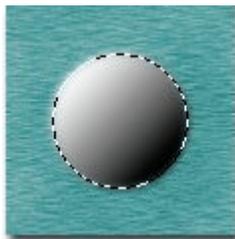


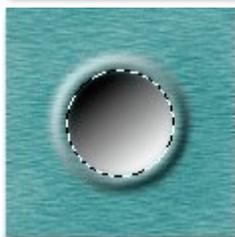
Mound Button



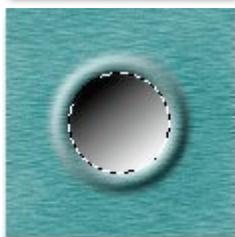
1 Texture background, Make a new layer, make a circle with radial marquee tool, save your selection then I feathered by 2 (for bigger mounds feather more). Ok now fill white to black at an angle.



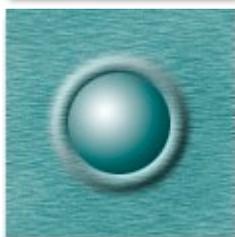
2 Next I contracted my selection by 3, Then hit delete to clear my center.



3 Make new layer, Make smaller circle inside and save the selection. Next I feathered by 2. Ok fill white to black the opposite direction , now deselect.



4 Load the selection you just saved, contract it by 1 or 2 pixels.



5 Last apply a button with the radial gradient tool.



Optional Tip:

To blend the highlights and shadows in with the background more, select layer 1 and choose "Overlay" from the layer mode pop down menu.