



Tutorial: Creating an animated rollover button

Welcome to Corel R.A.V.E., a powerful object-based animation program, designed for creating animated graphics.

[Click here](#) to view what your final project should look like.

What you will learn

In this tutorial, you'll create an animated rollover button that changes its appearance when you click or point to it. You'll learn how to:

- apply rollover effects to buttons
- apply transparencies to objects
- add animation effects to rollover buttons
- change objects' colors
- work with drop shadows
- preview rollover effects
- export rollover buttons to the Macromedia Flash (SWF) format

Opening the sample file

You'll start by opening the sample file used in this tutorial. Since you are going to create an animated rollover button for the Web, the life-span of each object in the sample file has been extended over 12 frames.

- 1 Click **File** menu ► **Open**.
- 2 Choose the folder where Corel R.A.V.E. is installed.
- 3 Choose the folder **Corel Graphics 11\Tutorials\Sample files**.
- 4 Double-click the filename **rollover.clk**.





Tutorial: Creating an animated rollover button

Creating the rollover button

In this procedure, you'll create the rollover button and prepare to add rollover effects.

1 Double-click the **Pick** tool  to select all objects on the stage.

2 Click **Effects** menu ► **Rollover** ► **Create rollover**.

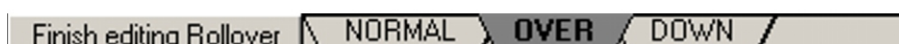
In the **Timeline** Docker window/palette, a rollover group is created.

3 Click the plus (+) sign (Windows) or arrow (Mac OS) beside the new group to expand it.

You'll see the three states of the rollover button: normal, over, and down. The Normal state is the default state of the button and displays when there is no mouse activity associated with it. The over state displays when you point to the button. The down state displays when you click the button. Currently, the three button states are identical. They are all duplicates of the sample button.

4 Click **Effects** menu ► **Rollover** ► **Edit rollover**.

You should now see the **Internet** toolbar at the top of the drawing window and the **Rollover state** tabs at the bottom of the drawing window.



Editing the rollover button

To create rollover effects, you'll edit the over and down states of the button, so that the button changes when you point to it (over state) or click it (down state).

First, you'll animate the over state by applying different transparencies to different keyframes in an object's timeline. This creates the effect of the button pulsating while you point at it.




Next, you'll edit the down state by changing the color of the button and its drop shadow, to create the illusion of a depressed button.

You need to keep the object tree in the **Timeline** Docker window/palette expanded at all times to complete the following procedures. This will allow you to see all layers in each object group. You can do that by clicking the plus (+) sign (Windows) or arrow (Mac OS) beside each object.





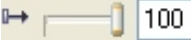
Tutorial: Creating an animated rollover button

To edit the Over state

- 1 Click the **Over** tab.
- 2 Using the **Pick** tool, click outside the stage to deselect all objects of the over state.
- 3 In the **Timeline** Docker window/palette, click the deep navy blue rectangle with a drop shadow.
- 4 Click **Edit** menu ► **Copy**.
- 5 Click **Edit** menu ► **Paste**.
- 6 Open the **Interactive tools** flyout , and click the **Interactive drop shadow** tool .
- 7 On the property bar, click the **Clear drop shadow** button .
- 8 On the **RGB** color palette, click the **White** color swatch.
- 9 In the **Timeline** Docker window/palette, drag the white rectangle thumbnail below the text thumbnail.

This example shows the transformations applied to the new deep navy blue rectangle.

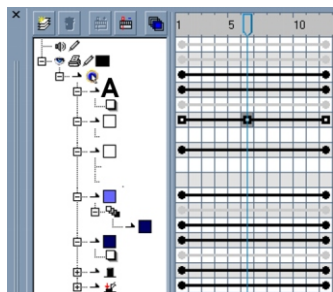


- 10 Open the **Interactive tools** flyout, and click the **Interactive transparency** tool .
- 11 From the **Transparency type** list box  on the property bar, choose **Uniform**.
- 12 In the **Starting transparency** box  on the property bar, type **100**, and press **Enter**.
- 13 In the **Timeline** Docker window/palette, click frame **6** in the selected object's timeline.
- 14 Click the **Insert keyframe** button.
- 15 From the **Transparency type** list box on the property bar, choose **Uniform**.
- 16 In the **Starting transparency** box on the property bar, type **75**, and press **Enter**.

Tutorial: Creating an animated rollover button

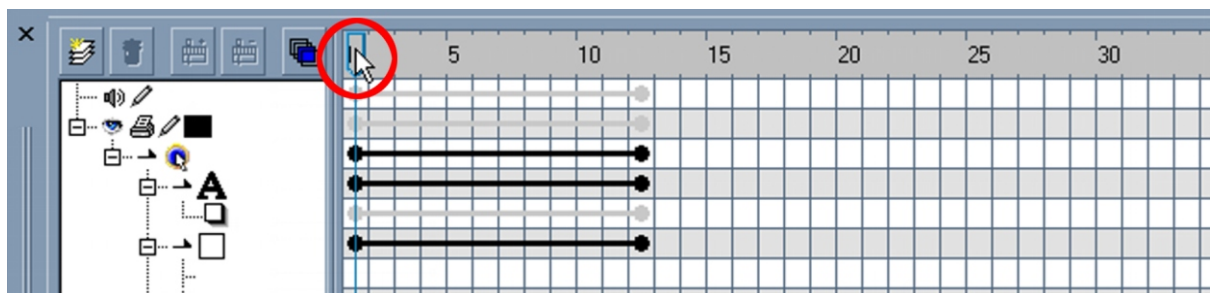


This is how the button should look in the over state:

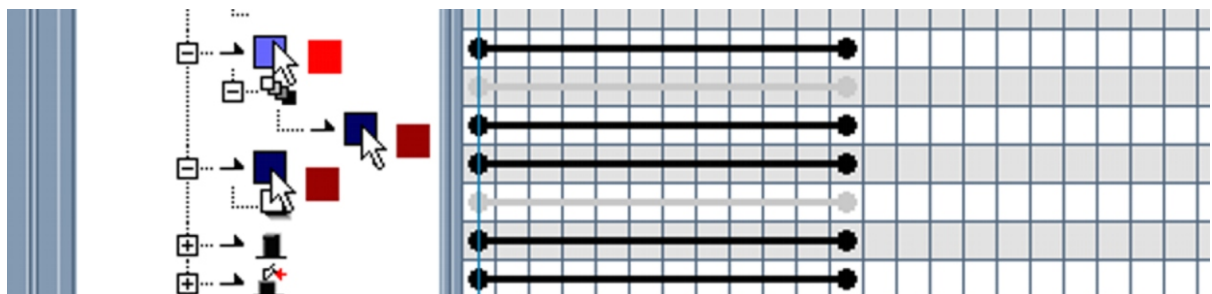


To edit the down state

- 1 Click the **Down** tab.
- 2 Using the **Pick** tool, click outside the drawing page to deselect all objects in the down state.
- 3 In the **Timeline** Docker window/palette, drag the playhead back to frame 1.




- 4 On the **RGB** color palette, click the **Red** color swatch, and drag it to the electric blue rectangle thumbnail in the **Timeline** Docker window/palette.
- 5 On the **RGB** color palette, click the **Ruby red** color swatch, and drag it to the deep navy blue rectangle thumbnail from the **Blend group** in the **Timeline** Docker window/palette.
- 6 On the **RGB** color palette, click the **Ruby red** color swatch, and drag it to the separate deep navy blue rectangle thumbnail in the **Timeline** Docker window/palette.





Tutorial: Creating an animated rollover button


- 7 In the **Timeline** Docker window/palette, click the separate ruby red rectangle thumbnail.
- 8 Open the **Interactive tools** flyout, and click the **Interactive drop shadow** tool.
- 9 On the property bar, open the **Drop shadow color** picker  , and click **Other**.
- 10 In the **Name** box of the **Select color** dialog box, type **Ruby red**.
- 11 Click **OK**.
- 12 In the **Timeline** Docker window/palette, click the text thumbnail.
- 13 Repeat steps 8 to 11.
- 14 Click the **Finish editing rollover** tab.

This is how the button should look in its down state:



Previewing the rollover effects

Now you'll preview the rollover effects you added to the over and down states.

- 1 On the **Internet** toolbar, click the **Live preview of rollovers** button  .
Because this is a complex image, updating the live preview will take longer.
- 2 Point to the button to preview the over state.
- 3 Click the button to preview the down state.
- 4 To be able to continue with the next task, click the **Live preview of rollovers** button to disable it.

Important: The **Live preview of Rollovers** button must be disabled manually before rollovers can be either edited or created. Exiting the program will not turn off this feature automatically.



Exporting the button

To use an animated rollover button in a Web document, you must export it. Now you'll export the rollover button to the Macromedia Flash (SWF) format . You'll also preview the rollover button you created in a browser window.

- 1 Click **File** menu ► **Export**.
- 2 From the **Save in** list box (Windows) or **Where** list box (Mac OS), choose the folder where you want to save the file.
- 3 In the **File name** box (Windows) or **Save as** box (Mac OS), type a filename.
- 4 Do one of the following:
 - (Windows) From the **Save as type** list box, choose **SWF - Macromedia Flash**.
 - (Mac OS) From the **Format** list box, choose **Macromedia Flash**.
- 5 Click **Export**.
- 6 In the **Flash export** dialog box, click **Preview**.

The rollover button displays in a browser window, and you can preview all three states.
- 7 Close the browser window.
- 8 Click **OK**.

Tutorial: Creating an animated rollover button



From here...

In this tutorial, you've learned how to create rollover buttons. You can continue to experiment with the wide range of drawing and editing tools in Corel R.A.V.E. to produce professional-looking rollover buttons and menus.

To get more information about creating and editing rollover buttons, you can access the Corel R.A.V.E. Help by clicking **Help** menu ► **Help topics**.