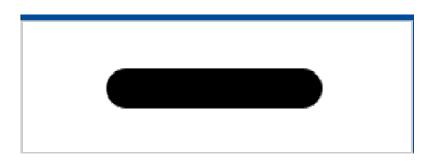
Metal Button

Start with a Transparent image and right click the **Rectangle Tool** and select the **Rounded Rectangle Tool**. Go to the Options bar and set the corner

radius to a high number (this image is set to 50px). Make your button (preferably like mine).



Now double click on the layer with the button and add this settings, **Drop**

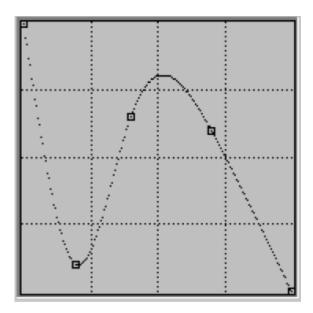
Shadow and Inner Glow

- Drop Shadow		
Structure		
Blend Mode: Multiply		
Opacity: 75 %		
Angle: 🚺 120 * 🔽 Use Global Light		
Distance: 3 px		
Sp <u>r</u> ead: 0 %		
<u>S</u> ize: 6 p×		
Quality		
Contour: 🔽 🗖 Anti-aliased		
Noise: 0_ %		
✓ Layer Knocks Out Drop Shadow		

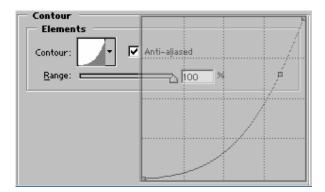
Inner Glow
Structure
Blend Mode: Multiply
Opacity: 75 %
Noise: A State of the second s
Elements
Technique: Softer
Source: 🔿 Center 💿 Edge
Choke: 0 %
Size: 2px
Quality
Contour:
Range: 50 %
_litter: 0 %

Bevel Emboss

Bevel and Em	boss
Structure	
S <u>t</u> yle:	Inner Bevel
T <u>e</u> chnique:	Chisel Hard
<u>D</u> epth:	<u> </u>
Direction:	💿 Up 🔿 Down
<u>S</u> ize:	10 P×
So <u>f</u> ten:	[0p×
Shading —	
A <u>n</u> gle:	<u> </u>
Altitude:	Use Global Light
Gloss Contour:	Anti-aliased
Highlight Mode:	Screen
Opacity:	<u>100</u> %
Sh <u>a</u> dow Mode:	Multiply
Opa <u>c</u> ity:	75 ×



Contour



Satin

Satin
Structure
Blend Mode: Overlay
Opacity: 100 %
Angle: () [135 *
Distance: 🔂 🛛 🛛 🛛 🗛
<u>S</u> ize: 9 p×
Contour: Anti-aliased

And finally Color Overlay.

Color Overlay		
	Color	
	Blend Mode: Normal	
	Opacity: 70 %	

Here is your button.



And just add some text and you're done.

