STATES AND FEEDBACK

Most standard components are designed in three states: idle/normal, active/pressed, and disabled/nonfunctional).

The Idle/normal state is static, and how the button or icon should appear before touched/selected. The active/pressed state often reflects a lit up or darkened appearance when pressed. The disabled/nonfunctional state is often grayed out showing that the function is not available.

a) Android Default Buttons

b) iOS Tab Bar

a

Normal

Pressed

Focused

Disabled
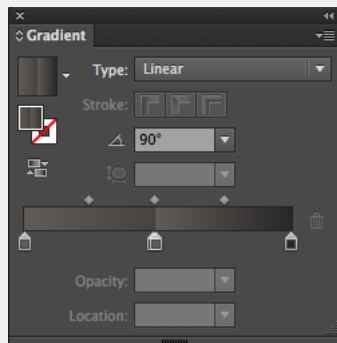
Disabled focused

b

World Clock   Alarm   Stopwatch   Timer

EASY WAYS TO MAKE BUTTONS

MMD²

a — GRADIENT

1. Create a rounded rectangle and apply a linear gradient with several gradient sliders (approx. 5), going from light to dark and then light to dark to darker.

b — FLAT LAYERED

1. Create a rectangle and then copy it (Cmmd + C) and place it behind (Cmmd + B). Using your cursor shift the back rectangle down one pixel, and then change the color to a shade darker.
2. Next, copy your front rectangle and place it in the behind again. This time shift it up one pixel, and then change the color to a tint lighter.

c — GRADIENT MESH

1. Draw a rectangle and give it a fill.
2. Next select your rectangle and go to object > create gradient mesh. Change the number of rows and columns to 2 and set the appearance to flat.
3. Next using your direct selection tool, select the center anchor point in the rectangle, and change the color to a shade darker.
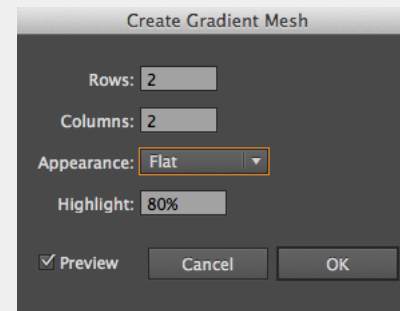
d — BLEND

1. Create a rectangle and a draw a smaller square toward the left side in a lighter tint or darker shade.
2. Double-click the blend tool (located next to eye-dropper tool in the two-bar view) and select smooth color and press OK.
3. Next with the blend tool click your square first and then your rectangle.

Gradient panel

Type: Linear
Stroke:
90°
Opacity:
Location:

Create Gradient Mesh

Rows: 2
Columns: 2
Appearance: Flat
Highlight: 80%

☑ Preview   Cancel   OK