

So, lets get into the basics of how the base and mask you choose affect your eyes in game. For this tutorial, we're using my Basic Eyes set 1, but it's applicable for all of the eye sets.

You'll notice that each eye set has at least one greyscale "Dyeable" version of the base along with various colorful options. Each set also has a Mask for Dyeable, and each pack includes a universal Mask for Undyeable. You can use these in a variety of options to make your eyes look different.

This is my Lilli's default in game eyes.



Let's throw the Basic Eyes 1 Dyeable base on her with the included Basic Eyes 1 Mask for Dyeable.

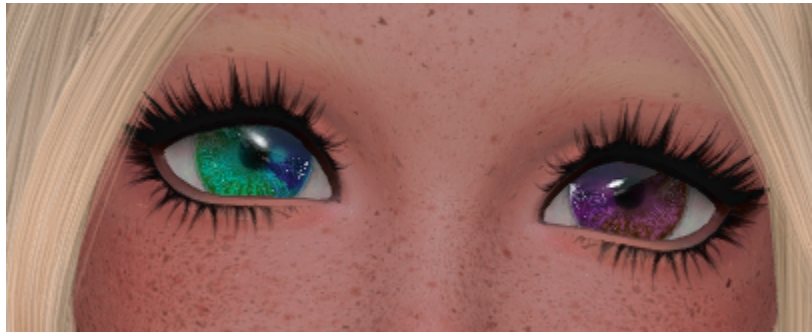


It changes the textures, but the color isn't affected at all, right? This is what you want to use if you love the color you have, but just want more detailing in your eyes.

Now, let's try Basic Eyes 1-2 base, which is naturally a bluish-purple color.

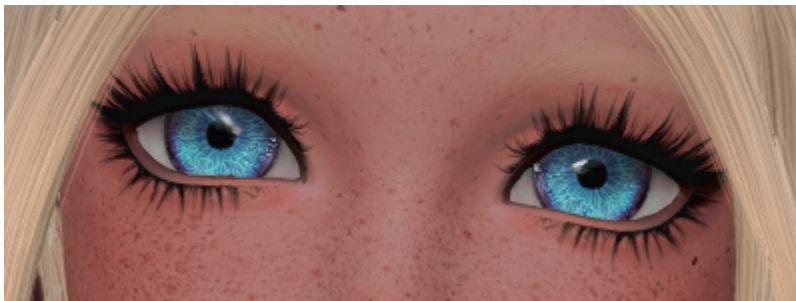


The color has shifted! This is because her in game “natural” eye color is showing OVER the color of the base. You can make a lot of different color combinations this way. And if you use an eye texture that has more than one color, it’ll tint the colors of both with the natural color. For example, here is my Colorful Eyes 6 with the 6-3 base, which is naturally light green with a slice of purple.



You can see how the base color bleeds over in both eyes to make multiple colors that may look more aligned then the base is normally.

Now, lets go back to Basic Eyes 1-2 and switch the Mask from the accompanying one to the universal Mask for Undyeable.



THIS eye mask, which is almost a complete solid green, completely hides the natural eye color of the character, showing ONLY the colors of the base. This is the mask you want if you want just the color of the base you’re using to show. This is very highly recommended for multi-colored bases, so they don’t look muddled. You CAN use this mask with the greyscale dyeable base if you want gray eyes.



Now. There is a 3rd option for a mask... the Eye Mask for Split. What this one does is a hybrid... your characters natural color is going to bleed through only on the outside edges of the eye, while the base shows in the middle. This is that mask displayed on both the greyscale Base 1 for Dyeable as well as base 1-2 below.



You can see how this can be a neat option for using the base color, but also still showing some form of heterochromia on your character!

You can see how playing with the different masks and bases gives you a TON of options for customizing your eyes beyond what the normal game colors give you! I highly encourage you to play with your eyes and truly let your creativity shine to make your character YOURS!

Below, I'll showcase some of the other options for the split dye mask with eyes I made. All of these are available for free on XMA! The base on both is the natural eye color for my character.

