Fireworks: chromeFX

Step 1

In this example I'm going to be using a circular vector object. You can use whatever shape you like and the results should still be decent. So, here's what my circle looks like:

Step 2

With the circle still selected, take a look at the Properties Inspector and change the Fill Category to Ellipse. Then click on the Color Swatch to change the gradient colors. Take a look at the image below to see how I set my colors. From left to right I used the following hex values: FFFFFF, #9B9B9B, #D4D4D4, #666666, and #CCCCCC. See below:
With the **Pointer Tool** click on the object so that you can see the fill handles. Adjust the position so that it looks similar to my example below. Finally, mess around with the fill handles so that the curvature looks like what I have in my example.

![Example Image](image1)

**Step 3**

With the object still selected, go to the Properties Inspector and click on the + icon next to Filters. Go to **Shadow and Glow** | **Inner Shadow**. See my image below for the settings:

![Shadow and Glow Settings](image2)

Now your vector object should look similar to what I have in my example image below.

![Final Example](image3)

**Step 4**

This is an optional step. I like to add a bit more contrast to the object so that it looks a little sharper and more metallic. I added the Live Effect **Unsharpen Mask** located in the Sharpen menu. See the screenshot below to see how my settings look.
This is what the image looks like now. It's not much of a difference but if you add color to your orb it will look much better than if you left this step out.

![Image](image-url)

**Final**

And there you have it. All I did in my final image was add a simple dropshadow by adding a very thin ellipse with a feathered edge. Then I added the **Hue/Saturation** Live Effect to colorize the orb. Finally, I added a background color to the canvas and applied my **mirrorReflect** technique.

![Image](image-url)

Download the source PNG

---

**Other Tutorials**

- Fireworks
- jewelButton
- 8-bit Alpha
- sunkenButton
- revButton
- simpleMasks
- View All

- Code
- cssMenus
- qTip
- footerStick