NATURAL EYES FOR GENESIS 8

INFORMATION GUIDE

BY DEFAULT, THE NATURAL EYES PRODUCT IS SET UP TO GIVE THE EXACT SAME RESULTS AS WHAT IS SHOWN IN THE PROMOTIONAL IMAGES. THESE SETTINGS PROVIDE THE MOST REALISTIC RESULTS, BUT WILL REQUIRE SPECIAL RENDER SETTINGS AND LENGTHY RENDER TIMES.

IF NEEDED, RENDER TIMES CAN BE GREATLY REDUCED BY USING PROVIDED OPTIONS ALREADY INCLUDED IN THE PRODUCT.

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THE DEFAULT EYE SETTINGS:

THESE SETTINGS PROVIDE WONDERFUL SHADOW AND DEPTH TO BOTH THE EYE SURFACE AS WELL AS THE CORNEA. DEPENDING ON YOUR RENDER SETTINGS, YOU MAY EXPERIENCE NOISE ON THE EYE SURFACE. SIMPLY CHANGE YOUR RENDER SETTINGS TO THE ONES BELOW, AND ALLOW THE RENDER TO COOK. YOU DO NOT HAVE TO WAIT FOR THE RENDER TO FINISH - JUST STOP THE RENDER WHENEVER YOU ARE HAPPY WITH THE RESULTS.
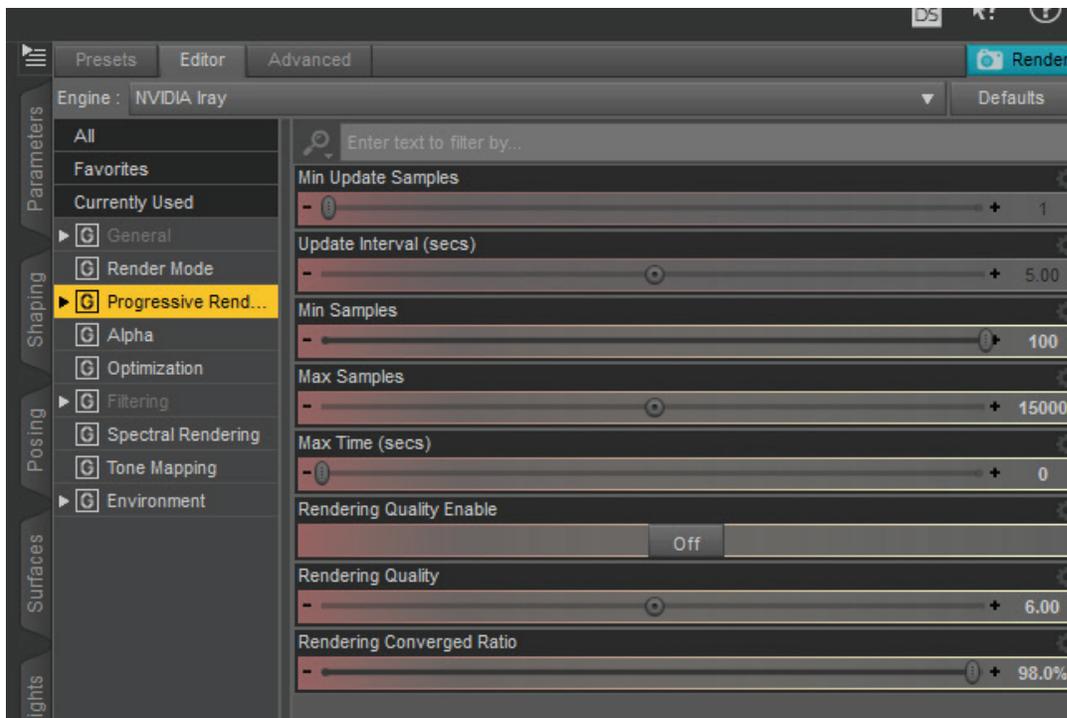
PLEASE KEEP IN MIND: DEPENDING ON THE AGE OF COMPUTER, THE SIZE OF YOUR GRAPHICS CARD, THE SIZE OF THE RENDER, AND THE DEFAULT EYE SETTINGS - YOUR RENDER CAN TAKE SEVERAL HOURS OR EVEN OVERNIGHT TO COMPLETE.

USING THE PROVIDED HD MORPHS:

UNDER THE SHAPING TAB OF YOUR FIGURE: SELECT THE EYES: THEN ADJUST THE SLIDERS OF THE NATURAL EYES HD IRIS, AND THE NATURAL EYES HD LACRIMAL. YOU CAN ALSO USE THE CORNEA BULGE MORPH TO ADD EVEN MORE DEPTH AND REALISM.

IF YOU HAVE NEVER USED HD MORPHS BEFORE: WITH YOUR FIGURE SELECTED, CLICK ON THE PARAMETERS TAB: MAKE SURE GENESIS 8 IS HIGHLIGHTED: ON RENDER SUBDLEVEL (MINIMIUM): INCREASE THE NUMBER TO 3 OR 4.

OPTIONALLY, YOU CAN ALSO CHANGE THE SUBD LEVEL OF THE FIGURE AS WELL (I TEND TO DO THIS AS I FEEL IT PROVIDES A BETTER LEVEL OF DETAIL IN THE FINISHED PRODUCT). HOWEVER THIS WILL SLOW DOWN YOUR COMPUTER, AND THE RESPONSE TIME OF THE VIEWPORT. PROCEED WITH CAUTION.

THE OPTIONS FOLDER:

HERE YOU WILL FIND OPTIONS FOR REDUCING RENDER TIMES, WHILE FAKING THE LOOK OF THE DEFAULT SETTINGS.

CORNEA & MOISTURE THIN WALLED ON :   THIS WILL SHUT OFF THE SUBSURFACE SCATTERING ON BOTH THE CORNEA AND EYEMOISTURE.

THIS PARTICULAR OPTION WILL REDUCE RENDER
TIMES TO THAT OF ANY OTHER COMPARABLE EYE PRODUCT. NO OVERNIGHT RENDERING, NO NOISE OR SPECIAL RENDER SETTINGS REQUIRED.

WHEN USING THIS OPTION, YOU WILL LOSE A CONSIDERABLE AMOUNT OF DARK SHADING ON THE EYES (IN COMPARISON TO THE DEFAULT SETTINGS USED IN THE PROMOTIONAL IMAGES). TO COMPENSATE FOR THIS, I HAVE PROVIDED EYE SHADOWING WITH RINGS.

EYE SHADOWING W RING : USING THIS OPTION WILL ESSENTIALLY FAKE THE SHADOWING THAT THE DEFAULT SETTINGS PROVIDE. IT WILL ADD A SOFT, DARK SHADOW TO BOTH THE SCLERA AND THE IRIS. BY DEFAULT THE COLOR IS SET TO BLACK ON BOTH. CHANGING THE COLOR OF THE RING ON THE IRIS TO A SIMILAR COLOR AS THE IRIS WILL PROVIDE BEAUTIFUL RESULTS.

TO CHANGE THE COLOR: WITH YOUR FIGURE SELECTED: CLICK ON THE EYE SHADOWING W RING OPTION: THEN SELECT YOUR SURFACES TAB: SELECT THE IRIS : SCROLL DOWN TO: DIFFUSE OVERLAY COLOR. CLICK ON THE BLACK BOX, AND CHANGE TO A SIMILAR COLOR AS THE EYE.

REFLECTION OPTIONS: MOST SITUATIONS IRAY PROVIDES A WONDERFUL REFLECTION WITHOUT THE NEED TO FAKE THEM. HOWEVER IN CERTAIN SITUATIONS, MAYBE THE LIGHT ISNT REFLECTING WELL ENOUGH, YOU CAN SUPPLEMENT WITH THESE.

THERE ARE A FEW IMPORTANT THINGS TO NOTE WITH THIS OPTION. BOTH THE THIN WALLED ON AND GLOSSY OFF HAVE TO BE USED. OTHERWISE YOU WILL END UP WITH AN UNSIGHTLY WHITE RING AROUND THE IRIS.

THE OPTIONS FOLDER CONTINUED:

A FEW TIPS WITH THE REST OF THE OPTIONS PROVIDED.

CORNEA & MOISTURE THIN WALLED ON: WHILE THIS OPTION SAVES A BUNCH OF RESOURCES, IT SHUTS OFF BOTH THE CORNEA AND THE EYE MOISTURE. FOR EXTRA DEPTH WITH A LITTLE ADDED TO THE RENDER TIME, YOU CAN TURN THE CORNEA BACK OFF.
WITH YOUR FIGURE SELECTED: CLICK ON CORNEA & MOISTURE THIN WALLED ON: THEN ON YOUR SURFACES TAB: SELECT THE CORNEA: THEN SCROLL DOWN TO THIN WALLED: CHANGE IT FROM ON TO OFF. THIS ENHANCES THE IRIS RING CORRECTLY WITHOUT THE NEED OF A FAKE OVERLAY MAP. TO FAKE THE SHADOWING OF THE EYE SURFACE, YOU CAN USE THE EYE SHADOWING OPTION.

EYE SHADOWING: YOU CAN USE THIS OPTION FOR DESCRIBED ABOVE, OR USE IT AS AN EXTRA SHADOWING ON TOP OF THE DEFAULT SETTINGS.

IRIS NORMALS: NORMAL MAPS GIVE THE LOOK OF DISPLACEMENT WITHOUT ACTUAL DISPLACEMENT OF THE FIGURE. YOU CAN CHANGE THE LOOK UP BY SELECTING A DIFFERENT ONE.

SCLERA OPTIONS: THESE ARE RATHER SELF EXPLANATORY BUT PLEASE BE ADVISED THAT THEY ALSO CHANGE THE LACRIMAL TEXTURE AS WELL TO PROVIDE A MORE UNIFORM LOOK.

EXTRA TIPS FOR GREAT RENDERS WITH THESE EYES:

TRY ADDING A SMALL SPOTLIGHT TO ACCENT THE EYES. THIS LITTLE TRICK DOES WONDERS FOR RENDERS.

USE THE CORNEA BULGE MORPH. THIS IS INCLUDED WITH BASE FIGURES. IT ADDS DEPTH AND BETTER REFLECTIONS.

MAKE SURE YOU ARE USING HD. ESPECIALLY IF YOU USE THE LACRIMAL OPTION.

POSE THE EYES AND ADD EXPRESSION. QUITE OFTEN THIS SEEMS OVERLOOKED IN RENDERS.