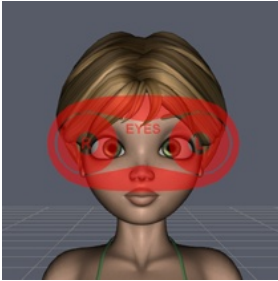**3D Universe**

Using the EyeTool Feature of Skye
By Steve (3D Universe)

The EyeTool (or EyeTarget) was a feature created exclusively by 3D Universe to help users to pose the eyes on their characters easier. In essence the EyeTool acts as pose-able dummy bones in the 3D Interface. It is set to be semi-transparent to enable you to see through it in the 3D application, and will not appear in the final render in Poser or DAZ Studio*.

*As of DAZ Studio Version 3

The Eyetool is made up of three parts:

- EyeTarget - the main EyeTool selector
- LeftEye – the part that the character's left eye points at
- RightEye – the part that the character's right eye points at

The EyeTool has several great features that can make it an important part of a 3D artist's toolbox. Here's a summary of some of the features, and their uses:

Eye Positioning
By positioning the EyeTarget where you would like your character to be looking in a scene, the rotation of the character's eyes will automatically be set correctly.

With the natural human eye, when a person is looking to the extreme left side, the left eye actually rotates further that the right one. This is the opposite if the person is looking to the extreme right. This is something that 3D artists sometimes ignore, and can result in a character's eyes looking "wrong" in an image.

The EyeTool take this into account, and the further the EyeTool is positioned to the side, the greater the "drift" of the far eye.

In Poser, the best way to pose the EyeTool is to use the Translate tool ⊕ with the EyeTarget selected. In DAZ Studio, the best way to pose the EyeTool is to use the Rotate tool ↻ with the EyeTarget selected.

Extra Tweaks
On the "EyeTarget" selector, there are a couple of dials that can be used to manually tweak the EyeTool feature:

- Target.TranslateX – moves the main EyeTarget on the X axis.

- Target.TranslateY – moves the main EyeTarget on the Y axis.
- Target.TranslateZ – moves the main EyeTarget on the Z axis.
- Look.Up-Down – rotates the main EyeTarget on the X axis.
- Look.Side-Side – rotates the main EyeTarget on the Y axis.
- Look.Spin – rotates the main EyeTarget on the Z axis. *This is particularly handy to create the typical cartoon eyes spinning effect*.
- Eyes-Cross – Adjusts the eyes together in a squint, or spreads them apart.

In each EyeTool eye selector, there are also a couple of dials that can be used to manually tweak the EyeTool feature:

- [Eye].Side-Side – rotates the specific eye from side to side.
- [Eye].Up-Down – rotates the specific eye up and down.
- [Eye].Focus – moves the focal position of the eye closer and further away from the main EyeTarget.

Auto Expressions

On the Skye figure, we added auto-expressions to the EyeTool. As the EyeTool is posed, Skye's eye expressions will be set in real-time. This feature takes into account natural human eye movements, eyebrow and eyelid positions and makes it very easy to get realistic facial poses with Skye.
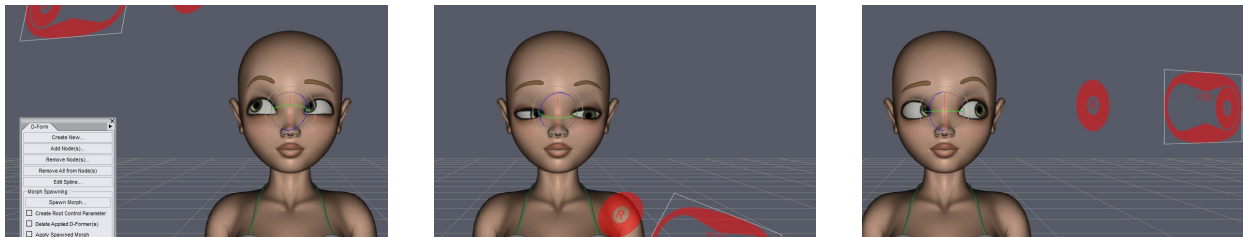
Many hours of development and research went into creating the EyeTool, and we truly hope you use and enjoy the EyeTool. As with anything, however, you do need to play around with it a bit to see if it's something you can use.

Finally - thank you for supporting 3D Universe products. For more downloads and products, please visit us at: http://www.3duniverse.co.za