

Tutorial 6: TEXT MORPH CS4 – CS5

In this tutorial you will learn how to morph a word into another word, using **Shape tween**. For this to work, you need to convert the text into a graphic before adding the shape tween.

Step 1: Set up the page

Open Flash and resize the work area to 300 X 100 for this example. Choose any contrasting colour or insert a background image.



Step 2: Add initial text graphic

- Type in the word you want to morph (eg Change) and format to size 50 Arial Black.
- Convert the text to a graphic, select the text and break it apart **twice** using '**Ctrl + B**'

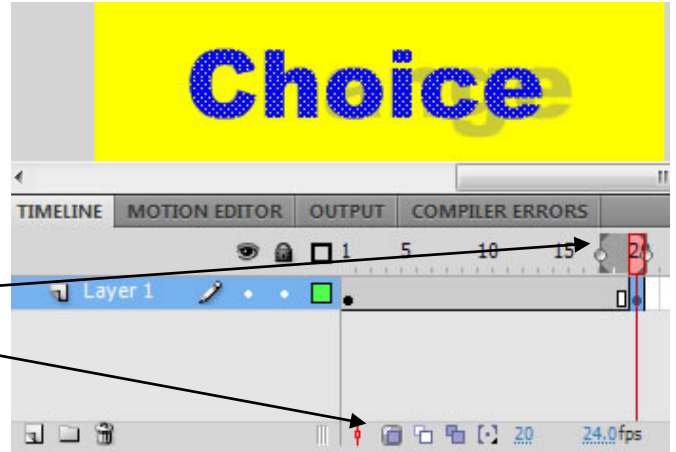
Tip: When you break apart text once you break the text into individual letters, the second time you break apart you convert each letter into a graphic shape.

Step 3: Add blank key frame

Select frame 20 in the timeline and convert it to a blank key frame:
right-click | convert to blank key frame (or F7)

Step 4: Add text to morph to

- Select frame 20 and type in your second word (eg Choice)
- Convert the text to graphics, break it apart **twice** (CTRL+B)
- Line up the 2 words to sit over each other
(Tip: to help align the text, click on **Onion skin** which will show as a shade the content in the frames near the current frame)



Step 5: Copy Initial text to Frame 40

As the animation will continually loop around, the first and last frames need to be the same

- Copy and paste frame 1 (containing the initial text) to frame 40

Tip: A quick way to copy and paste a frame is to hold the **ALT** key down and drag the cell to the required location.

Step 6: Animate the letters

- Select Frame 1
- Insert a Shape Tween, **Insert | Shape Tween**
- Repeat for Frame 20

Step 7: Test animation

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

Step 8: Refine the animation

Use **Shape Hints**, to refine the letter morphs so that each letter morphs to the letter at the same location

- Select frame 1
- Add a shape hint **Modify | Shape | Add Shape Hints (or CTRL+SHIFT+H)**
A little circle will appear with a letter inside (e.g. a, b, c)
 - Move the circle to the centre of the letter “g”
 - Move the frame 20 and move the circle to the centre of the letter “c”
- Add other shape hints to the letters “e” and “n”|”i”



- Repeat the above to add a shape hints for the second shape tween in frame 20 (and 40)
(Tip: to view the shape hints use **View | Show Shape Hints**)

Step 9: Save your animation

Save as a Flash document (TextMorphCS4.fla)

Export as a Flash movie (TextMorphCS4.swf)