

## Jumpstart Card #3



# LEARN HOW TO MORPH OBJECTS WITH SHAPE TWEENS

This card will show you how to morph an object from one shape into another by using a Shape Tween in Flash CS4. We will be making a blob of slime ooze down our stage.

### 1. CREATE YOUR BLOB OF SLIME.

Double click on the text 'Layer 1' in the timeline and rename your layer **slime**. Click on the first keyframe in this layer and use the paint tool to draw a blob of slime.

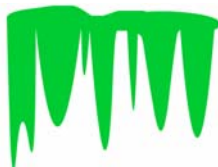


### 2. ADD A SECOND KEYFRAME

Click on Frame 20 of your timeline and press **F6** to add a new keyframe.

### 3. ALTER YOUR SLIME

Click on the black arrow selection tool and move your mouse near the bottom of the slime. If you are close enough you will see your cursor change to include a curve or right angle. When you see one of these, click and drag to stretch the slime into a new shape. Repeat this process until you have your slime looking similar to mine (shown above).



### 4. MAKE YOUR SLIME OOZE

Click on any frame between your keyframes and select **Insert > Shape Tween**. Press **Ctrl + Enter** to see your animation.

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## MORE SHAPE TWEENING

You can use the shape tweening feature in Flash to make all kinds of shapes and text morph into one another.

### SUPER HINT

The one trick is that the shape or text can't be a symbol or grouped. You can tell if a shape or text is grouped if it has a blue line around it when it is selected. If it is, you can break it apart so it is no longer grouped by selecting **Ctrl + B** until the blue lines disappear.

**Try these activities to help you master shape tweening!**

### 1. MORPH SHAPES INTO ONE ANOTHER

Open a new Flash file. In frame 1 draw a square. Insert a keyframe at frame 20 by pressing **F6** and then delete the square and draw a circle. Add another keyframe at frame 40 and then delete the circle and draw four new circles. Click in between all of the keyframes you have added and select **Insert > Shape Tween** to create the shape tweens. Press **Ctrl + Enter** to view your animation.

### 2. MORPH A SHAPE INTO SOME TEXT

Open a new Flash file. In frame 1 draw a square. Insert a keyframe at frame 20 by pressing **F6** and then delete the square and use your text tool to add your name. Click on your name and press **Ctrl + B** to break the text apart. You will see that there are still some blue rectangles around your letters. Click **Ctrl + B** again to break the letters apart. Click in between your two keyframes and select **Insert > Shape Tween** to create the shape tween. Press **Ctrl + Enter** to view your animation.

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