



Blender Market - Auto Eye V0.3.5

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Blender Market - Auto Eye V0.3.5: Auto Eye is a 100 100% procedural produced eye to Blender Cycles and Eevee, wholly customizable and focused on making it easy to design various styles, from realistic to cartoon and even eyes of animals.

How to remove the transparency of the cornea to make animation?

You can use "Blender Market - Auto Eye" to create animation.

Where can I download the product?

After subscription, You can download it for free from here.

Why should you have Auto Eye?

The eyes are among the first things you stare at when you see a character's face. Beautiful eyes make your character appear more alive, and Auto Eye will help you achieve that.

- Faster workflow
- Simple to customize
- Unlimited resolution
- Customer support
- You can customize your eyes to the way you like!
- Iris and Pupil Shape Keys
- Collarette and Crypts Parameters
- Fake Shadow and Cornea Mask Hardness
- Node Parameters v03
- Realistic to Cartoon
- Unlimited resolution!
- Because Auto Eye uses procedural textures, it is unnecessary to be concerned about resolution. Your eyes will stay steady even in close-up cameras.
- Real-time preview of Cycles
- Animation is a must.
- To make animations, remove the transparency of the cornea's Viewport and observe what your character looks at while in Solid mode. When using your Cornea Mask modifier, turn off the Display option for the Viewport.
- Baking
- It is also possible to bake Color Specular, Roughness, and Bump maps through the Auto Eye.

What is Auto Eye?

Auto Eye is a Blender add-on designed to create realistic and customizable eyes for 3D models in both Blender Cycles and Eevee rendering engines. Here are some potential reasons why someone might consider using Auto Eye:

Procedural Generation: Being 100% procedural means that the eyes are generated algorithmically rather than relying on external textures. This can offer a high degree of customization and flexibility.

Compatibility: Auto Eye appears to be compatible with both Blender Cycles and Eevee, making it versatile for users who prefer different rendering engines.

For those working on character modeling and animation projects in Blender, having a tool like Auto Eye could save time and effort in creating visually appealing and expressive characters. Artists may find it particularly useful for achieving lifelike eyes,



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which are essential for conveying emotions and creating a connection between the audience and the 3D characters.



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