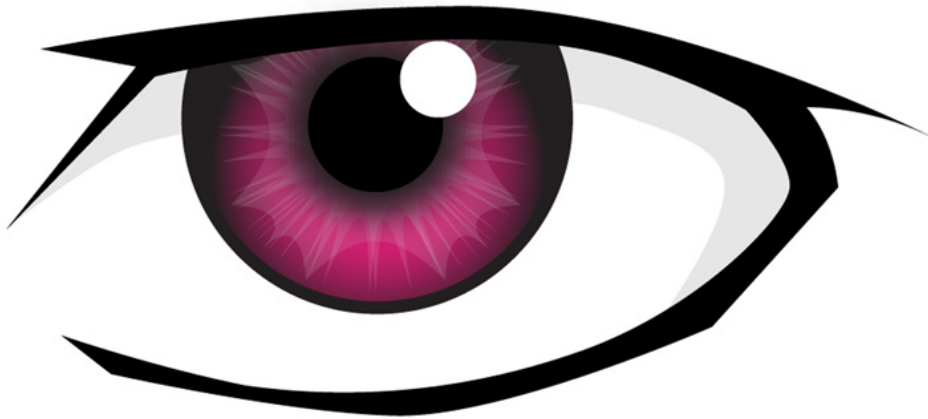


Making a cartoon eye with Adobe Illustrator

In this tutorial, you will learn how to create a cartoon eye with Adobe Illustrator. To start this tutorial, you don't need to be an Illustrator expert. So let's get started. As usual, let me show you the final result of this tutorial,

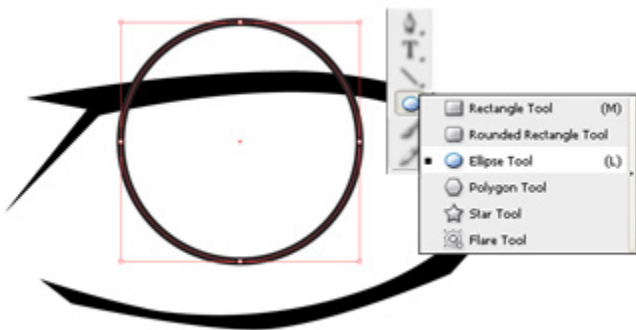


1 First make this "so hard" outline of an eye.



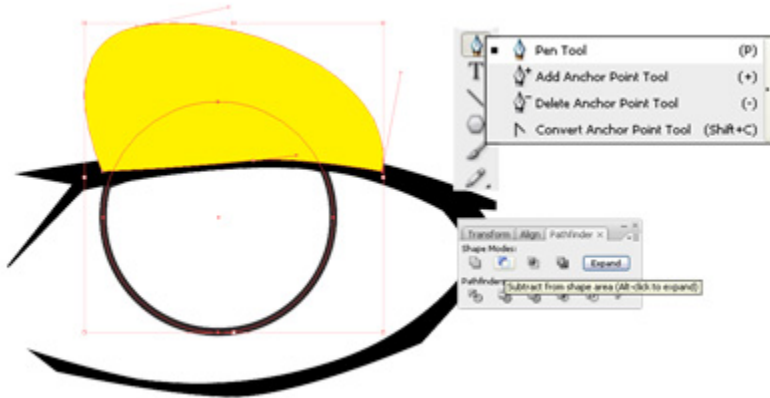
2 Now make the eyeball using "**Ellipse Tool**"

Every eyeball (except cartoon maybe) in this world if you look it from the front it'll be always shaped a perfect round, if you don't trust me try to trace it from a real frontal human photo.



3 As you can see the eyeball line is too big, that's why you need to make a path using "Pen Tool" to cover the overlapping part, and when you make new path ALWAYS use a different color just to make it easier.

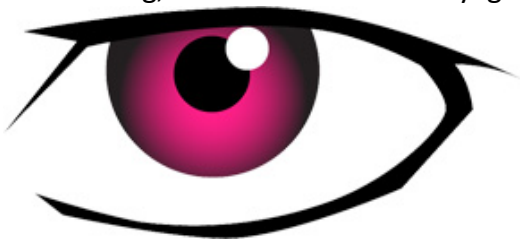
Now to cut the overlapping path you need "Pathfinder" (to open it press "Shift+Ctrl+F9"), hold "Alt button" then click "subtract from shape (Alt+click to expand)".



4 Fill the eyeball with 2 any colors you want, so it won't seem flat plus it saves your time (I chose magenta and black). Use "Radial Gradient" for this matter

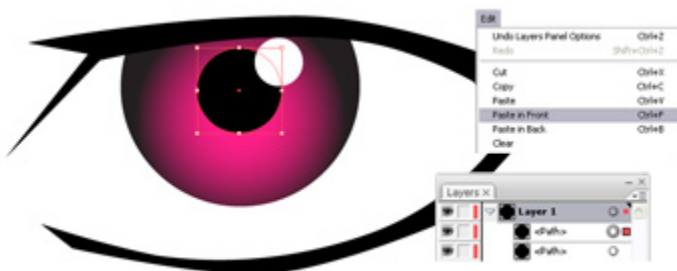


5 Make another round Path using "Ellipse Tool" for the center and the highlight of the eye, and the color for the center of the eye should be black, as for the highlight it depends on the lightning of the background or surrounding, white is for normal daylight I suppose.

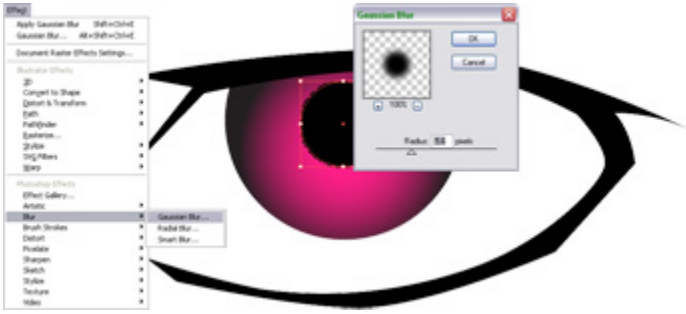


6 "Copy" the center path and paste it in front, DO NOT use normal paste (Ctrl+V), because it will show up on different place, and we need it on the same exact place.

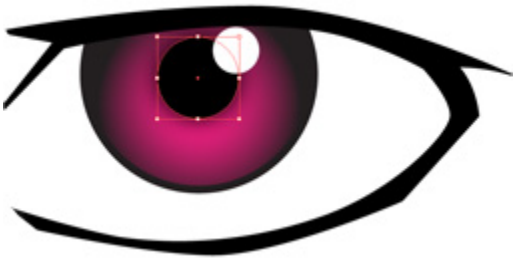
After making the center path became 2 paths, you won't see it the difference unless you opened the layer window, there will be 2 round shapes.



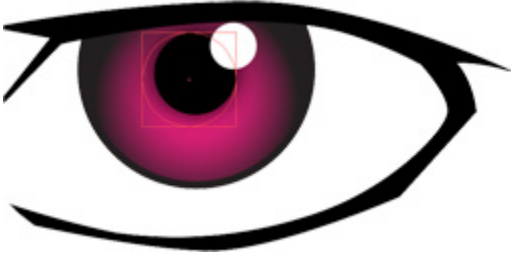
7 Go to "Effect Menu>Blur>Gaussian Blur" and set the "Radius Parameter" then click "OK".



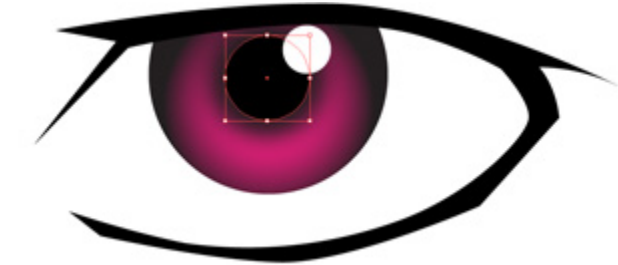
Now your image will look like following one,



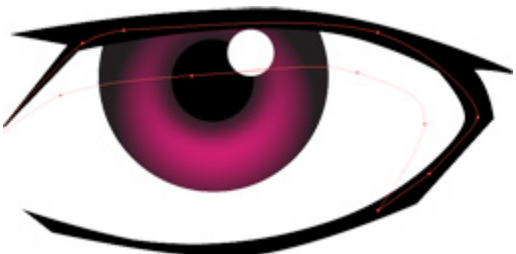
8 Now make it bigger, if u can't make it bigger just by using "Selection Toll (v)" use "Free Transform Tool (e)", don't forget to press "Shift" so the path won't get distorted



And it'll look like this.



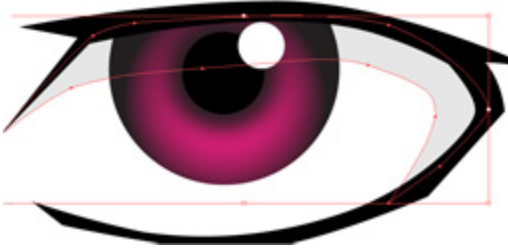
9 Let's add some shadow so it won't be Flat by using "Pen Tool (p)"



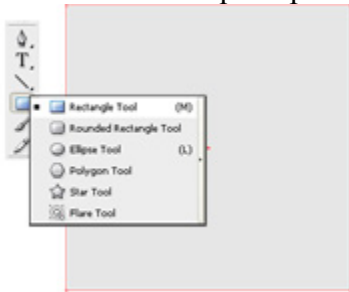
10 Arrange it to the bottom of the layer.

To arrange the path: hold "Ctrl" and press "[" to bring it down, and "]" to bring it up or drag it manually on the layer window. To bring it to bottom or to the top hold "Ctrl+Shift"

It's done, but i'm not satisfied enough, let's add more details on the eyeball.

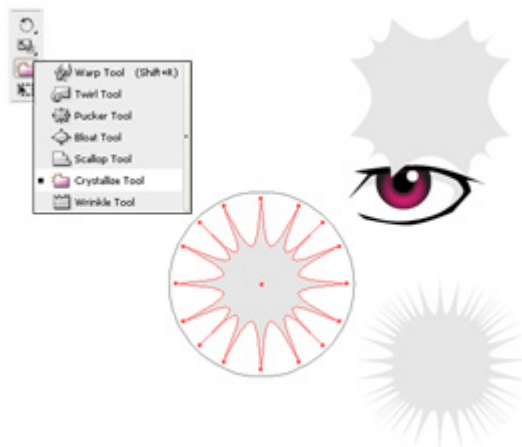


11 Now make a square path by using "Rectangle Tool (M)"



12 Hold the mouse on "Warp Tool (Shift+R)" and choose "Crystallize Tool".

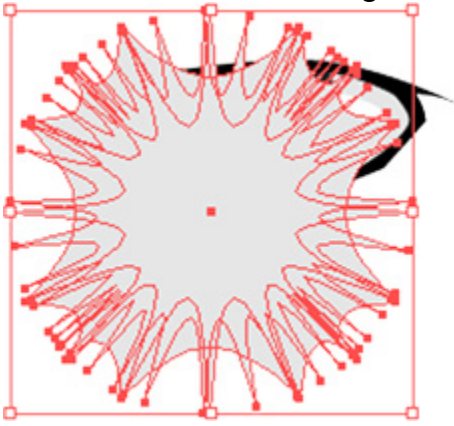
PS: On any tool on Warp tool you can't reduce the brush size, that's why you need to make the path you want to edit bigger/smaller.



Make it at least 3 shapes

13 Select the 3 paths you've made, and align them to the center by using "Align" tab next to "Pathfinder" tab.

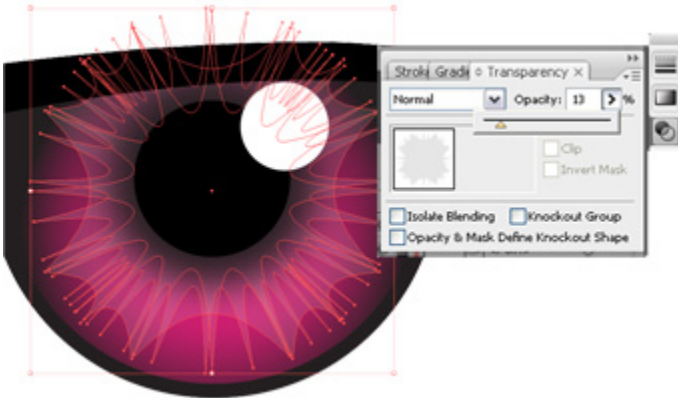
Click on the "Horizontal Align to center" then "Vertical Align to center".



14 Reduce the size of the paths so you can fit it to the center of the eyeball. After place the paths on the center of eyeball. Arrange the layer so the 3 paths will be on top of the eyeball and below the highlight, center, and blurry center of the eye.



15 Now go to "Transparency Window" and reduce the transparency.



And your work is done!

