

Setting up

Quick Adjusting

Fine tuning (advanced)

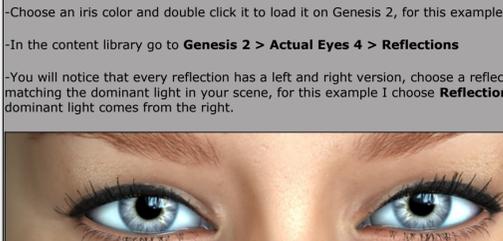
Dynamic Reflection vs. Solid Reflection

Setting up

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-Select the Genesis 2 Male or Female figure in the scene

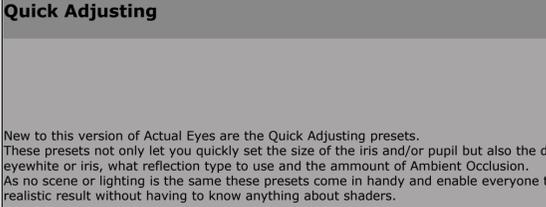
-In the content library go to **Genesis 2 > Actual Eyes 4 > Colors**



-Choose an iris color and double click it to load it on Genesis 2, for this example I choose **AE-n**

-In the content library go to **Genesis 2 > Actual Eyes 4 > Reflections**

-You will notice that every reflection has a left and right version, for this example I choose a reflection and use the one matching the dominant light in your scene, for this example I choose **Reflection-c1** because my dominant light comes from the right.



Quick Adjusting

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New to this version of Actual Eyes are the Quick Adjusting presets. These presets not only let you quickly set the size of the iris and/or pupil but also the darkness of the eyewhite or iris, what reflection type to use and the amount of Ambient Occlusion. As no scene or lighting is the same these presets come in handy and enable everyone to get the best realistic result without having to know anything about shaders.

In the above image the result is pretty good with the default settings, however I personally find the default iris size and pupil dilation not very realistic so I'm going to change that by double clicking Dialate-2 to make the pupils smaller and IrisSize-2 to make the irises smaller.

The light in the scene somewhat overexposes the eyewhites so I'm going to darken that by double clicking EyeWhite-3.

I also prefer a little less ambient occlusion so I double click AO-2

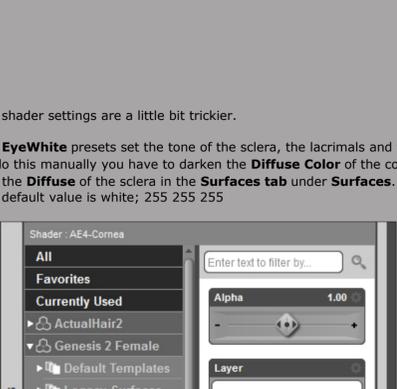


The result is much more realistic and it only took a few presets to achieve it.

Fine tuning

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Of course you can also adjust manually.



The morphs for the Iris Size, Pupils Dialate and Pupils Slit are located in the tab **Shaping > Face > ActualEyes4**

The difference between using the dials or the presets is that the presets have a set range; 0, 25, 50, 75, 100. The dials a stepless range from 0 to 100 allowing more precision.

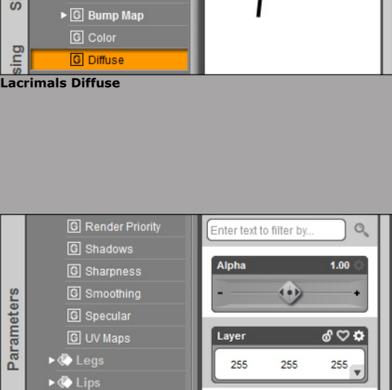
! We recommend using these custom morphs made specially for Actual Eyes 4 rather than any other iris and pupil morphs.

The shader settings are a little bit trickier.

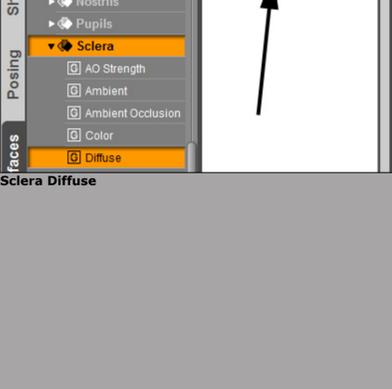
The **EyeWhite** presets set the tone of the sclera, the lacrimals and the cornea.

To do this manually you have to darken the **Diffuse Color** of the cornea, the **Diffuse** of the lacrimals and the **Diffuse** of the sclera in the **Surfaces tab** under **Surfaces**.

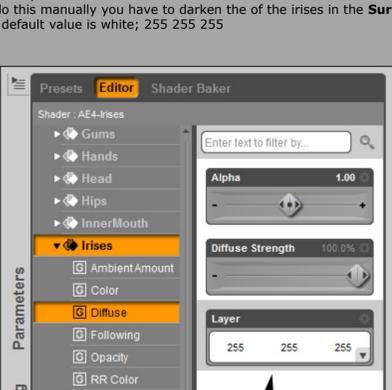
The default value is white; 255 255 255



Cornea Diffuse Color



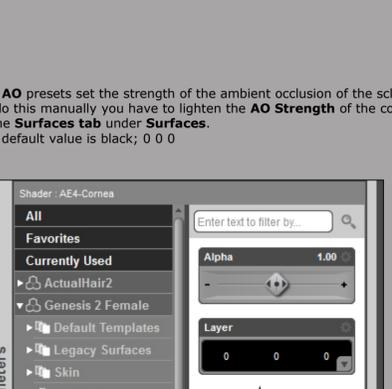
Lacrimals Diffuse



Sclera Diffuse

The **Iris** presets set the tone of the irises.

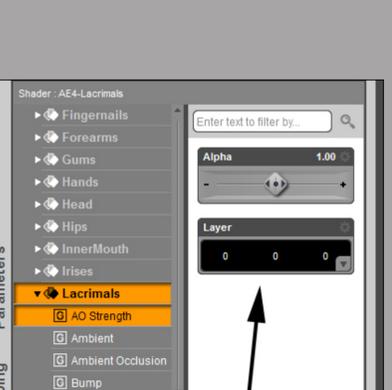
To do this manually you have to darken the of the irises in the **Surfaces tab** under **Surfaces**. The default value is white; 255 255 255



Irises Diffuse

The **AO** presets set the strength of the ambient occlusion of the sclera, the lacrimals and the cornea. To do this manually you have to darken the **AO Strength** of the cornea, the lacrimals and the sclera in the **Surfaces tab** under **Surfaces**.

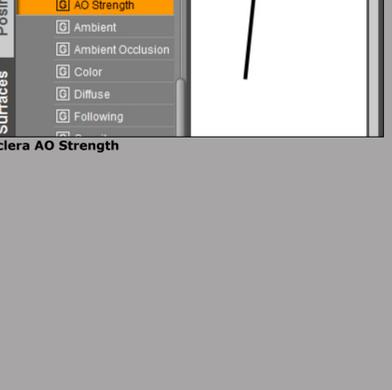
The default value is black; 0 0 0



Cornea AO Strength



Lacrimals AO Strength



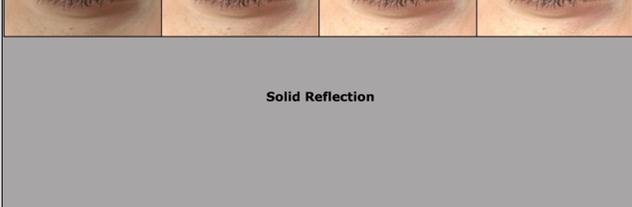
Sclera AO Strength

Dynamic vs Solid Reflection

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There are two ways of displaying the reflection of the eyes, dynamic or solid, the default is dynamic. The difference between them is that the dynamic reflection 'follows' the direction of the lightsource and is therefore more realistic, while solid is independent of the lightsource which can sometimes be preferred.

Below an example of both with the same lighting.



Dynamic Reflection



Solid Reflection