

## How to make a crystal spheres menu in Flash

In this easy **Flash 8 pro** lesson I will explain you how to design a simple but very pleasing to the eye menu for your Flash website. It is very easy to accomplish! Amongst other things, you will learn the following:

- How to use some simple color gradient fills together with blending filters to create nice crystal spheres,
- How to easily duplicate those spheres to save time,
- How to make buttons out of these spheres and add labels to them and
- How to create a 3-D rotation effect using simple motion tween animation techniques, without having to resort to any 3-D programs, and more.

You can see three examples of the crystal sphere menu on the screenshot below. The first one shows just how cool these objects look:), while the second and the third one are interactive – open the file **crystal\_spheres\_menu.swf** and try rolling your mouse over them and also clicking on them.



You are going to create buttons like these in this lesson.

### Creating the crystal sphere

1. Open a new Flash document. Before you start to draw the sphere, increase the speed of your movie, so that the animations which come later play more smoothly.

Choose **Modify > Document** and in the **Frame rate** field enter **30**. Click **OK**.

2. Select the Oval tool (**O**). Block the outline color. To do this, go to the Colors part of the Tools panel (at its bottom), click on the small pencil icon (**1** in the image below) and then click on the **No color** icon (**2** in the image below).

Thanks for your interest in the "How to make a crystal spheres menu in Flash" article by Luka Maras. To purchase the full article [click here](#)