



SHAPE TWEENS IN FLASH CS3

A motion tween makes an object move around the screen. A shape tween changes the object from it's original shape to a new one.

We are going to change one image into another. This process is also called morphing.

There are two important rules to remember when creating a shape tween.

Rule #1

The object to be tweened needs to be on it's own layer.

Rule #2

The object must not be grouped or converted into a library symbol. If the object has a blue outline around it when selected, it needs to be broken apart in order to be tweened. To do this, click on the object and select **Modify > Break Apart**.

Rule #3

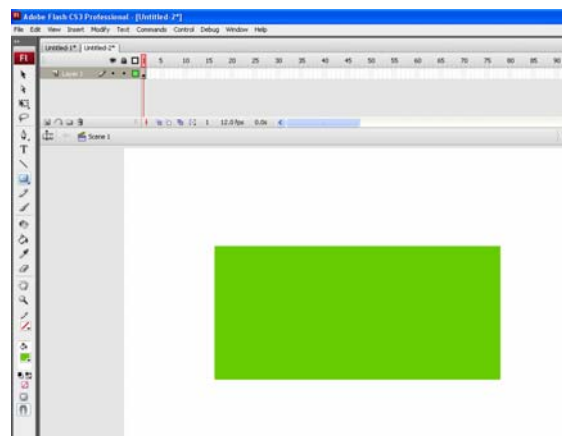
If you want to use a shape tween to morph text, you will need to break apart the text twice. The first time you select **Modify > Break Apart**, the text you have typed will be broken apart into individual letters. These letters will have a blue outline around them to indicate that they are grouped individually. To ensure that your shape tween will work, you will need to select **Modify > Break Apart** a second time.

STEPS

1. Start by drawing a shape of your choice in frame one of your animation. It is good practice to name your layer but for this activity it isn't necessary.
2. If your shape has an outline, double click on the outline and remove it. This will make your shape tween look smoother.

I have drawn a rectangle in the first frame.

The first frame in the timeline contains a black filled circle which shows that it is a keyframe with an image in it.



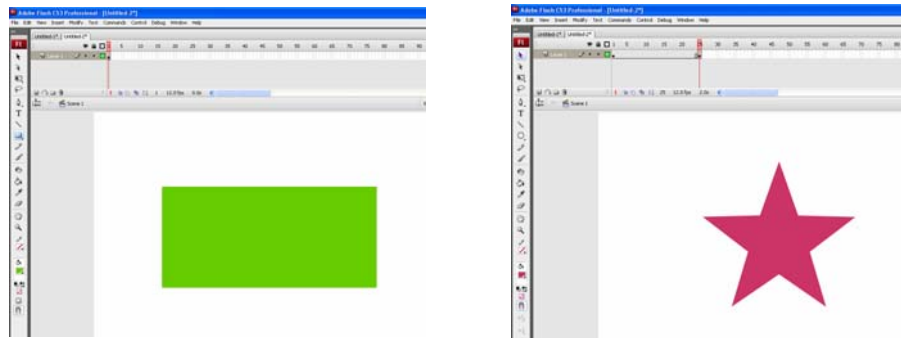
3. Click on a frame later in the timeline. I chose Frame 25 again but you can select any frame you want. The more frames you leave, the longer the rectangle will take to tween or morph into our next shape.



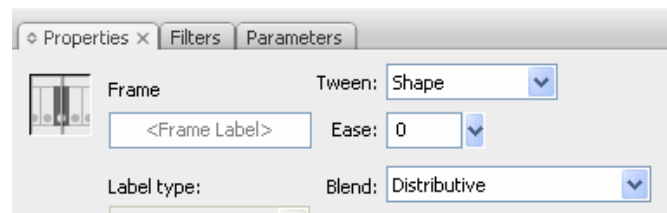


FLASH CLASSROOM TUTORIAL - SHAPE TWEENS IN FLASH CS3

4. Insert a keyframe at the frame you have selected by pressing **F6**.
5. At this new keyframe, delete the rectangle and add a new shape such as a circle or star. Remove any outlines as we did earlier.
6. My timeline now contains a green rectangle in Frames 1 – 24 and a red star in Frame 25. We will now create the Shape Tween to morph the rectangle into the star.



7. Click on any Frame between 1 and 25 and in the Properties panel at the bottom change the Tween option from None to Shape.



8. Press **Enter** to see your first shape change into the next shape. You can add even more frames further along and make new shapes to make a series of shape tweens.
9. You can even make words change into shapes or other words. To do this you must type the text in using the Text tool and then break the text apart. To break it apart select the text and choose **Modify > Break Apart**. As stated in the rules at the beginning of this tutorial, this will only break the word into individual letters. You will need to repeat the breaking apart process by once again selecting **Modify > Break Apart**.
10. Once you are happy, save and publish your work by selecting the file formats of your choice in the **File > Save** menu and the **File > Publish Settings** menu.

If you've reached this point, you should be able to create shape tweens. Shape tweens are great for creating all sorts of great and gross effects in animation. Students love using it to create oozing slime, dripping blood and erupting volcanos. Before moving on to the next exercise, spend a bit of time thinking about what sort of animation sequences might require the use of shape tweens.

