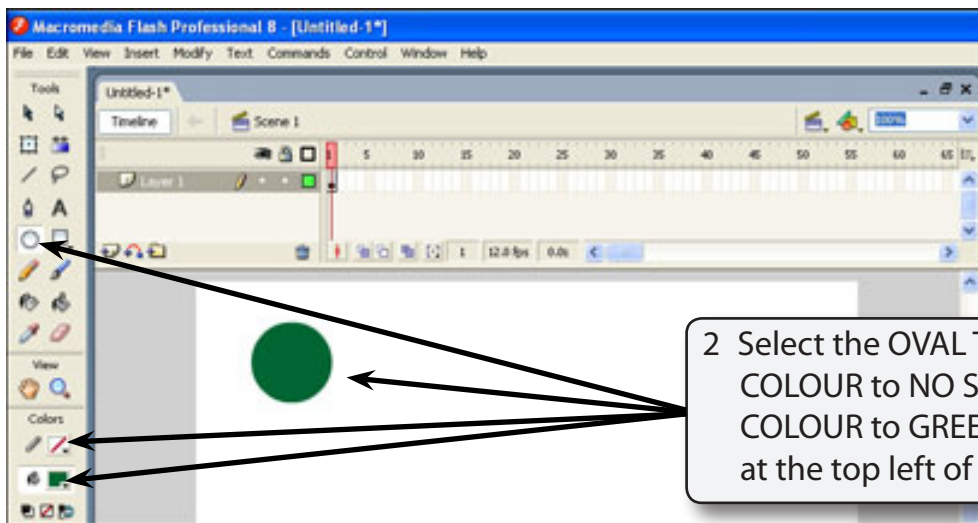


# Shape Tweening

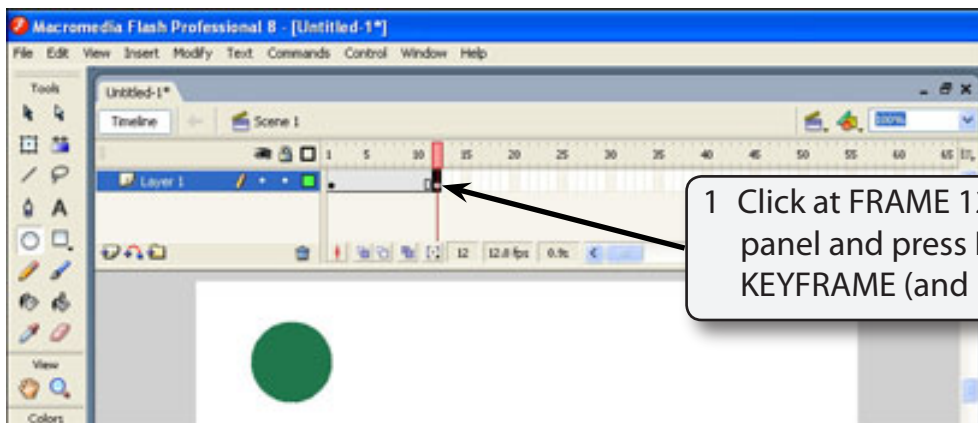
Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the rectangle, circle or pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

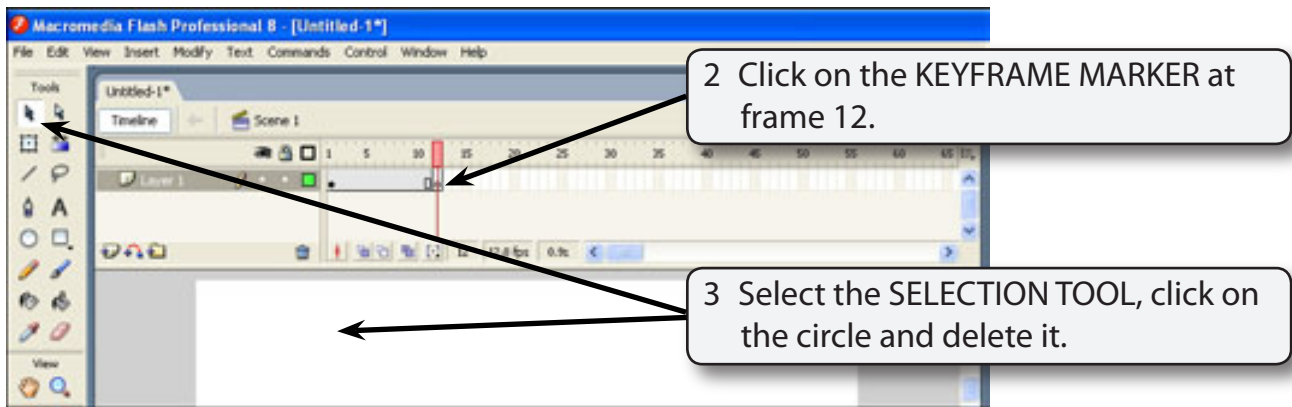
## Setting the Start Shape

- 1 Load Flash and create a new Flash Document, or close the current file and start a new Flash Document.



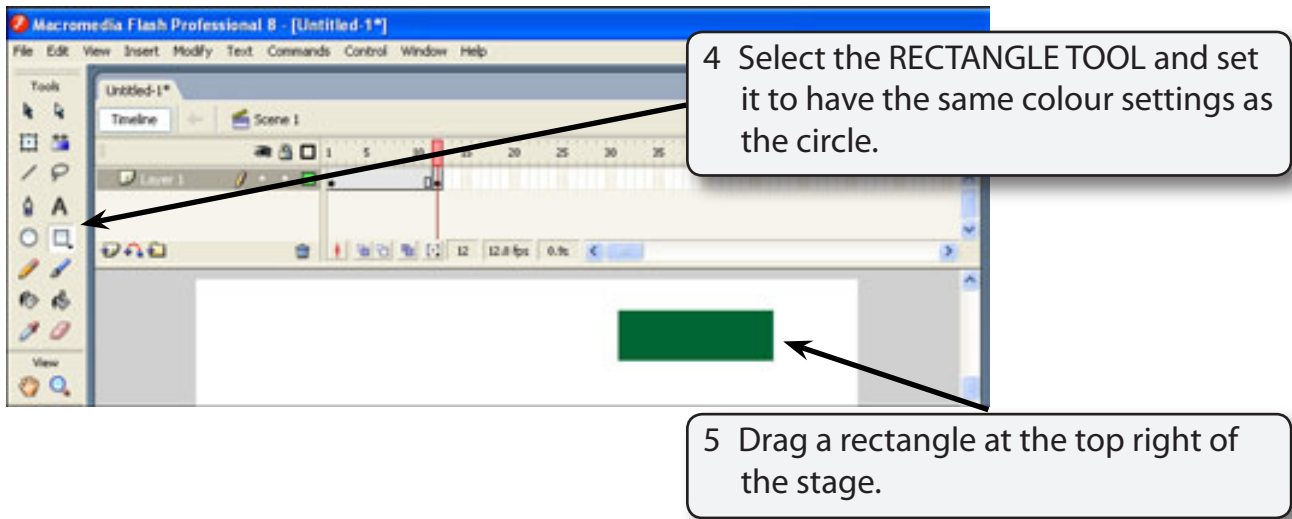
## Setting the End Shape



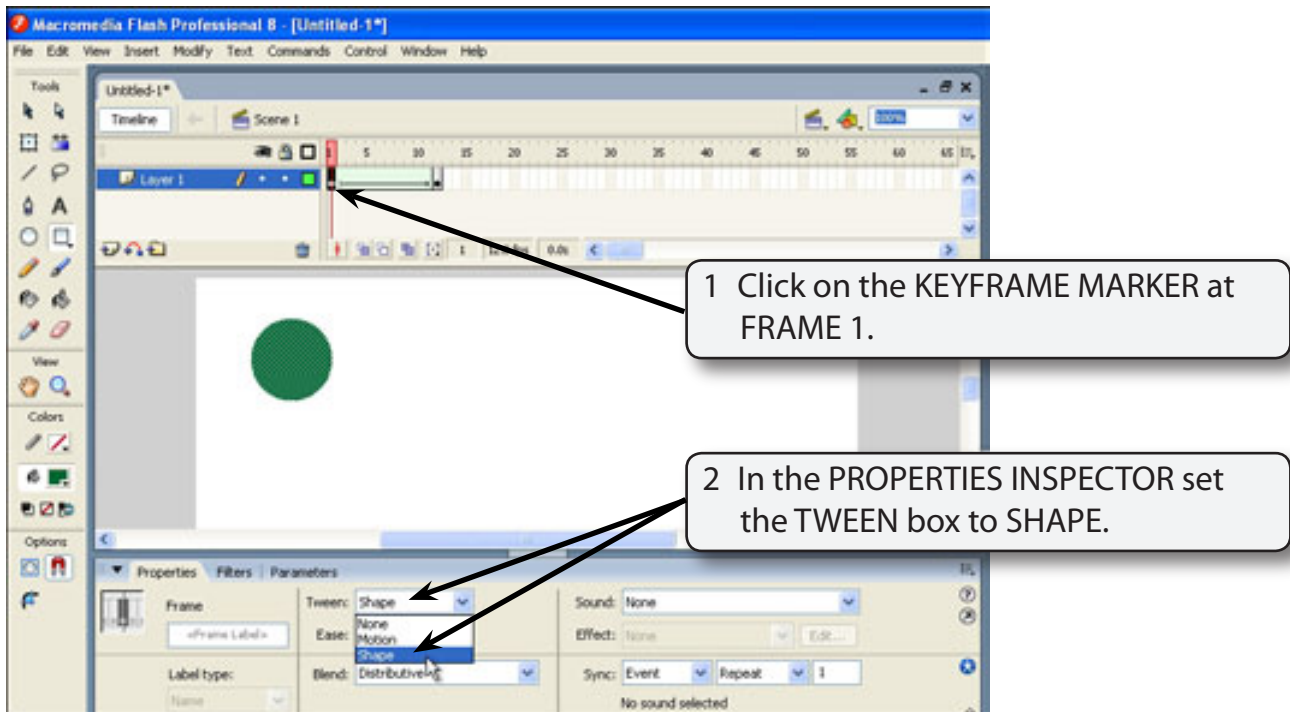


**NOTE:**

- i The KEYFRAME MARKER at frame 12 should be an open dot as there is now no content in the frame.
- ii The circle is still at frame 1.



## Setting the Shape Tween



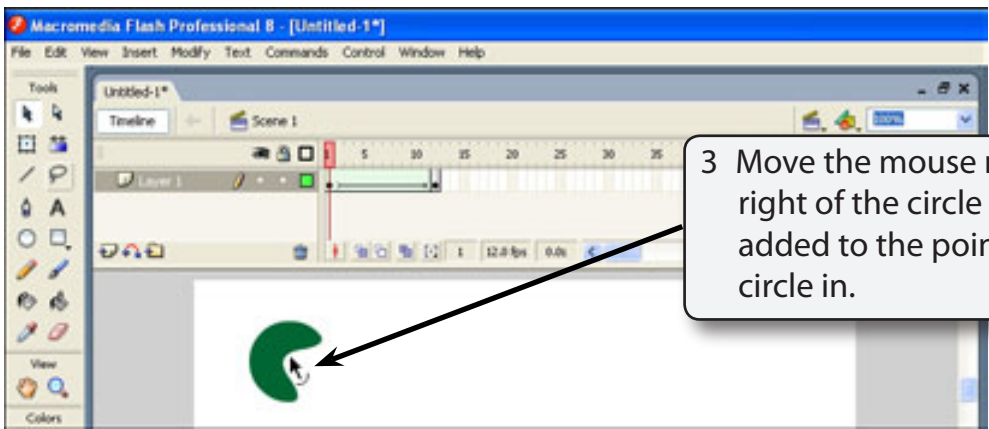
**NOTE:** Notice that the TIMELINE shading has changed to LIGHT GREEN to let you know that a SHAPE TWEEN has been set. A MOTION TWEEN is LIGHT PURPLE.

- 3 Click on the stage and play the animation. The circle should gradually change to the rectangle.

## Adjusting Shapes

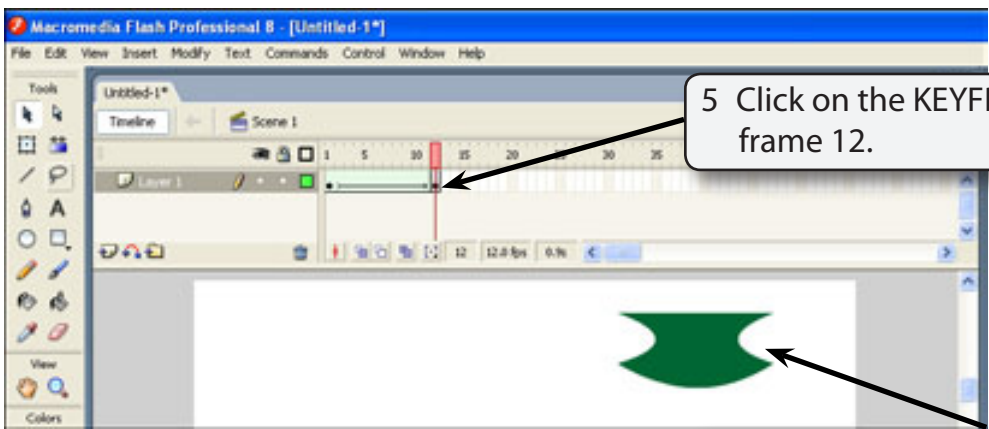
You can adjust the shapes to produce some interesting effects.

- 1 Click on the KEYFRAME MARKER at frame 1.
- 2 Select the SELECTION TOOL and click anywhere on the stage to deselect the circle.



3 Move the mouse near the bottom right of the circle until an arc is added to the pointer and drag the circle in.

4 Play the animation to view the effect.



5 Click on the KEYFRAME MARKER at frame 12.

6 Deselect the rectangle by clicking on the stage, then use the pointer to adjust its sides.

7 Play the animation to view the effect.