

OBJECTIVE:

TO CREATE A GLASS BUTTON SET INTO A METALLIC BASE AND TEST YOUR ABILITY TO FOLLOW DIRECTIONS.

WE'RE GOING TO DO THIS USING VECTOR TOOLS. THE RESULT WILL BE A LAYERED DOCUMENT MADE OUT OF SHAPE LAYERS, ADJUSTMENT LAYERS AND LAYER STYLES THAT CAN BE INCREASED TO ANY SIZE WITHOUT A LOSS OF QUALITY. WE WILL BE GETTING INTO PHOTOSHOP'S POWERFUL VECTOR CAPABILITIES LATER IN THE SEMESTER, BUT HERE IS A LITTLE PREVIEW.

- 1) CREATE A PHOTOSHOP DOCUMENT 550 PIXELS SQUARE AT 72 PPI. FILE > NEW...
- 2) FILL THE BACKGROUND WITH BLACK.
- 3) SELECT THE ELLIPSE TOOL AND MAKE SURE THE SHAPE LAYERS BUTTON IS SELECTED IN THE OPTIONS PALETTE.
- 4) WHILE HOLDING DOWN THE SHIFT KEY, CREATE A PERFECT CIRCLE ON THE CANVAS, LEAVING A COMFORTABLE AMOUNT OF SPACE AROUND THE EDGES.
- 5) DOUBLE-CLICK THE COLOR SWATCH ON THE NEW SHAPE LAYER (IN THE LAYERS PALETTE) AND SELECT A COLOR.
- 6) TO CENTRE THE CIRCLE WITHIN YOUR CANVAS, SELECT THE MOVE TOOL, SELECT ALL (CTRL/CMD A) AND CLICK ON THE ALIGN HORIZONTAL CENTERS AND ALIGN VERTICAL CENTERS BUTTONS IN THE OPTIONS PALETTE. DESELECT.
- 7) DUPLICATE THE SHAPE LAYER BY DRAGGING IT OVER THE CREATE A NEW LAYER BUTTON AT THE BOTTOM OF THE LAYERS PALETTE. THIS LAYER SHOULD BE NAMED "SHAPE 1 COPY".
- 8) DUPLICATE LAYER "SHAPE 1 COPY" YOU SHOULD NOW HAVE A THIRD CIRCULAR SHAPE LAYER TITLED "SHAPE 1 COPY 2".
- 9) HIDE LAYERS "SHAPE 1 COPY" AND "SHAPE 1 COPY 2" AND SELECT LAYER "SHAPE 1".
- 10) CLICK THE LAYER STYLES BUTTON AT THE BOTTOM OF THE LAYERS PALETTE AND SELECT STROKE (WHICH WILL BECOME THE METAL BASE). ENTER VALUES SHOWN HERE: (WHERE SETTINGS HAVE BEEN IGNORED, LEAVE THEM AT THEIR DEFAULT VALUES)

SIZE: 30

POSITION: CENTER

FILL TYPE: GRADIENT

STYLE: LINEAR

ANGLE: 90 DEGREES

- 11) CLICK ON THE GRADIENT BAR TO OPEN THE GRADIENT EDITOR. CLICK ON THE SMALL BLACK ARROW TO THE TOP RIGHT OF THE PRESETS AND CHOSE "METALS". CHOOSE "APPEND" WHEN PROMPTED. THIS WILL ADD THE DEFAULT METAL GRADIENTS TO YOUR PRESETS. CHOOSE A METAL GRADIENT FROM YOUR PRESETS. SWAP OUT THE DARKER VALUES ON THE GRADIENT EDITOR TO THE COLOR OF YOUR CIRCLE. WHEN FINISHED CLICK OK ON THE

GRADIENT EDITOR.

- 12) SELECT BEVEL AND EMBOSS FROM THE LAYER STYLE MENU AND ENTER THE FOLLOWING VALUES, REMEMBERING TO LEAVE AS DEFAULT ANY SETTINGS NOT MENTIONED HERE. THIS WILL CREATE A GROOVE WITHIN WHICH THE GLASS BUTTON WILL SIT:

STYLE: OUTER BEVEL
DEPTH: 190%
DIRECTION: UP
SIZE: 6 PIXELS
UNCHECK 'USE GLOBAL LIGHT'
ANGLE: 90 DEGREES
ALTITUDE: 15 DEGREES
CLICK THE GLOSS CONTOUR THUMBNAIL AND SELECT 'RING'
HIGHLIGHT MODE OPACITY: 100%
SHADOW MODE OPACITY: 100%

- 13) CLICK OK ON THE LAYER STYLE EDITOR.

- 14) MAKE LAYER "SHAPE 1 COPY" VISIBLE AND SELECT IT. WITH THE MIDDLE SHAPE LAYER SELECTED, CLICK THE LAYER STYLE BUTTON AND CHOOSE STROKE FROM THE POPUP MENU. ENTER THESE VALUES TO GIVE THE BUTTON A LIGHT OUTLINE, WHICH WILL LOOK LIKE A REFLECTIVE EDGE AROUND THE CIRCUMFERENCE:

SIZE: 5
POSITION: INSIDE
BLEND MODE: SCREEN
OPACITY: 90%
FILL TYPE: GRADIENT
STYLE: LINEAR
ANGLE: 145 DEGREES

- 15) CLICK ON THE GRADIENT BAR TO OPEN THE GRADIENT EDITOR AND CREATE A NEW GRADIENT LIKE THE ONE YOU DID BEFORE IN STEP 11. CLICK OK ON THE GRADIENT EDITOR WHEN DONE.

- 16) TO ADD SOME REFLECTED SHADOW (REMEMBER IT'S IN A BLACK ENVIRONMENT) SELECT GRADIENT OVERLAY. SELECT A STANDARD BLACK-TO-WHITE LINEAR GRADIENT WITH:

OPACITY: 90%
BLEND MODE: MULTIPLY
ANGLE: 90 DEGREES

- 17) NOW FOR SOME REFLECTED LIGHT - SELECT THE INNER GLOW LAYER STYLE AND GIVE IT THE FOLLOWING ATTRIBUTES USING A LIGHT TINT OF THE COLOR OF YOUR CIRCLE-TO-TRANSPARENT GRADIENT:

BLEND MODE: SCREEN
OPACITY: 65%
SOURCE: EDGE
CHOKE: 0%
SIZE: 100 PIXELS
RANGE: 50%

- 18) TO HIGHLIGHT THE SHADOW AT THE BASE OF THE BUTTON WE CAN SELECT INNER SHADOW AND ENTER THESE VALUES:

BLEND MODE: SCREEN
OPACITY: 75%
ANGLE: -90
DISTANCE: 30
CHOKE: 0%
SIZE: 100 PIXELS
CONTOUR THUMBNAIL: CONE - INVERTED

- 19) TO CREATE THE REFLECTION AT THE TOP OF THE BUTTON WE NEED TO MAKE THE FINAL (UPPERMOST) SHAPE LAYER VISIBLE. SELECT LAYER "SHAPE 1 COPY 2". SELECT THE MOVE TOOL. MAKE SURE THAT 'SNAP TO LAYERS' IS ACTIVE (VIEW/SNAP To/LAYERS) AND DRAG A GUIDE DOWN FROM YOUR HORIZONTAL RULER (CTRL/CMD R TO BRING UP RULER) TO SNAP TO THE TOP OF THE CIRCLE.
- 20) GO TO EDIT/FREE TRANSFORM AND WITH THE SHIFT AND ALT/OPTION KEYS HELD DOWN, REDUCE THE SIZE OF THE PATH BY ABOUT 60%. THE SHIFT KEY CONSTRAINS THE PROPORTIONS OF THE SCALE AND ALSO SNAPS ANY MOVEMENT TO ONE AXIS. THE ALT/OPTION KEY KEEPS THE TRANSFORMATION CENTERED. RELEASE ALT/OPTION, KEEP SHIFT DEPRESSED AND DRAG THE CIRCLE UP UNTIL IT SNAPS TO THE GUIDE AT THE TOP. PRESS RETURN/ENTER TO COMMIT TRANSFORM.
- 21) SET THE BLENDING MODE FOR THE LAYER TO SCREEN.
- 22) TO GIVE THE LIGHTNESS OF THE REFLECTION A BOOST, SELECT GRADIENT OVERLAY AND CREATE A STANDARD 'COLOR OF YOUR CIRCLE'-TO-WHITE LINEAR GRADIENT. USE THESE SETTINGS:

BLEND MODE: SCREEN
OPACITY: 35%

- 23) CLICK OK.
- 24) WITH THE TOP SHAPE LAYER STILL SELECTED, CLICK ADD A LAYER MASK. A PLAIN WHITE THUMBNAIL WILL APPEAR ON THE LAYER IN BETWEEN THE COLOR SWATCH AND VECTOR MASK. MAKE SURE IT'S SELECTED.
- 25) SELECT THE (LINEAR) GRADIENT TOOL AND THE DEFAULT BLACK-TO-WHITE GRADIENT. ON THE OPTIONS BAR CHECK "REVERSE" MAKING THE GRADIENT GO FROM WHITE TO BLACK. POSITION THE CURSOR JUST BELOW THE TOP OF THE SMALL SHAPE LAYER CIRCLE, HOLD DOWN THE SHIFT KEY TO CONSTRAIN TO THE Y AXIS AND DRAG DOWN TO JUST ABOVE THE BOTTOM OF THE CIRCLE.
- 26) THE ELLIPSE SHOULD NOW BLEND IN SEAMLESSLY WITH THE LAYER BENEATH, CREATING A NICE GLASSY REFLECTION. TRY REDOING THIS GRADIENT MASK A FEW TIMES UNTIL YOU'RE HAPPY.
- 27) MAYBE AN OUTER GLOW ON LAYER "SHAPE 1 COPY" WOULD PUT THE FINAL NAIL INTO THIS COFFIN. GIVE IT A TRY.

28) GO TO IMAGE > IMAGE SIZE. WITH 'SCALE STYLES' AND 'RESAMPLE IMAGE' CHECKED INCREASE THE RESOLUTION TO 300 PPI. NOTICE HOW A LAYERED DOCUMENT MADE SOLELY OUT OF SHAPE LAYERS, ADJUSTMENT LAYERS AND LAYER STYLES CAN BE INCREASED TO ANY SIZE WITHOUT A LOSS OF QUALITY.

SUBMITTING:

1. NAME YOUR UN-FLATTENED PSD WORKING FILE WITH EXE_4_ THEN YOUR FIRST INITIAL THAN UNDERSCORE THEN YOUR LAST NAME. IT SHOULD LOOK SIMILAR TO THIS: EXE_4_J_RAMIREZ.PSD

2. SUBMIT YOUR UN-FLATTENED PSD FILE TO BLACKBOARD BEFORE THE ASSIGNMENTS EXPIRATION DATE.

YOU WILL HAVE TWO WEEKS TO COMPLETE THIS EXERCISE. LATE EXERCISES WILL DROP A FULL GRADE (AN A WILL BECOME A B). EXERCISES ARE ABSOLUTELY DUE BY THE END OF CLASS ON THE LAST DAY OF CLASSES BEFORE FINALS WEEK.

PLEASE ASK ANY QUESTIONS FOR CLARIFICATION. IF YOU ARE CONFUSED ABOUT ANYTHING IT IS BETTER TO ASK THAN TO GUESS.