



Creating Buttons in Photoshop

In this lesson we will learn to create buttons that can be used as links for our web pages. Many of you already know about the premade buttons that are available within Dreamweaver, but your pages are not going to be very unique if you only use the premades. In this lesson you will learn to create your own buttons that can look most anyway you want. This will be the first of 2 lessons that you will learn to create buttons and make them into Rollover buttons.

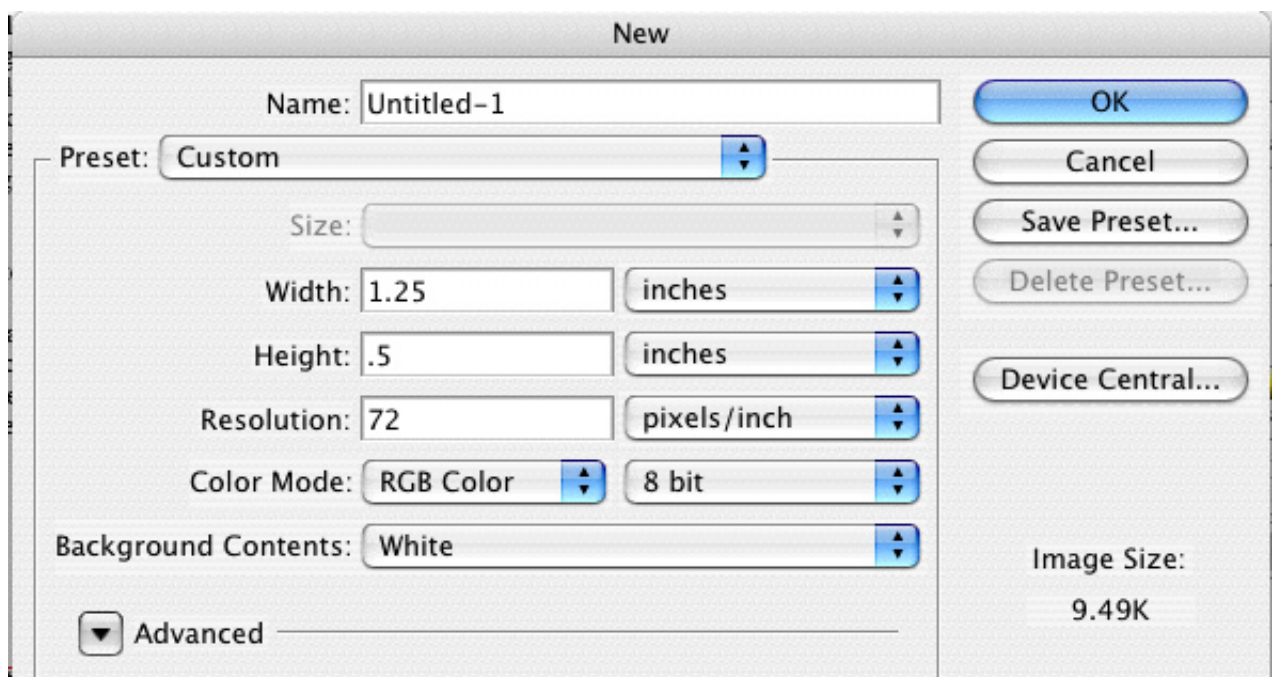
Local Root Folder: As with past lessons it is important that you get the File Management to work for you. Start by making a new folder that will be the Local Root Folder. Name this folder "Yourname.Rollovers". Within this folder create another folder and name it "Buttons". Different things in your website need to have folders made for them so you will remember where they all go. This helps to keep things in the right places so your web site will work when it goes to someone else's computer. You will save the buttons that you create into the "Buttons" folder.

Now open Photoshop.

Creating an Oval 3D Button

1. Go to File>New
2. In the "New" window make the size of your image .5 inches for the Height and 1.25 inches for the Width. See Fig. #1 below for an example.
3. Save the button as a "Photoshop" image (.psd) into the "Buttons" folder in the LRF.

Fig. #1



4. In the Tool Box usually located on the left side of the screen you will need to find a tool called the Gradient Tool. It shares a spot with the Paint Bucket so it might look like the Paint Bucket. If you Click and hold on it a small window will open that looks like Fig. #2. Click on the Gradient Tool.

5. We need to pick two colors to have for the Gradient. One needs to be a light version of a color and the other needs to be a darker version of the same color.

Here is how you pick your colors. In the Tool Box towards the bottom locate two squares.

They look like Fig. #3. Click on the top square and a Color Picker window will open up. In the Color Picker window you are able to click on different colors to change the color. In the large square area you click on what value you want for the color. Pick a color and choose a light value for that color. Next in the bottom square do the same thing, but pick a darker value for the color. Your two squares should look like Fig. #3 except you will have it in color.



Fig. #2

6. We need to pick what type of Gradient we want. To do that make sure we are clicked on the Gradient tool and look towards the top of the Photoshop work space for an area that looks like the top of Fig. #4. Click on the little rectangle that is circled in Fig. #4. Now click on the larger rectangle to the left. A small window will appear that looks like the bunch of squares seen in Fig. #4. Click on the one that has your two colors that you picked earlier.



Fig. #3

8. Take your cursor to the “Button 1” window and place it at the top of image area. If you have the "Gradient Tool" clicked on your cursor should look like a +. Click and drag down to the bottom of the image area. When you release you should have something that looks like Fig. #5.

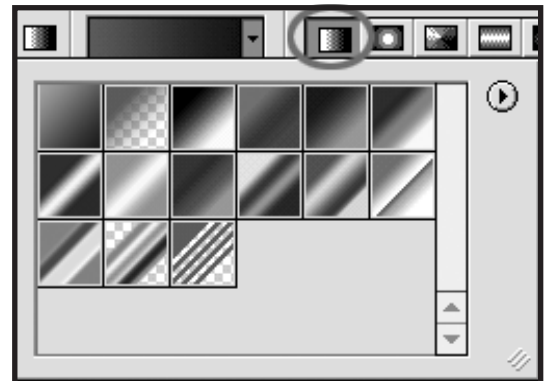



Fig. #4

9. Click on the Marquee Tool in the Tool box. It is the button that looks like this.  It might be a circle or a square. Make sure it is a circle by clicking and holding on it.

10. Now take the cursor and place it in the upper left of your “button 1” window. Click and drag diagonally across the window. You should get something like what you see in Fig. #6.



Fig. #5

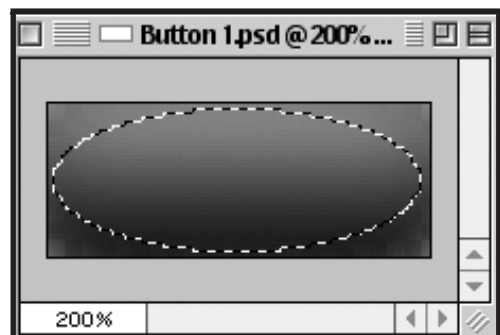


Fig. #6

11. Now to get rid of the area outside the oval. Go to Select>Inverse. The selection should reverse so that the outside area is now selected.
12. Photoshop has the ability to have layers that can be worked with separately. We need to create a second layer that will be above the first one. Locate the Layers window. It should look like Fig. # 7. If it is not out go to Window>Show Layers and the Layers window should open. In the Layers window there is a little black triangle in the upper right corner. Click on that triangle and a pop up window will appear. Go to "New Layer" and you will be able to have a new layer. You will only be able to change the layer that you are clicked on so make sure the new layer is highlighted.

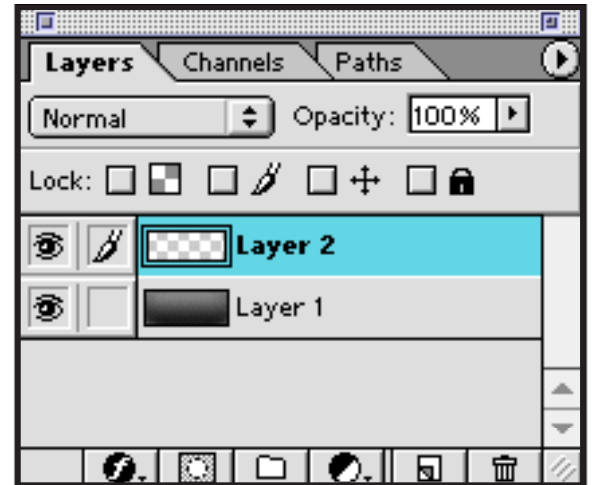


Fig. #7

13. Now pick White as the color in the top square that you used earlier in step 6.
14. Now get the Paint Bucket and click in the selected area. That area should go white and you should see a oval gradient area. Its beginning to look like a button now, but we are not finished yet.
15. Let's give our button a highlight. First create another Layer like you did in step 12.

16. Click on the Oval Marquee tool again. That's the tool that you used in step 9.

17. At the top of the Photoshop work area look for a place that says Feather (see Fig. #8) and type in 5 for the px.

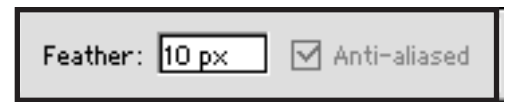


Fig. # 8

18. Use the Oval Marquee tool to create an oval like you see in Fig. # 10, but a little bigger.

19. Get a lighter value of the color that you used as your top square color in step 6. To get that color again you can use the Eye Dropper tool to click on the color in you button and it will give you that color in your top square area. Click on the top square and the Color Picker will open and you can pick a lighter value in the large square.

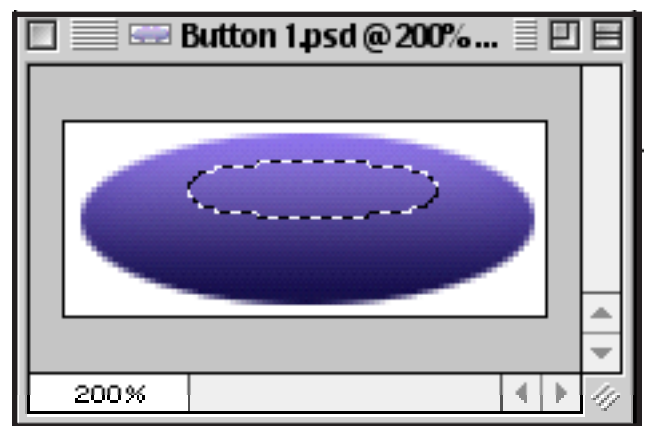


Fig. #9

20. Now use the Paint Bucket Tool to put that color into the selected area. Notice that it has a soft edge to it. We are going to make it even softer for a better effect.
21. Now go to Edit>Fade Paint Bucket and the highlight will become softer. This effect can be seen in Fig. # 10 on the next page.



Fig. # 10

22. Put text on to the button label it "Button 1". Try playing with Layer Style that can be found by going to Layer>Layer Style.

23. Make sure you save this button as a .PSD format so that we have the layers to work with.

24. Then do a "Save As" and save it as a .JPG.

25. We will not be wanting the white area so we will need to change it so the white area will be transparent. Here is where you use the things you learned in the Web Ready lesson. (Hint: GIF)

26. For the Roll Overs that we will be doing later we will need two of these buttons. You don't have to "Reinvent the Wheel" to create the second button. Simply use the layers in the PSD version to change what you want to change. For example I changed the colors of the Gradient and Highlight for mine so that the button will change from blue to red. You can Duplicate Layers in the Black Triangle pop up window. Also something that can help is to turn layers off by clicking on the little eye by each layer.

27. Create a second version for the Roll Overs we will be doing later. They must fit exactly over each other. Have each of the buttons should be transparent on the Browser for the white areas.

Creating Square 3D Buttons:

Buttons don't have to be oval. We will now create a square button. For this part of the lesson I will refer to steps in the earlier part for referancing similar things.

1. Do steps 1 and 2 again. Width and Height both 1 inch. Name of button "Button 2".

2. Use the Paint Bucket to fill in the square with a light value of a color.

3. Create a new Layer.

4. Make a triangle selection by using the Lasso Tool while holding down on the Option Key. See Fig. #11. Make the triangle so it covers the lower right area of the square. Fill it in with a darker value of the first color.

5. Create a new Layer.

6. Using the Square Marquee Tool, make a smaller square like the inner square in Fig. #12. Fill it in with a value that is between the first color and the value you used in triangle. Then we have a Square 3D Button.

7. Add "Button 2" to your button. Save as a PSD.

7. Save it as a JPEG.

8. Make a second version for the Roll Over later.

Fig. #11

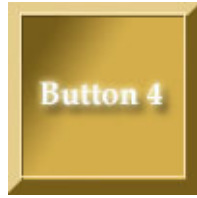


Fig. #12



Variations of Buttons:

You can make as many different types of buttons as you have imagination for. This lesson has given you the basics. Now I want you to make a button that you design a button that is a variation of one of those that you learned in this lesson. You will need to make two versions of it for the Roll Over lesson later. Below are a couple of variations that I created.



Next you will use the buttons that you created for this assignment to make "Rollovers" for the Rollover lesson.