

BonBon

There was a goal: **Create CSS buttons that are sexy looking, really flexible, but with the most minimalistic markup as possible.**

And voila.. here they are, the BonBon Buttons. Named after the French word for "**Candy**". So, let's take a tour trough the candy store.

No, wait! Before you click that download button and try to use them on your site, please also read the flaws.

Markup

I get a real kick out of trying to keep the markup minimal, so I'm really happy with the outcome. A basic button looks like this: `Label`

Label

You can change the look by adding more classes: `Label`

Label

Accessibility

Adding `role="button"` makes it more accessible. Use `tabindex` to keep them highlighted and if you use the `<button>` tag you also can use attributes like "disabled". `Tab1`

`Tab2`

`<button disabled class="button pink glossy">Disabled</button>`

Tab1

Tab2

Looks

I tried to avoid any images but couldn't resist adding a PNG for the noise. The rest is a combination of text-shadows, box-shadows, gradients and borders. This makes it easy to resize the buttons and keep them sharp. It also makes it easy to change the shape. Yes, try it out.. a **morphing button**:

Morph

Morph

A border-radius doesn't always need to be rounded. You can bend it in a more oval shape using a second set of points separated with a "/". The above buttons use a transition to animate the border-radius for the default, :hover and :active state: `border-radius: 5em / 2em;`

```
border-radius: .4em .4em 2em 2em / .4em .4em 3em 3em;
```

```
border-radius: .3em;
```

For the colors **HSL** values are used. It makes it much easier to apply different shades of a color if you can use %. For example the text color is a darker version of the background, so I just lower the lightness by 20%: `color: hsl(39, 100%, 30%);`

```
background-color: hsl(39, 100%, 50%);
```

I tried to simulate different **materials**. A "mate", "glossy" and a "glass" version. The difference of the later two is that the glass version adds a dark blurry text-shadow which makes it look like you can see through the button to its bottom. Works great in combination with the "back" shape.

Buy

Buy

Buy

The glossy shape is created using an **:after** element with a gradient background on top. It gets cutout with a border-radius that is slightly smaller in width and half in height from the main button.

Unfortunately I couldn't figure out how to animate the :after element. So it's disabled on the morphing shape. Also, if the button gets too long, it doesn't look as good anymore. The gloss and highlight gradient doesn't grow.

Type here!

There are two **more details** that I would like to point out: The border uses a brighter and a darker box-shadow to imitate depth and the drop shadow changes when pressing the button.

Flexibility

Here all the optional class names if you wanna play around with -webkits Inspector or Firebug:

Key

Pictures

Ship

- **Color:** orange, pink, blue, green, transparent
- **Font:** serif
- **Material:** glossy, glass
- **Size:** xs, xl
- **Shape:** round, oval, brackets, skew, back, knife, shield, drop, morph
- **Icon only:** icon
- **Disabled:** disabled

There is one thing I'm kinda sad about. At the beginning when I started with the buttons, my plan was to use something like `data-color="#ff0000"` in the markup and it would create a red button. But I quickly realized that if you just add highlights and shadows on top of a color, it starts to look dull and less vivid. So all the colors need to be predefined in the CSS. I never tried it out, but maybe LESS/SASS would be a good solution because you can brighten/darken colors with code. But even then it's kinda hard, because not all colors need the same amount. Well, we shall see..

Flaws

And it gets worse.. If you're planing to use the BonBon buttons for production.. Well, I don't recommend it.. yet! Yes, I'm sorry, life is hard.

This is just a **demo** and not meant to be used on your next project that targets the average internet user. I just wanted to show a couple techniques how to use some of the new CSS3/HTML5 features. So only the current version of Safari, Chrome and Firefox are supported.

Another point. Each design element should fit with the overall design of a site. So I think it's not a good idea to just use "out of the box" buttons. It's like using one of those stock office girls on your contact page.. ;-)

But feel free to download the code, play around and maybe even use the one thing or the other, sooner or later. **Thanks for reading.**

Update

Thanks everyone for the feedback. Some have expressed their concerns that it doesn't **degrade gracefully**. Yes, I know. I didn't really spend any time on it. I already mentioned under Flaws that this demo is not production ready, but thanks for the reminder.

Yeah, making things cross-browser is my weak point. I guess one reason is that those CSS3 experiments are just a hobby I do in my free time. I just enjoy to play around. Once everything is working nicely in -webkit and I open it in other browsers, I quickly close them again. ;-) And my motivation on trying to find hacks and fix things goes down to zero pretty fast. I admire all those that stick around and do that dirty job.

Another reason is.. and yeah.. maybe that's also embarrassing. I have only a MacBook at home and can't really test on Windows. I know there is Bootcamp/Parallels, but I think I should just get a cheap used Windows laptop for testing.

Over the weekend I'll add the unprefixed properties and maybe do some more fixing. But one day I rather spend some time trying to LESS/SASSify them, or somebody else will.

Original URL:

<http://lab.simurai.com/css/buttons/#>