

# Round Glass Button Tutorial for Paint Shop Pro



This tutorial was inspired by a Photoshop tutorial by **NeoFrog** (NeoFrog's site is no longer online).

It is an intermediate level tutorial, and you should be familiar with the following:

**Making, saving and modifying selections.**

**Layer blend modes, turning layers off and on, adjusting layer transparency, merging layers and adjustment layers.**

**Creating, saving and using masks.**

Open a new image – Width: **200** Height: **200** Resolution: **72** pixels/inch

Background: **Transparent** Image type: **16.7 million colors**

1. Flood fill Layer 1 with whatever color you prefer to work on or leave it transparent.

2. Create a new layer named **button color** and make a selection using the **Selection** tool.



Selection type: **Circle** Feather: **0** Antialias: **Checked**

Click on: **Selections** → **Save to Alpha Channel** and hit **OK** each time, name it **Selection 1**.

**Flood Fill** with a medium solid color. I used **R: 244 G:164 B: 96**



Figure 1

**Note:** Assume the selection stays active until the instructions advise you to deselect.

3. **Selections** → **Modify** → **Contract** Number of Pixels: **6**

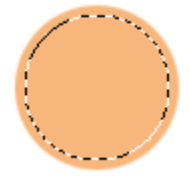



Figure 2

Hold down the **Right** button on your mouse and use the **Mover** tool  to move the selection up until it looks like the circle in Figure 3.

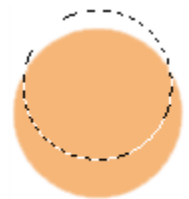


Figure 3

Hold down the **Control** key and using the **Selection tool** with the same settings as before, make a circle approx. the same as the first. (This will be easier if you make a note of the starting point for your first circle). Your selection should look like the one in Figure 4.



Figure 4

Use the **Mover** tool to move the selection (don't forget to hold down the right mouse button) until it is back on the circle. Your selection should look like the last circle in Figure 5.

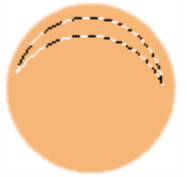


Figure 5

Save the selection to an **Alpha Channel** (this will be **Selection #2**) and **Deselect**.

**4.** Create a new layer and **Flood fill** it with **white**. Load the selection you just saved (**Selection #2**) and **Flood fill** it with **black**.

**Deselect** and click on: **Effects** → **Blur** → **Gaussian Blur** Radius: **5**



Figure 6

Turn off the visibility of the two bottom layers.

Working on the new layer, **Right click** and choose **New Adjustment Layer** → **Levels**

Settings: **180 1.00 200**

Note: If you are using Version 5, press **Shift + b**. Enter **0** for **Brightness** and **92** for **Contrast**.

**Right click** and choose **Merge** → **Visible** and rename the merged layer **top highlight**.



Figure 7

You can go ahead and turn the visibility back on for the bottom layers, but keep working on the top highlight layer.

**Masks** → **New** → **From image**. Check **Source Luminosity** and **Invert Mask Data**.

**Masks** → **Save Mask to Alpha Channel**. Click **OK** twice. This is **Selection #3**.

**Masks** → **Delete** and Click **Yes**. Press the **Delete** key to clear the layer.

5. Load **Selection #3** from the Alpha Channel and **Fill** with a **Linear Gradient: #2 Fading Foreground** (with the Foreground Color set to white and the Background color to the color of the button).

Angle: **180** Repeats: **0** Invert Gradient is **unchecked**.



Figure 8

6. Create a new layer named **bottom highlight**.

**Selections** → **Modify** → **Feather** Number of Pixels: **5**

**Flood fill** with **white** and **Deselect**.

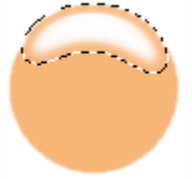


Figure 9

Click on: **Image** → **Flip** (If the highlight is not on the circle, move it back onto the bottom of the circle).

**Effects** → **Blur** → **Gaussian Blur** Radius: **5**



Figure 10

Change the layer's **Blend Mode** to **Dodge** and adjust the **Transparency** to **50%**.



Figure 11

7. Create a new layer and choose **Selections** → **Load From Alpha Channel**. Choose **Selection #1**.

**Flood fill** with **black**

**Selections** → **Modify** → **Contract** Number of Pixels: **3**

**Selections** → **Modify** → **Feather** Number of Pixels: **5**

Click on the **Delete** key and **Deselect**. Change the layer **Transparency** to **35%**.



Figure 12

You can stop here or go on to the next step.

8. Duplicate the last layer. Load **Selection #1**.

**Effects** → **Blur** → **Gaussian Blur** Radius: **2**

**Deselect** and change the layer's **Blend Mode** to **Burn**. Adjust the **Transparency** to **60%**.



Figure 13

Save your creation in .psp format and you'll have a versatile button file. You can change the color (medium shades work the best) by changing the color used on the button color layer or use a texture instead of a solid color. Resize it, add text, change the background and play with transparency settings.

If you have questions or comments about this tutorial, please use the form on my Contact page.

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