



Corporate Flow



Illustration



Image Editing



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Canvas Tips and Techniques



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Making a Flat Screw Top



In a previous How To tutorial for creating a [Metallic Interface](#) design, there is a flat screw detail added in the last step. Since the screws are scaled way down, detail is not critical. Here's how the screws were created. It's fast and easy, yet looks very realistic. The same technique can be used for similar hardware.

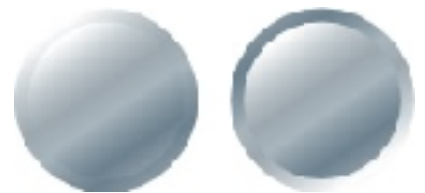
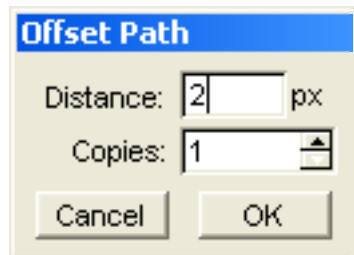
Step 1

Create a circle then apply a gradient. I used the Silver gradient default Ink.



Step 2

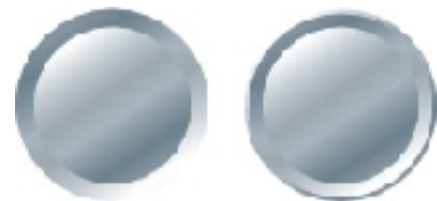
Next with the circle selected, choose Offset Path from the Effects menu and apply 1 copy and give a pixel distance. This will depend on the size of the initial circle, I used 2 pixels. Apply the Silver gradient and rotate the angle to the opposite direction.



Making a Flat Screw Top (Continued)

Step 3

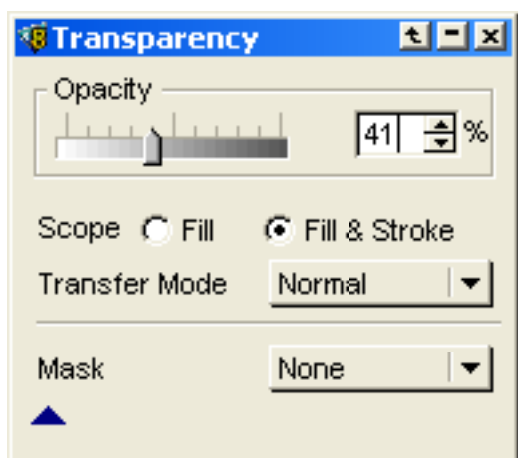
Now repeat the last step with a thinner distance to create the 3D edge of the screw top. For this, I used a distance of 1. Then apply the same gradient in the same direction as the main circle. Group the three circles.



Use Offset Path to make the two outer circles, then apply gradients to the new circles in opposite directions.

Step 4

Draw two short lines, one black and the other white. Group them and apply about 40% transparency using the Opacity Slider on the Toolbox. Move the two lines into place on top of the circles.



Step 5

To finish, add a soft drop shadow. Now make several copies and rotate the two lines in the center for a variety.

