## Millennium Eye Maker Guide For Photoshop 6



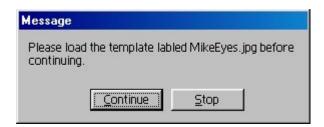
By 3Deep Designs

Millennium Eye Maker is a great and endless tool for those who need custom or original eye textures or for those who just like making their own textures and want a bit of variety. This Millennium Eye Maker Action set covers all the basics as well as some more unique styles of eyes, from Human, Cat, and various looking Creature eyes.

This guide will cover the basics of using the Millennium Eye Maker Actions as well as show a few "tricks" to get eyes like you have never seen before for Michael and Victoria.

## Part 1 – Reading the Pop-ups

When these actions are started you will first get a Pop-up as shown here:



This is to ensure that you have the proper sized template to begin. Without the proper sized template the texture placement will not be correct and the eye texture will not show up correctly on the model.

Once loaded press the Action button highlighted in Red or hit "Continue" if the template is already loaded.

The next Pop-up will be to fill the "Eye White" area.

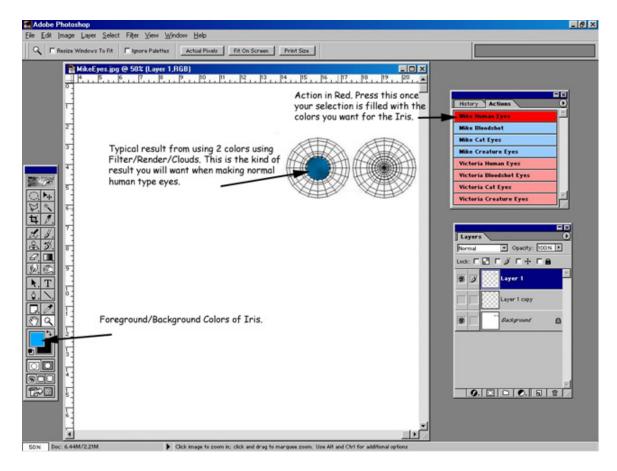


Choose a color for the foreground. After you select the color in the Foreground, continue with the action.

The next Pop-up is for the Iris.



This Pop-up will Stop or Pause the Action to allow you to fill the selected area. Do not deselect the area. Fill it as stated above. For normal blue eyes you would want to choose a shade of blue and black for the foreground and background. Look at the image below to see how it should look.

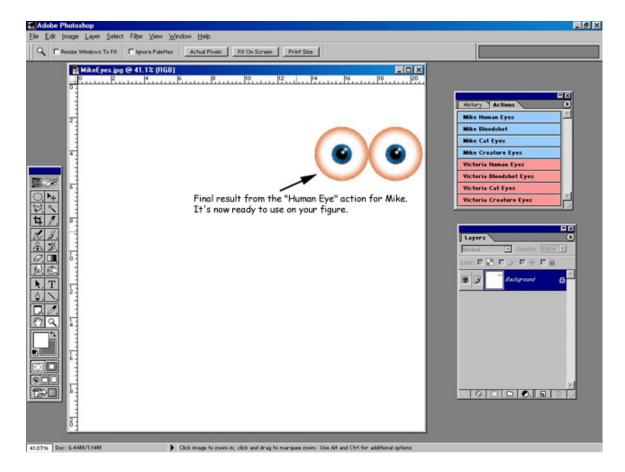


At this time the Action is "Paused". You will know this by the Action button being highlighted in a bright red as above. Once you fill the area with the desired colors press the Action button again to continue.

After this, the Action will finish the eyes. You will get one last Pop-up showing this:



Once this shows the Action is complete and you should end up with a final eye texture as shown below.



## Important:

Read the Pop-ups as they appear.

Follow the Pop-up instructions. (or use the "Tips and Tricks" below)

Save you final eye texture as a separate file so you don't save over your blank template.

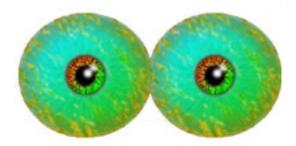
Note: The Mike and Victoria Creature Eye Actions have one extra Pop-up. This is to fill the "Eye White" area with your desired color to create a more monster looking eye texture. Follow the Pop-up just as you would for all the others.

## Part 2 – Tips and Tricks

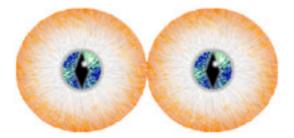
To create unique eye styles all you need to do is follow the steps above but with a few alterations.

When filling the Iris area, instead of using Filter/Render/Clouds with 2 colors, try various colors using gradients, the airbrush tool or filters.

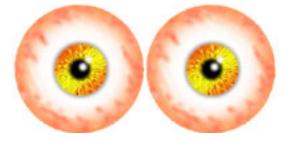
Here are some samples from filling with gradients, the airbrush tool and filters:



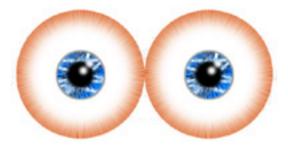
Done with gradients using the Mike Creature Eye Action.



Done with the airbrush tool using the Victoria Cat Eye Action.



Done with gradients on the Victoria Bloodshot Eye Action.



Done with the airbrush tool using the Mike human Eye Action.



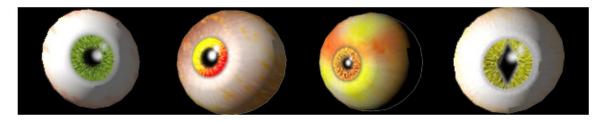
Created using various Filters such as KPT 5, KPT 6, Eyecandy 4.0 and others on the Victoria Creature Eye Action.

When using gradients try various combinations of colors and gradient settings. The more elaborate the gradient the more unique the eye.

With the airbrush you can virtually paint any design, pattern or shape within the selection. Each one will have a uniqueness to it that has never been done before. What better way than to have a great quality eye texture that nobody else has.

What can I say about filters...They are AWESOME! Filters can add even more styles and variety than before. Filters like Eyecandy 3 and 4 can alone give such a huge choice of original eye types. Try all the filters and see what it does. You would be surprised that some of those filters you never used may now have a use!

As you can see the types and styles of eyes are endless. All it takes is a few seconds of time and some creativity using colors. You'll never get the same results twice...unless you want it.



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