

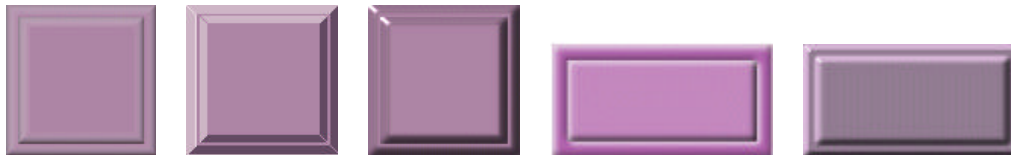
## Rectangular Buttons



The first button was created with Paint Shop Pro's Buttonizer Edge size Height: 8, Width: 8, Opacity 50, Transparent Edge; with background color set to button color. The second button was created the same as above except for Height: 4, Width: 4 and Solid Edge checked. The third button was created with Graphics Plus Button Beveler. The fourth button was created using Eye Candy Inner Bevel set to 6. The fifth button was created with Blade Pro.

## Double Buttons

Using Paint Shop Pro's layers feature gives you a lot of room for creativity in creating buttons. A double bevel button looks quite attractive and is easy to make with layers.



The first button was created with PSP's Buttonize filter, the second with Graphics Plus Bevel, the third with Eye Candy's Inner Bevel and the fourth in PSP with the "soft bevel" technique and the last with Blade Pro (it creates the double for you).

To make the first three layered buttons:

1. Create a new graphic the size you want your button to be (mine was 100x100, but I reduced it to 75x75 on this page).
2. Add two new layers. The quickest way to do this is to hold down the shift key and click twice on the "Add a New Layer" icon.
3. On the second layer, choose selections, select all. Then choose Selections|Modify|Contract and contract your selection to what you think would be a good placement for the inner layer. I contracted mine by 8.
4. Choose Selections|Save to Alpha Channel and save this selection.
5. Deselect and choose Selections|Select All again and fill with your button color. Buttonize

- or bevel.
6. Click on the top layer. Choose Selections|Load from Alpha Channel and load your inner selection.
  7. Fill this selection with button color and bevel or buttonize again.
  8. You will probably want to save this button in PSP format, since it is a template for a double button you can reuse any time you want to create a new double button in a different color. You might want to name the layers "Background", "OutBevel" and "InBevel" or something similar.
  9. Fill your background layer with the color of your background.
  10. Choose File|Save a Copy As and save as a gif or jpg.

To make the second to the last button:

1. Create a new white graphic. Make your outer button selection, save the selection to an Alpha Channel, fill selection with black.
2. Contract your selection (mine was contracted by 10). Save this new selection and fill with white. Deselect.
3. Choose Masks|New|From Image, Selections|From Mask, Selections|Save to Alpha Channel, then delete the mask and don't merge with the layer. Deselect.
4. You should now have three selections saved to the Alpha Channel, the large rectangle, the smaller rectangle and the outline.
5. Fill this layer with white and add a new layer.
6. Load the large rectangle selection and fill with a color.
7. Add a new layer, load the smaller rectangle selection and fill with a color.
8. Add two new layers. Load the outline selection and do the "soft bevel" routine as outlined in the tutorial below using the two new layers.
9. Add another two new layers. Load the smaller rectangle selection and do the soft bevel again using the two new layers.
10. Fill your background layer with your background color. Adjust the opacity levels on the soft bevel layers.
11. Save as a PSP file for future use.

Click [here](#) to download a zip file of this button template.

The last button was created with Blade Pro. No muss..no fuss!

---

## Pill Shaped Buttons



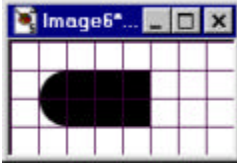
To create this button:

1. Create a new graphic 160x80 pixels.
2. Set your grid to 20 x 20 and turn on grid.
3. Set the selection tool to circle and check Antialias.
4. Draw a circle starting dead center at an intersection. You want the circle to be 38x38 (this will end up 40x40 with the antialias).

5. Fill this circle with black.
6. Set selection tool to rectangle and turn off Antialias.
7. Place your cursor dead center at the top of the circle and draw a rectangle 60 x 40.



8. Fill with black. Deselect.



9. Choose Masks|New|From Image (This Window, Source Luminance, Invert Mask Data selected), then Selections|From Mask, and then Masks|Delete and don't merge with the layer.
10. Choose Edit|Copy, Edit|Paste as a New Selection. Then choose Image|Mirror. Move the selection until it lines up as follows:



11. Deselect. Choose Masks|New|From Image (This Window, Source Luminance, Invert Mask Data selected), then Masks|Save to Alpha Channel (give it a name), then Masks|Delete and don't merge with the layer.
12. Turn off your grid lines, you won't need them any more.
13. Flood fill your original layer with white. Add a new layer. Flood fill with black.
14. On the new layer, choose Selections|Load From Alpha Channel and load your selection. Flood fill with white. You should now have a white pill shape on a black background.
15. Set the selection tool to Ellipse and turn on Antialias.
16. Make a selection similar to the following (make a selection then move with the mover tool).



17. Flood fill selection with black. Deselect.
18. Apply a Gaussian Blur set at "3". Your image should now look like the following:



19. Load your mask (Masks|Load from Alpha Channel). You should now just see your button with a white background. Delete the mask and merge with the layer. Name this layer "Button".



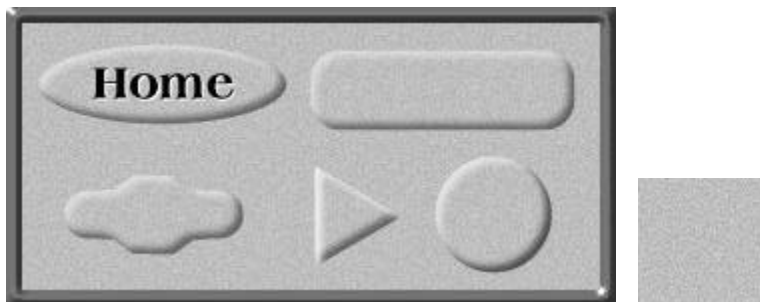
20. Add a new layer and name it "Color".
21. On the color layer, load your selection (Selections|Load from Alpha Channel) and fill with your color choice. Adjust the opacity slider on this layer until the button shows through. You can also adjust the opacity slider on the button layer.
22. I then added text in two layers, the first the black text and the second the white drop shadow (so I could adjust the opacity on the drop shadow layer).
23. I also added a drop shadow to the button by loading the selection on a new layer and adding a drop shadow.

You now have a multi layered button you can save as a PSP file and then fill with any color or pattern you want. I cropped the final button to get rid of some of the extra white space around the button (cropping a layered button will not effect the layers or the mask at all). For a zipped copy of this button, click [here](#).

This button can also be resized. You can also successfully stretch this button (within reason, of course). To stretch the button, resize it with "constrain aspect ratio" unchecked. Make the button wider, but leave the height the same.

## Soft Beveled Buttons

Creating softly beveled buttons on a fine grain background can be very dramatic. All the buttons in the following graphic were made with fonts (mostly the [button font](#)). I am including the background I used for anyone would would like to try a fine grain background on their page.



To create a soft beveled button:

1. Create a new graphic.
2. Add a new layer, call it "Button".
3. Add two more layers and call them "Bevel Top" and "Bevel Bottom".
4. Click on the button layer and either make a selection for your button or use the button font to place your selection. Fill with the color or pattern you want for your button. Save your selection to an Alpha Channel.
5. Click on the Bevel Top layer. If you deselected your selection, load it from the alpha channel. Apply the cutout filter Color: White, Opacity 100%, Blur 6-8 and Offset 3, 3.
6. Click on the Bevel Bottom layer and apply the cutout filter again. Color: Black (or your

6. Click on the Bevel Bottom layer and apply the cutout filter again Color: Black (or a very dark version of the button), Opacity 100%, Blur 6-8 and Offset -3, -3.
7. Adjust the opacity sliders on the bevel layers until you get a look that pleases you.
8. Fill the background layer with a color or pattern.
9. Save as a PSP file if you want to use this button as a template.
10. Otherwise choose File|Save a Copy As and save as a jpg or gif.

Depending on the size of your button, you may want to increase/decrease the horizontal and vertical offsets. Creating odd shaped buttons out of a fine grain background image allows you to be able to save the button as a jpg without applying a transparent background. With the fine grain, the outline of the button is not detectable.

This method obviously works well on a plain colored background, but I don't think the effect is quite a dramatic.

---

## Adding Text to Buttons

Adding text to a button is very easy. You want the text to stand up and be noticed! But, on the other hand, you need to make your buttons readable. My advice is to stick with a plain font (I used Brooklyn below). Fancy fonts tend to be hard to read. Following are text font examples and how to create them:



The first button has plain text in a light version of the button color. It is readable and looks neat. The second and third buttons have a drop shadow applied (opacity 55, blur 1, offset 1,1). The dark text has a white drop shadow with a blur of 1 and the light text has a black drop shadow. I think these two buttons are much more readable and they stand out a lot better. If you put your text on a layer, you can change the text later without having to remake your button.

---

## Buttons with Graphics

Placing graphics on buttons can make effective navigational aids. The following buttons were created by creating a square the color of the button, beveled with a small bevel, then graphics were applied (in this case they are fonts...all from the font "International") in a very light version of the button color with a drop shadow to make the graphic stand out.



---

## Navigational Buttons

Sometimes strategically placing buttons as navigational aids can be very effective. Following are sample navigational buttons. The first set just has a drop shadow, the second set are beveled.



---

## Cutout and Raised Text Effects



The first button is a "raised text" effect. Following is how this is done:

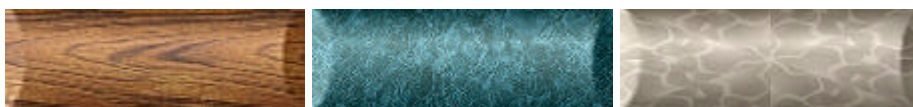
1. Working on a new layer, enter Text (a bold square type text works best) in a dark color or black.
2. Save the text selection to an Alpha Channel.
3. Drop text and deselect.
4. Add a new layer.
5. Load text from alpha channel.
6. Apply a white drop shadow opacity 100%, blur 2, offset -1, -1.
7. Deselect and play with opacity slider to make the shadow look the way you would like it to look.

The second button is a "cutout" effect. Following is how this is done:

1. Working on a new layer, enter Text (again, a bold square type text works best).
2. Save the text selection to an Alpha Channel.
3. Drop text and deselect.
4. Add a new layer.
5. Load text from alpha channel.
6. Apply the cutout filter: Fill with Interior Color unchecked, Opacity 100%, Blur 2, Offset 1,1.
7. Deselect and play with opacity slider to make the cutout look the way you would like it to look.

---

## Cylindrical Buttons



Click [here](#) for a tutorial on making the above buttons and more.

---

## Oval Buttons



The first button is created by using a linear gradient of a very dark color as foreground and a very light version of the color as the background color.

To create the first button using a font:

1. Use button font "!" set to 28.
2. Fill with a linear gradient set to 90 degrees.
3. Use button font "!" set to 22 (place in the middle).
4. Choose Image|Mirror.
5. To give the inner edge a slightly softer look, feather your selection by 1 before you choose Image|Mirror.

To create the button using the selection tool:

1. Set the selection tool to Ellipse, Antialias checked.
2. Make your selection.
3. Fill with a linear gradient set to 90 degrees.
4. Contract your selection by whatever amount looks good to you.
5. Choose Image|Mirror.

This button can be created in layers and saved as a master so you can create the button again, any time, in a different color. To create this button in layers:

1. Add two new layers to the background layer, name the first new layer "Outer" and the second new layer "Inner".
2. Click on the "Outer" layer. Place the button font set to 28. Save the selection to the Alpha Channel as "Outer". Fill as outlined above.
3. Click on the "Inner" layer. Place the font set to 22 and save this selection as "Inner". Fill as outlined above.
4. Save the button in PSP format.

The second button used the same font with the "soft bevel" technique (see above).

The third button was beveled with Eye Candy's Inner Bevel. The fourth button was beveled with Blade Pro.

## Round Buttons



For round buttons, it is best to use a font for the circle (this anti aliases the edges). You can download [Chancery Ornaments](#) and use the "I" for these buttons. The first three buttons above were created the same as the oval buttons. The fourth button was filled with Sunburst Gradient set to V: 65, H: 35 to create a sphere. The last button was beveled with Blade Pro.

---

**Next Page**



[Home](#) [Basics](#) [Layers](#) [Backgrounds](#) [Text Tips](#) [Text Effects](#) [Buttons](#)  
[Cutout](#) [Masks](#) [Frames](#) [Photo Edge](#) [BladePro](#) [Logos](#) [Plugins](#)




---



---



---

## Drop Shadow Buttons

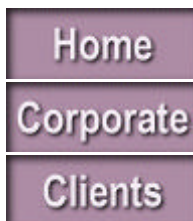


Create this button in layers and save as a psp file and you can change the color and background any time you want for a new button! To create this button:

1. Create a new graphic the size you want your button to be plus 5 pixels around each edge.
2. Draw your button with the selection tool.
3. Save your selection to an alpha channel.
4. Add a new layer and call it "Color"
5. Add another new layer and call it "Shadow"
6. Click on your color layer and fill.
7. Click on the "Shadow" layer and apply a drop shadow with the opacity at 100%. If you get white pixels around the edge of the graphic, clear the shadow layer (Edit|Clear), and contract your selection by 1 then add the drop shadow.
8. Play with the opacity slider on the shadow layer until you have the effect you want.
9. Add layers for text. You can save each text selection so that if you want to change the color of your text the next time, you can just load the text selection and fill with the new colored text.
10. Fill Background layer with your color choice.
11. Save as a PSP file.
12. To save each individual button, turn on the layers you want and choose File|Save a Copy As and save as a gif or jpg.

---

## Cutout Buttons



Cutout buttons are another easy and elegant button. This is another good button to make a template and save. Then when you want a cutout button, just bring up your template and fill with your new color. For this button:

1. Create a new graphic the size you want your button to be.
2. Add a new layer and call it "Color"
3. Add another new layer and call it "Cutout"
4. Click on your color layer and fill.
5. Click on the "Cutout" layer and apply the cutout filter: Black shadow

5. Click on the Cutout layer and apply the cutout filter. Black shadow color, Opacity 100%, Blur 6, Offset 2,2.
  6. Play with the opacity slider until you have the effect you want.
  7. Add layers for text. You can save each text selection so that if you want to change the color of your text the next time, you can just load the text selection and fill with the new colored text.
  8. Fill Background layer with your color choice.
  9. Save as a PSP file.
  10. To save each individual button, turn on the layers you want and choose File|Save a Copy As and save as a gif or jpg.
- 

## Push Button



This button is just begging you to push it. To create this button:

1. Create a new graphic (mine was 75 x 75).
  2. Add Four layers. Name them something like Bottom, Middle and Top and Text.
  3. Click on the Bottom layer (not the Background). Use a dingbat font to create a circle (I used Chancery Ornaments "I") 48 pitch, don't deselect.
  4. Set foreground to very dark color and background to a very light version of same color.
  5. Fill circle font with linear gradient set to 90 degrees. If you plan to save this as a template, save the selection to an alpha channel.
  6. Deselect text, click on the middle layer and place another circle on top of the first one somewhat smaller (mine was 38 pitch).
  7. Line up new circle so that it is perfectly centered (click on the Mover tool, then right click on your selection to move your selection). Don't deselect.
  8. Reverse foreground and background colors (click on arrow between foreground and background).
  9. Fill with linear gradient again. Again, save to an alpha channel for a template. Deselect text.
  10. Place another circle this time just slightly smaller (mine was 35 pitch).
  11. Reverse foreground and background again and fill with linear gradient. Save selection if you want. Deselect text.
  12. Click on the Text layer and add text. I placed my text in the dark version of the button color with a white drop shadow (outlined above).
  13. Add background color or pattern to Background layer.
  14. Save as a PSP file for a template.
  15. Choose File|Save a Copy As and save as a jpg or gif.
- 

## Recessed Buttons



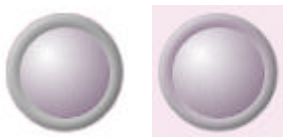
Recessed buttons look great on a web page and are very easy to create. Just follow these instructions:

1. Create a new graphic (mine was 75 x 75).
2. Add two new layers. Name them something like Bottom and Top and add a text layer if you are placing text on the button.
3. Click on the Bottom layer (not the Background). Use a dingbat font to create a circle (I used Chancery Ornaments "I") 55 pitch, don't deselect.
4. Set foreground to Dark Grey (R:93, G:93, B:93) and background to white
5. Apply Linear Gradient set to 145 degrees and deselect (save selection for a template).
6. Click on the Top layer and create another circle Font Size 45 and move to the center of the other circle (hint: place the crosshairs in the middle of the existing circle when you click to bring up the text tool. This will place the new circle close to dead center).
7. Set foreground to white and background to what color you want your button (medium to dark color).
8. Apply Sunburst Gradient set to Vertical = 32%, Horizontal = 32%
9. Add text or a dingbat font on the text layer.
10. Resample to a smaller size of you want (I resampled mine to 65 x 65 - this smooths the button out somewhat).
11. Add background color or pattern to Background layer.
12. Save as a PSP file for a template.
13. Choose File|Save a Copy As and save as a jpg or gif.

You now have a "recessed" button. Add a dingbat graphic or some text and you're set.

---

## Another Cool Recessed Button



I really like this button. It was sort of an "accident" but I like the effect. It can be created entirely with Paint Shop Pro. No external filters required! To create this button:

1. Open the Recessed button template you created above or create the button.
  2. Add two new layers (call them TopBevel and BottomBevel).
  3. Click on the Top Bevel layer and apply a cutout filter Color: White, Opacity 100%, Blur 8, Offset -2, -2.
  4. Click on the Top Bevel layer and apply a cutout filter Color: Black, Opacity 100%, Blur 8, Offset 2, 2.
  5. Adjust the opacity sliders on the two bevel layers to get the look you want.
  6. For the right button, click on your Bottom layer and load the large selection from the alpha channel. Fill with a linear gradient as above except set the dark color to a dark version of your button rather than to dark grey.
  7. Add background color or pattern to Background layer.
  8. Save as a PSP file for a template.
  9. Choose File|Save a Copy As and save as a jpg or gif.
-

## And Yet Another Cool Recessed Button....



The left button was created entirely in Paint Shop Pro. The right button requires a beveling filter like Alien Skin's Eye Candy. To create the button in PSP:

1. Create a new white graphic 100x100 (or a size easily divisible by 2). Set foreground color to black.
2. Choose the "Shapes" tool. Set to Shape: Circle, Style: Outline, Width 10-14 (I used 14, the smaller the width the more rounded the outline will be).
3. Place your cursor at 50,50 and draw your circle. Keep in mind that the "outline" draws from the edge of the circle, so stop leaving room for the pixels for the outline.
4. Choose Masks|New|From Image, Masks|Save to Alpha Channel and name the mask "Outline". Click in the center of the graphic with the magic wand and save this selection to an Alpha Channel as "Inner".
5. Delete the mask and don't merge with the layer (Masks|Delete).
6. Fill this layer with white.
7. Add a new layer. Load the Inner selection. Expand this selection by 2 (Selections|Modify|Expand). Fill with a color or a texture.
8. Add another new layer. Load the Outline mask. Choose Selections|From Mask (you could just load the Outline selection, but selecting it from the mask gives a smoother edge). Then delete the mask and don't merge with the layer. Fill your Outline selection with a color or texture.
9. For the right button, I used Eye Candy's Inner Bevel on the selection.
10. For the left button, I applied the [Soft Bevel](#) technique.
11. Fill background layer.
12. Save as a psp file for a template.
13. Choose File|Save a Copy As and save as a gif or jpg.

[PDF File](#)

---

## Cylindrical Buttons

I would like to thank T. Michael Clark for teaching me this method of making a cylindrical button. Please visit his site, he has a lot of good tutorials (and he has published the only book on PSP worth buying). You can find his listed on my links page. My instructions for making this button include saving selections and a brushed metal texture. That way you can use the selections to create new, different buttons easily and efficiently.

### Brushed Metal Buttons



To create a brushed metal button:

1. Create a new graphic 150 x 50 pixels 16 million colors.
2. Using the Selection tool "Ellipse" selected, Feather 1-2, select an oval (this will be your button ends). You can best do this by putting the cross hairs at a vertical position of 25, since the selection will start from the center and move out. Don't worry about placement, you can move it later:



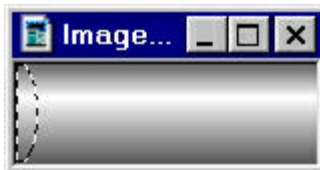
3. Save this selection to an Alpha Channel (Selections|Save to Alpha Channel).
4. Deselect and make a new selection with the Selection tool (remember to remove the feather), Rectangular, encompassing about the top third of the graphic as follows:



5. Set your foreground color to a very dark grey (almost black) and background to white.
6. Fill the selection with a Gradient Fill set to 180 degrees.
7. Reverse your selection (Selections|Invert) and reverse the foreground and background colors. Then fill the new selection. You should now have a graphic that looks like the following:



8. Load the saved end selection (Selections|Load). Move the selection with the Mover tool by right clicking on the selection and hold down the right mouse button, drag the selection to the left side of the button until it looks like the following:



9. Fill with white. Repeat with right side except fill with black. You should now have a graphic that looks like the following:



10. Choose Image|Blur|Gaussian Blur at .5. Your image now looks like the following:

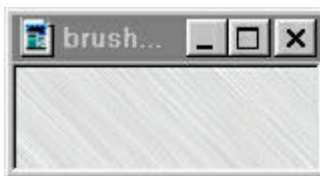


You might want to duplicate this layer (drag it over the "New Layer" icon) and blur one and leave one unblurred. Each will have a different effect.

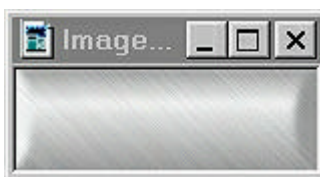
11. Now you need to make your brushed metal texture as follows:

- Add a new layer. Fill with white.
- Fill with Noise (Image|Noise|Add) set to Random, 90%.
- Choose Colors|Greyscale, then Colors|Increase Color Depth to 16 million colors again.
- Choose Image|Blur|Motion Blur and set to 135 degrees, 40 pixels and click on OK.
- Adjust the opacity slider on this layer until the button shows through.
- If you want, apply a .5 Gaussian blur to this layer. You might want to duplicate the layer (drag it onto the "New Layer" icon) and blur one and leave the other unblurred.

Your brushed metal texture should now look like:



Your button should now look like:



12. To add engraved text, add a new layer, drop your text in a very dark color then apply a white drop shadow set to 100% opacity, blur 0, offset 1, 1.
-

## Variations:

You can color your button by adding a new layer, filling with color, then adjusting the opacity slider until the button shows through, or you can just create the button colored in the first place (that's how I created the teal button). All you need to remember is to go from a very dark version of your color to white. The rest of the theory applies including adding the brushed metal texture (the color will show through). I reduced the size of this button after creating to illustrate how reducing the button does not hurt it at all.



## Applying Textures and Colorizing

You can also apply a texture or color to the original rounded button for a different effect. To create textured buttons or colored buttons:

1. Create a button as outlined above except use black to white instead of dark grey to white. Do not soften or blur the button.
  2. Add a new layer. Turn off the brushed metal layer.
  3. Fill the new layer with your texture.
  4. Adjust the opacity slider until the button shows through.
-