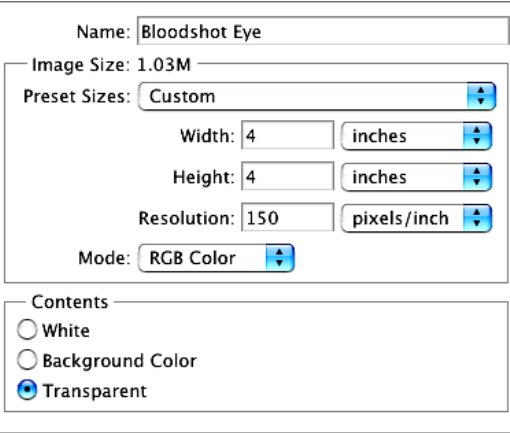
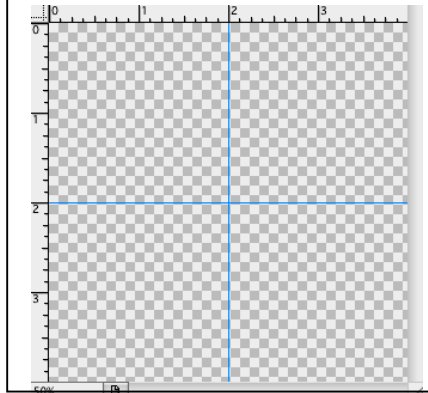


Bloodshot Eye Unit

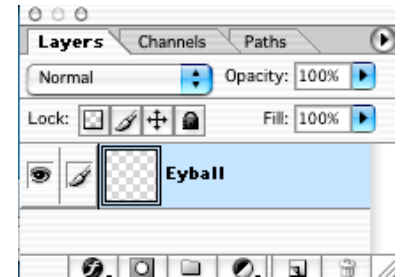
1. Create a new RGB document. Make it 4" Wide by 4" High with a resolution of 150 pixels/inch and a transparent background



2. Show the rulers (Command R), and drag guidelines at 2" both horizontally and vertically.



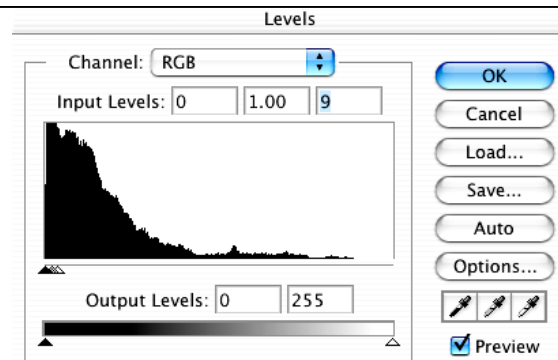
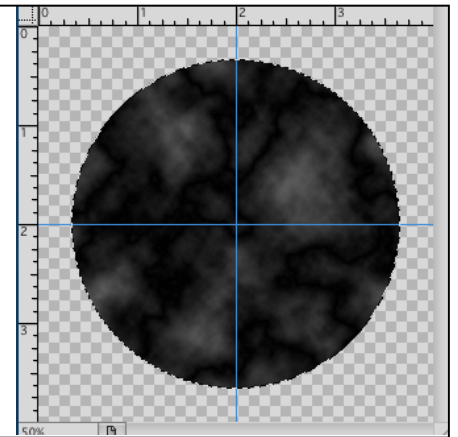
3. You now have one layer. Double-click the name in this layer and title it Eyeball.



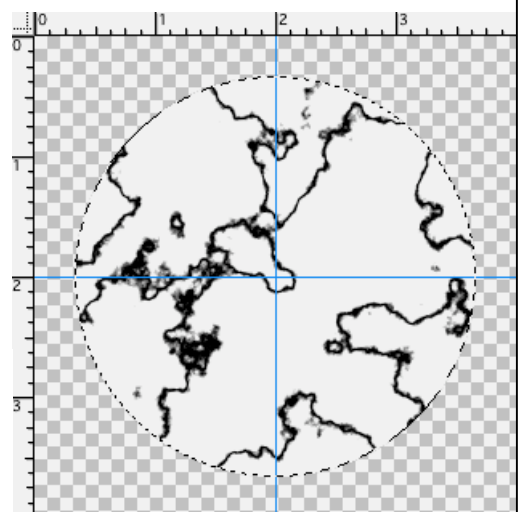
4. Make sure the background and foreground colors are set to default (black & white).

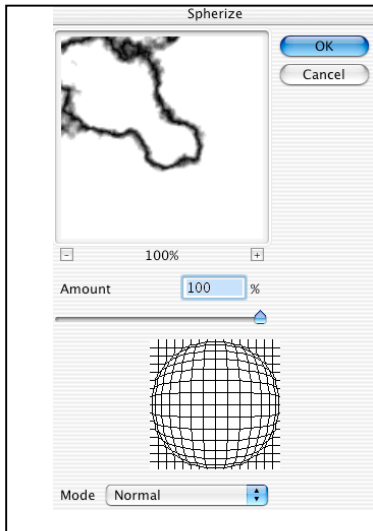


5. With the elliptical marquee tool, make a circle about 3.5" in diameter. Press the option key to draw from the center of the crosshair guideline outward. Also press shift to constrain the proportions to a perfect circle. Make sure the selection isn't feathered and anti-alias is selected. Next, choose Render > Clouds. Then choose Render > Difference Clouds. Your circle should look like the example shown to the right.

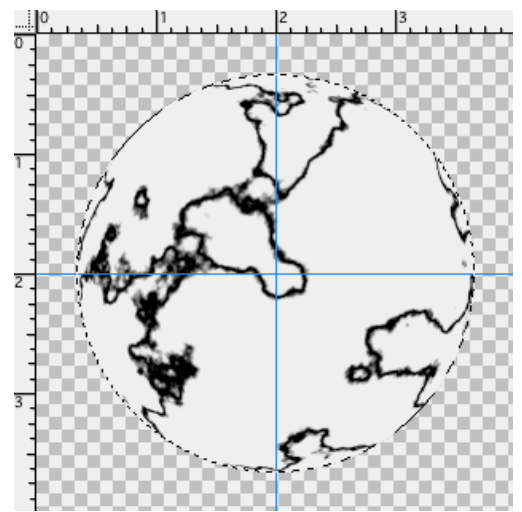


6. Choose Image > Adjustments > Levels... and slide the right arrow on the histogram all the way to the left so it looks like the example above. This should bring out the veins in the eyeball so that it looks like the picture to the right. Save your document!

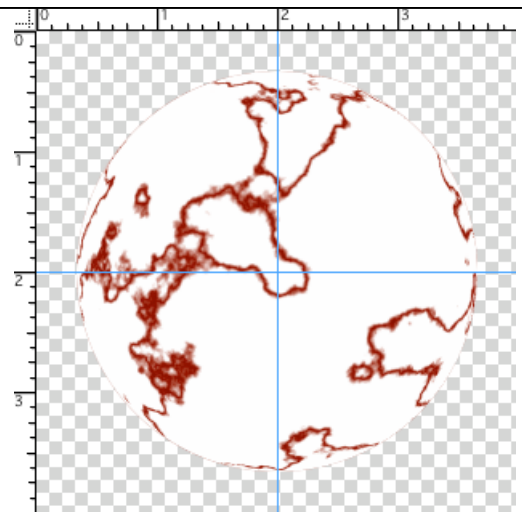
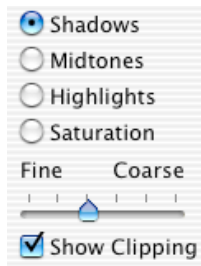




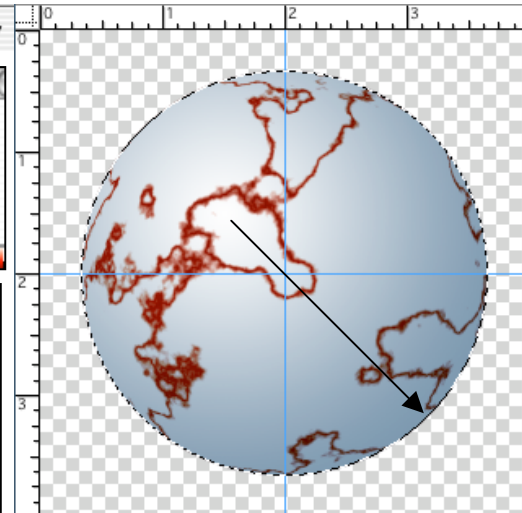
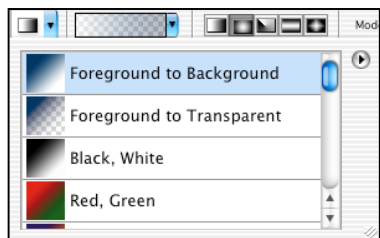
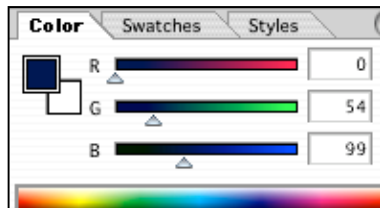
7. We want to make the veins look like they're wrapping around the eyeball. So, choose Filter > Distort > Spherize... and set the amount to 100 and Normal for the Mode. Your veins should now look as if they are wrapping around the eyeball whereas before they appeared flat.



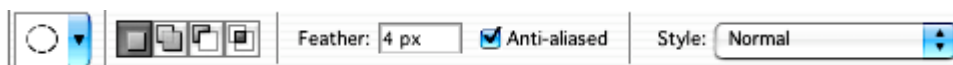
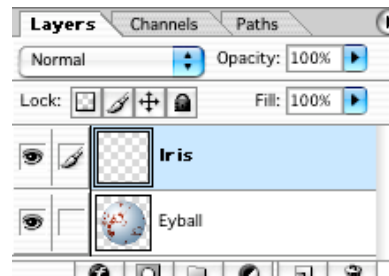
8. Next we're going to change the veins to red. Choose Image > Adjustments > Variations... Make sure the settings below are selected and then click More Red 12 times, More Yellow 3 times, and Lighter 4 times. Then click OK. Your veins should now look red, similar to the picture shown to the right.



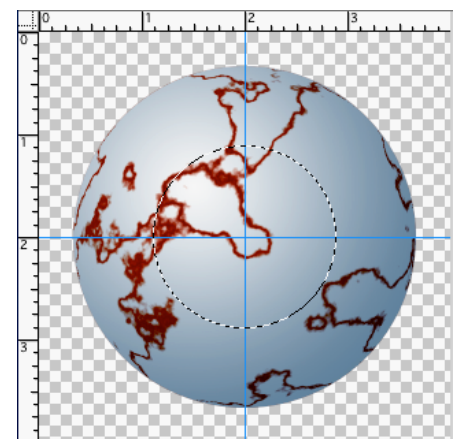
9. Next we're going to add some shadow to the eyeball. Select the gradient tool and make sure the settings are set as shown above in the options menu bar. Select a dark blue for your foreground color (I chose the settings as shown to the right in the color palette). Make sure Foreground to Background is selected for the gradient selection. Then drag downward in a 45° angle as indicated by the arrow in the example. Save your document!



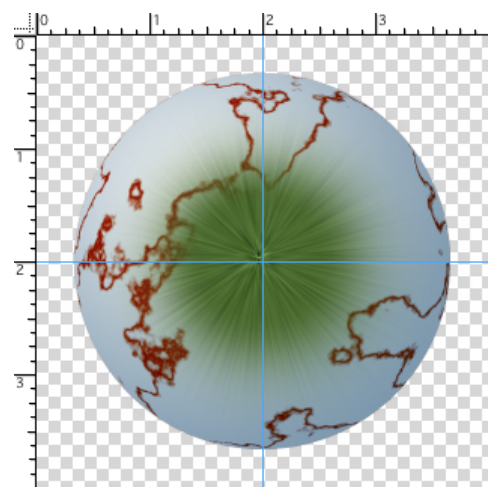
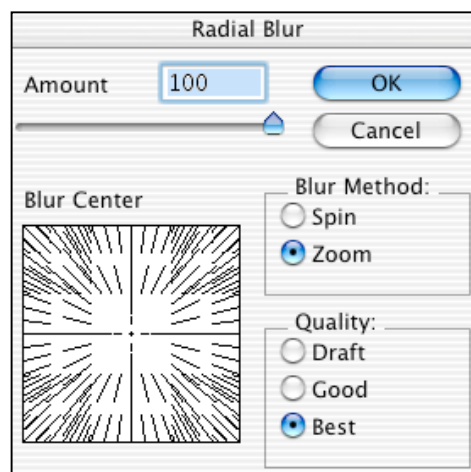
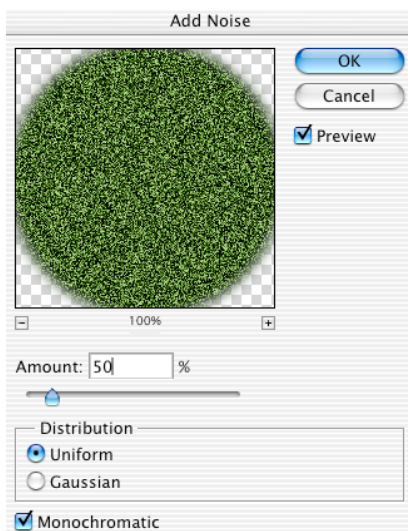
10. Now we're going to create the color part of the eye called the iris. Pick one of the common natural eye colors, blue, green, or brown. Since my eyes are green, I chose an olive green using the RGB values indicated below. We want the iris to be on a separate layer, so create a new layer above the Eyeball layer and title it Iris and title it Iris.



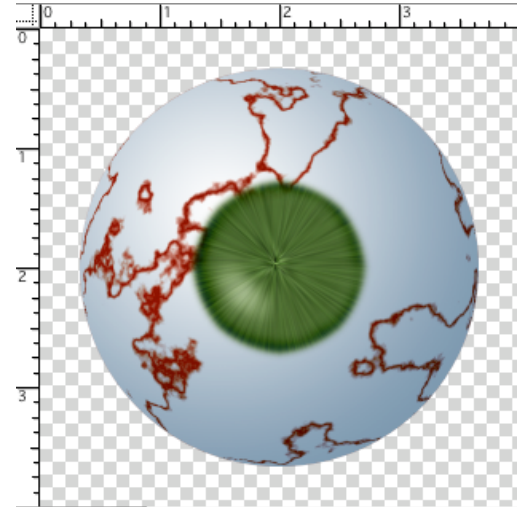
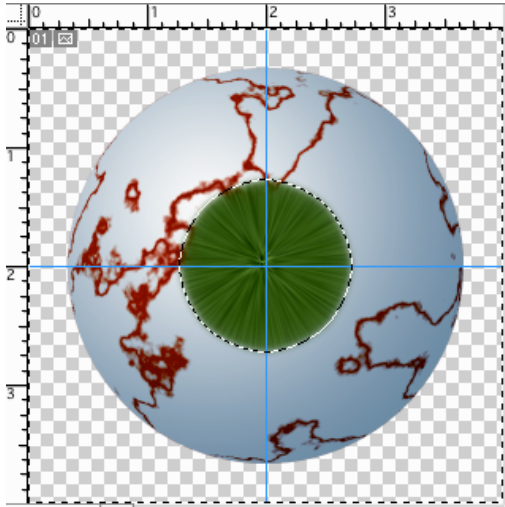
11. Select the elliptical marquee tool and make sure to set the options as indicated above in the options menu bar. Press the option key to draw from the center of the crosshair guideline outward. Also press shift to constrain the proportions to a perfect circle. Drag outward until the circle nears the 1" and 3" marks as indicated by the rulers.



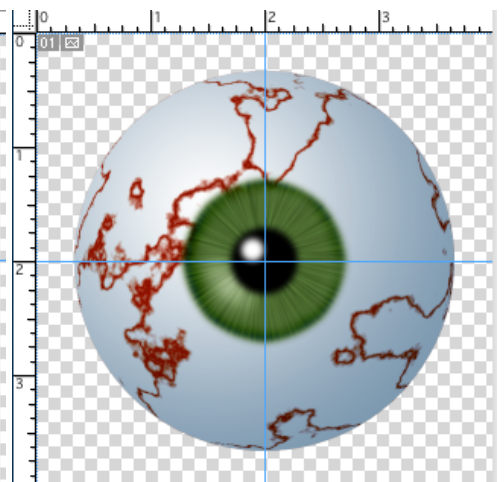
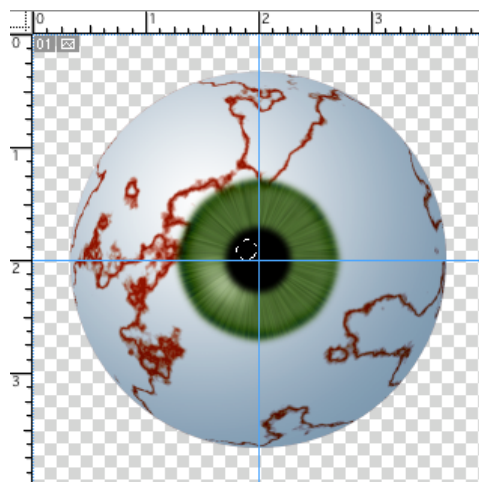
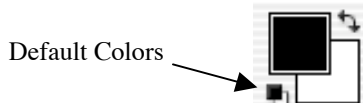
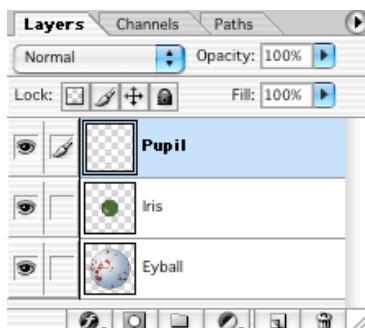
12. Press option + delete to fill the selection with the eye color. Next add some noise. Choose Filter > Noise > Add Noise... Select the settings shown (below left) and click OK. DESELECT! Next let's add radial blur. Choose Filter > Blur > Radial Blur and choose the settings shown below (middle). Apply the filter two more times (command F). Your eye should now look like the picture on the far right. Save your document!



13. Next, let's get rid of the excess blur on the iris. Choose Select > Reselect. This reselects your last selection. Since this selection is too big let's shrink it. Choose Select > Modify > Contract. Type in 25, then OK. Notice how the selection got smaller. Since we want to delete the opposite of what we have selected choose Select > Inverse. Then press the delete key. Your picture should now look like the one on the bottom left. Lets add a darker ring around the iris and a highlight to the lower left. Choose Select > Select Inverse. Now select the burn tool. I selected a soft edge brush size 40, with shadows for the range, and an exposure of 24. You may wish your settings to be different depending on the color of your eye. For the highlight choose the dodge tool. I set the range to Midtones with an exposure of 27. I painted one broad swoop, released the mouse and painted another smaller area for a more intense highlight. Save your work!



14. Lastly, we're going to add the pupil. Create a new layer on top of the Iris layer, and title it Pupil. Select the default colors then select a small circle with the elliptical marquee tool inside the iris. Do just as you did the eyeball and iris (starting in the crosshair guidelines, pressing option to draw from the center outward, and pressing shift to constrain it to a perfect circle). Make sure a feather of 4 pixels is still selected. Press option + delete to fill the pupil selection with the foreground color (in this case, black). Still with a feather of 4, select a small circle in the upper left area of the pupil. Your document should look like the picture below. Press command + delete to fill the selection with the background color (in this case, white). Then deselect.



Now for the finishing touches. Many eyes aren't a solid color. To make this eye look more real, we're going to add an orange tint on the iris just around the pupil. Select a soft edge brush, I set the size to 75, the mode to Color, and the opacity to 35%. **Make sure you select the Iris layer before you paint.** Paint around the perimeter of the pupil. Your picture should now look much like the one shown to the right. If it does, congratulations, you did an awesome job. Make sure you save this project as you will be using it in your next project. If you like, you may personalize your eye as I did below. If you decide to do this, save it as a second document so that you can use the original in the next assignment. Have fun and learn, that's what it's all about!!!

