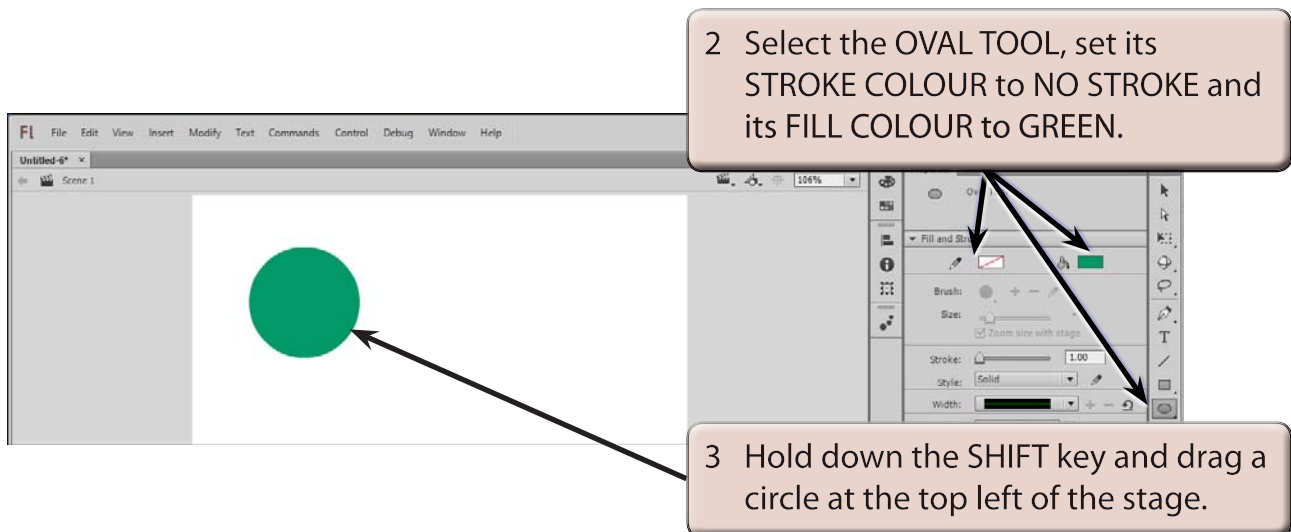# Other Tweening Types

There are two other types of tweening that Flash provides, SHAPE tweening and CLASSIC tweening. We will look at both of these animation types in this chapter.

Shape Tweening

Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the rectangle, oval or pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

A   Setting the Start Shape

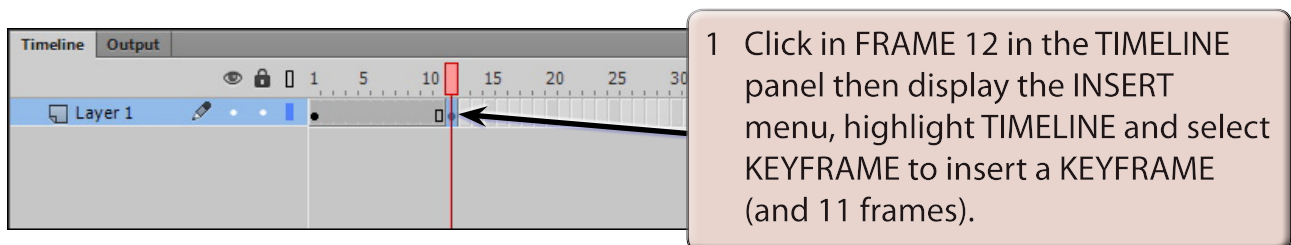1   Load Flash or close the current file and create a new ACTIONSCRIPT 3.0 file.

2   Select the OVAL TOOL, set its STROKE COLOUR to NO STROKE and its FILL COLOUR to GREEN.

3   Hold down the SHIFT key and drag a circle at the top left of the stage.
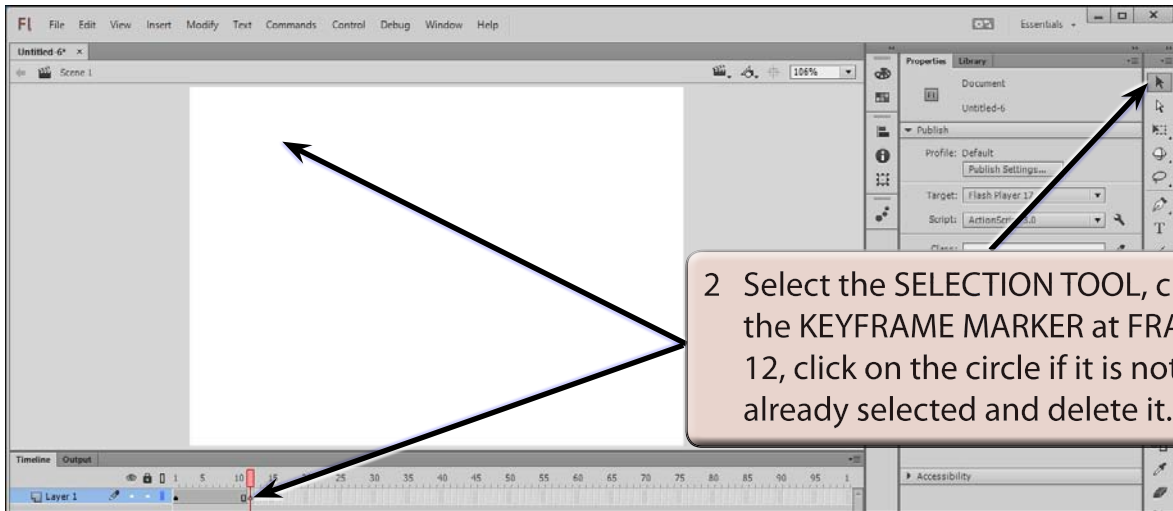
B   Setting the End Shape

Let's set a 12 frame animation (0.5 seconds). When changing the shape in an animation, an extra KEYFRAME needs to be set at the end.
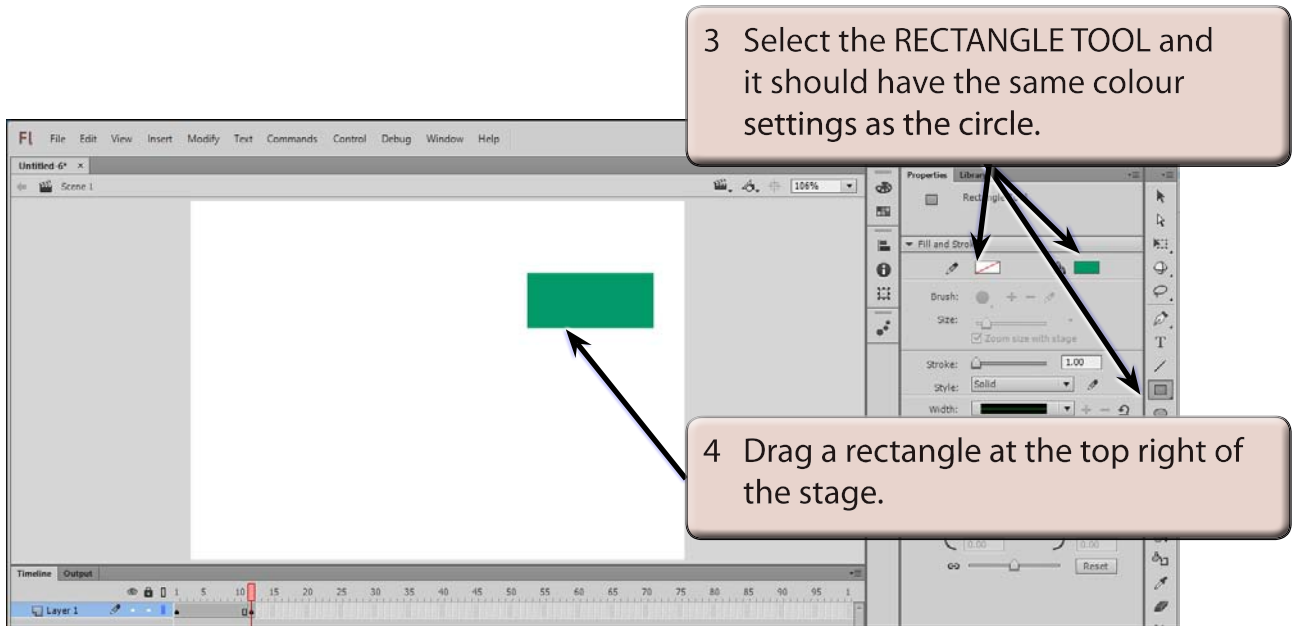
1   Click in FRAME 12 in the TIMELINE panel then display the INSERT menu, highlight TIMELINE and select KEYFRAME to insert a KEYFRAME (and 11 frames).

NOTE: When a major change is required in the animation such as inserting a different object, a KEYFRAME rather that a PROPERTY KEYFRAME needs to be used.

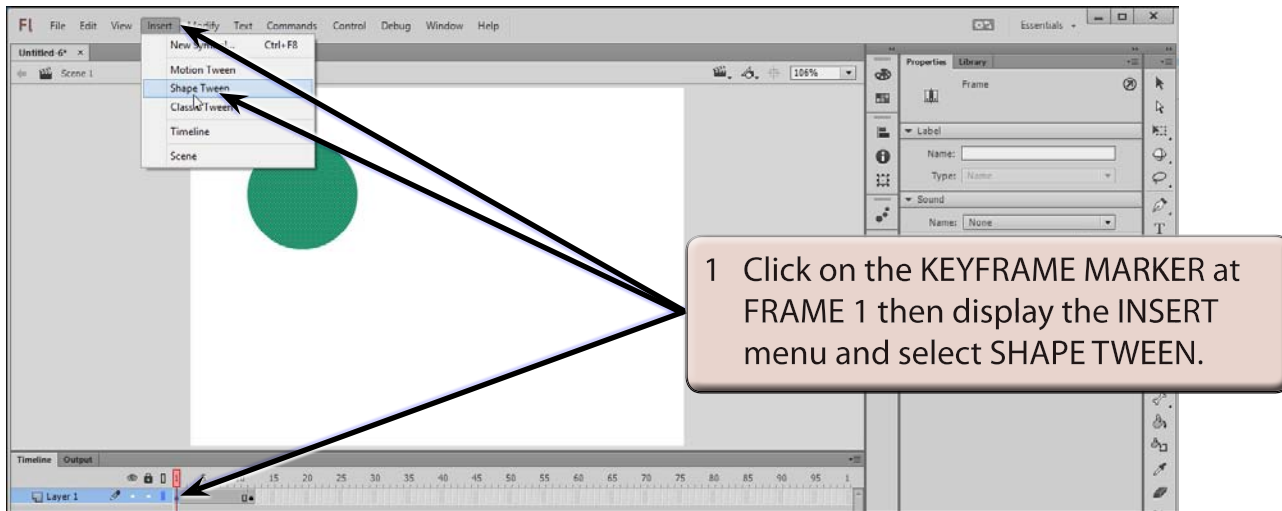2 Select the SELECTION TOOL, click on the KEYFRAME MARKER at FRAME 12, click on the circle if it is not already selected and delete it.

NOTE: i The KEYFRAME MARKER at FRAME 12 should change to an open dot as there is now no content in the frame.

ii The circle is still at FRAME 1.

3 Select the RECTANGLE TOOL and it should have the same colour settings as the circle.

4 Drag a rectangle at the top right of the stage.

C   Setting the Shape Tween

1   Click on the KEYFRAME MARKER at FRAME 1 then display the INSERT menu and select SHAPE TWEEN.

NOTE: Notice that the TIMELINE shading has changed to LIGHT GREEN to let you know that a SHAPE TWEEN has been set. A MOTION TWEEN is LIGHT BLUE.

2   Press <enter> or <return> to preview the animation and the circle should gradually change into a rectangle.

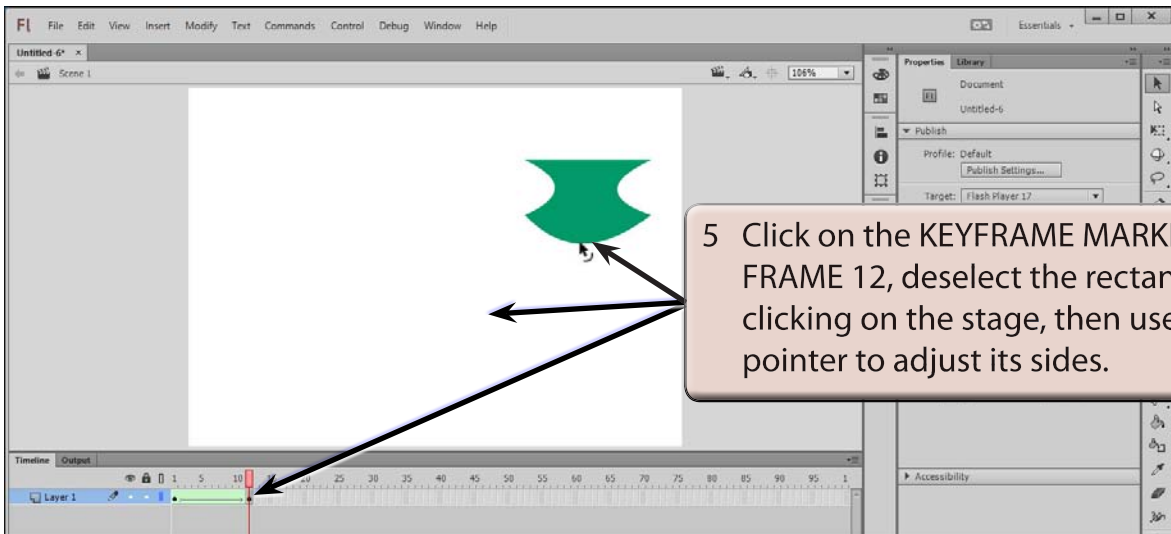# D   Adjusting Shapes

You can adjust the shapes to produce some interesting effects.

1   Click on the KEYFRAME MARKER at FRAME 1.

2   Select the SELECTION TOOL and click anywhere on the stage to deselect the circle.

3   Move the pointer near the bottom right of the circle until an arc is added to the pointer and drag the circle in.

4   Preview the animation to view the effect.

5   Click on the KEYFRAME MARKER at FRAME 12, deselect the rectangle by clicking on the stage, then use the pointer to adjust its sides.

6   Preview the animation to view the effect.