

How to create a shape Tween in Flash CS4

Shape tween in flash is basically a way to morph one shape into another shape, for example we will take an oval tool and draw an oval shape on stage and morph it to the shape of a star.

1. We will start in frame 1 and grab the oval tool



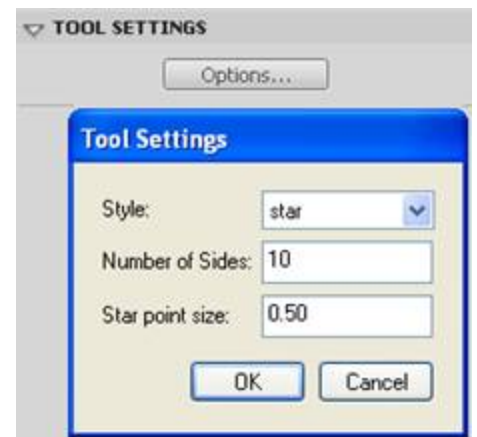
and draw a circle in the center of the stage like this one.



2. So go to the 12th 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 frame 12, so choose the polystar tool



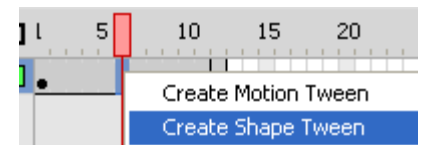
3. To your right under the tool settings click on options and change the tool settings there to star and make the number of sides to 10 and leave the star point size to 0.50, now press OK.



Now draw a star on stage, and center it on stage



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 click anywhere inbetween 1st and 12th keyframes and right click on your mouse and select the Create Shape Tween.



Now scrub across your time line to see how it works. You will notice that your circle morphing into a shape of a star.

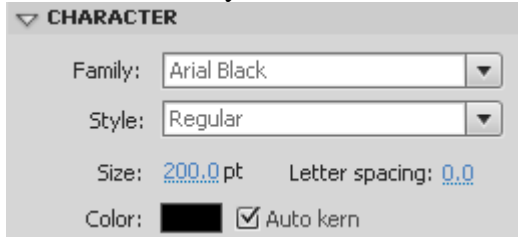
Morphing Text and Aligning Objects on the Stage

“The Count Down”

Let us do something a little more difficult, like morphing one letter into another, so open a new document and start fresh.

Let us create a countdown clock by morphing the #'s 5, 4, 3, 2, 1

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



2. Choosing the text tool write the # “5” on stage on frame1 like this one below.

5

3. Now break it down to a raw shape using **CTRL+B**, now that you have a raw shape on stage, you can morph at the center of stage or to any part of the stage, in this case let us morph it in the exact middle. Make sure it is snapped right in center of the stage by going to your align panel (Ctrl+k) from the Window Menu at the top. Click the “to Stage” button 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



4. Go to frame 20 and insert a blank key frame. Enter the number 4 in the exact same font. Break it apart using **CTRL+B** and align it to the centre of the stage. Do the same for #3 at frame 40, #2 at frame 60, #1 at frame 80.

5. Now just create the shape tweens by right clicking between each number on the timeline.

6. Scrub your timeline to see your animation

Enrichment;

Add a background and or sounds