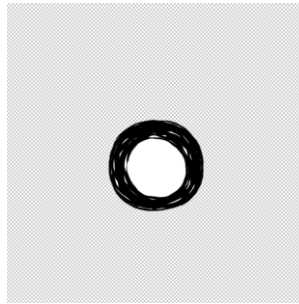# Special Eye Expressions.

(Screenshots are taken from unity but the steps are the same even if you work in Unreal 5).
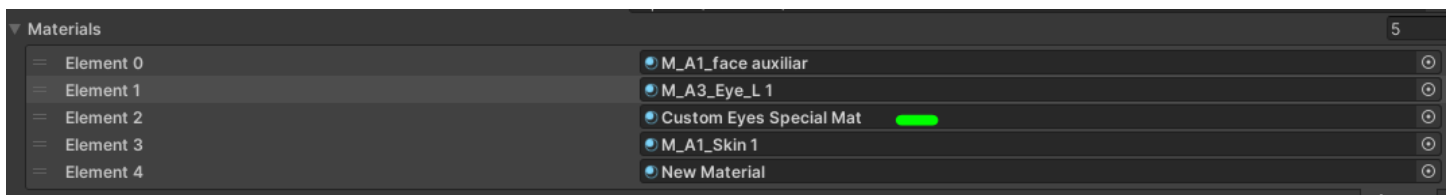
To apply a custom eye expression for effects like the one shown, follow these steps:

1. **Create a PNG Texture:** Design a PNG with dimensions similar to those of the irises. Customize the eye design as desired, ensuring the background is transparent.


(Assume the gray area is transparent)

2. **Set Up the Material:** Create a material similar to the one used for the auxiliary face, but apply your new eye texture. Assign this material to the appropriate material slot on the character.


▼ Materials		5
≡ Element 0	◉ M_A1_face auxiliar	◉
≡ Element 1	◉ M_A3_Eye_L 1	◉
≡ Element 2	◉ Custom Eyes Special Mat ━━	◉
≡ Element 3	◉ M_A1_Skin 1	◉
≡ Element 4	◉ New Material	◉

3. **Test the Expression:** To see the full effect, set the relevant blend shapes or morph targets to 100%.

| Eyes_normal_hidden	●100
Eyes_special_forward	●100
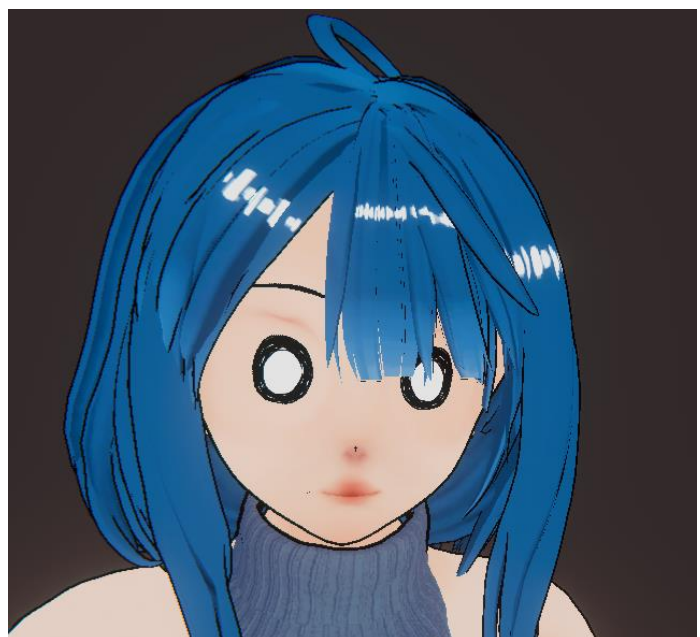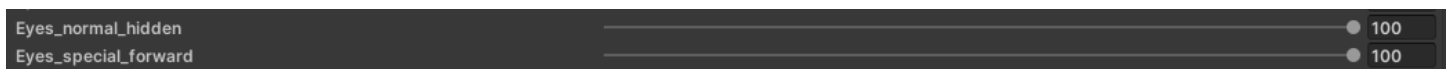
F.A.Q.

The special eye looks too small.

You may need to adjust the scale in your preferred image editing software until the proportions look right.
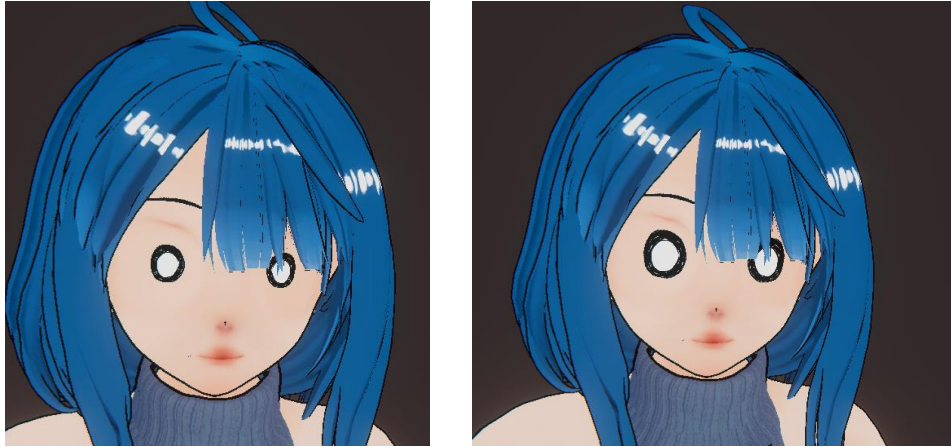
There are subtle, strange outlines around the special eyes where the normal sclera and eyelids were.

If you're using a shader with an outline effect, consider using a mask map to avoid outlines around the eye cavities.
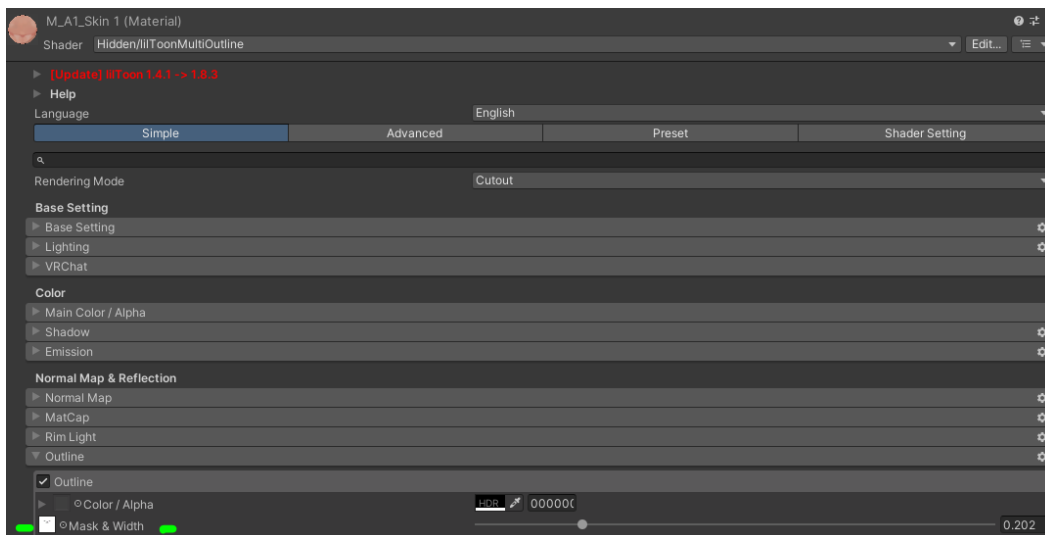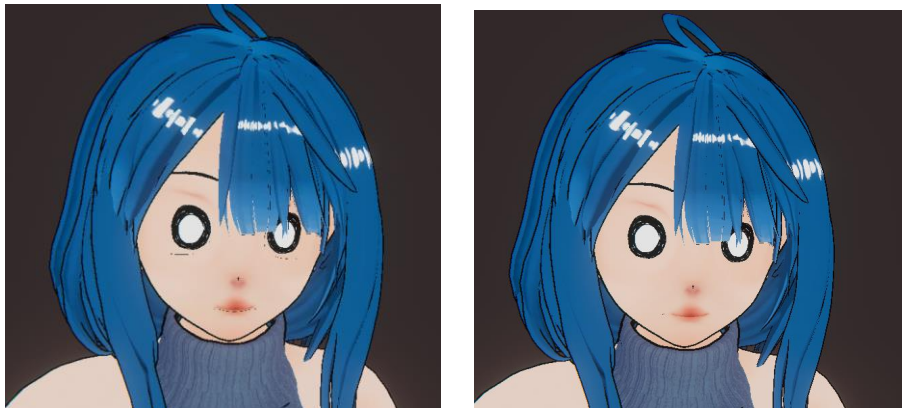
When pushing the normal eyes back to hide them, there are strange shadows or color changes in that area.

This may be due to painted shadows around the eye area on your body or head texture. Consider one of the following solutions:

- Implement a method to switch between textures when setting up a special eye expression.
- Permanently modify your body or head texture to remove these shadows.