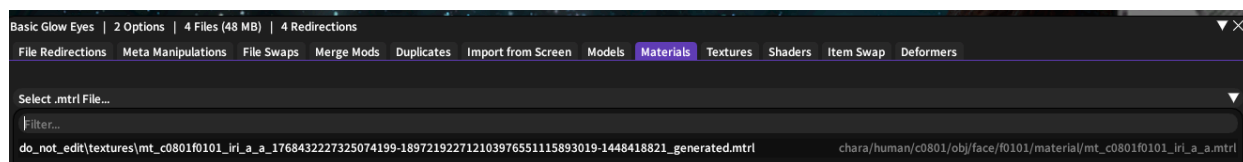


Any of these eyes can be set to glow in whatever color you want by editing the Materials on it. You can also change the color of the “whites” of your eyes this way as well. Here’s how!

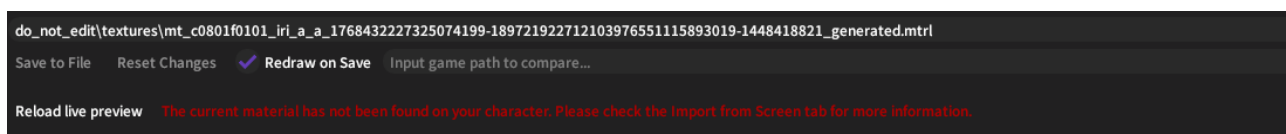
1. Select your mod in Penumbra and click on Advanced Editing.



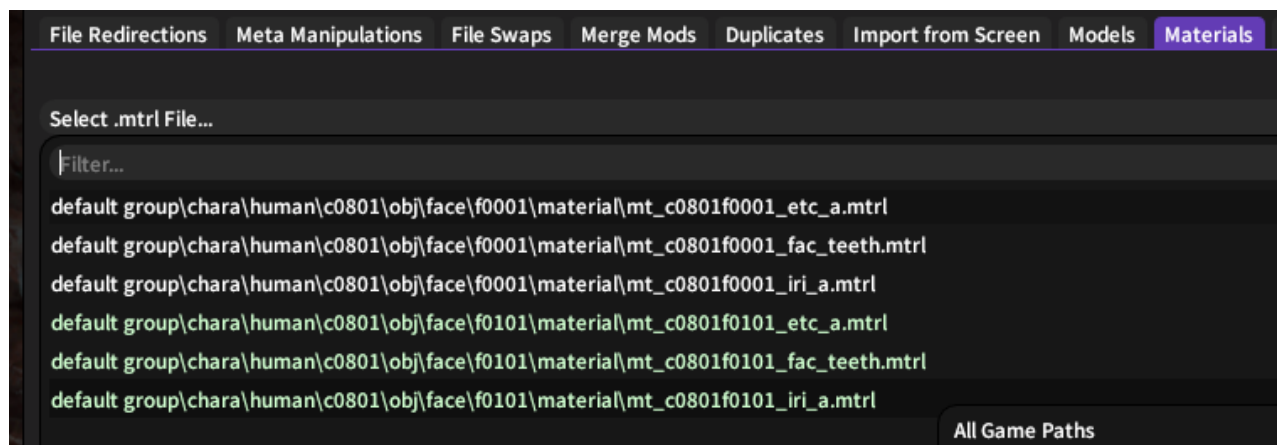
2. In the new window that opens, chose the Materials tab. On the line that says **Select .mtrl File...** you want to choose the line that correlates to your Iris files.



IMPORTANT - I have my eyes set as a higher priority than the sculpt I use, which is a modified version of Marie. Despite the fact that the new eyes are showing on my character and not the ones in the sculpt, Penumbra is seeing the sculpt eyes as my actual eyes, so modifying the eyes in the mod doesn’t work for me. Instead, I have to modify the Materials of the sculpt eyes, and that works to create the glow and any eye white changes in the eyes I’m working. You’ll know this is the case if you see this when selecting the Material file on your created Mod eyes.



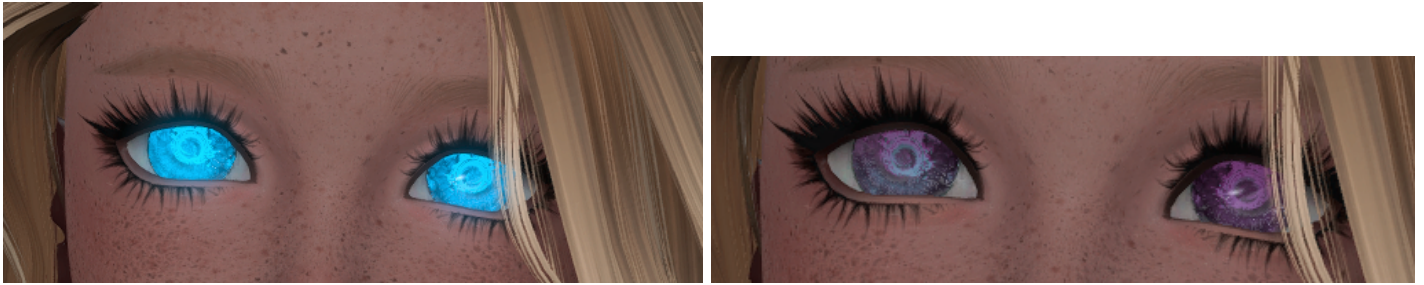
So, in this case, I select my sculpt mod and choose the highlighted green line that has the words iri_a in it.



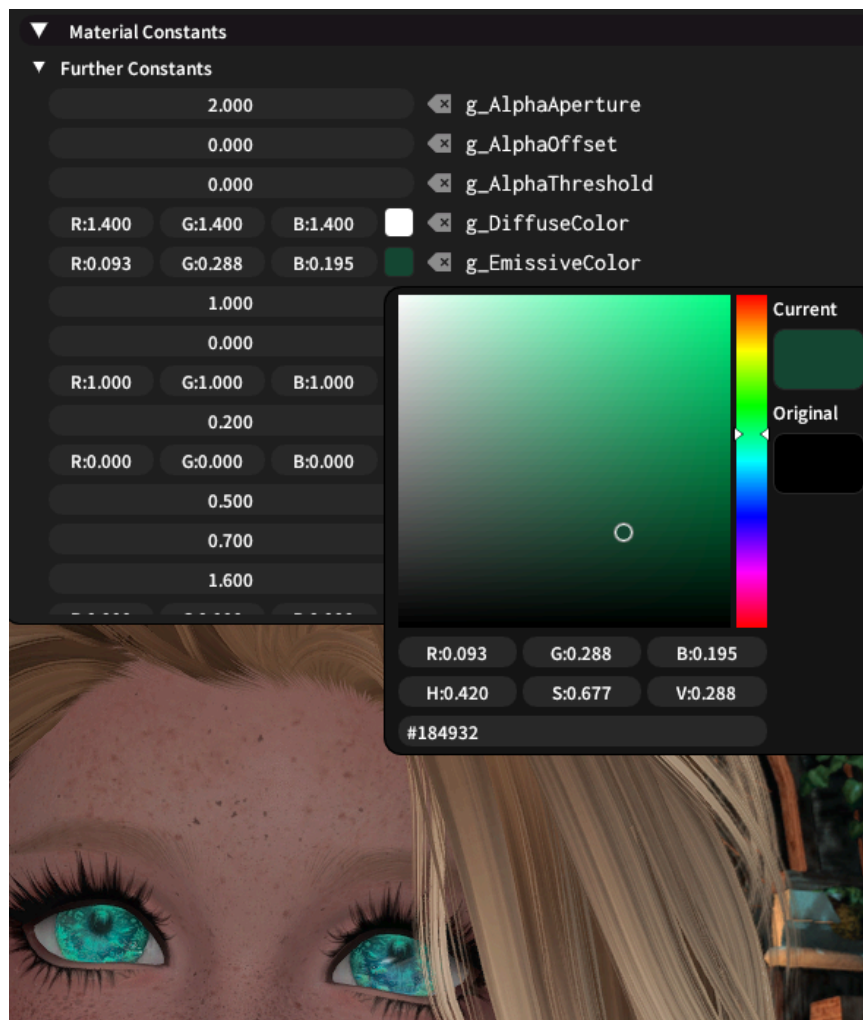
The next step is the same whether it's your Eye Mod or your Sculpt Mod Eyes.

3. Under the drop box for **Material Constants**, you want to hit the **Further Constants** drop box. The 6th line down is g_EmissiveColor. Now, you can put in a hex code using the RGB numbers or you can hit the colored box on the line to open the color picker. Whichever color you pick will make your eyes glow that color.

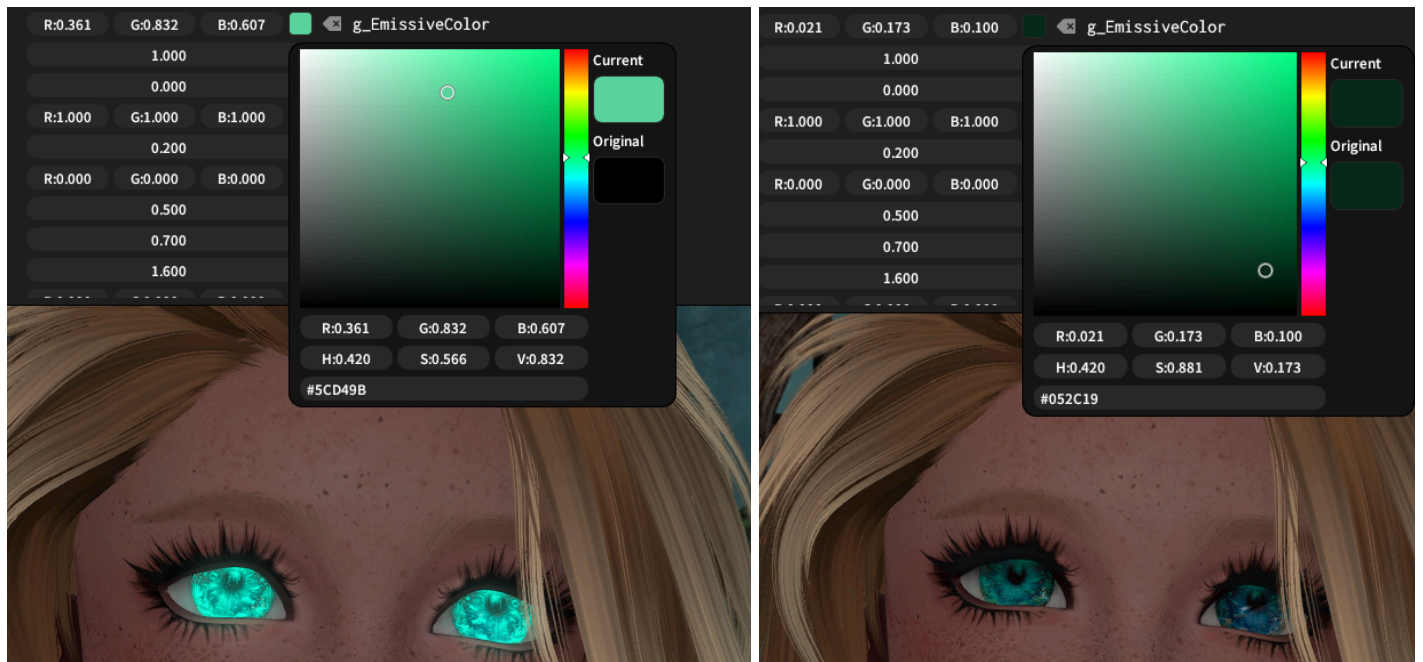
THIS WILL OVERRIDE THE BASE TEXTURE. The glow is influenced by the Eye Mask and the base is largely irrelevant. Below it shows a medium blue emissive and a dark purple, respectively, over the dyeable version of my Weird Eyes 2 2.



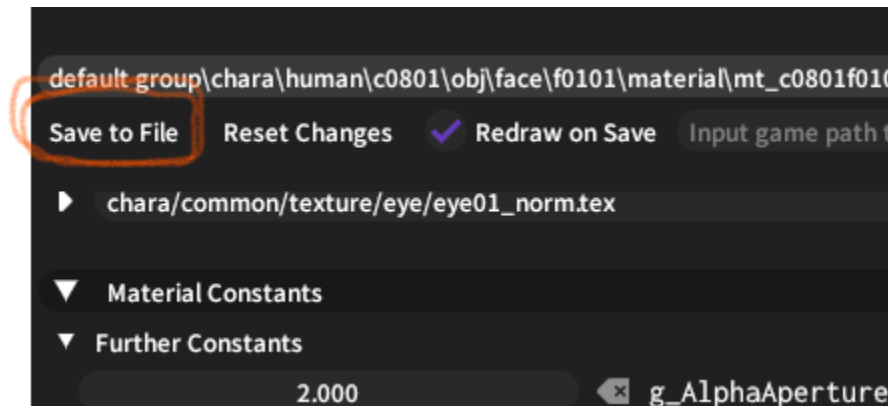
The darker shade does slightly show that my normal eye color is two different shades. Here is a medium green emissive over my Weird Eyes 7-1, which is an undersea one and not a dyeable.



Making the same color darker or lighter shows less and more of the color below.

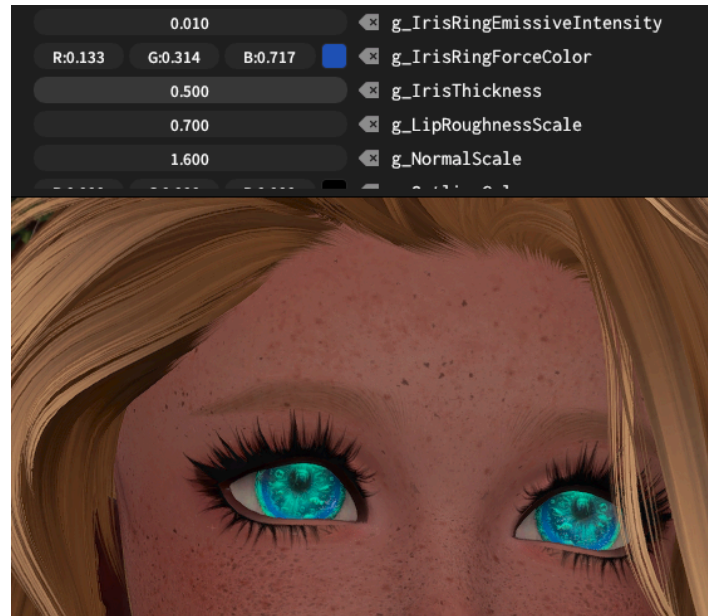


4. When you find the shade and glow amount you want, make sure you hit Save to File, or it will NOT save it!

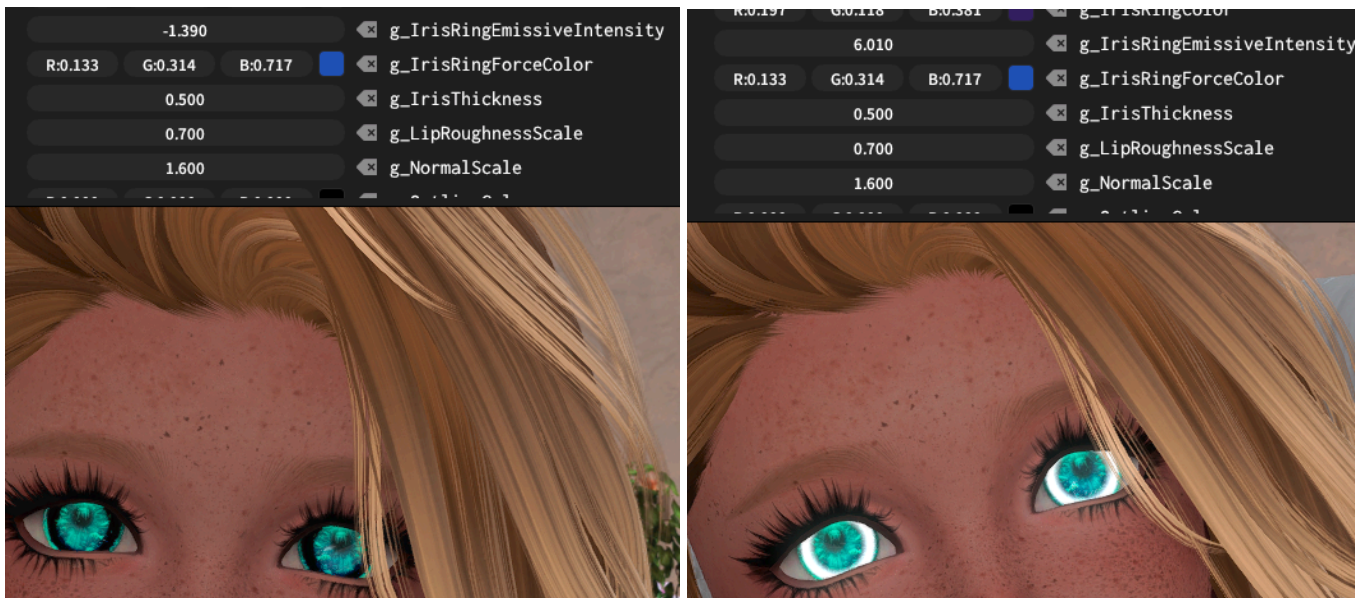


A couple other neat thing you can do with changing the Material Constants

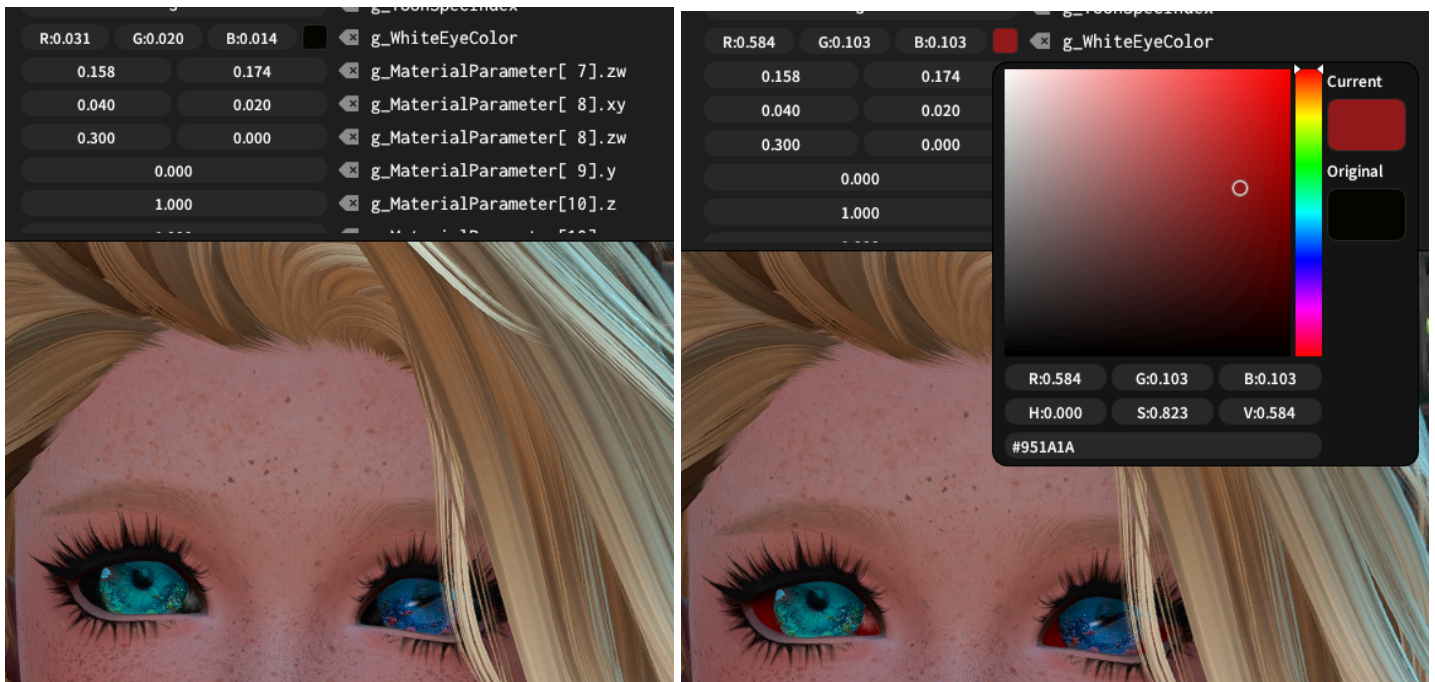
1. If you scroll down past `g_Emissive` to `g_IrisRingForceColor`, you can add a colored ring to your eyes that will show over the glow.



2. Changing the line above it, `g_IrisRingEmissiveIntensity` either up or down can turn it into a thin or thick black or white line, depending on which way to take it.



3. Scrolling down the list even further, you'll find the line `g_WhiteEyeColor`, which will allow you to either enter a hex code or use the color picker to change the whites of your eyes whatever you want them to be!



Overall, there are SO many ways to customize your eyes. I highly suggest you play with the settings, texture combinations, and other options to make your character more YOURS. If you want to go even further, there is a lovely guide by Crystia available [here](#) that can tell you how to make specific colors of your mask glow or add further catchlights. It also tells you how to change the colors for glow and eye whites in TexTools!