



By Nathaniel :: Tutvid.com

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Ahh the dog days of Summer are over! Well for me they are, when I feel the temperature dropping to the sixties and below I know my favorite time of the year is rolling around! Blustery cool winds, orange trees, all the wildlife taking the necessary preparations to begin the Winter haul, and plenty of great photographs to be made in and out of the city. This month I am pleased to present you with another re-tooled newsletter layout and a brand new column in the newsletter entitled "Illustrator Park" which contains the monthly Illustrator tutorial.

We will cover a lot of stuff this month and I had some other ideas that got snubbed and will have to wait until next month.

Photoshop Out There Effects: Creating Neon Tube Text

Dreamweaver Corner: Styling Tags h1-h4 & img/p tags with CSS automatically

Flashin' The World: Cool Actionscript 3 Based Rollovers

Photoshop By Night: Slick Web Header Bar

Illustrator Park: Creating a Vector Web 2.0 Badge

And we have the normal Inspirational sites and a font and brush of the month as well as some interesting news from around the tech/design world.

I hope you all enjoy this month's edition of the Tutvid Newsletter as much as I enjoyed bringing it to you and don't forget to download the files to follow along with the tutorials!

[Click here to download the monthly newsletter files!](#)



Apple's iPod Nano & iTunes 9

Apple released a new iPod Nano not so long ago, matter of fact Steve Jobs made an appearance and introduced the product, which was a pleasant surprise as I am sure we all wish him the best with his health condition. The new iPod Nano flaunts a video camera which I am not so hot on just because it is not a 16:9 ratio (standard widescreen ratio) but the old, archaic 4:3 VGA video, that's right not even HD, what do you guys think about this?.

<http://www.apple.com/itunes/overview/?cid=OAS-US-DOMAINS-itunes.com>

Flash Camp Philadelphia

This event is coming to Philadelphia on November 7th 2009 I hope to see you there! Flash Camp Philadelphia is a full-day event featuring top industry experts on the Adobe Flash Platform from both inside and outside Adobe, with a special focus on presenters from the Philadelphia area. Come advance your Flex and Flash skills, meet members of the Adobe team and network with local companies and fellow developers. Sessions will be geared towards developers and designers with little to advanced levels of experience with Flash, Flex and ActionScript and other Adobe technologies. There will be plenty of giveaways, raffles, swag, continental style breakfast and lunch. It should be a blast for everyone in attendance. Check it out and Register for under \$40 (early-bird pricing) or \$22 if you're a student! Visit the site: <http://flashcamp.pfpaug.org/>

Canon 7D

Now here is a camera I am super pumped about! Canon introduced this 18 megapixel DSLR Camera at the beginning of September and I immediately put it on my to-buy list. For about \$1700 you get a 18 megapixel camera that also shoots 1080p HD video, an improved metering system, a killer AF system, 3 inch LCD screen with live view and more! I will post a review of the camera at some point hopefully, but this thing, despite not having a full frame sensor, is a really great deal and promises to be an awesome camera! Check it out:

<http://www.usa.canon.com/consumer/controller?act=ModelInfoAct&fcateogryid=139&modelid=19356>

NAPP Photoshop Tutorial Contest

You have until the end of October to enter up to three video tutorials between 5&6 minutes a piece for the chance to be a winner and take home a pice of the \$5,000 in prizes as well as a ton of exposure and a chance to show up on PhotoshopUserTV or LayersTV! I am going to be entering and you guys ought to think about it if you enjoy teaching. Check it out: <http://www.photoshopuser.com/teach-photoshop/>

NetTuts+ Tutorial Contest

NetTuts+ is having a web design/development related tutorial contest with a \$500 cash 1st place prize and \$100 cash for 4 runners-up. <http://net.tutstplus.com/competitions/contests/earn-fame-and-fortune-in-the-nettutsscreen-screencast-competition/>

(Late Addition) Google Release Chrome 3.0:

This is kind of an add on to the news as Google announced Tuesday Sept. 15th that they have released a new version of Google Chrome. <http://googlesystem.blogspot.com/2009/09/google-chrome-3.0.html>

--All images belong to respective owners.



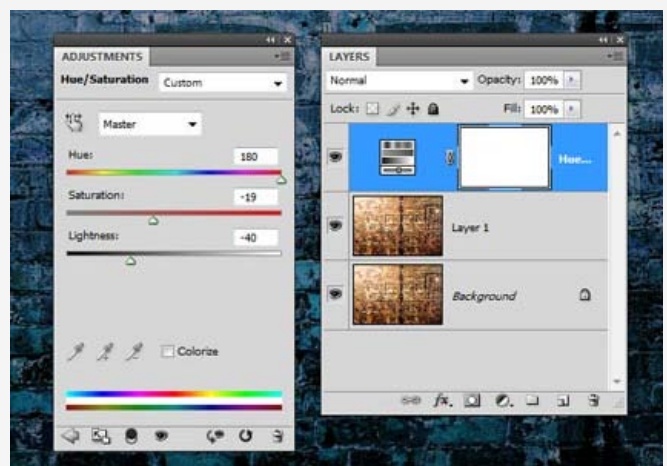
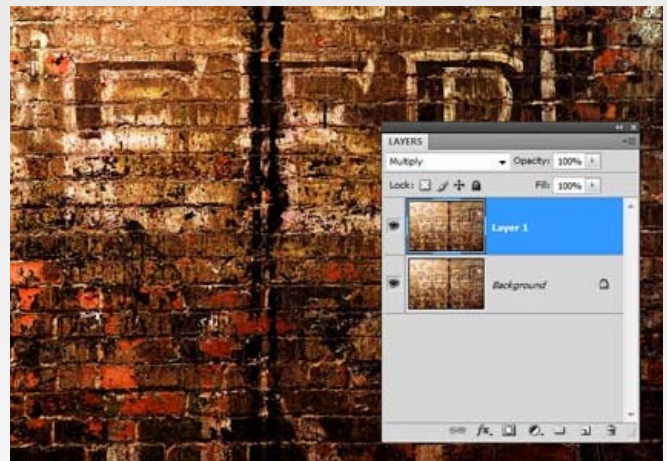


NEON TUBE TEXT EFFECT

Go ahead and download the image we are using, [by clicking here!](#)

Step One: We want to start by opening our stock photo which is only going to be used as a background for our Neon Tubing. You want your background image, or color to be dark because we want to see our Neon glow and a darker background typically makes your color pop a little more by making them appear to be both more contrasting and more saturated. After opening our image simply hit Ctrl/Cmd + J to duplicate the layer and set the blend mode to "Multiply". You now have a much darker background, a couple more tweaks and we will be ready to setup the Neon.

Step Two: Next we need to tint this blue and we also want to increase contrast to give this more of a "Back-Alley" look, maybe something you would see on the outside of a bar. The first thing you want to do is go Layer>New Adjustment Layer>Hue/Saturation and boost saturation and then use the "Hue" slider to find a nice blue. With that Image check out my Adjustment panel to see my settings for the Hue/Saturation.

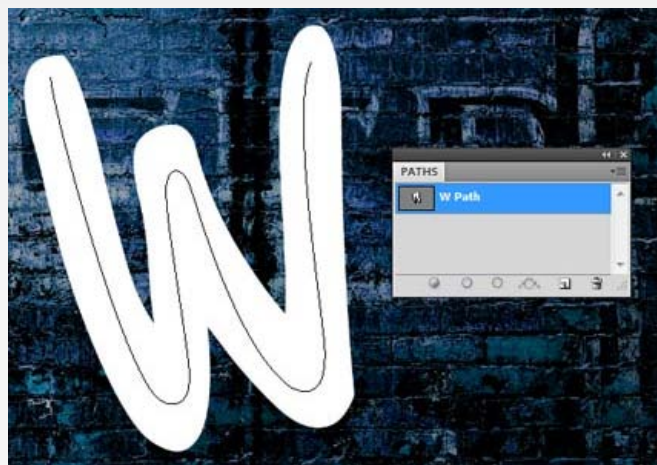
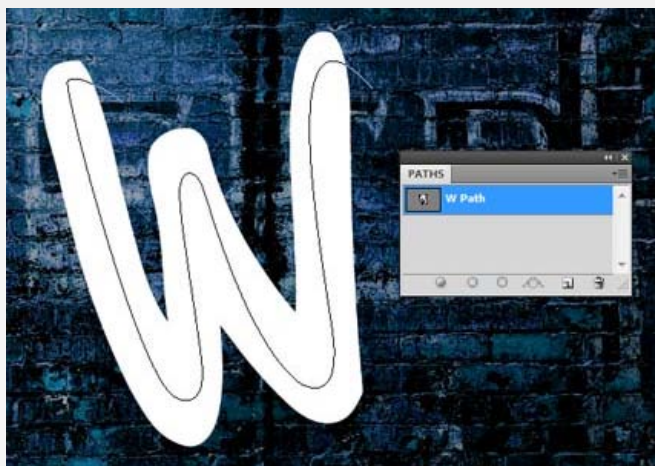


Step Three: Now that we have finished our initial color change we want to boost the contrast of this background by using a Levels Adjustment Layer. Go Layer>New Adjustment Layer>Levels and drag the black and white handles in a little bit to boost the contrast.

Step Four: Go ahead and download the font I have featured this month in the "Inspiration Station" portion of this newsletter and drag that font file into your system's Font's Folder. Use the Type Tool (T) and type the letter "W" and for the size of this image (very large!) we want to set the size of this text to 800 pt. I am using White, the color does not matter, we are simply going to use this letter as a tracing pattern for our simple path we are about to make.

Step Five: Grab the Pen Tool (P) and make a path that runs down the middle of the letter and follows the contour of the "W". Check out my screenshot for guidance on what your path should look like. After you create the path find your Paths Panel (Window>Paths) and double click the "Work Path" and give it a name, this essentially saves that path you just created. NOTE: In my screenshot I have taken care to really round the corners on the letter "W", this is important as glass tubing is typically bend into nice curves, not sharp corners.

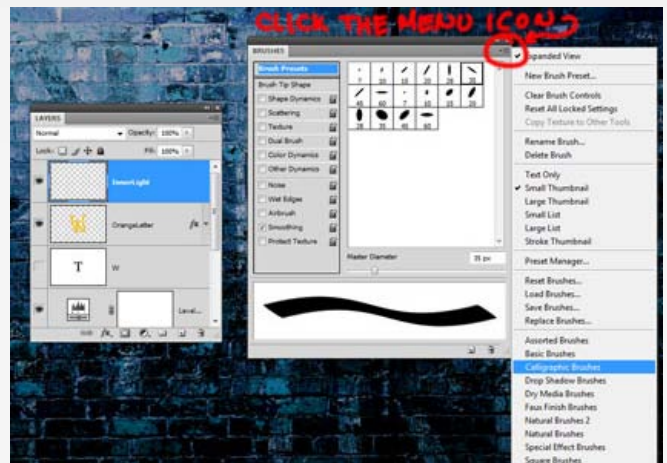
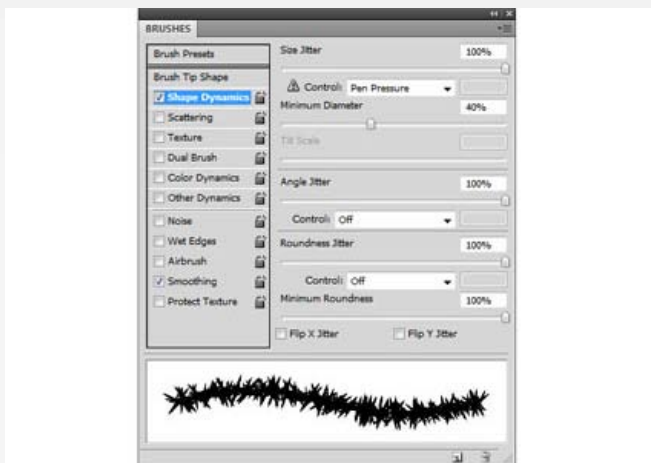
Step Six: Now Neon comes out of a wall usually, at least that is how we will set it up so we want to select the path we created in the Paths Panel and then grab the Direct Selection Tool (A), you want the White Arrow, NOT the Darker Arrow. Use that White Arrow and select one of the top two anchor points and then grab the pen tool and click on that same anchor point. You are now going to be adding to that path from that anchor point. Draw a little line that would be the tubing heading into the wall as I have done for both ends of the path in the screenshot.



Step Seven: Now comes time to shut off the Type Layer by pressing that little eyeball icon and make sure you still have the path selected in the Paths Panel. Go ahead and create a New Layer and grab your Brush Tool and set it to a 100px Hard-Edged Brush with a Fill and Opacity of 100%. Set your Foreground color to #f5c122 and now right click the Path in the Paths Panel and choose "Stroke Path" and then choose the "Brush Tool" (Don't Simulate Pressure!).

Step Eight: Now we need to apply a few layer styles to this stroke we just painted on our document, but before we do that reduce the "Fill Opacity" (located in the Layers Panel right beneath "Opacity") to 75%. Use the color #8f6500 on the Inner Glow and the color #ffb30f on both the Outer Glow and the Satin Styles. The Drop Shadow is black and also be sure you don't have the "Global Lighting" checked on in the Drop Shadow Style. Check out all the screenshots for the styles you need.

Step Nine: If you thought that was tricky, now it gets a little trickier. Start by creating a new Layer and then grab the brush tool and then open the Brushes Panel by going Window>Brushes. After selecting the 35px Calligraphy Brush you want to check on "Shape Dynamics" and crank up everything to 100% except the Minimum Diameter and Minimum Roundness.

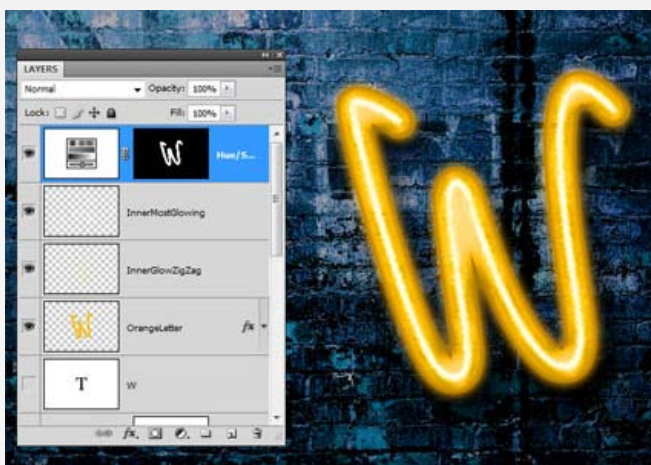


Step Ten: Next select your Path again using the Paths Panel and with your foreground set to #ffd76b Right-Click as we did before and “Stroke the Path” with the Brush Tool and then set that layer to a Blend Mode of “Screen”. You can deselect your Path by selecting anywhere in the Paths Panel.

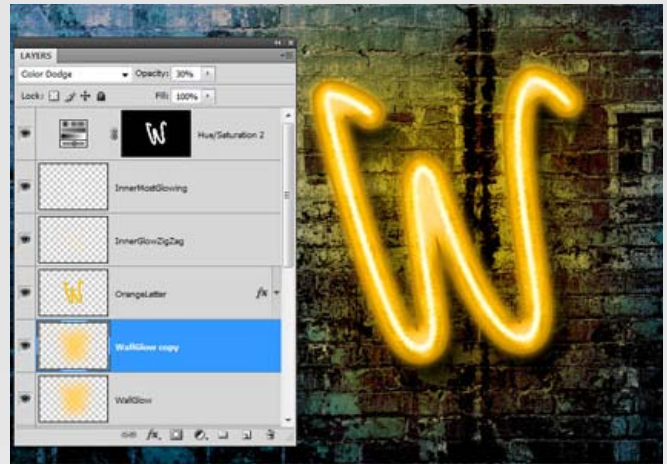
Step Eleven: Now Go Filter>Distort>ZigZag and apply Amount: -15, Ridges: 10 and Pond Style. Now right after you hit “OK” go Edit>Fade ZigZag and set that to 50% Opacity. Do that a second time, but set the ZigZag to Amount: 15 and then go ahead and fade again to 50%. You should have an effect similar to mine.

Step Twelve: We now need to apply another stroke to that path. Create a new Layer and then select the Path using the Paths Panel and grab that same Calligraphy Brush and set your foreground color to White and stroke the Path with the Brush Tool as we have done so many other times. Set that new Layer to “Overlay” and if it looks to bright or strong just drop the Opacity a little.

Step Thirteen: Go ahead and Ctrl/Cmd Click the Layer Thumbnail with all those Layer Styles applied to it to load that base area as a selection and then go Layer>New Adjustment Layer>Hue/Saturation and boost the brightness and saturation of that just a little to make it pop even more.



Step Fourteen: Last step is going to be adding a giant glow on the wall "under" the neon. Create a Layer below the "W" Layer with all those Styles on it. Go ahead and grab the Lasso Tool and draw a rough selection around the "W". Go Select>Modify>Feather and Feather this Selection by 200px. Remember, this is a very large image, if you use a smaller image for your neon this number will be different. Use the Eyedropper Tool to grab a light Orange color off of the neon and fill the shape with that color. Set that Layer to "Color" and hit Ctrl/Cmd + J to duplicate the Layer and set the duplicated Layer to "Color Dodge" and reduce Opacity to about 30%. A couple other little things and you have the complete image.





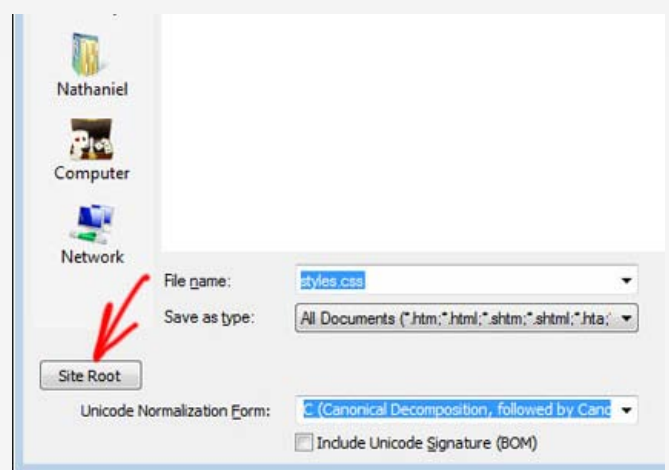
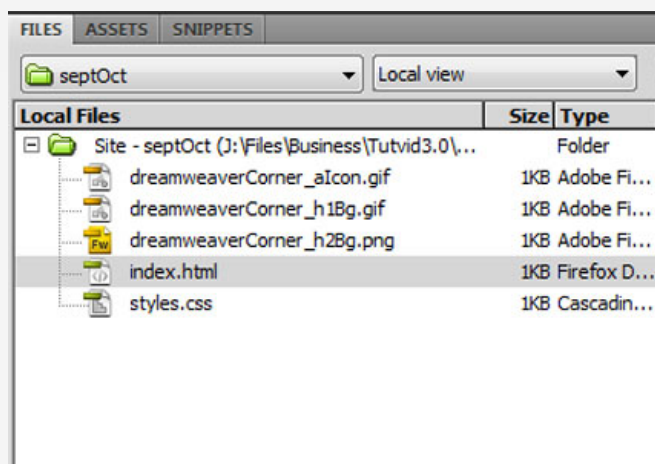
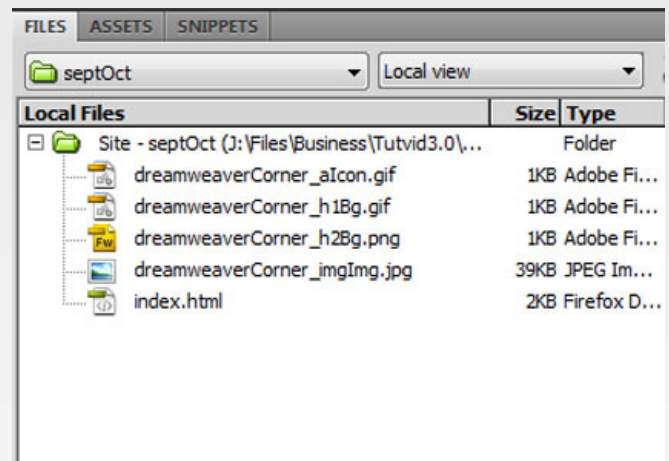
```

line-height:124px;
text-transform:uppercase;
font-family:Verdana, Geneva, sans-serif;
padding-left:35px;
}
h2 {
font-family:Verdana, Geneva, sans-serif;
background-image:url(dreamweaverCorner_h2Bg.png);
background-repeat:repeat-x;
color:#dad7cb;
text-align:center;
width:250px;
}
h3 {font-family:Verdana, Geneva, sans-serif; color:#a79e83; font-weight:lighter;}
h4 {font-family:Verdana, Geneva, sans-serif; color:#F00; text-transform:uppercase;
background-image:url(dreamweaverCorner_aIcon.gif); background-repeat:no-repeat; padding:
25px;}
p {font-family:Verdana, Geneva, sans-serif; color:#999; margin:1.5em; line-height:1.7em}
img {margin:1.7em; border:solid 5px #3C0;}
    
```

STYLING H1-4, IMG, P TAGS WITH CSS

Step One: The plan for this tutorial is to create a series of CSS styles that target the h1, h2, h3, h4, img, and p tags. These styles will be contained within one .css file and any webpage we link to the CSS file will automatically be styled. We will start with a site already created in Dreamweaver, but I am going to create a new, blank index.html page to work on. Open that new web page and give it a title and drag the images I have included for the Dreamweaver Corner in the newsletter files zip file into Dreamweaver so we can reference them with CSS for use with our styling stuff.

Step Two: Now creating these CSS Styles in Dreamweaver is very easy and it is as simple as opening the CSS Styles Panel and creating a new style, however we are going to do this all by hand so you can grab some experience coding by hand and then linking this thing up to the html page at the end. Start by going File>New and create a new CSS Document and immediately save that to the site you have created in Dreamweaver by going File>Save and press the "Site Root" button and save it.





Step Three: Let's start with the h1 tag. In the CSS document we want to begin coding by typing the code you see in the screenshot. Typically with shorter lines of code I like to just keep it in one straight line (we will have a style a little later on that is only on one line), but when I get a bunch of different aspects of an element I am changing I sometimes break it up like Dreamweaver does just so it does not look so confusing.

CODE: `h1 {font-size:24px; color:#a79e83;; background-image:url(dreamweaverCorner_h1Bg.gif); background-repeat:no-repeat; line-height:124px; text-transform:uppercase; font-family:Verdana, Geneva, sans-serif; padding-left:35px;}`

Step Four: Next we will style the h2 tag. The plan for the h2 is basically this would be some kind of bar that would divide content in a sidebar. Note we have made it 250px wide, our image is only 200px wide so what we need to do to ensure our background repeats to fill the area is background image is to type "background-repeat: repeat-x;". Check out the screenshot to see all the code. CODE: `h2 {font-family:Verdana, Geneva, sans-serif; background-image:url(dreamweaverCorner_h2Bg.png); background-repeat:repeat-x; color:#dad7cb; text-align:center; width:250px;}`

Step Five: After we have both the h1 and h2 tags styled we should be moving along nicely. Time to style that h3. The h3 is just going to be a nice simple little style. Here you can see how I prefer to write my CSS code, just one nice line. Go ahead and write that code to make it happen. Now we have written code for three of our HTML tags, but over in the HTML file nothing is happening. That is because we have not linked the HTML and CSS files. Do that by checking out the <head> portion of the HTML document and adding the code I have in the screenshot on line 8. CODE: `h3 {font-family:Verdana, Geneva, sans-serif; color:#a79e83; font-weight:lighter;}`
HTML CODE: `<link href="styles.css" rel="stylesheet" type="text/css" />`

Step Six: Now for the h4 tag. The h4 is basically going to be some kind of alert styling that will have a nice little icon to the left of it as well as being some shade of red. Check out the code I have in my CSS file and also notice this time despite being longer than one line I still went ahead and kept it as if it was one line. You should now see your h4 element automatically change over in the HTML file. This is one of the great things about CSS, change this file and the HTML auto updates, you can even link this CSS file to 100's and 100's of web pages and they would all update with one change here. CODE: `h4 {font-family:Verdana, Geneva, sans-serif; color:#F00; text-transform:uppercase; background-image:url(dreamweaverCorner_alcon.gif); background-repeat:no-repeat; padding-left:25px;}`

```
h2 {
font-family:Verdana, Geneva, sans-serif;
background-image:url(dreamweaverCorner_h2Bg.png);
background-repeat:no-repeat;
color:#dad7cb;
text-align:center;
width:200px;
}
h3 {font-family:Verdana, Geneva, sans-serif; color:#a79e83; font-weight:lighter;}
h4 {font-family:Verdana, Geneva, sans-serif; color:#F00; text-transform:uppercase;
background-image:url(dreamweaverCorner_alcon.gif); background-repeat:no-repeat; padding-left:
25px;}
```

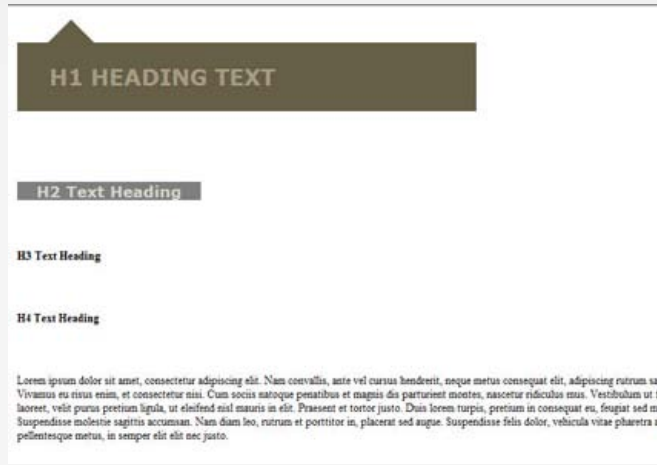
Step Seven: On to the p tag where we will simply give it a margin and change both the font face and color and maybe even adjust the line height a little to space the lines out some.. After that let's style the img tag, this will target every image we actually drag into our Dreamweaver Site. We will do some simple stuff like add a border and margin. Check out the screenshot to see the code, nice and simple. You should have something similar to me. You have successfully styled tags using CSS and linked the CSS file to the HTML, Congrats! CODE: `p {font-family:Verdana, Geneva, sans-serif; color:#999; margin:1.5em; line-height:1.7em;}`
`img {margin:1.7em; border:solid 5px #3C0;}`

```
h1 {
font-size: 24px;
color: #A79E83;
background-image: url(dreamweaverCorner_h1Bg.gif);
background-repeat: no-repeat;
line-height: 124px;
text-transform: uppercase;
font-family: Verdana, Geneva, sans-serif;
padding-left: 35px;
}
```

```
h2 {
font-family:Verdana, Geneva, sans-serif;
background-image:url(dreamweaverCorner_h2Bg.png);
background-repeat:repeat-x;
color:#dad7cb;
text-align:center;
width:250px;
}
```

```
h3 {
font-family: Verdana, Geneva, sans-serif;
background-image: url(dreamweaverCorner_h2Bg.png);
background-repeat: no-repeat;
color: #dad7cb;
text-align: center;
width: 200px;
}
h3 {font-family: Verdana, Geneva, sans-serif; color:#a79e83; font-weight:lighter;}
```

```
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0 Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<html xmlns="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>CSS Hooks Test Page</title>
<link href="styles.css" rel="stylesheet" type="text/css" />
</head>
```



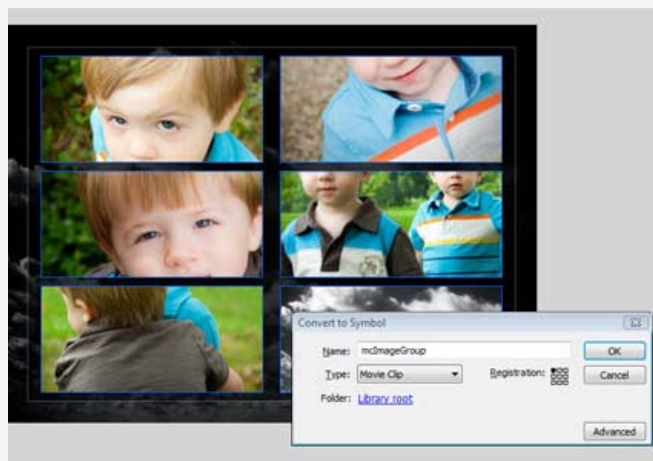


ROLLOVERS WITH ACTIONSCRIPT 3.0

We are going to create a very cool rollover effect for images using Actionscript. Follow this tutorial and you will be able to do it in no time! We are using Actionscript 3.0 and Flash CS4, however you should be fine if you are using AS3 and Flash CS3.

Step One: Go ahead and download the start file for this tutorial located in the download .zip file which is linked back near the beginning of the newsletter. Open that .fla up and get ready to go to work! First things first, turn on that "PutImagesInsideThisMovieClip" Layer and select the Movieclip and give it an instance name of "images_mc". NOTE: The images I am using as thumbnails are cropped to 250px X. 120px.

Step Two: Place those images on stage and line them up using the Align Panel or just punch in the exact x and y coordinates you want. After arranging them just the way you want go ahead and select each one individually and convert it to a Movieclip and then select them all and go Modify>Convert to Symbol and convert the bunch of images to a Movieclip Symbol.





Step Three: After doing that Select all the images and Cut and Paste them INSIDE of that big green box on the layer "PutImagesInsideThisMovieClip" and delete the green box. Now that we have that setup it's time we go up to the "AS" Layer and enter the code you see in the screenshot. This code will create a rectangle shape with a border and no fill and place it right up in the top left corner, and then the little bit of code with visible = false; makes it disappear. CODE:

```
var imgBorder:Shape = new Shape();
imgBorder.graphics.lineStyle(5,0xFFFFFF);
imgBorder.graphics.drawRect(0,0,250,120);
addChild(imgBorder);
imgBorder.visible = false;
```

Step Four: Next we will use some simple Event Listeners to "listen" for the mouse touching an of the children Movieclips located inside of the master "images_mc" Movieclip. When one of those is rolled over it is made a tiny bit bigger and then when it is rolled off of it reduces size again. Use that code right there in the screenshot and paste it below that code we entered into the Actions Panel earlier. CODE:

```
function imagesRoF(event:MouseEvent):void{
    event.target.width +=15;
    event.target.height +=15;
}
function imagesRoffF(event:MouseEvent):void{
    event.target.width -=15;
    event.target.height -=15;
}
images_mc.addEventListener(MouseEvent.MOUSE_OVER, imagesRoF);
images_mc.addEventListener(MouseEvent.MOUSE_OUT, imagesRoffF);
```

Step Five: Now that we have setup a simple change that happens to an image when we roll over it a few simple changes and we can get that border in it's place and maybe add a nice little effect as well! Go ahead and change your script so it looks like mine. Basically we are telling flash to first show that border we created and further to place it based on the x and y of those thumbnails (remember we have this border added inside of the images_mc so the x and y are correct) and lastly we have created a simple Tween using Actionscript which fades it in. NOTE: Lines 1 & 2 we have to be sure we import what we need for that Tween to work! CODE:

```
import fl.transitions.Tween;
import fl.transitions.easing.*;
var imgBorder:Shape = new Shape();
imgBorder.graphics.lineStyle(5,0xFFFFFF);
imgBorder.graphics.drawRect(0,0,250,120);
addChild(imgBorder);
imgBorder.visible = false;
function imagesRoF(event:MouseEvent):void{
    imgBorder.visible = true;
    var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
    imgBorder.x = event.target.x;
    imgBorder.y = event.target.y;
}
function imagesRoffF(event:MouseEvent):void{
    imgBorder.visible = false;
}
images_mc.addEventListener(MouseEvent.MOUSE_OVER, imagesRoF);
images_mc.addEventListener(MouseEvent.MOUSE_OUT, imagesRoffF);
```

```
1 var imgBorder:Shape = new Shape();
2 imgBorder.graphics.lineStyle(5,0xFFFFFF);
3 imgBorder.graphics.drawRect(0,0,250,120);
4 images_mc.addChild(imgBorder);
5
6 imgBorder.visible = false;
7
8
9
10
11
12
13
14
15
```

```
8 function imagesRoF(event:MouseEvent):void{
9     event.target.width +=15;
10    event.target.height +=15;
11 }
12 function imagesRoffF(event:MouseEvent):void{
13     event.target.width -=15;
14     event.target.height -=15;
15 }
16 images_mc.addEventListener(MouseEvent.MOUSE_OVER, imagesRoF);
17 images_mc.addEventListener(MouseEvent.MOUSE_OUT, imagesRoffF);
```

```
1 import fl.transitions.Tween; ] NEW CODE
2 import fl.transitions.easing.*;
3 var imgBorder:Shape = new Shape();
4 imgBorder.graphics.lineStyle(5,0xFFFFFF);
5 imgBorder.graphics.drawRect(0,0,250,120);
6 images_mc.addChild(imgBorder);
7
8 imgBorder.visible = false;
9
10 function imagesRoF(event:MouseEvent):void{
11     imgBorder.visible = true;
12     var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
13     imgBorder.x = event.target.x;
14     imgBorder.y = event.target.y;
15 }
16 function imagesRoffF(event:MouseEvent):void{
17     imgBorder.visible = false;
18 }
19 images_mc.addEventListener(MouseEvent.MOUSE_OVER, imagesRoF);
20 images_mc.addEventListener(MouseEvent.MOUSE_OUT, imagesRoffF);
```



Step Six: Now I want the images to get a little bigger on rollover, we will need a few Tweens to make the Width and Height of both the border and the actual image get bigger, but we only need to make the image smaller because our border will just fade away, so that will save us two Tweens. Check out my code in the screenshot for an idea of what to do. CODE:

```
function imagesRoF(event:MouseEvent):void{
imgBorder.visible = true;
var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
var borderW:Tween = new
Tween(imgBorder,"width",Strong.easeOut,255,280,1,true);
var borderH:Tween = new
Tween(imgBorder,"height",Strong.easeOut,125,137,1,true);
var imgW:Tween = new
Tween(event.target,"width",Strong.easeOut,250,275,1,true);
var imgH:Tween = new
Tween(event.target,"height",Strong.easeOut,120,132,1,true);
imgBorder.x = event.target.x;
imgBorder.y = event.target.y;
}
function imagesRoffF(event:MouseEvent):void{
imgBorder.visible = false;
var imgWBack:Tween = new
Tween(event.target,"width",Strong.easeOut,275,250,1,true);
var imgHBack:Tween = new
Tween(event.target,"height",Strong.easeOut,132,120,1,true);
}
```

Step Seven: One last thing to do is go ahead and add that line of code I have added on line 19. That line of code with force whatever image is being rolled over to pop up to the top and NOT be hidden underneath any other image. Very, cool you could also add a buttonMode so the little finger shows up and really drives home the fact that these are buttons to be clicked. CODE:

```
function imagesRoF(event:MouseEvent):void{
imgBorder.visible = true;
var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
var borderW:Tween = new Tween(imgBorder,"width",Strong.easeOut,255,280,1,true);
var borderH:Tween = new Tween(imgBorder,"height",Strong.easeOut,125,137,1,true);
var imgW:Tween = new Tween(event.target,"width",Strong.easeOut,250,275,1,true);
var imgH:Tween = new Tween(event.target,"height",Strong.easeOut,120,132,1,true);
imgBorder.x = event.target.x;
imgBorder.y = event.target.y;
images_mc.setChildIndex(event.target as MovieClip, numChildren-1);
}
function imagesRoffF(event:MouseEvent):void{
imgBorder.visible = false;
var imgWBack:Tween = new
Tween(event.target,"width",Strong.easeOut,275,250,1,true);
var imgHBack:Tween = new
Tween(event.target,"height",Strong.easeOut,132,120,1,true);
}
```

```
6 addChild(imgBorder);
7
8 imgBorder.visible = false;
9
10 function imagesRoF(event:MouseEvent):void{
11 imgBorder.visible = true;
12 var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
13 var borderW:Tween = new Tween(imgBorder,"width",Strong.easeOut,255,280,1,true);
14 var borderH:Tween = new Tween(imgBorder,"height",Strong.easeOut,125,137,1,true);
15 var imgW:Tween = new Tween(event.target,"width",Strong.easeOut,250,275,1,true);
16 var imgH:Tween = new Tween(event.target,"height",Strong.easeOut,120,132,1,true);
17 imgBorder.x = event.target.x;
18 imgBorder.y = event.target.y;
19
20 function imagesRoffF(event:MouseEvent):void{
21 imgBorder.visible = false;
22 var imgWBack:Tween = new Tween(event.target,"width",Strong.easeOut,275,250,1,true);
23 var imgHBack:Tween = new Tween(event.target,"height",Strong.easeOut,132,120,1,true);
24 }
25 images_mc.addEventListener(MouseEvent.CLICK, imagesRoF);
26 images_mc.addEventListener(MouseEvent.CLICK, imagesRoffF);
27
28 }
29
```

```
imgBorder.visible = false;
function imagesRoF(event:MouseEvent):void{
var borderTween:Tween = new Tween(imgBorder,"alpha",Strong.easeOut,0,1,1,true);
var borderW:Tween = new Tween(imgBorder,"width",Strong.easeOut,255,280,1,true);
var borderH:Tween = new Tween(imgBorder,"height",Strong.easeOut,125,137,1,true);
var imgW:Tween = new Tween(event.target,"width",Strong.easeOut,250,275,1,true);
var imgH:Tween = new Tween(event.target,"height",Strong.easeOut,120,132,1,true);
imgBorder.x = event.target.x;
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images_mc.setChildIndex(event.target as MovieClip, numChildren-1);
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imgBorder.visible = false;
var imgWBack:Tween = new Tween(event.target,"width",Strong.easeOut,275,250,1,true);
var imgHBack:Tween = new Tween(event.target,"height",Strong.easeOut,132,120,1,true);
}
images_mc.addEventListener(MouseEvent.CLICK, imagesRoF);
images_mc.addEventListener(MouseEvent.CLICK, imagesRoffF);
}
```



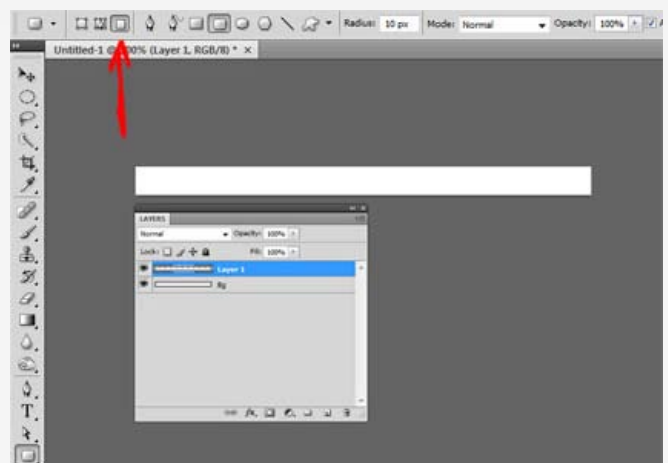
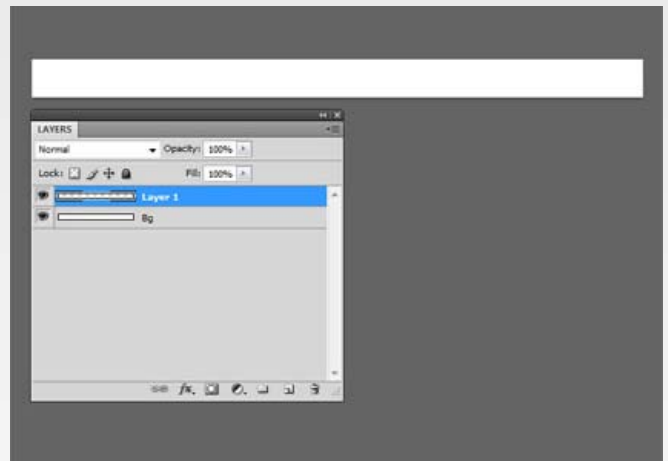
Live Shows!

CREATE A SLEEK WEB HEADER BAR

Follow this tutorial with me and learn how to create this nice sleek Web 2.0 styled bar you can use anywhere from your site navigation to the tops of info boxes across your site!

Step One: We are going to start with a new Photoshop document. Go File>New and size the document 640px X 40px. After the document shows up double click the Background Layer and give the Background Layer a name, I am naming my Layer "Bg". Go ahead now and Create a new Layer and your screen should look something like mine, go ahead and refer to the Screenshot to double check.

Step Two: Double click that Layer's name and give it a new name, I will call mine "roundedBg". Next grab the Rounded Rectangle Tool (U) this tool is located underneath the Rectangle Shape Tool, you just have to click and hold on that tool and you will see a little pop-out menu appear, choose the Rounded Rectangle Tool. Next look toward the top of your screen and set the "Radius" to 10px and over to the left of this control bar area choose the little icon to the right so this Shape Tool is drawing "Fill Pixels". NOTE: If you rollover the icons you will see a little Tooltip telling you what icons does what, you need "Fill Pixels".

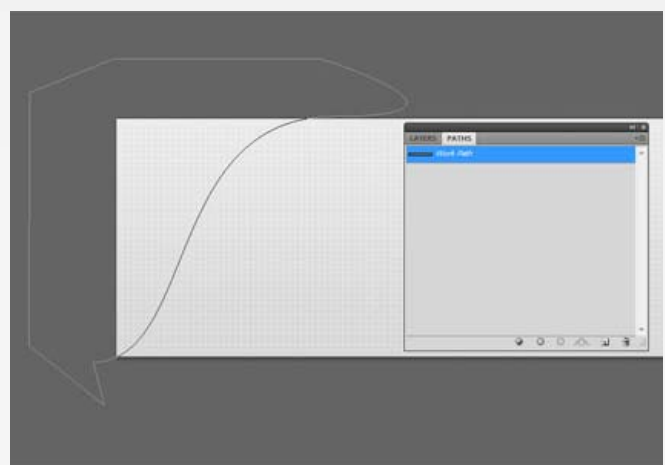
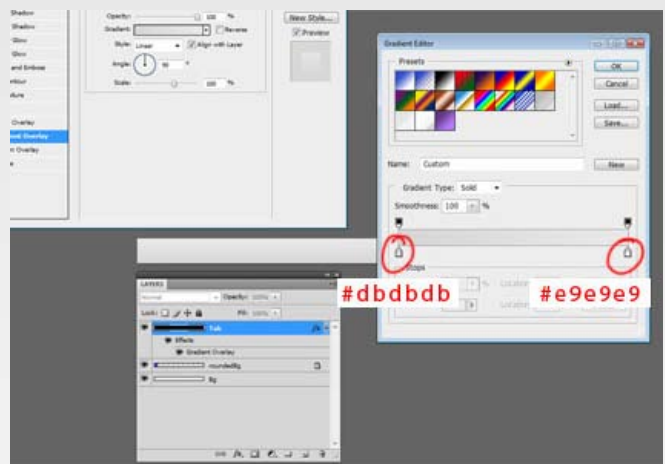
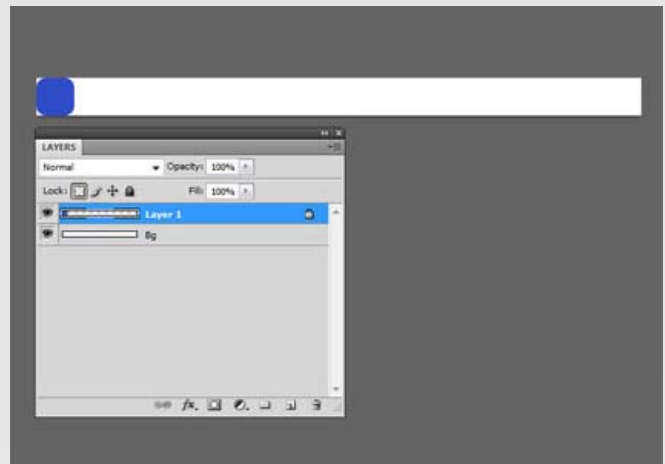


Step Three: Go ahead and set your foreground color to #304dc9 and then hold down your Shift key and drag from the top left corner of the document until you hit the bottom of the document. This should give you a blue square with rounded corners sitting on the far left of your Photoshop document. Refer to the screenshot for clarification.

Step Four: Create a new Layer and name it "Tab". Go Edit>Fill and under "Contents" choose "Black", we should now have our "Tab" Layer filled with solid Black. Next go Layer>Layer Style>Gradient Overlay and you should see the familiar Layer Styles dialog box pop up. Click on the Gradient Stripe there and double click the little color stop on the bottom left and input the color hex code #d7d7d7 hit "OK" and double click the other color stop on the bottom right and input the color hex code #e9e9e9. Check out the screenshot for guidance.

Step Five: Next grab the Pen Tool (This tool you want set to draw Paths, the center icon up in that control bar) and make a shape as I have in my screenshot. We don't need to worry about what Layer we have selected because this is only a path, it is not actually artwork being draw, just a "guide" if you will being stored by Photoshop over in the Paths Panel, matter of fact open that Paths Panel and make sure your Path is selected in that Panel and Ctrl/Cmd + Click the Thumbnail to load it as a selection.

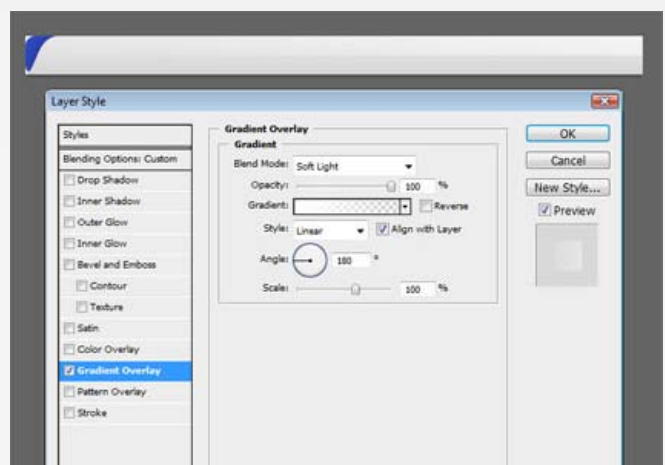
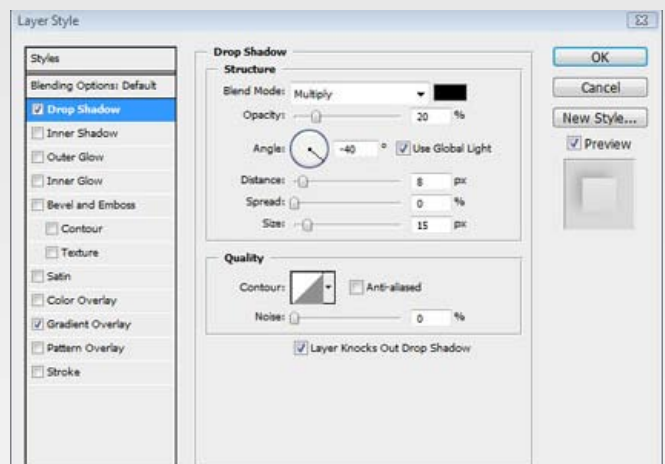
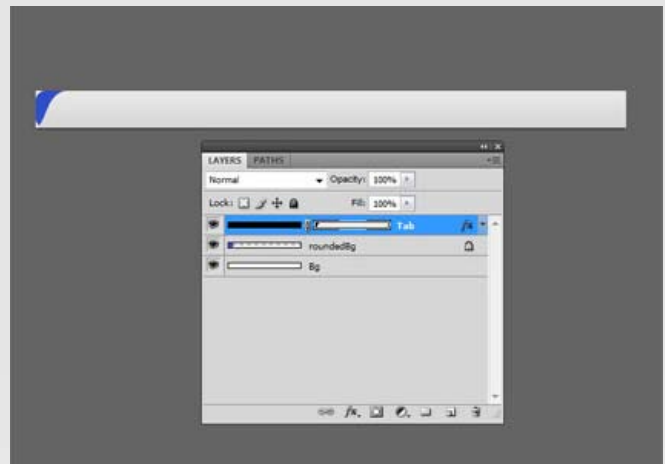
NOTE: In the screenshot I have not yet loaded the Path as a selection, you will see the "Marching Ants" where the Path was.



Step Six: Alright great! We have a selection we want to punch out of this Layer, instead of just hitting the “Delete” key we are going to do this more non-destructively by using a Layer Mask. NOTE: you could use a Vector Mask right from the Path by selecting the Path and going Layer>Vector Mask>Current Path, but the Path would need to encircle what we want to show, not hide. To punch this out with a Layer Mask simply go Layer>Layer Mask>Hide Selection.

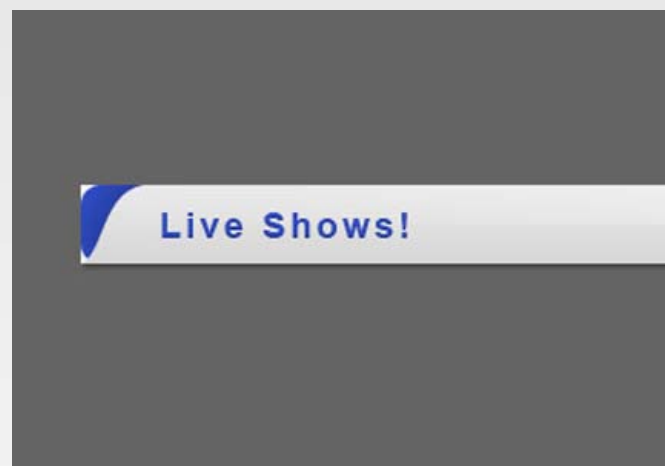
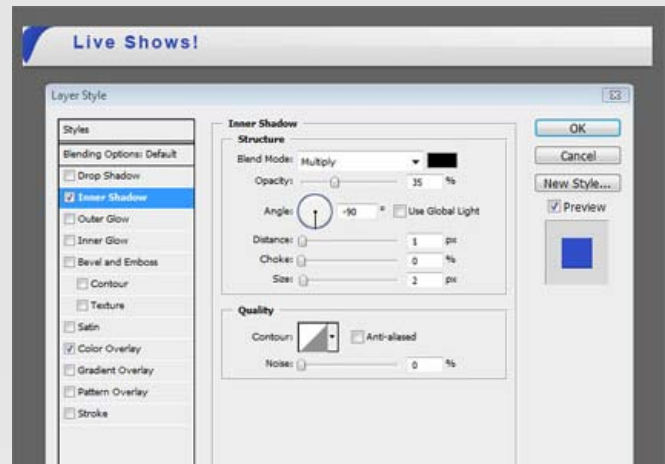
Step Seven: Now with the “Tab” Layer still selected go Layer>Layer Style>Drop Shadow. Follow the settings I have in my screenshot. Blend Mode: Multiply, Color: Black, Opacity: 20%, Angle: -40, Distance: 8px, Spread: 0px, Size: 15px. This will give us a nice little shading on that little rounded square we drew way back whenever.

Step Eight: Now create a new Layer and name it “Highlight”. Grab the Rectangular Marquee Tool and select the top half of the entire image with that tool. Fill that selection with Black and then hit Ctrl/Cmd + D to deselect and then check out the Layers Panel and find the Fill Opacity (right below the Opacity) and set the Fill to “0%”. This will make all that disappear. Set your foreground color to white (You should be able to do this by first hitting “D” and then hitting “X”). Go Layer>Layer Style> Gradient Overlay and click the little Gradient stripe again and choose the “Foreground to Transparent” Gradient and hit “OK”. Next set the Gradients Blend mode to “Soft Light” and set the angle to “180”.



Step Nine: Alright we next want to add some text and maybe an icon or two! Grab the Text Tool and type out the words "Live Shows!". I am using Arial Font and 18pt Text set to White, but really the color does not matter, we will change that in a moment. We will create a simple Layer Style to color this and add a little depth and then copy it to whatever icon(s) we decide to go with. With the Text Layer selected go Layer>Layer Style>Color Overlay and give this text the color #304dc9 Then apply a Black Inner Shadow as I have in my screenshot.

Step Ten: We will grab our icons from the Custom Shape Tool (Located under the Rounded Rectangle Tool) and just find a nice arrow shape pointing to the right and some other icon to sit to the left of that arrow. We need to first create a new Layer to place these shapes on, again just make sure you are using "Fill Pixels". TIP: Use the Shift key when you draw the shapes to constrain the proportions. Use the Move Tool (V) to move your icons to wherever you want them and then right click the text layer and hit "Copy Layer Styles" and then right click our new icons Layer and hit "Paste Layer Styles". There you have it! I nice simple header bar which you can save and use all over the web!





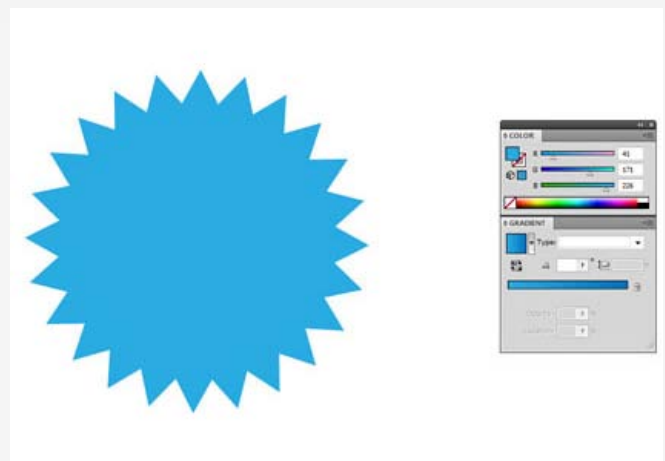
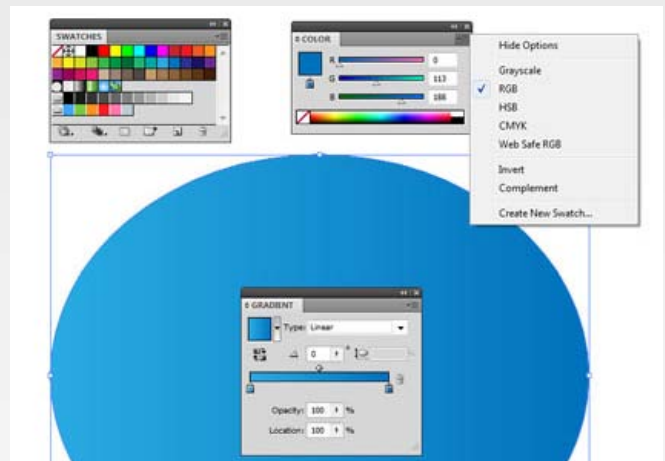
WEB 2.0

CREATE A WEB 2.0 BADGE

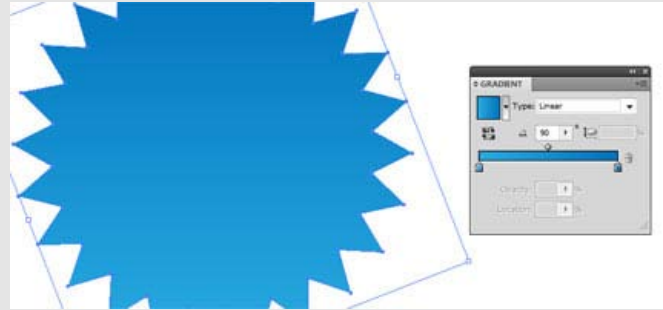
These cool Web 2.0 Style Glosy Badges are all over the place, but the beauty of creating them in Illustrator is that they are vector AND you can go in and make it one solid color or spice it up a little more depending on what you are using it for. This is a pretty basic tutorial, but one you all should enjoy and maybe even learn a thing or two from.

Step One: Start by going File>New and create a document 800px X. 600px. Before we get going let's check out the Gradient Panel, it can be found under Window>Gradient. We will use this a few times throughout this tutorial and basically all you will need to know how to do is change the color of those two little color stops. Two ways to do this are either click the color stop and use the Color Panel (Window>Color) and move those sliders around until you get your color or you can just drag the color swatch you want out of the Swatches Panel and drop it right on the color stop you want to change. Get used to using this panel, it is really useful for all kinds of effects here in Illustrator.

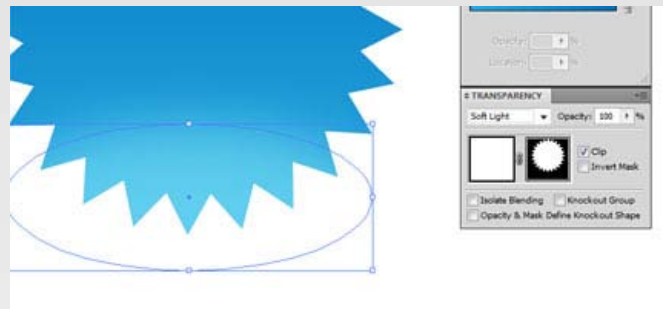
Step Two: Grab the Start Tool (Located beneath the Rectangle, or Ellipse Tool) and start dragging out a star shape. Now DON'T let go of the mouse button, press and hold the "Up" Arrow key and you will see more "arms" being added to the star shape, now once you see a decent number of "arms" press and hold the Ctrl/Cmd key and drag the mouse back in as if you were trying to make the start shape smaller. Those "arms" should now be shorter, let go of the mouse button and you will have your shape. Before we do anything a quick trick to delete the stroke is to simply hit "X" and then "/". You have just gotten rid of that default black stroke. Press "X" again and set a nice blue as the foreground color.



Step Three: Now that we have our shape we want to give it a gradient. Check out the Gradient Panel and make a gradient that runs from a light blue to a slightly darker blue. Use the little “Angle” input field to make your gradient run from light on the bottom to dark at the top. Our next step we will take a look at masking here in Illustrator

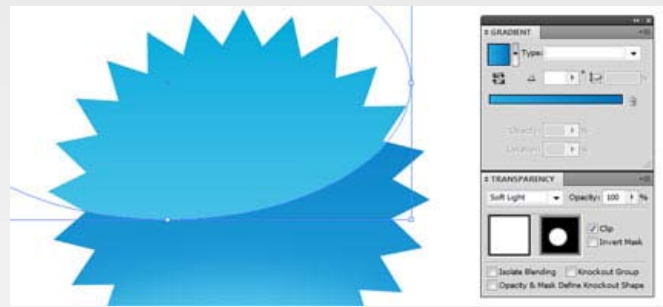


Step Four: Now it is time to add a glow to the base of this shape and a gradient to the top which will act as the shine. Grab the Ellipse Tool and drag out a nice oval and fill it with white. Go Effect>Blur>Gaussian Blur and give it a nice large blur to really soften this white. Make sure you have the shape selected and open the Transparency Panel (Window>Transparency) and set the Blend Mode to “Soft Light”. Select the badge shape and go Edit>Copy, then select that blurred shape and again look to the Transparency Panel and double click the blank spot next to the thumbnail and hit Ctrl/Cmd + F and make sure you then fill that shape (in the mask) with white. Click on the original thumbnail in the Transparency Panel to get back to the main editing mode.

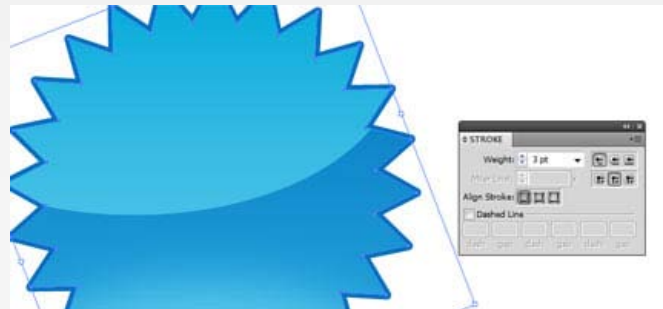


Step Five: Now again grab the Ellipse Tool and draw out a shape which will act as the shine at the top of our badge shape. Look back to the Transparency Panel and create a mask for this shape and paste that badge shape over this as well (Again, you want to use the hotkey Ctrl/Cmd+F to paste in place), make sure you fill that mask with white as well. Select the original thumbnail to get back to the main editing mode. Set that Layer to the Blend Mode “Soft Light”.

Step Six: Alright now all we need to do is apply a couple strokes and a drop shadow and we’re outta here! Select the initial badge shape and open the Stroke Panel (Window>Stroke) and set a fairly thin stroke, it all depends on the size of your badge shape, but try to get it around the size of mine. The trick here is to not only create a stroke but with the Stroke Panel set the corner joints to “Round Joint” and set the stroke to “Align to Outside” also located right there in the Stroke Panel. Give the stroke a nice darker blue color.



Step Seven: Be sure you have the badge still selected and we next want to grab the Appearance Panel (Window>Appearance) and press the new stroke icon. Once we get the new stroke click on the word “Stroke:” that just appeared and edit the stroke giving it those same “Round Joint” and “Align to Outside” effects and set the size to something 10-15pt larger than the first stroke and then click on the stroke color box and give it a bright green (Just so we can see which stroke is on top here), note this new stroke is on top of the smaller one. This Appearance Panel stacks these strokes just like layers, so we need to drag our new stroke down below our old stroke so we can see that old stroke. After you re-arrange change the color of the green stroke to white. Go Effect>Stylize>Drop Shadow to add a nice little drop shadow and we’re done!





THE INSPIRATION STATION!

Brush: <http://www.brusheezy.com/brush/1262-Splatter-Plus>

This is a very cool brush set for use in Photoshop. This set is a really great mix of smeared splatters and grunged grunginess, if you catch my drift. It is a totally free download provided by the generous artists and folks at www.brusheezy.com. I urge you to check them out!

Font: <http://www.dafont.com/komika-title.font>

Here is a nice comic-style type-face. I am not a huge fan of comic styled fonts, but this week we use a comic font in our Neon Tube light special effect in Photoshop. Grab this font and follow along! Again, this is a free font provided by the artists and good folks from www.dafont.com be sure to check out their site!

<http://designslurp.com/>

Design Slurp is a really cool site, at the folks that made it have made a bunch of other note-worthy sites that are all grand-slams as far as cool design are concerned.

Obviously the focal point of this page is the great header artwork (on which I have a tutorial coming soon!) but the ultra free flowing "module" design/layout is also pretty cool. I particularly like the semi opaque backgrounds you see all over this page. Great work on this site for sure!

<http://www.yellowbirdproject.com/>

Wow, where do I start with this site, first off creating a design which uses yellow as it's primary color I think is probably the most difficult design job and when pulled off poorly can look HORRIBLE and be physically harsh on a viewers eyes, but this site does it beautifully. It has a store incorporated within the site which looks very nice and flows with everything, also the whole look from the logo and typefaces to the background and those little dividers, everything in this site flows visually all the way down to even matching the stuff they are selling! This is a really nice website, even if your not a huge fan of the overall style implied.

<http://www.hyperxlocal.com/>

This is just a nice clean-cut site with good colors and I really like the way the body of the site is designed. From the top we have a very cool navigation bar with some sweet looking rollovers and a background that matches at the top and bottom. I love the glass edging on the body of the site and then lastly I really like even the layout of the body content once you move off of the homepage, very good stuff.

<http://www.jestercom.com/portfolio/>

Well I needed to include a flash site as I always try to do and this one fit the bill perfectly this month! The background is very cool, music not-so-annoying, and we have a nice simple, easy to navigate website. I like the way this site moves from one page to the next, nice sliding motion. I also like how the portfolio has been divided print work from web work, very nice, yet compact site with great work!

