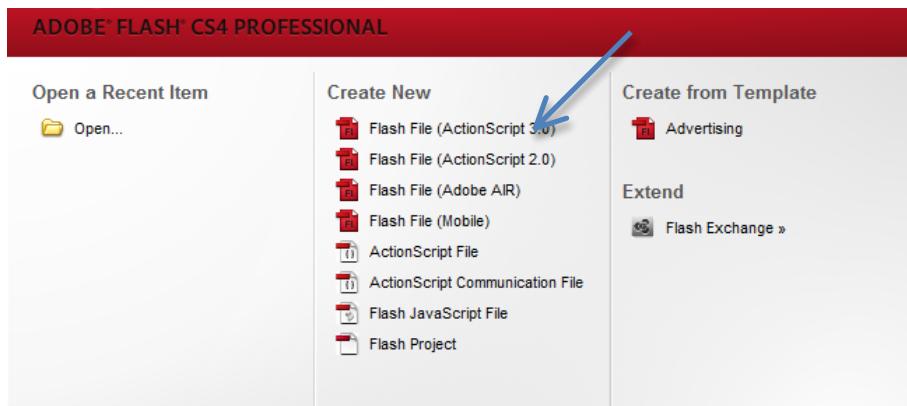


How to create a shape tween in Flash CS4

A shape tween is basically to morph one shape to another, for example we can draw an oval shape on stage and morph it to a star on stage.

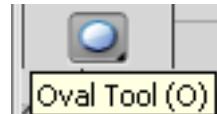
Animation PART 1

Open Adobe Flash CS4 Professional (located in the Adobe Master Collection CS4 Folder). Begin a new file by Creating a New Flash File (Actionscript 3.0).

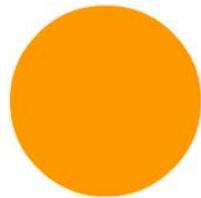


Step 1 – Our first shape tween will be to make an oval and morph it to the shape of a star.

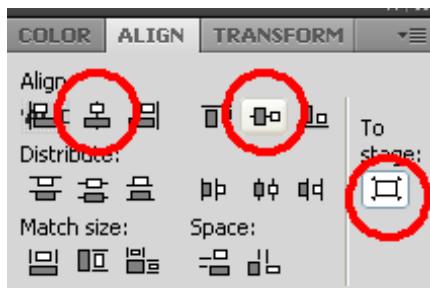
We will start in frame 1 and grab the oval tool (it is in a drop down menu under the Rectangle tool)



and draw a circle in the center of the stage like this one below. (HINT: To make a perfect circle, hold the shift key down when you are drawing the oval)

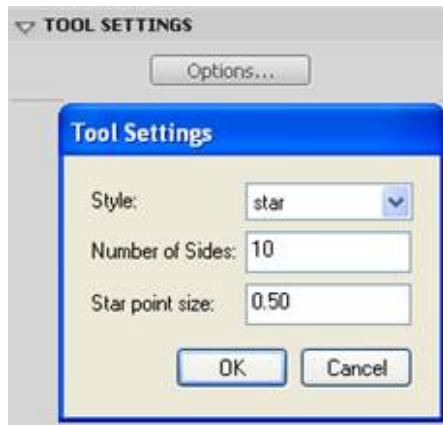


Step 2 - Make sure it is snapped right in center of the stage, because if you want to morph it from one shape to another shape, we do not want to be moving around much while we are doing that. So go to your align panel (Ctrl+k) on the right and choose the horizontal and vertical center tool and it will make sure that it is aligned to the center of stage like this one below. (If the shape does not move, make sure it is selected with the Selection Tool then align it.)



Step 3 - So let us say that we want it to take three seconds (1 sec = 12 keyframes). So go to the 36th keyframe and hit F7 to add a blank keyframe there. The reason you hit F7 is because you do not want the orange circle anymore. Let us draw a star in frame36, so choose the polystar tool(look in the menu under the Rectangle/Oval tool) and to your right under the tool settings ...

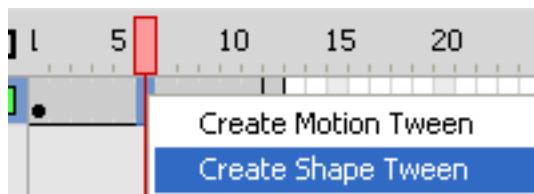
Click on **Options** and change the tool settings there to star and make the number of sides to 10 and leave the star point size to 0.50, now press OK.



Now draw a star on stage, and center it on stage by using the align horizontal and vertical alignment as discussed above (remember Ctrl+K), so that it will be in the same spot as the circle is in on frame1.



Step 4 - So we have drawn our beginning and ending keyframes, so we know how it is going to start up and how it is going to end up, now we need to create a shape tween. So right click anywhere in between 1st and 36th keyframes and select the Create Shape Tween.



To test your shape tween, Control → Play
You will notice that your circle is morphing into a shape of a star.

Now add a blank keyframe at frame 72 and change the star to a square. Can you change the square to be red?

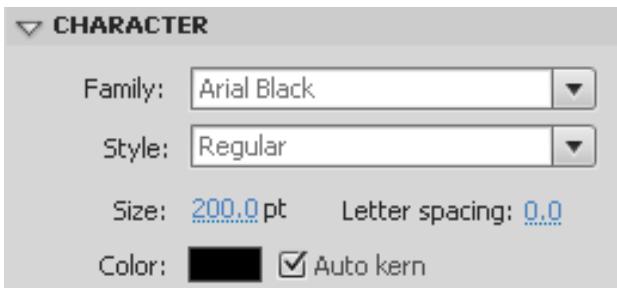
Save your animation!!!

Animation PART 2

Let us do something a little more difficult, like morphing one letter into another.

Step 1 - Open a new document and start fresh. Let us morph letter “B” to letter “W”

So select your font, I have chosen font Arial, Size =200 px and color Black as shown below.



Choosing the text tool write letter “B” on stage on frame1 like this one below.



Step 2 - Now break it down to a raw shape using CTRL+B (or Modify→Break Apart), now that you have a raw shape on stage, you can now shape tween it.

Step 3 - Now go to frame 36, and click on F7 to create a blank keyframe, now chose the text tool and write “W” using the same font, size and color. You will have “W” on stage in frame36. Remember to break it down to a raw shape using CTRL+B (or Modify→Break Apart).

Now, right click any keyframe between 1 and 36 and select Create Shape Tween,

To test your shape tween, Control→Play

You will notice that your B is morphing into a shape of a W.

Now create a shape tween of your initials. Try adding color to your shapes.

Save your animation!!!

To post your animations to your Weebly page you will need to have the animation open and Control→Test Movie. This will create a .swf file which is needed to put on your Weebly page.

Modified from directions found at:

<http://bestwebdesignz.com/tips/flash-cs4-tutorial/how-to-create-a-shape-tween-in-flash-cs4/>