



Andy's Photoshop Tip #41 - 3D Textured Button

Here are 3 ways to add a hi-light to a texture to make it into a button.

**1**

Create a new layer and on that layer make a circle with the marquee tool, save the selection and then fill it with any texture. You can do this by creating or loading a texture as another image, select all (CTRL+A), copy (CTRL+C) and then go to your image with the circle and paste the texture into the selection (CTRL+SHIFT+V).

**2**

Create another new layer, select white as your foreground color, and then paint a gradient on the new layer from the top-left to the middle of the circle using the "Foreground to Transparent" option in the Gradient Tool Options dialog box.

**3**

Now make black your foreground color and fill with black from the bottom-left corner to the middle of the circle with the same settings as before.

**4**

To make a drop shadow if you want one, create a new layer and move it in between your texture layer and your Background layer. Fill with 60% black. Then select all (CTRL+A) and FILTER...BLUR...GAUSSIAN BLUR with about 2 pixels. Now hit the "V" key and move your shadow 3 pixels to the right and 3 pixels down using your arrow keys.

From here, there are now 3 options that you can do to create 3 different buttons. Click on the layer that has your gradients on it and then load your original selection (CTRL+ALT+4). Now shrink it by clicking SELECT...MODIFY...CONTRACT...6 pixels.

**5**

Option 1 - To make a flat button, just hit the DELETE key on your keyboard.

**6**

Option 2 - To make a soft rounded button, click SELECT...FEATHER...3 pixels. Then hit the DELETE key on your keyboard.

**7**

Option 3 - To make a concave button, click SELECT...FEATHER...3 pixels. Then LAYER...TRANSFORM...180 Degrees. Then hit the "7" key on your keyboard to make the inside 70% opacity. This will give it a little more realistic feeling.



- "Your One Stop Web Design Resource"
All Artwork & Design 1995-1998 [Andy Evans](#)