

## Adobe Flash

# Shape Tweening

Shape Tweening will morph one shape into another. Symbols and editable text cannot be used in shape tweening. Imported graphics and text can be tweened, but they must first be converted to a shape with the break-apart command.

### Shape to Shape Tweening

1. Insert a new keyframe at the desired location in the timeline.  
If in frame 1, do not insert a new keyframe.
2. Add a graphic to the stage, either draw one with Flash's tools or import a graphic.  
Size and position the graphic.  
If using an imported graphic, while it is selected use **Modify > Break Apart** several times until it is a flat image with dots.
3. Insert a Keyframe the desired number of frames from the first.  
Delete the current graphic and add another.  
Size and position the graphic  
If the graphic is imported, use **Modify > Break Apart**, several times.
4. Click in a frame between the two keyframes, and select Tween: **Shape** in the Properties Inspector.

### Text to Text Tweening

1. Insert a new keyframe at the desired location in the timeline.  
If in frame 1, do not insert a new keyframe.
2. Use the Text tool to enter some text.  
Use the Character panel to select a font that will work in Flash and to select a font size and color.  
Use the selection tool to position the text.  
Use **Modify > Break Apart** several times.
3. Insert another keyframe the desired number of frames from the first.  
Delete the current text and enter some new text.  
Use the selection tool to position the text  
Use **Modify > Break Apart** several times.
4. Click in a frame between the two keyframes, and select Tween: **Shape** in the Properties Inspector.

### Shape to Text Tweening

1. Insert a new keyframe at the desired location in the timeline.  
If in frame 1, do not insert a new keyframe.
2. Create a shape, either draw one with Flash's tools or import a graphic.  
Size and position and graphic.  
If using an imported graphic, while it is selected use **Modify > Break Apart** several times.
3. Insert another keyframe the desired number of frames from the first.  
Delete the graphic.
4. Use the Text tool to enter the text.  
Use the Character panel to select a font that will work in Flash and to select a font size and color.  
Use the selection tool to position the text.  
Use **Modify > Break Apart** several times.
5. Click in a frame between the two keyframes, and select **Tween: Shape** in the Properties Inspector.

### Easing

Easing is an option in the Frame panel to shape tweening. It is controlled with a number from -100 through 0 to 100. A positive number will start the shape tweening quickly and slow down towards the end. A negative number will start the shape tweening slowly and speed up towards the end. The higher the number the more pronounced the effect.