
handouts

Flash 1 - Shape Tween



Flash MX

- 1) Open **Flash** and make sure you have **Tools**, **Timeline** and **Properties** checked (look in **Window** at the top your screen).

- 2) Click the oval in the tool box. In **Properties** click the pencil colour and change it to the red diagonal (turning the boarder off). Now draw a circle anywhere on the stage.

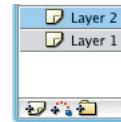


- 3) On the **Timeline** click on frame 25. Now go to **Insert** and create a **Blank Keyframe** - the circle will disappear. In frame 25 now draw a square (follow the same procedure in Step 2 only select a different colour from the paint bucket and draw the square on the other side of the stage).

- 4) Click on any frame between 1 and 25 then in **Properties** click on **Tween** and change form **none** to **shape**. Now click on frame 1 and hit return - watch the Tween!

- 5) Now click on frame 50 and follow the same procedure in Step 3, only create a rectangle. Click on any frame between 25 and 50 then in **Properties** click on **Tween** and change form **none** to **shape**. Now click on frame 1 and hit return - watch the Tween all the way through!

- 6) To add an extra feature create a new layer (left hand side of the Timeline). Click on the paper icon with the blue cross.



- 7) In frame 1 of this layer create a long bar across the bottom of the frame. Go to **Edit** and **Copy**. Click on frame 50 go to **Insert** and click on **Blank Keyframe**, then go to **Edit** and **Paste in Place**. Move this bar to the top of the stage.

- 8) Click on any frame between 1 and 50 on Layer 2, then in **Properties** click on **Tween** and change form **none** to **shape**. Now click on frame 1 and hit return - watch the final Tween all the way through!

NB - You can Shape Tween text but you must go to **Modify** and **Break Apart**. You must do this twice to convert the font to an image. Experiment with this and try to create other shapes using a range of layers.