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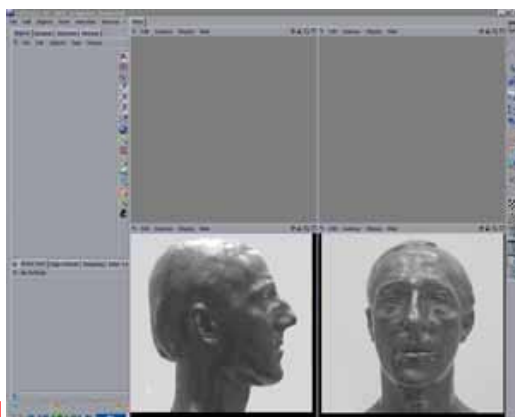
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Part 1: Modeling the Eye

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01

In Cinema have the background pictures side to side on the YZ and XY views (01)

This is optional, but go to **snap options** and disable **world grid** -- this stops the world grid from getting in the way when you want to see your mesh in wireframe, something I find I need to do often.

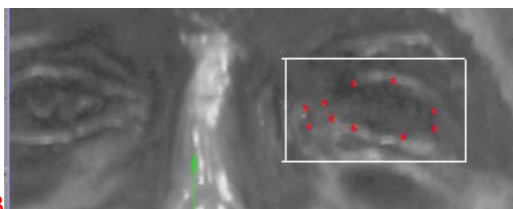


02

From **Objects** get a **Polygon object**, then from **Objects**, **Modeling** get a **Symmetry** object and further down from Nurbs get a HyperNurb(02).

If you have the **Supernurb** plugin, which I recommend, use that instead. You can get **Supernurb** from [here](#).

Again if you working with R8 this is integrated in the new version. Your object manager should look like picture 02



03

In the full face view create a ring of points(03), making sure you have four points to describe the tear duct in the corner of the eye.

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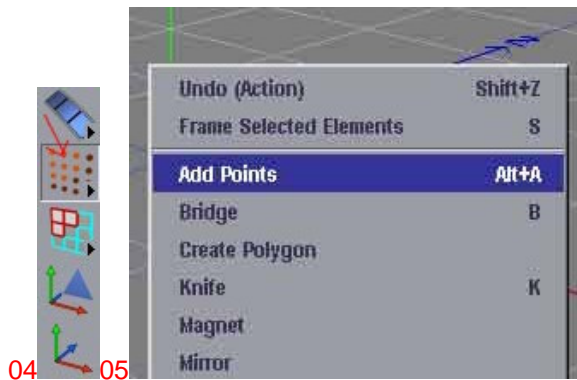
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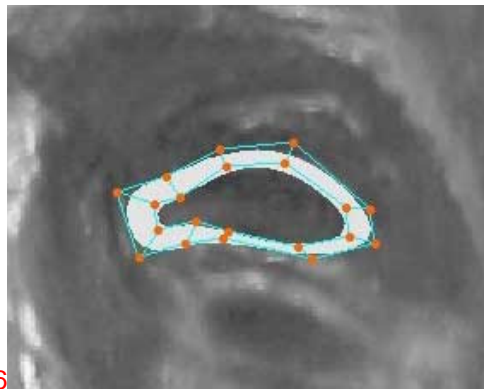
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You will do this by choosing **points mode** (04) and then right clicking in the view and choosing, **add points** (05)



Add another ring of points this time a little larger (06). You can do this by either using the **add points** tool again or by selecting the first ring of points then going to the **structure** manager and choose, **copy** then **paste** and then using the **scale** tool scale the new ring accordingly.

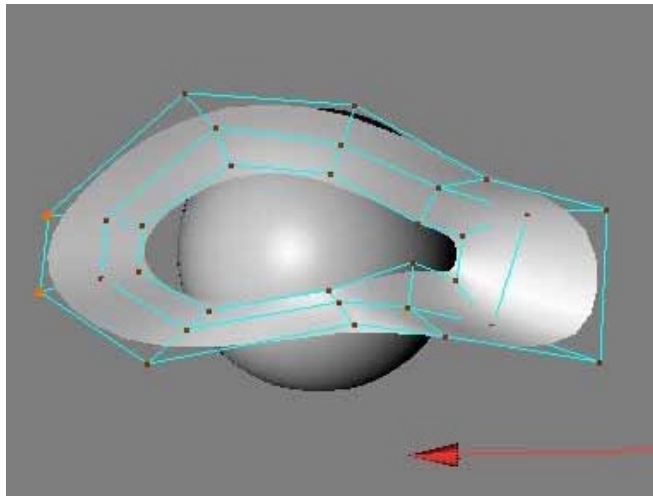
Now using the **Bridge** tool, you can see it in (05) underneath the **Add points** tool, create a ring of polygons.

*If you don't know how to use the **Bridge** tool now is the time to have a break look in your manual how it is used and then come back.*

Now it is time to use the **Extrude Edge** plugin. It starts to work once you have polygons created this is why we had to make the first polys with the **Bridge** tool.

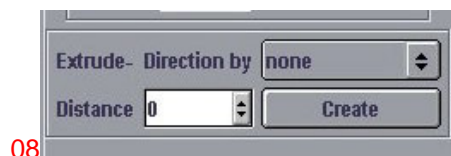
07

Select the outer of the two points ring (06) and on the plugin click on **Create** (08) leaving all other settings at their default. Scale the second ring of polys in order to see them.

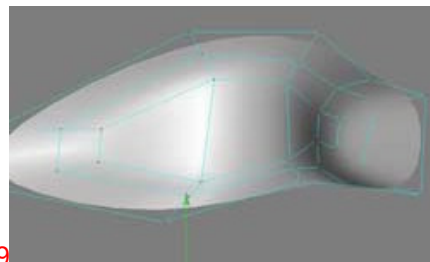


Using the profil picture move the points around in order to create the curved shape of the eye.

Create a **primitive sphere (07)** and use it as a reference in **Perspective** view to shape the eyelids properly.

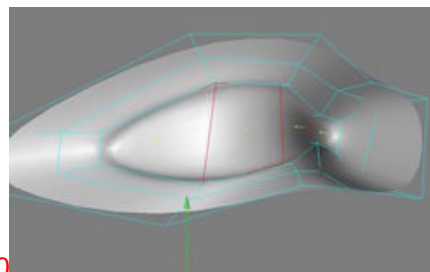


08



09

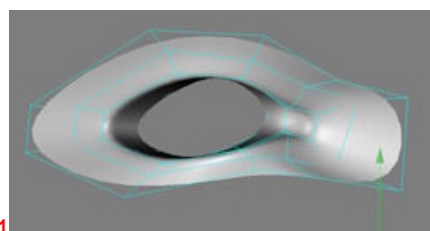
If you are happy with the eye curvature, still in **points** mode, with the **Bridge** tool close the hole of the eye socket (09).



10

Select all the new polys you have created and extrude them a small step inwards(10). You have to be in **Polygon** mode for this (04).

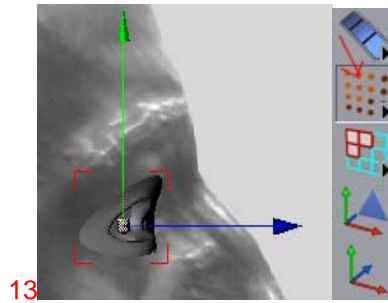
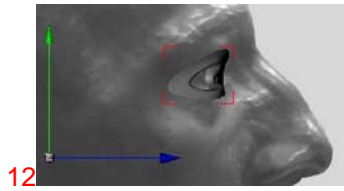
You will find the **Extrude** tool in the same right click menu as the **Bridge** tool.



11

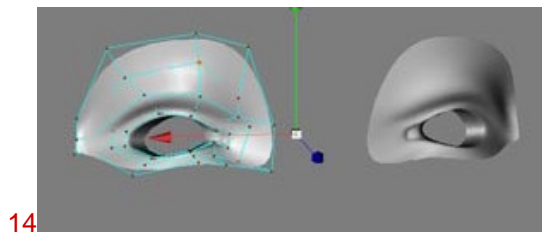
Holding down control key deselect the tear duct poly and extrude once more to create the little step for the tear duct.

Delete the selected polys making sure you don't delete the tear duct poly(11).



A good tip here is to use the **Object Axis tool** which is the bottom icon on (13) to move the pivot point of the object. This will enable you to rotate the eye much better. At the moment the pivot point as you can see in(12) is too far away.

In (13) I have moved in the center of the eye so I can manipulate the mesh much better. I will be using this technique allot so keep this in mind if you see the **Object Axis** moving around in this tutorial.



Create another ring of polys by again selecting the outer ring of points in **point mode** and using the **Extrude Edge** plugin press create. Once again scale the new points and using the background pictures as reference adjust them accordingly.

You can use (14) as a visual aid towards what you should be aiming.



Now select all the polys and go to **Selection, Set Selection(15)**. You will see a selection tag in the **Object** manager.

Selection tags are very useful for many reasons and they are used a lot in modeling. They help to hide and unhide parts of your mesh in order to get to some tricky areas and also they are very useful in animation and texturing.



Double click on the tag and give the name **Eye**.

If you have not used these tags before play with the options to Hide and Unhide the mesh and so on.

This concludes the Eye tutorial. If you have done it to a degree that satisfies you, give yourself a pat on the back. Even if you struggled through it, give yourself a pat, because you have learned a lot. In any case go out for a coffee before you start on the nose tutorial.

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