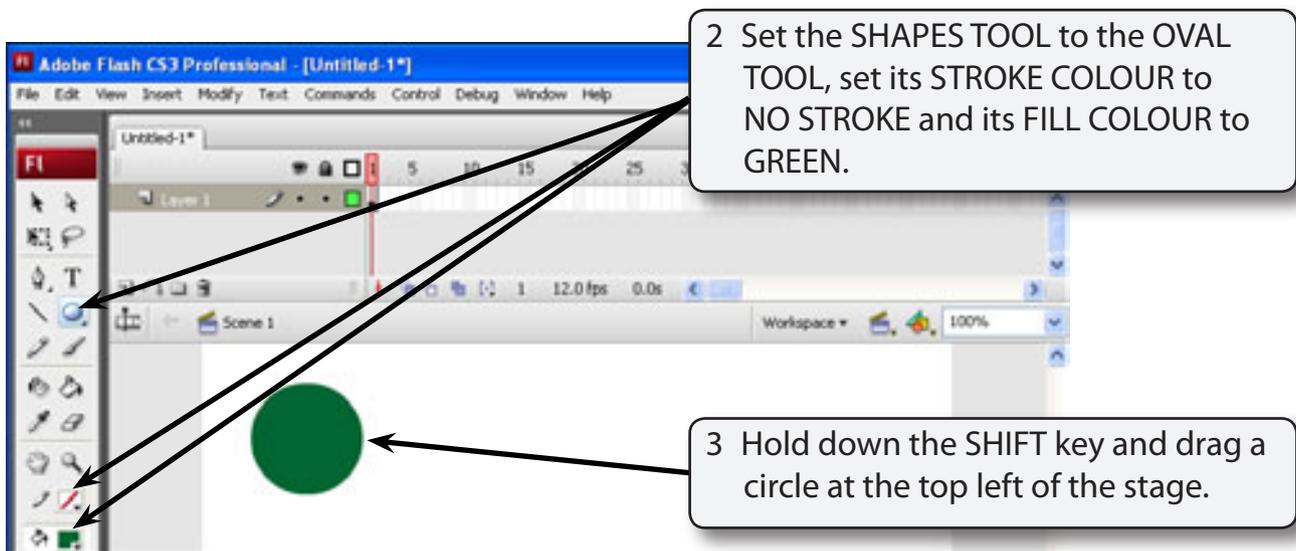


Shape Tweening

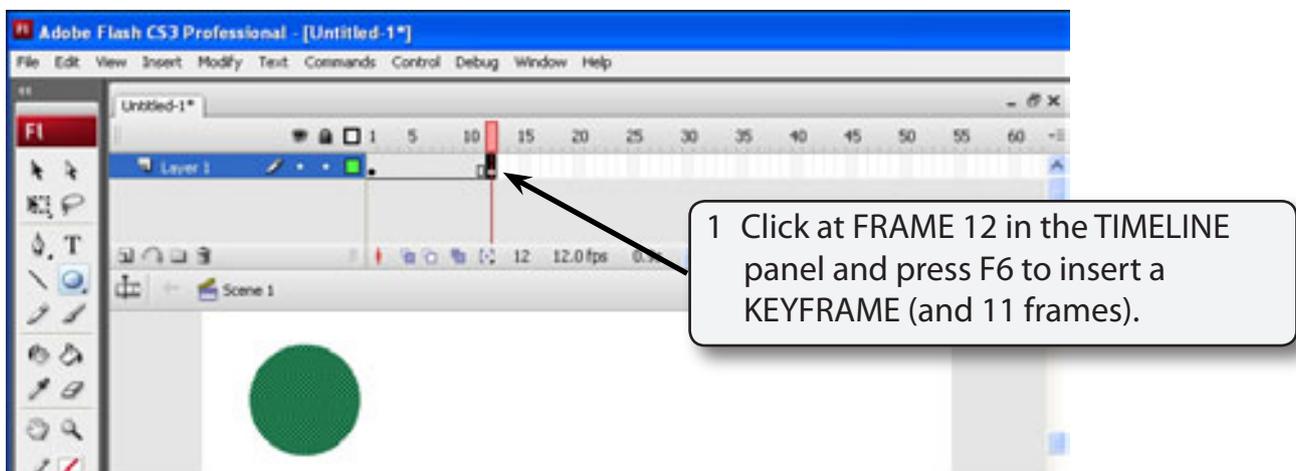
Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the rectangle, oval or pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

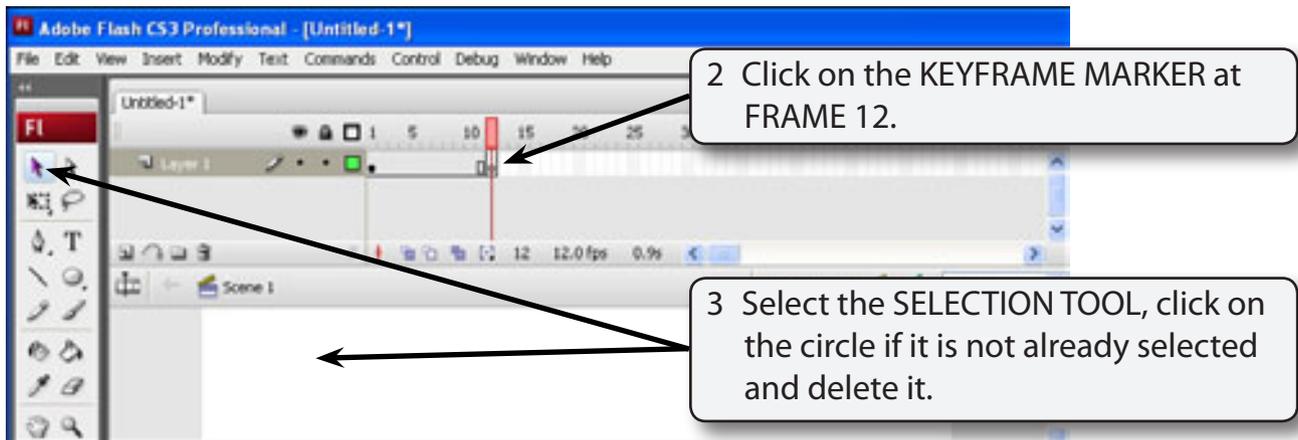
Setting the Start Shape

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



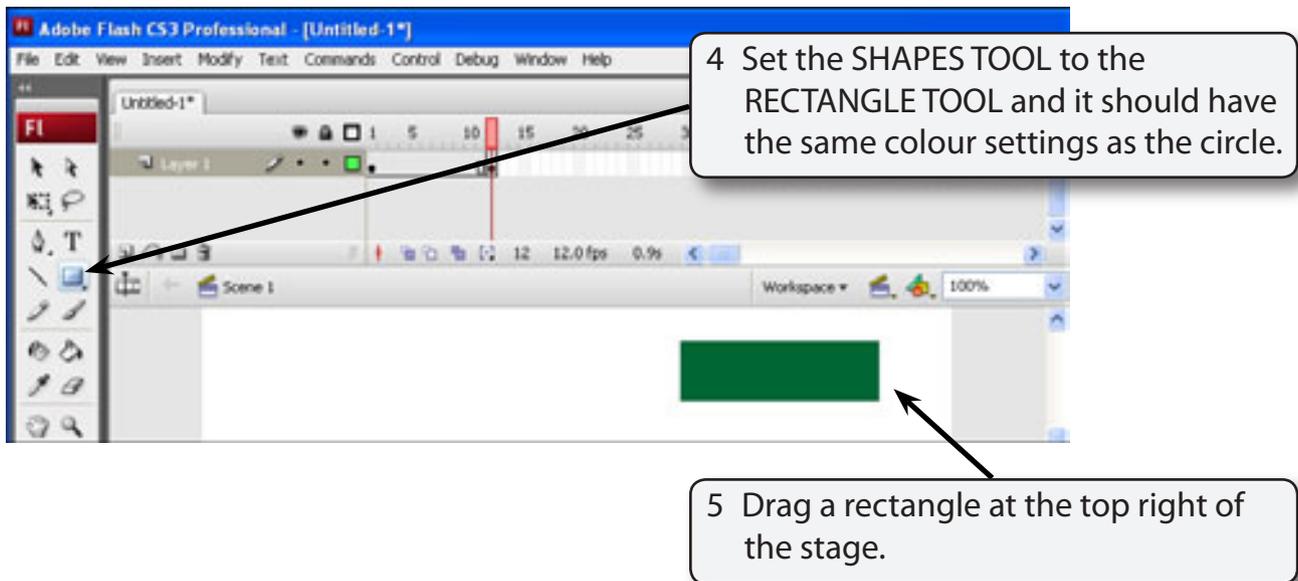
Setting the End Shape



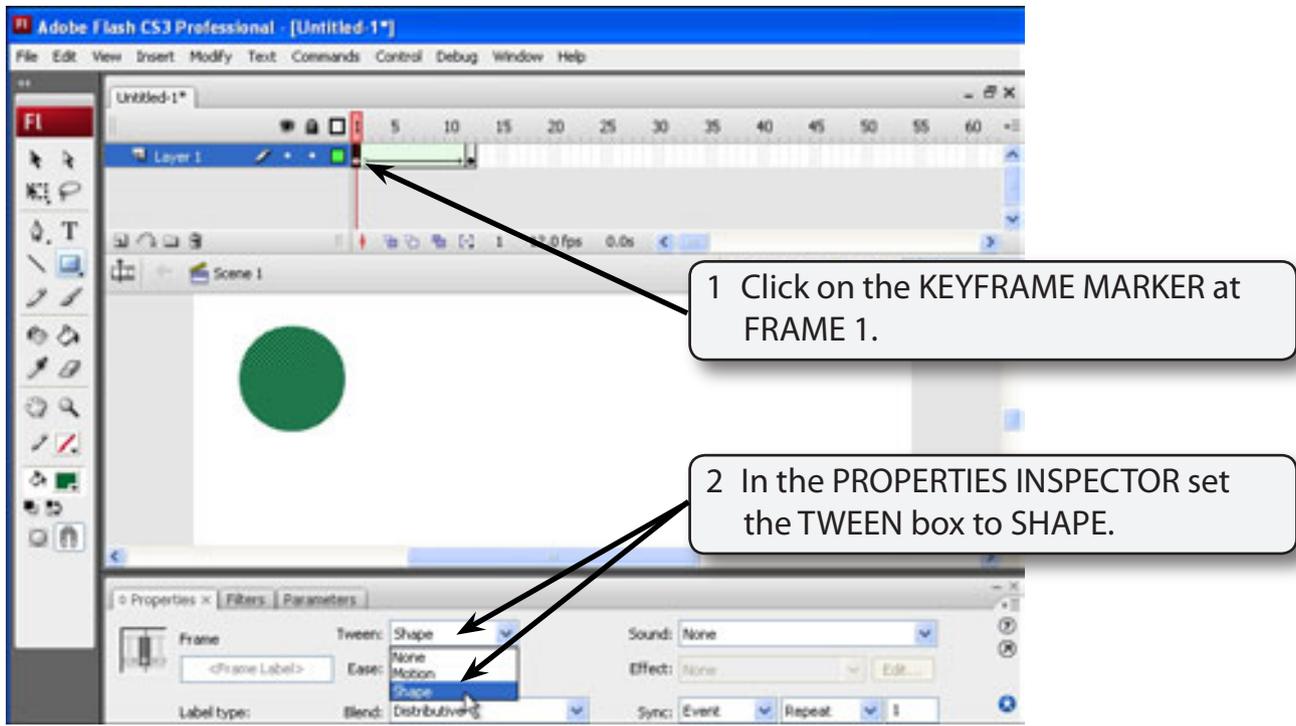


NOTE:

- 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



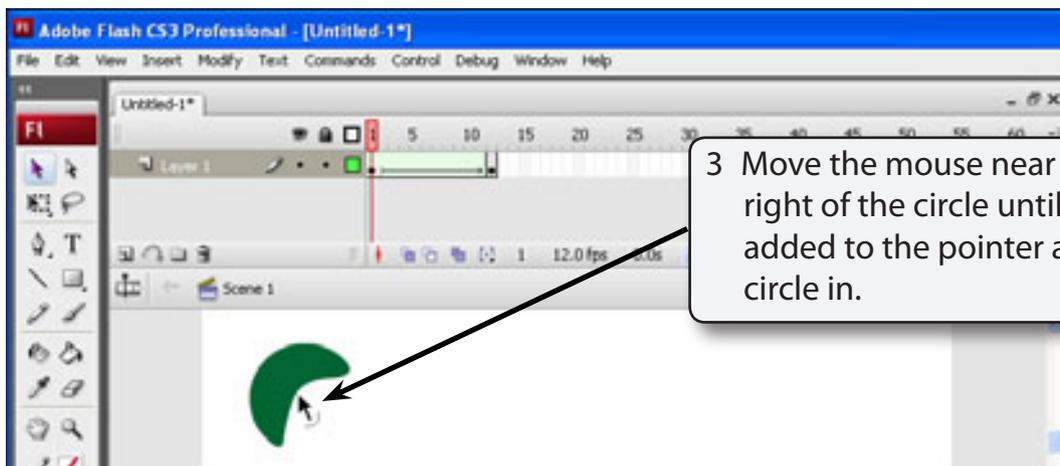
NOTE: Notice that the TIMELINE shading has changed to LIGHT GREEN to let you know that a SHAPE TWEEN has been set. A MOTION TWEEN is LIGHT PURPLE.

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

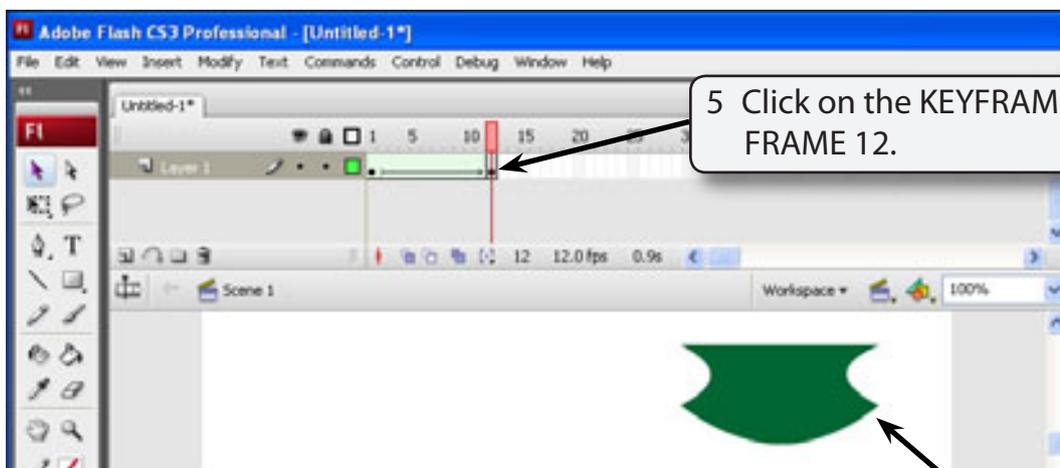
Adjusting Shapes

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.



4 Play the animation to view the effect.



7 Play the animation to view the effect.