

Glassy Button Tutorial

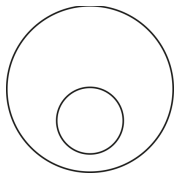


Illustrator CS6

Glassy buttons are quick and easy to make. Here's how:

1. Create a circle and duplicate it. Select one and go to:

Object>Transform>Scale



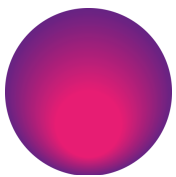
Reduce its size to around 40% of the original.
You can eyeball it, precision is not key.

Position them as so.

2. Now fill (Fill>Colour) each of them with a different colour.



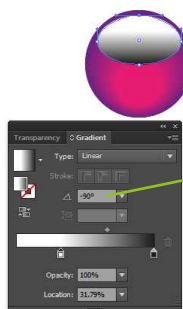
3. Select both the circles and go to:



Object>blend>Make

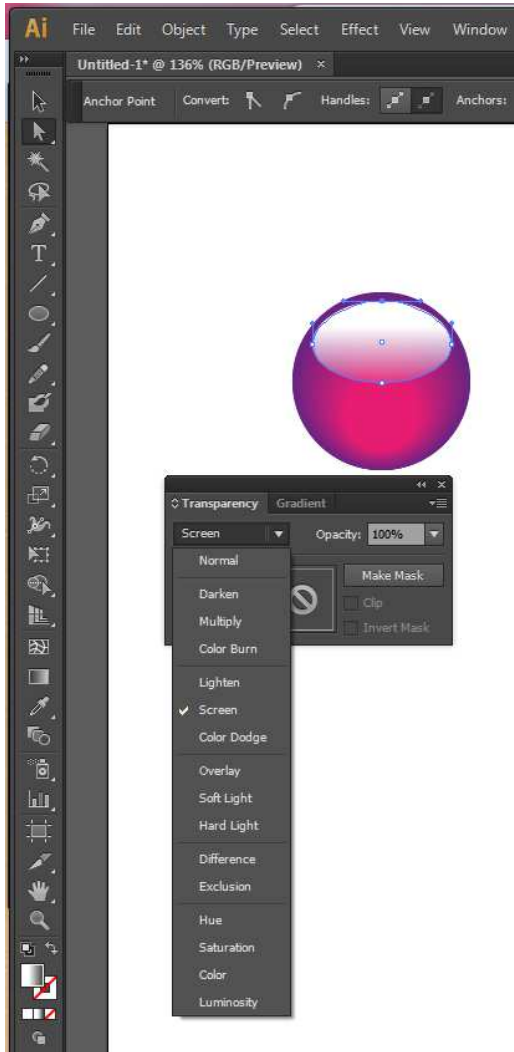
This is what you should have.

4. Create an oval and fill it with a black and white gradient and position it at the top of the button as in the picture below.



Make sure the lighter side of the gradient is at the top - you can rotate the gradient to do this - type the value for the rotation in the gradient dialogue box.

5. Set the transparency to Screen. That's pretty much it.



6. You can add a drop shadow to give it some depth and dimensionality.

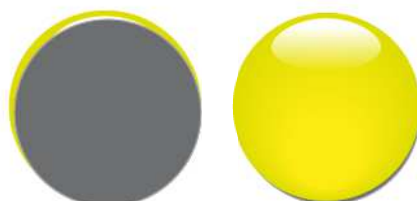


Simply create a circle a tiny bit smaller than your button and fill it with a dark grey.

Position it so that there's a slight overlap then send it to the back of the button:



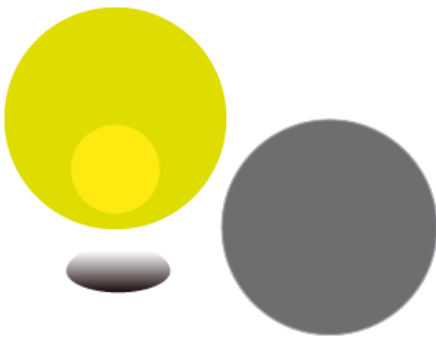
Object>Arrange>Send to Back



7. You can overlay graphics:



8. Remember to keep a set of elements so you can change the colours and make new sets quick and easy.



Well, there you go. Nifty and sweet and useful for lots of things. I hope you enjoy making them.