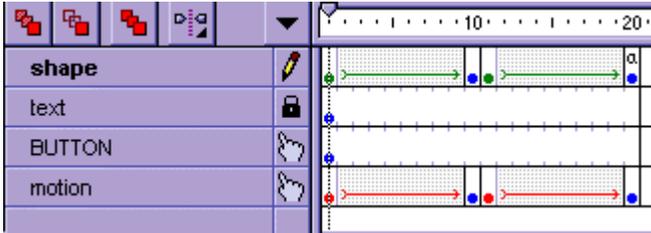


**HOME**

## **TWEENING**

[Motion Tweens](#) | [Shape Tweens \(Morphing\)](#) | [All about Easing](#)

Tweening basically gives you the ability to make objects/shapes move without actually having to do it frame by frame. Here is an example below.



Here is an example of what my frames looked like to obtain the .swf image above. I had my motion tween on one layer with my shape tween on another. My text and button were also on separate layers.

### **To do a shape tween (morph) keep these in mind:**

- The objects you are tweening need to be broken apart, in other words they cannot be grouped images.
- Shape tweens are indicated by green circle with green arrow.

### **To do a motion tween keep these in mind:**

- The objects you are tweening need to be grouped together or symbols.
- Shape tweens are indicated by red circle with red arrow.
- They allow you to use automatic rotation, clockwise, or counterclockwise rotation.
- It allows you to scale the objects and move in certain directions.

**TO TWEEN** in both cases you just need to double click the first frame that you will be tweening and select the "Tweening" tab and make your modifications under that tab. Flash should do the rest of the work for you as far as the movement and things.

For example in the above .swf to obtain the object moving the rotating and scaling at the same time.. this is what I did:

1. Create a graphic symbol (F8)
2. Insert symbol onto stage in Frame 1, copy the frame and paste it into Frame 10.
3. In Frame 10 move the objects a couple inches to the right.
4. Double click the first frame and go to the tweening tab-Motion, and check 'Orient to Path Direction'.
5. Now copy Frame 10 and paste it into Frame 11 and also Frame 20.
6. In Frame 20, take the symbol and move it into the corner. Scale the symbol up as much as you'd like, and also rotate it about 1/2 turn to the left.
7. Now on double click Frame 11 and select Tweening-Motion. Now choose 'Tween Scaling', 'Automatic', and 'Orient to Path direction'.
8. Press Ctrl + Enter (generates .swf file) and walaah!! You should have a tweened image :)

### **THE USE OF EASING**

[Click here to download the .FLA file](#)

Easing basically makes tweening motions look more natural. For example... take this .gif. The ball on the left has easing whereas the one on the right doesn't. If you notice the one with easing actually accelerates as it approaches the ground, and when it goes back up it slows down towards the top.



All you need to do is a basic motion tween. As you can see in the above diagram the highlighted blue areas are where I applied easing.

The first one was applied an Easing In effect to give it the acceleration coming down, and then Vice Versa on the way back up.

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