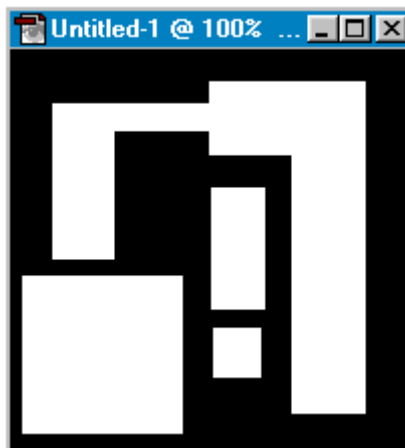




The following tutorial will teach you how to create the cool-looking rounded edges you've always admired in other people's website interfaces. Now you can do it too!

In Photoshop 6, a [Rounded Rectangle Tool](#) is now included (finally). This tip outlines how to create rounded edges in version 5.5 and below.

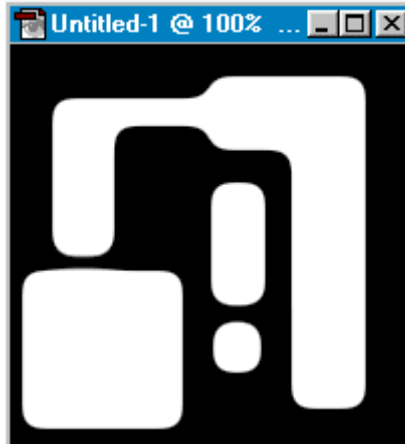
1. Open a new document and click on the *New Channel* icon in the *Channels Palette*. Select the [Marquee Selection Tool](#) from your toolbox and create a number of different shapes, either separate or connected to each other. Hold down the Shift Key so that you can make more than one shape at a time, without deselecting others. As you do this, keep in mind the "basic" overall finished shapes you see in your mind. Once you have your shapes, go ahead and fill them with white.



2. Once you are satisfied with your shapes, press **Ctrl+A** to Select All. Go to **Filter-> Blur-> Gaussian Blur**. Set it to 5 and click *OK*. If you want the corners to be less rounded than all you have to do is reduce the number, more rounded, increase the number.



3. Now, press **Ctrl+L** to get the *Levels Dialogue Box*. Move the input levels to **120, 1.00, and 140** -- press *OK*.



4. Once you recover from your amazement, you'll probably begin to wonder how to make your new round-edged masterpiece start looking like a "real" interface, button, etc. The answer lies in a Texture Fill.
5. Open whatever texture you like (if you need some cool ones, check out the free [Seamless 3D Texture](#) Section on Absolute Cross for nearly 1000 to choose from!). Select All (**Ctrl+A**) and then choose **Edit-> Define Pattern**.
6. Go to the *Channels Palette* and **CTRL+Click** on channel you made to load the selection. Go back to the *Layers Palette* and make a new layer -- ensure it's the active layer before continuing.
7. Next, choose **Edit-> Fill-> Pattern** to fill the selection with the texture (in Photoshop 6, you must choose which *Custom Pattern* to use from the drop down). If you like what you see, then save your work... or you can use other techniques to make it look even better -- such as beveling the edges or adding buttons and crazy gadgets! Have fun!



Here's another example using Inner Bevel from [Eye Candy](#):

