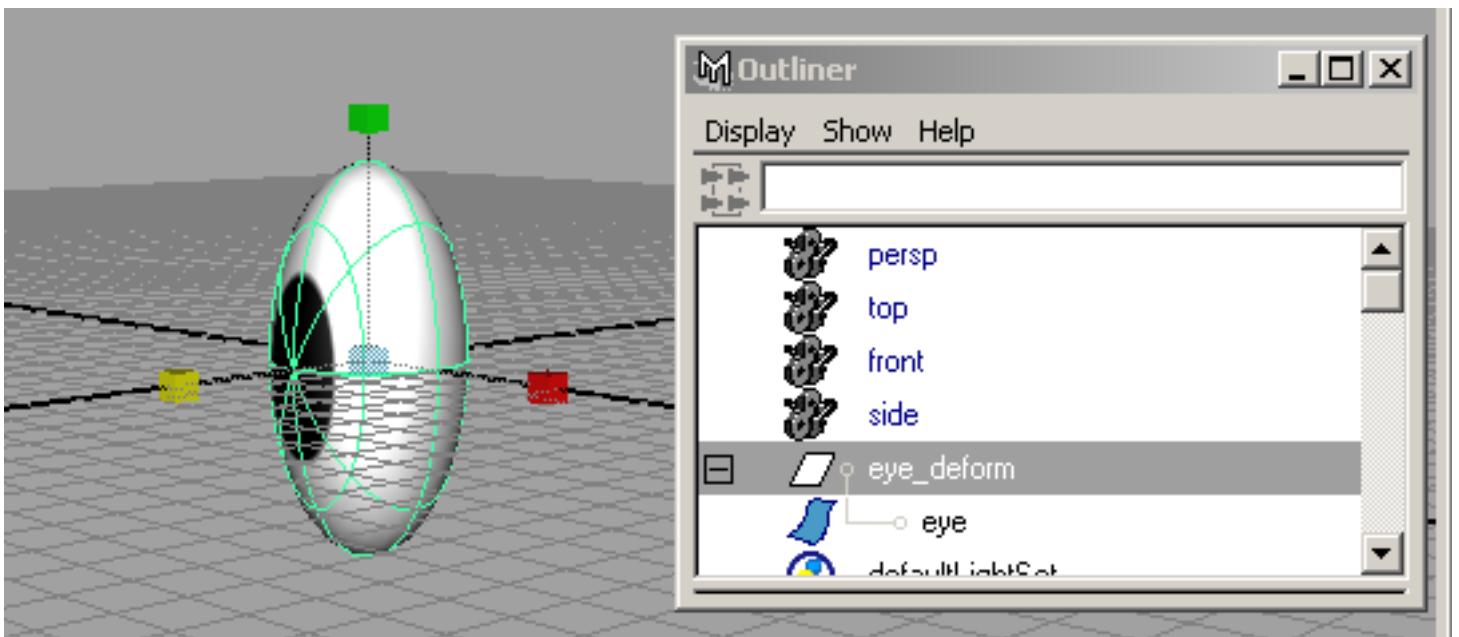
You should now have something identical to this.



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.

