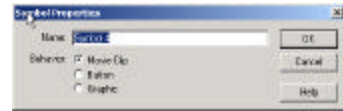
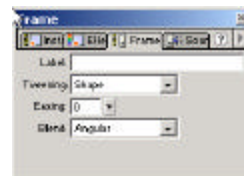


A simple animation using tweening (morphing a shape)

1. Make a movie clip (Insert | Symbol | movie clip)
2. In frame 1, create (or import) a graphic. *
3. Click on a blank frame (e.g., frame 10)
4. From the menu, click Insert | Key frame
5. Delete the graphic and import the graphic to morph to, or edit the graphic on frame 10. *
6. In the timeline, click a frame in between the key frames
7. In the Frame panel, change the Tweening setting to “Shape.” The Easing and Blend values are optional.



8. You can script the last frame in the animation to loop or to stop. If you do nothing, the animation will loop indefinitely.
9. Drag the movie clip to the stage, save and test the file.



The animation can run in a loop on the stage, or be the mouseOver state of a button.

* Notes on objects to be morphed:

- Make sure that it is a symbol (if necessary, convert to a symbol and drag to the stage from the Library).
- Make sure that the object is “broken apart” (use the Modify | Break Apart menu command until the Break Apart is grayed out).