



Corporate Flow



Illustration



Image Editing



Automation



Web



Text Effects

# Canvas Tips and Techniques



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## Quick 3D Button Using Vector Tools

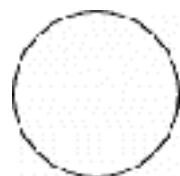
There are hundreds of different styles for creating web buttons, but the procedure below is one of the most common for creating crisp, attractive-looking buttons. The instructions have been adapted to take advantage of some of the new drawing shortcuts in Canvas.

Start by setting your document units to pixels by choosing Layout > Rulers and changing the ruler units and scale to show pixels.



### Step 1

Draw a circle. Here we're using a 72 pixel diameter circle to start; we can always reduce it to fit later. To create this exact size circle, select the Oval tool and click once in the document. A dialog box will appear asking for the dimensions of the circle; type 72 in both boxes and click OK



### Step 2

Fill the circle with a elliptical gradient fill from black to white. With the circle selected, click the Edit button in the Inks palette to get positioning handles on the object. Use the handles to position the center of the gradient (our "highlight") at the upper left. Remove the stroke from the circle by choosing "no stroke" in the Strokes palette.



## Quick 3D Button Using Vector Tools (Continued)

### Step 3

With the circle still selected, go to Effects>Offset Path and type -7 in the Distance dialogue box. With the circle still selected, go to Effects>Rotate and rotate the circle 180 degrees counter clockwise. Then go right back to the Effects>Offset Path and type in -3. The button should be looking pretty cool right about now.

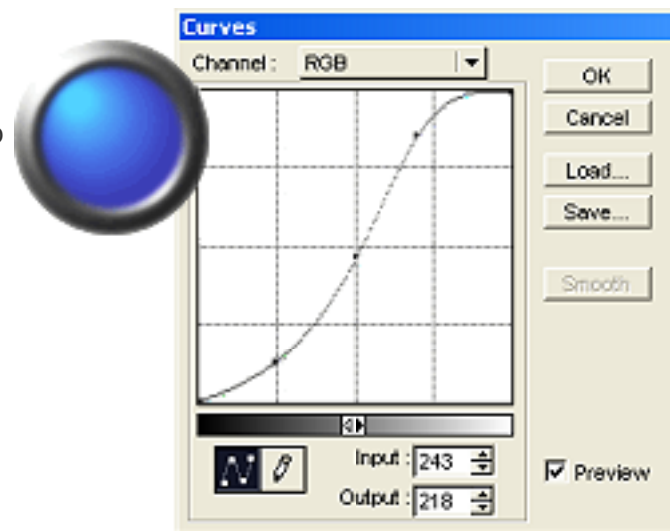


### Step 4

The final step is to select the inner most circle and go into the inks of the gradient palette. Create a gradient that goes from light blue to a very dark blue and apply it to the circle. Voila! You now have one very cool button!



One last optional finishing touch: you can use SpriteEffects to smooth out the 3D effect if you like. Select all the circles, group them, and try using SpriteEffects by applying a little Gaussian blur -- a 2 pixel radius should be plenty. Be sure to click the little green "masking" icon and to turn on Anti- Aliasing in the SpriteEffects palette so you don't lose the defined edge of the button. Then try applying a Curves filter using SpriteEffects to bring out the contrast. Set the color curve to an "S" shape as shown.



By applying the very same steps to a rectangle shape, you can achieve results like this.

