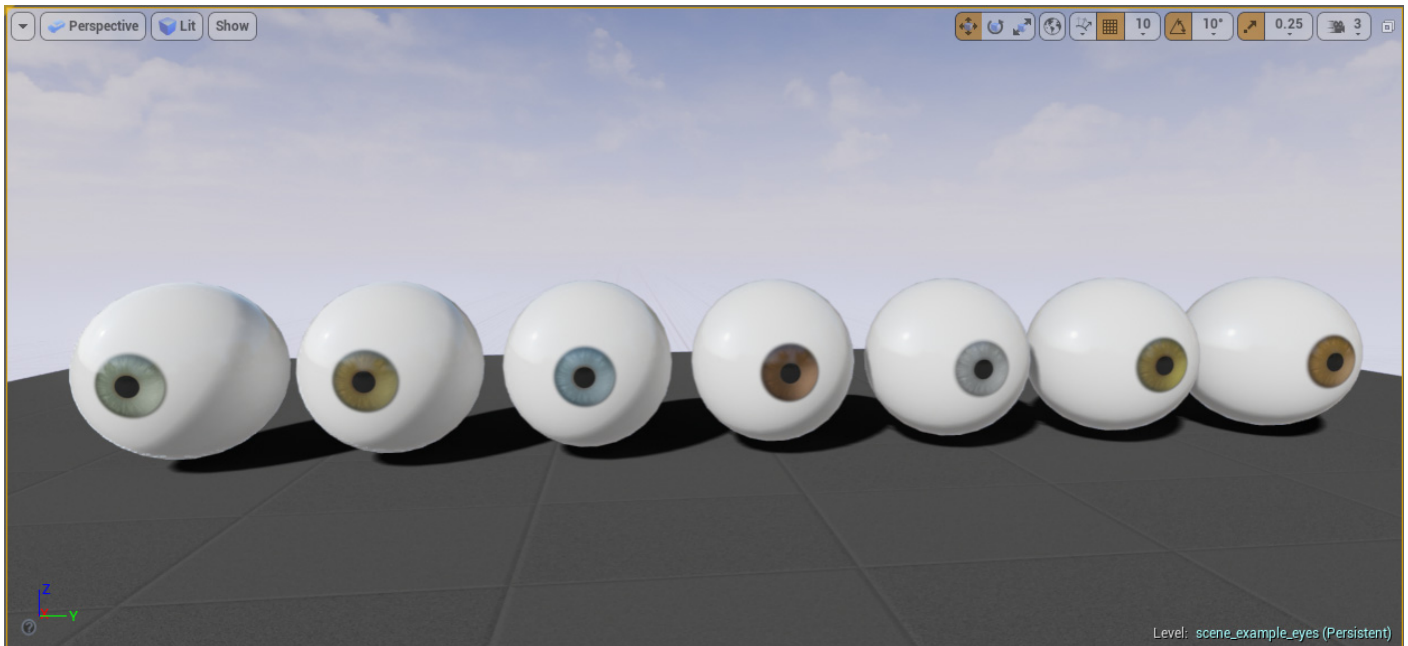


## UNREAL PROCEDURAL EYE v1.0



This package contains:

1. Two FBX file with the eye mesh in two version (Only Eye Ball and Eye Ball - Reflection Mesh).
2. A material that create a procedural eye in realtime.
3. A materials instances with 7 colors eyes.
4. Textures in 2K, 1K and 64x64, you can reduce the resolution of the files (PSD file is include)
5. 3 samples scenes, one of the scene is animated.
6. A Free HDR Commercial License, by HDRI-hub.
  - <http://www.hdri-hub.com/hdrishop/freesamples/freehdri/item/113-hdr-111-parking-space-free>

This material is ideal for:

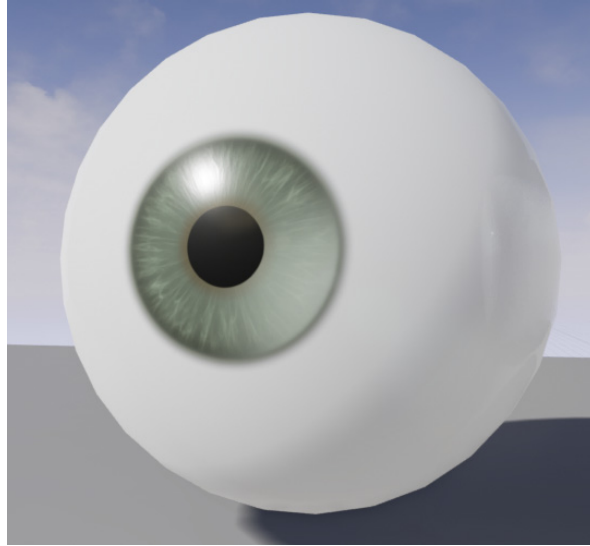
1. Short-film or any visual production that use Unreal Engine features.
2. Video games that require great quality in the face character.

Features:

1. Full procedural, you can change the look of the eye in a few minutes (size of the iris, size of pupil, size of border eye and others).
2. Can create an eye with the color that you want.
3. Can apply your own texture to the iris and sclera.
4. 2 separate mesh (FBX): smEyeball and smEyeball\_reflection.
5. Clean Geometry. Vertex Count (smEyeball = 993 and smEyeball\_reflection=1984), you can simplify the geometry always that you preserve the UV shape.
6. If you want, you can't use texture and use only color for cartoon characters.

## MESHES

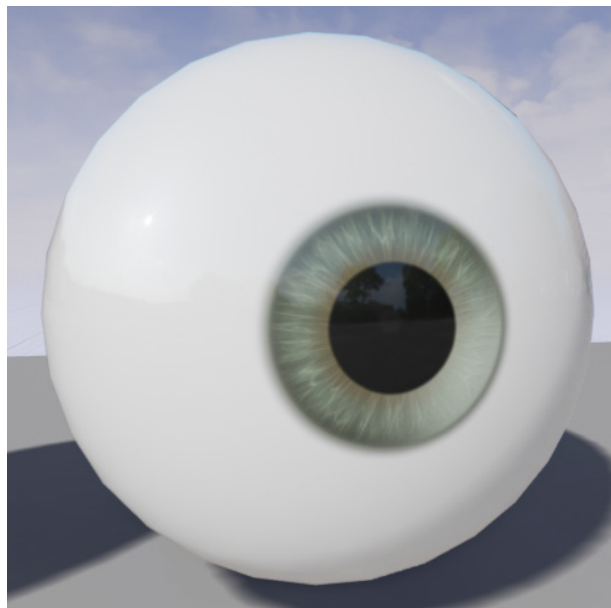
- **EYE BALL:** this mesh is ideal for simple purpose, to get a specular highlight and reflections need to change the color to white or any color in the SpecColor.



The highlight comes from the lights that the scene contains, and reflects the objects around using the system that Unreal provides.

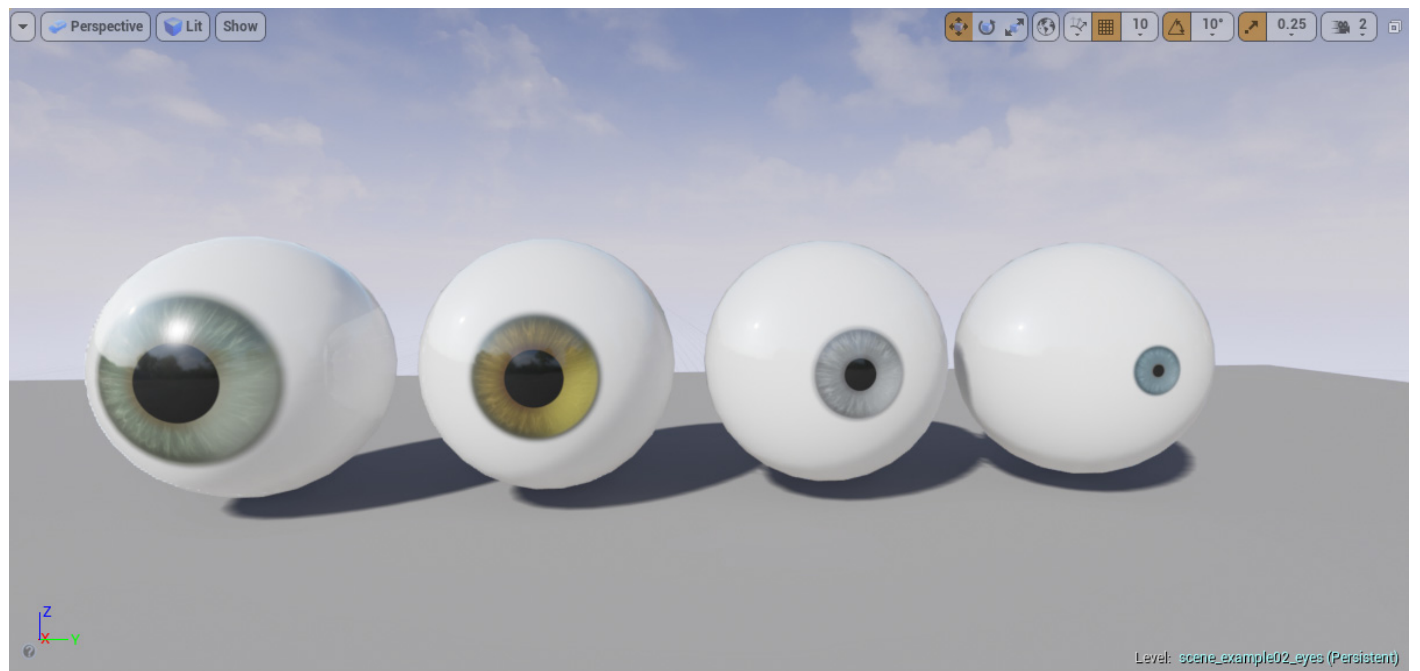
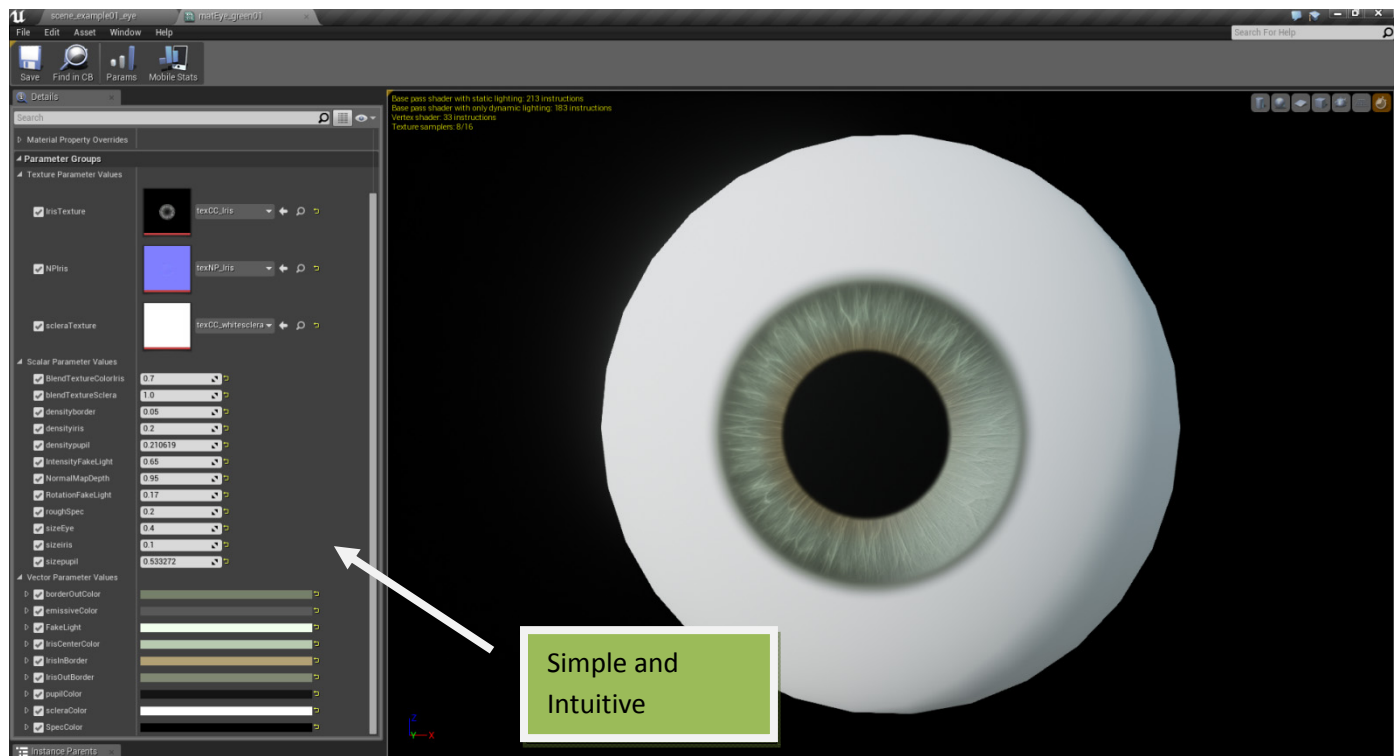
Be aware, not increase a lot the NormalMapDepth parameter, the bump creates a weird highlight specular.

- **EYE BALL\_REFLECTION:** this mesh has two geometry, one is the eye ball that contains a material *matEye* and the other mesh is for reflection purpose “cornea” and use the *matReflectionEye*.



The specular highlight and reflection come from HDR image (you can use your own HDR). Usually the SpecColor parameter is black in the EyeBall if you use this mesh.

## PARAMETERS



All the scalar parameters have a valid range between 0 to 1.

## HOW TO USE

When you create your character rigging use any mesh that I provide to you for the eye, you can combine your mesh but is important that the eye ball and the reflection mesh have their own material.

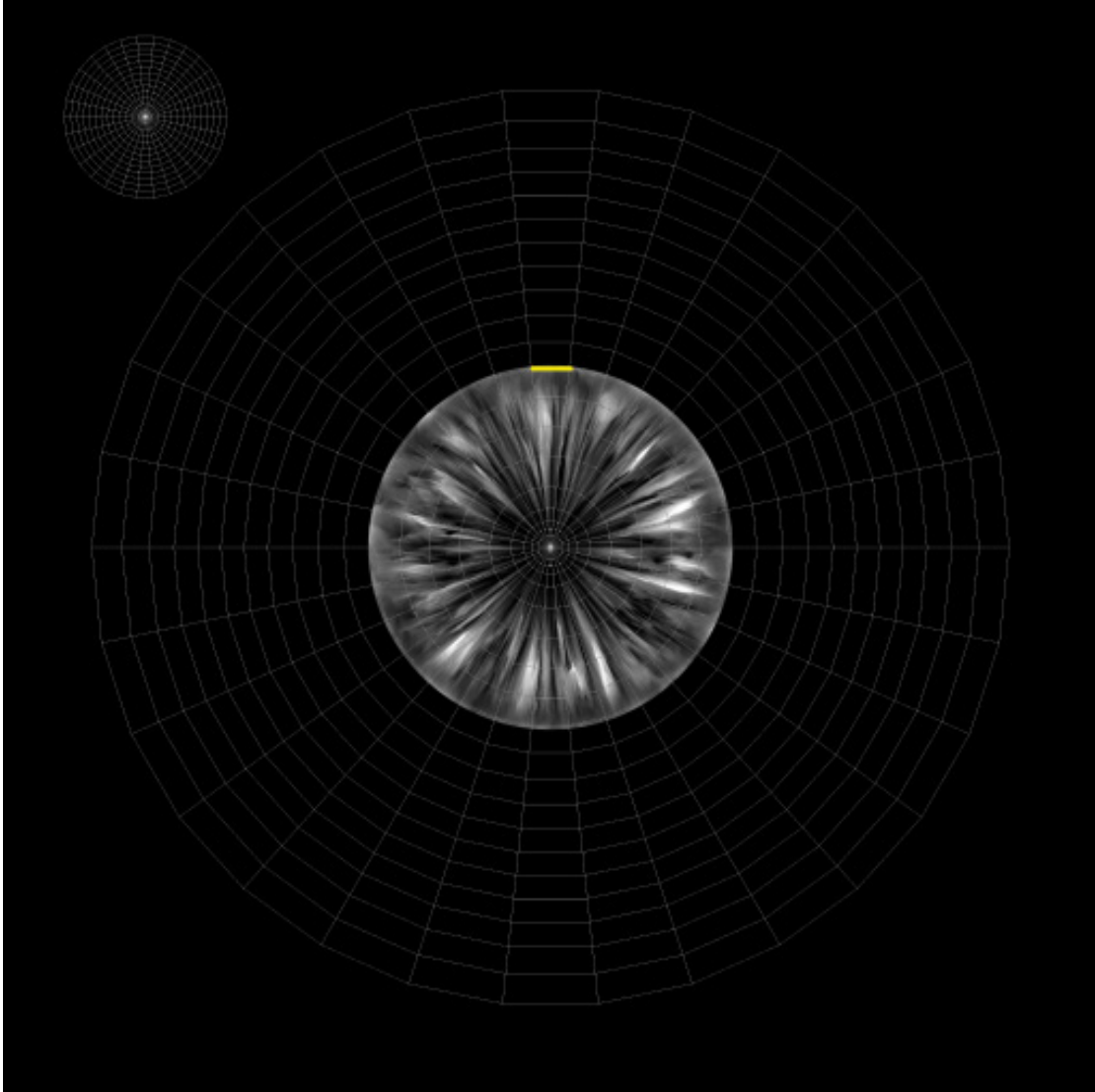


You can import your mesh into Unreal and assign the material in the Details tab.

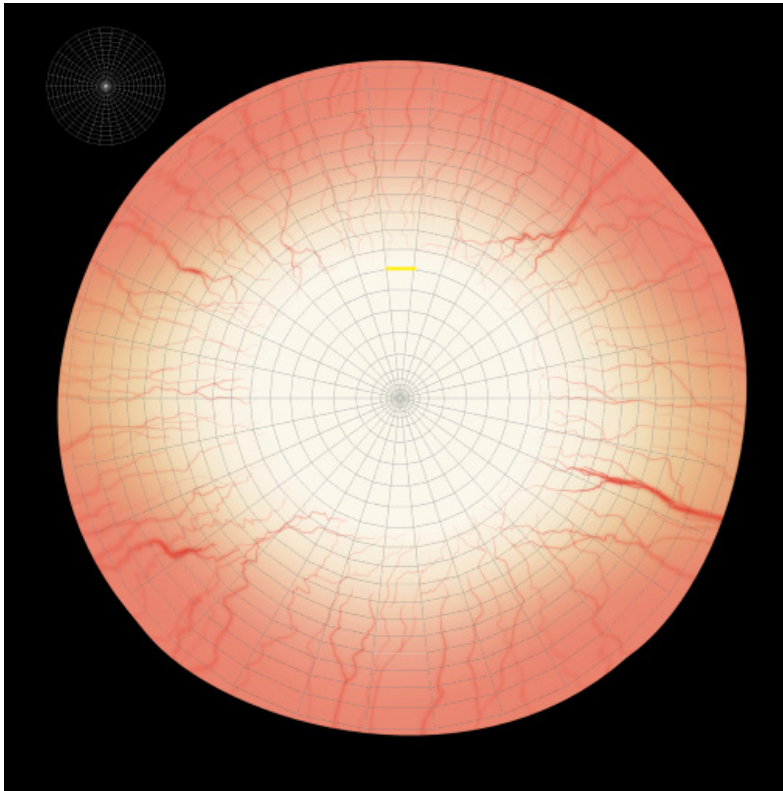
**NOTE:** The head mesh is not provide in the package.

## TEXTURES

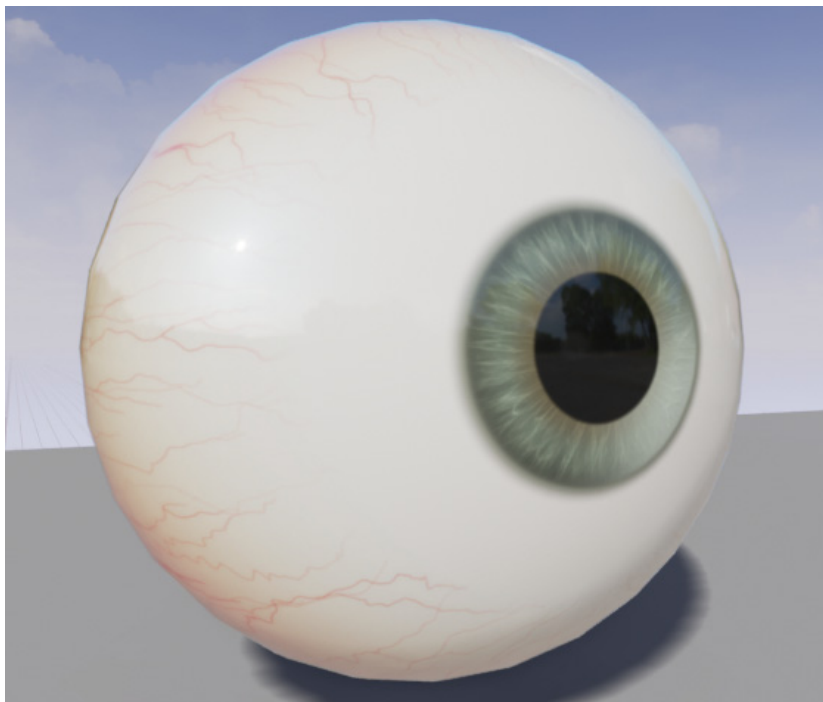
You can apply your own iris and sclera texture; however, to work properly, there are some rules that you have to follow. In the package received a .psd file that you can use to work the texture.



Iris texture should be contained within the circle marked (yellow line), and the sclera can fill the remaining space.



You need to create two textures separately, one for the iris and the other one to the sclera.



**NOTE:** the sclera file is not provide with the eye, by copyright issue.