Tutorial 5: SHAPE MORPHING CS4 – CS5

This tutorial will take you through the steps to animate graphic shapes (without using symbols) by using a Shape Tween.

Step 1: Set up the page
Open Flash and resize the work area choosing 250 X 250, do this from **Modify | Document** (Ctrl + J). Set the background to Blue

Step 2: Add a triangle shape to frame 1
- Select the **Rectangle Tool** (hit the R key)
- Change the Properties of the Drawing object to:
    - A blank stroke (border of shape)
    - A yellow fill
- In frame 1, create a Square Shape. Holding the **Shift** key whilst clicking and dragging the shape will create a square
- Use the **Subselection Tool** to select the square and reshape it to make as a triangle by clicking and dragging in the top 2 corners into the centre
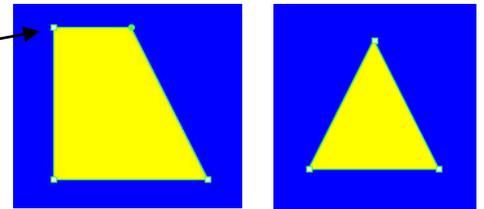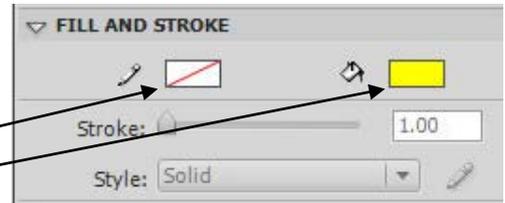
Step 3: Centre the Triangle on the stage
- Select the triangle
- Centre the triangle to the stage
    - Horizontally   **Modify | Align | Horizontal Centre (CTRL+ ALT+2)**
    - Vertically   **Modify | Align | Vertical Centre (CTRL+ ALT+5)**
   **(Note:** To align one object to the stage make sure **To Stage** is ticked)
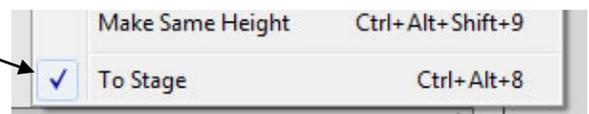
Step 4: Add a Circle to Frame 13
- Select frame 13
- Insert a blank keyframe, **Insert | Timeline | Insert Blank Keyframe** (or F7)
- Select the **Oval Tool**
- In the Properties, change the stroke colour to blank and fill to red
- Insert a circle, holding the Shift key to make it a circle
- Centre the circle to the stage

Step 5: Add a Square to Frame 25
- Repeat Step 4, to add a green square to frame 25
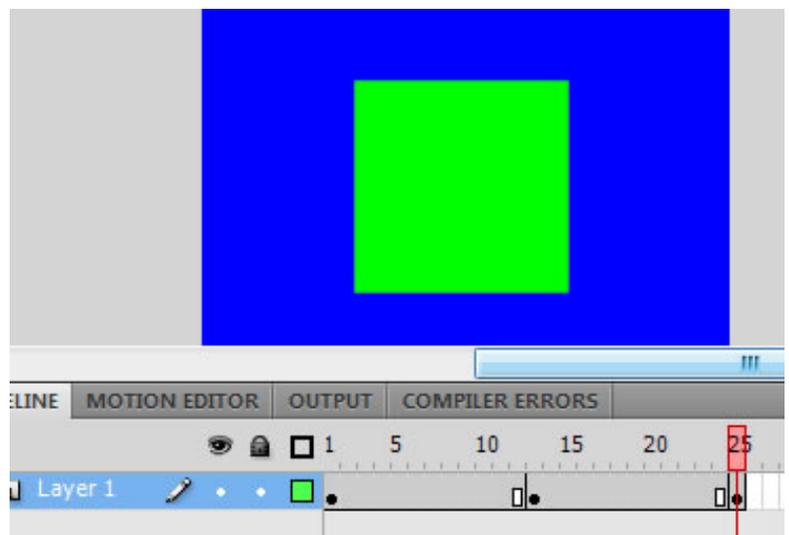
Step 6: Copy Triangle to Frame 37
The animation will continually loop from the last frame to the first, so the last frame content needs to be same as the first, to make it look seamless
- Copy frame 1 to 37, hold the ALT key down and click and drag the frame 1 to 37 or
- Copy the Triangle shape from frame 1 to 37
  - o Select and copy the triangle shape in frame 1
  - o Insert a blank keyframe in frame 37 (F7)
  - o Paste triangle in the same place in frame 37 using CTRL+SHIFT+V

Step 7: Animate the Shapes
Create the Shape tweens to change each shape into the next
- Select Frame 5
- Insert a Shape Tween, **Insert | Shape Tween**
- Repeat for Frame 15 and 30

Step 8: Test animation
Use **Control | play** to test your animation so far. See if it is the same as the sample.

Step 9: Save your animation
Save as a Flash document (shapemorphCS4.fla)
Export as a Flash movie (shapemorphCS4.swf)

Extension
1. Modify the shape size and colours
2. Add another shape to the morph (eg a polygon)
3. Have each shape hold its shape for 4 frames before each animation (shapemorphCS4extension.swf)