HOME

# *SHAPE HINTS*

Shape hints are used with shape tweening (morphing).  Usually when you shape tween Flash will automatically take the 'easiest' route to turn one shape into another... thus not leaving you any control of what the tweening looks like in between.
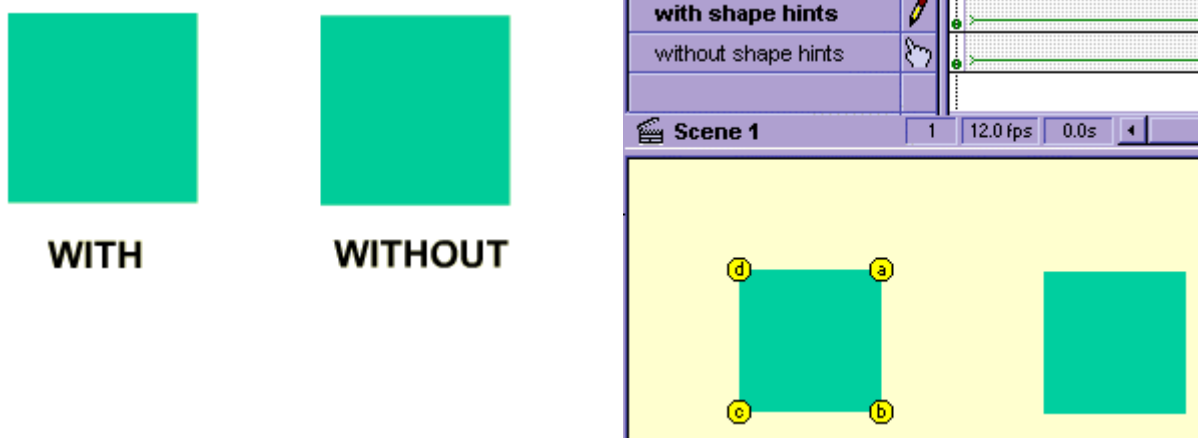
Well, this is where shape hints come in.  They allow you to have some control over the tweening effect and how it will look in the middle.

It's a little complicated and you might just have to fiddle and practice it... but I can see where it would be of great help if you are morphing shapes :)

Some rules about shape hints:

- You can only have up to 26 shape hints
- Shape hints are lettered and are yellow on the starting frame and green on the ending frame.  They can be red if you do not have them placed directly onto your shape (ie: they are just on the stage).
- To remove shape hints you only need to drag them off the stage.  This will effect both frames that the hints are in.
- To apply shape hints... you must already have a frame that has shape tweening set on it.  If it doesn't it won't allow you add hints.  Thus this limits you to where you can only add apply shape hints to the beginning of a shape tweening animation, not just on any old frame.

To create shape hints and practice them just follow these few steps:



1. Create a shape (try a square).  Set the frame properties to shape tween.
2. Create the second shape you would like to morph into (try a star-- mostly becaus it has point like the square).  And place this about 25-30 frames down.
3. Now select your first shape and go to the menu 'Modify > Transform > Add Shape Hints'.  It should pop a letter a in the center of your square.  Drag the 'a' to top left corner of the square.  Now add another shape hint and drag it to the top right hand corner & continue to add 'c' and 'd' to the other two corners.
4. If you go to your star you will see the four letters.   Move them correspondingly to the way you did the square.
5. If you practice with it you will see the type of effects it has compared to if you just let Flash do it the way it wants to.  By seeing the .gif I made above you can see how I control the shape hinted image much more than the other.

Yea, I admit I'm still a little confused about some of it.   I mean, I probably couldn't make any complex morhping at this point, but HEY at least I unerstand shape hints a little more and might actually be able to use them some also :)  They are kinda cool!