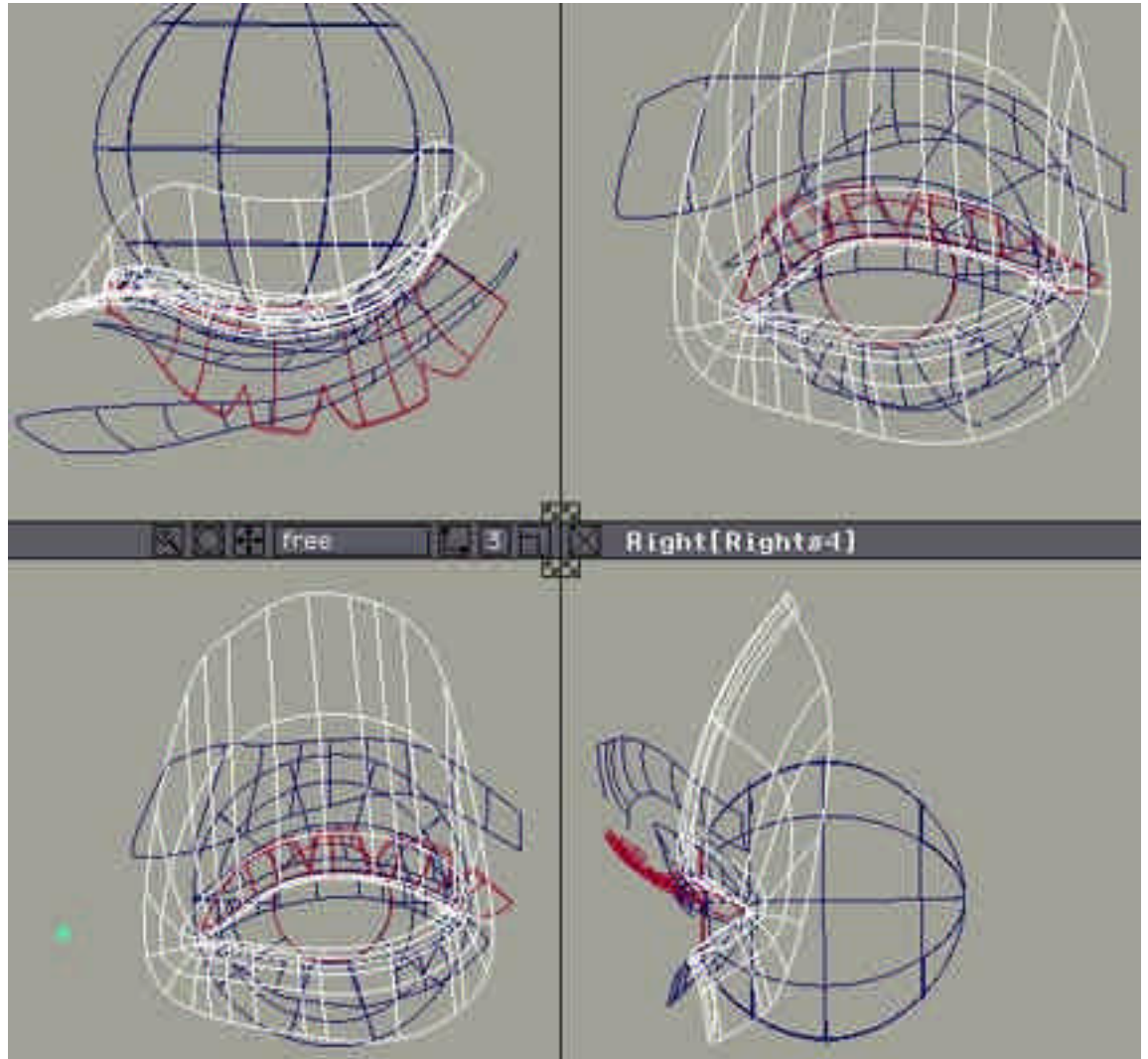


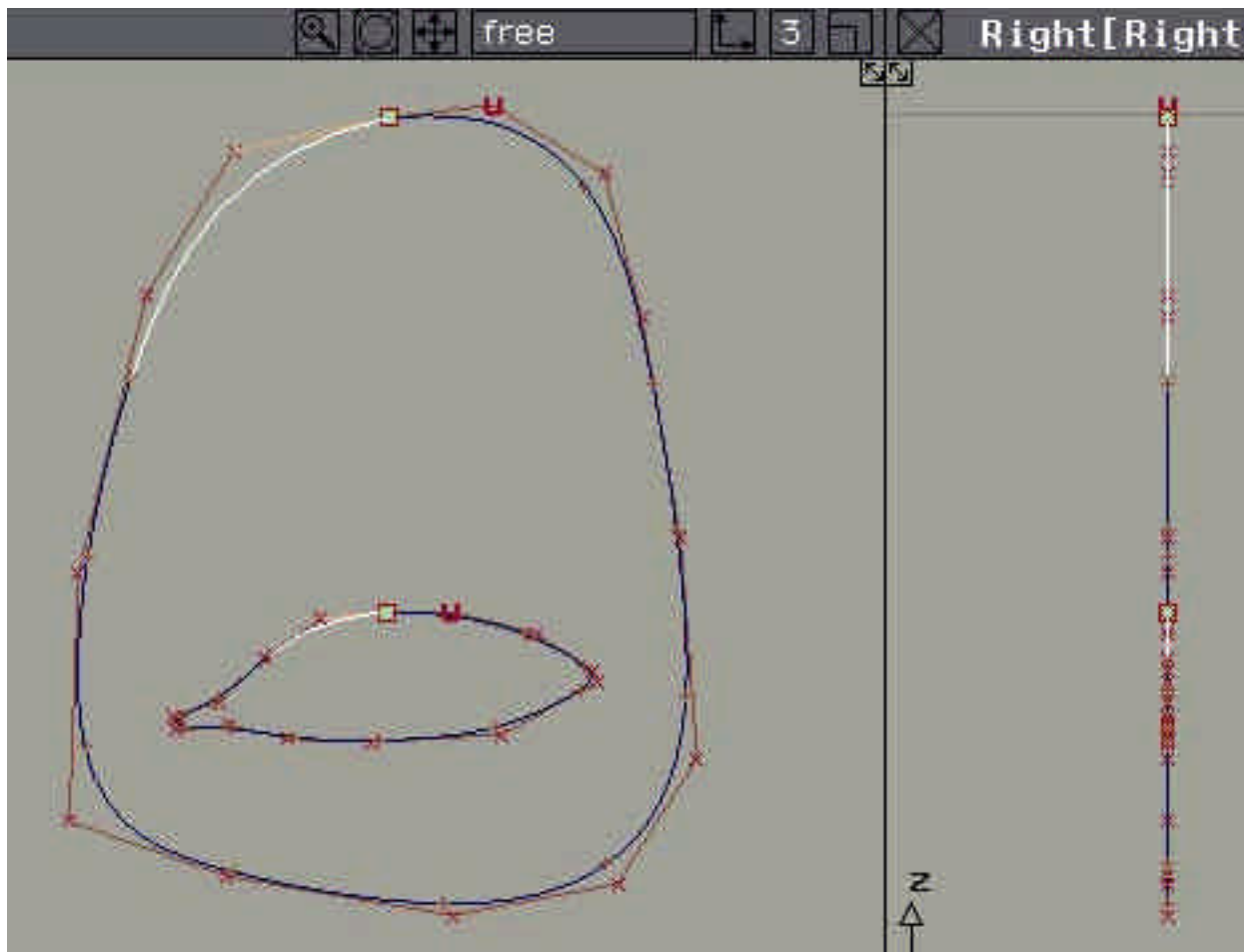
Creating the eyelids

Now it's time to concentrate on the eyes. Essentially, the eyeball is a simple sphere, with a flat circular object as the iris. Another transparent slightly larger sphere (like the cornea) can go over that for highlights and reflections. The eyelashes and eye-brows are simple "skinned" objects with painted transparency maps. The finished eyelid looks like the screenshot below:



The eyelids are the most complex surface in the entire head, especially since I recommend that you do the upper and lower lids as one.

Drawing the eyelid curves



Begin by first drawing the 2 path-curves, in the Front window, starting and ending at the top, where the generation curve will be as in the screenshot above.

Notes

(This space has been intentionally left blank.)

Editing the eyelid curves

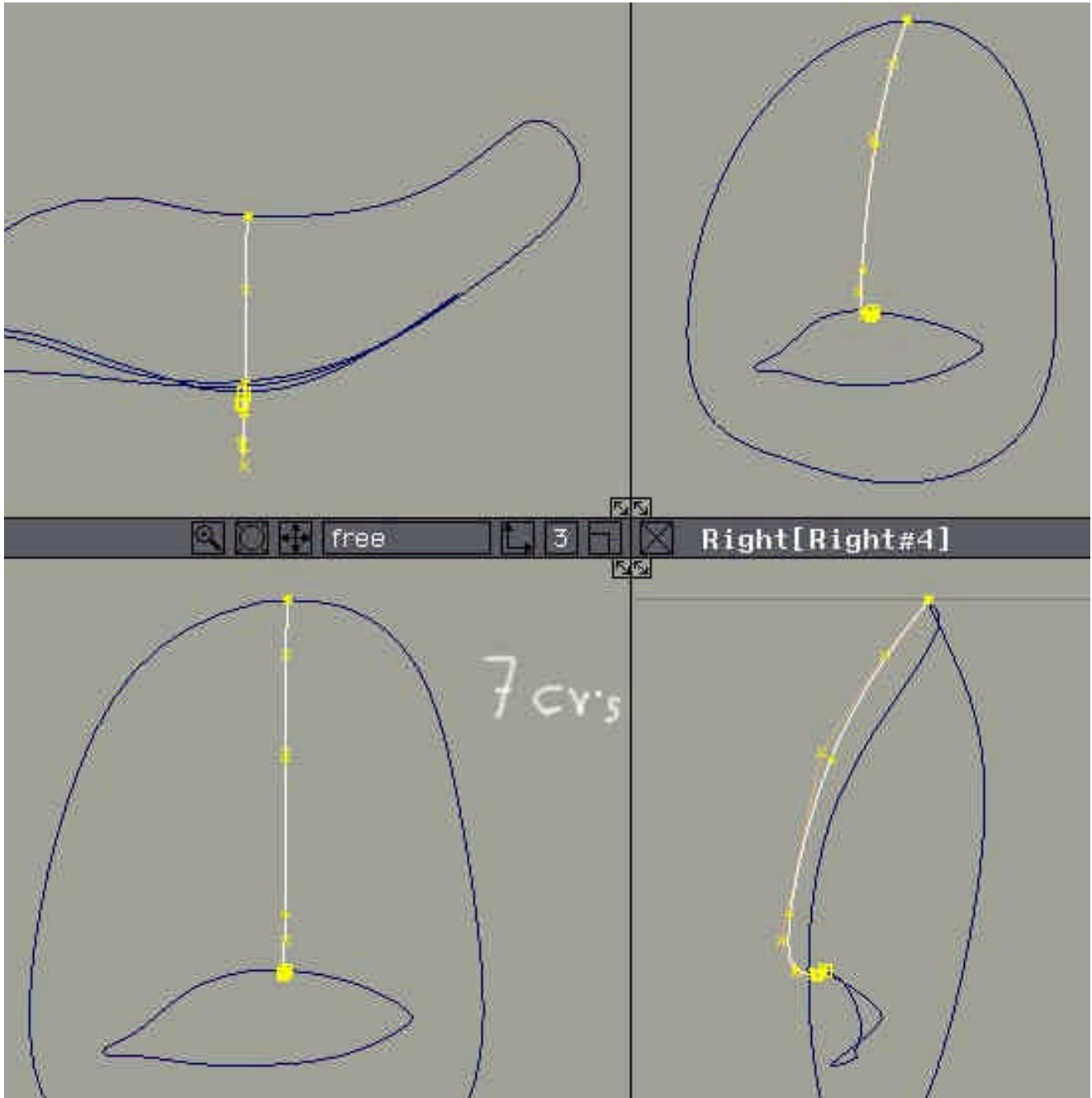


Once done, adjust the path-curves in the Top window until they form a nice elongated S-shape, as in the screenshot above.

Notes

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Creating the generation curve

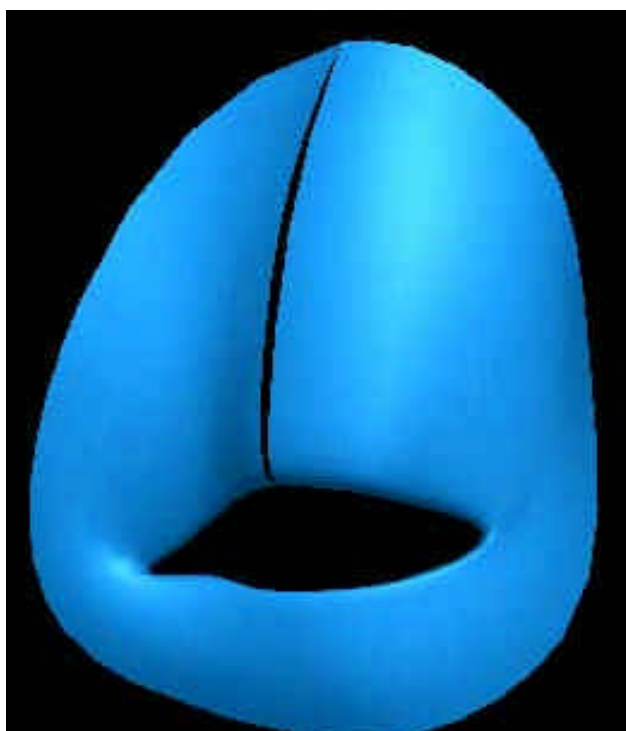
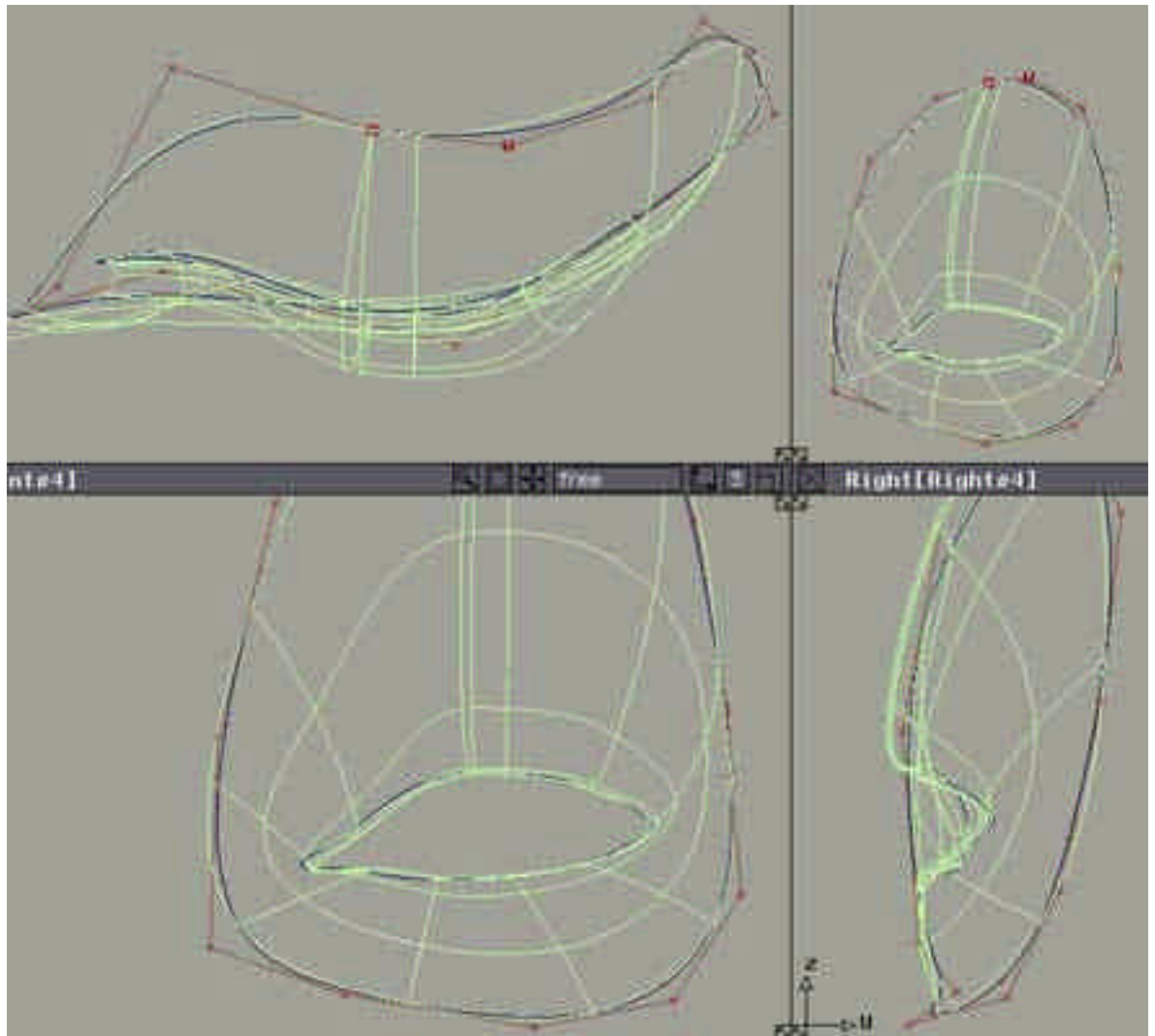


Next, draw the generation curve in the Right window as in the screenshot above. Use "bi-rail" with no rebuild on Gen.-curves, rebuild on Path-curves, Proportional and Scale. Construction History should be Off.

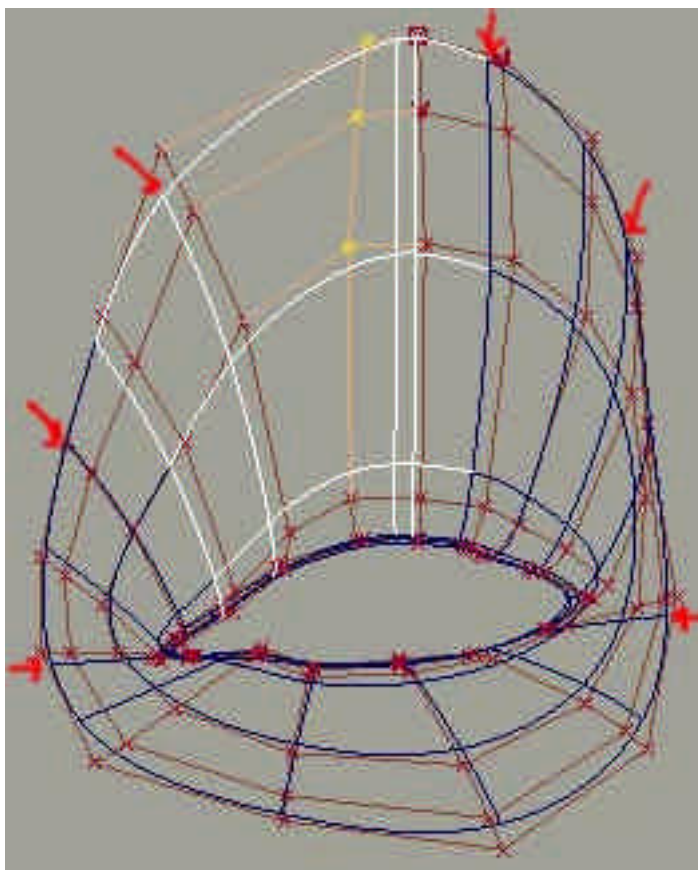
Notes

(This space has been intentionally left blank.)

Once completed you should now have a surface that looks roughly like the screenshots below. Notice the gap in the surface, the bulging around the lower lid and corners, and the slight upwards-reaching fold at the corners. Now we will refine these anomalies.

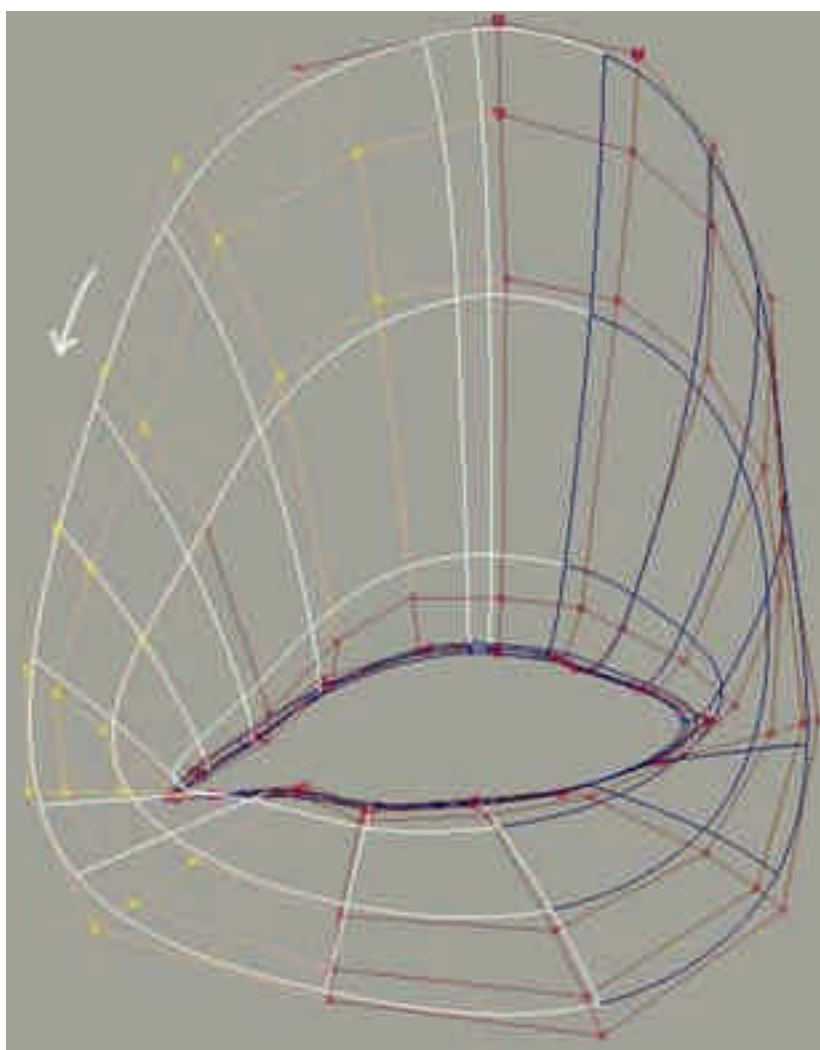


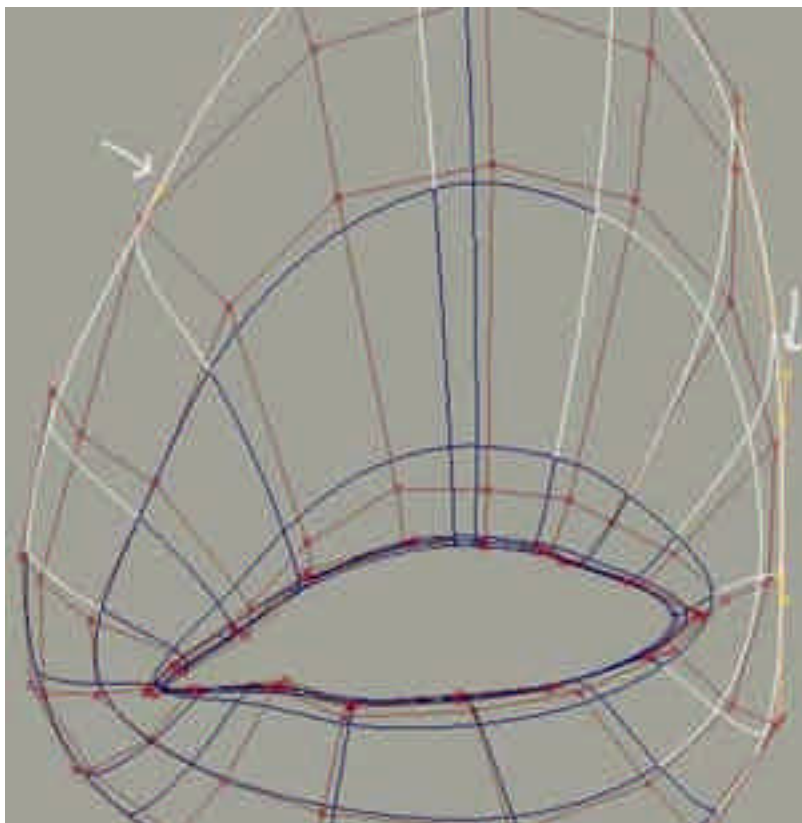
It is quite easy to spot the major problem areas affecting this surface in this shaded view of the object.



Next, use "insert" to insert new isoparms at the red arrows as indicated in the screenshot below, then use "attach" with Blend and Insert cv's Off to attach the surface to itself.

Now we have to use "Move cv normal" in the direction of the white arrow as in the screenshot at right (and on the right side in the opposite direction) to even out the parameterisation. Select all cv's that need to be moved, move them just enough for the cv's who need least adjustment to reach their new positions (usually the cv's at the edges of the selected area) and unpick these. Then continue going through that cycle - move/unpick/move/unpick... - until there are no cv's left to move.



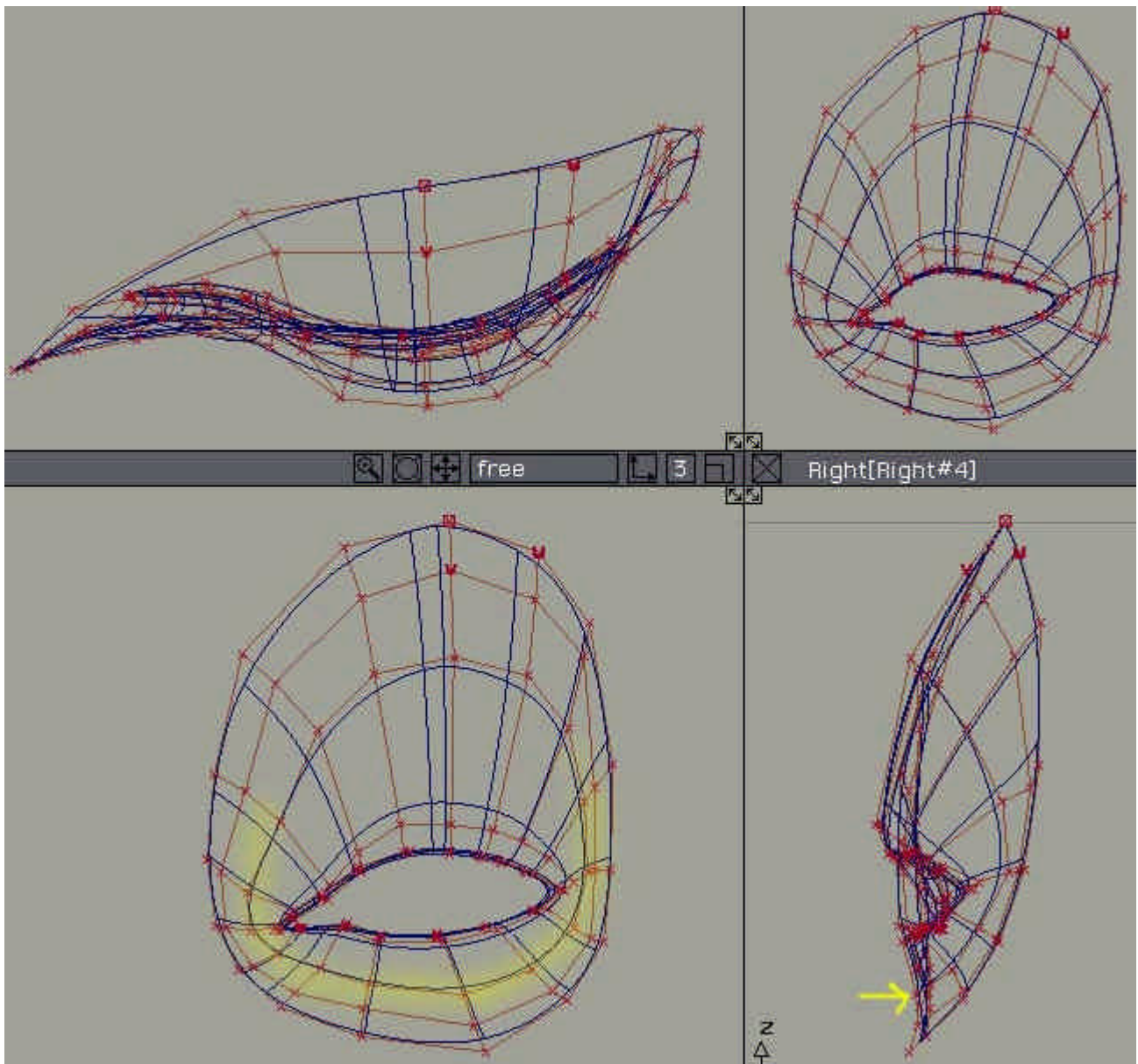


The lid now will look like the screenshot at the above left. Notice, at the location of the 2 white arrows, the cv's have jumped inward when we used "Move cv normal" (I don't know why, it seems like a bug...). Move them back out.

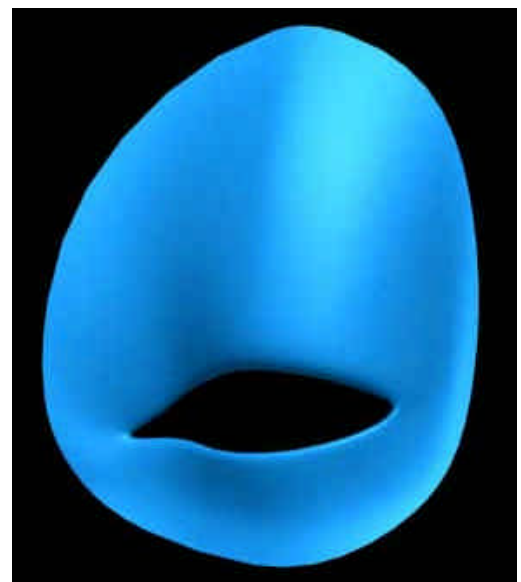
Notes

(This space has been intentionally left blank.)

Then adjust the cv's, sculpting the lid to it's final shape. Most importantly, move the parts marked with yellow in the direction of the yellow arrow as in the screenshot below:



Continue to work on it until your model looks something like the screenshot at right (It's still not perfect of course but it's getting there) you might want to edit the shape some more, especially in the inner corner.



Previous Chapter

TC

Next Chapter