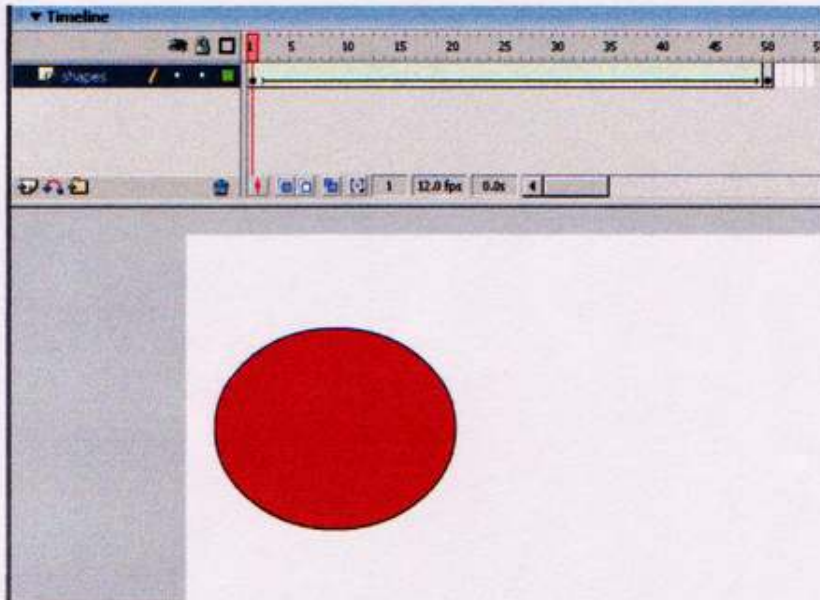


## Shape Tween

Frame by frame animations can be a laborious process so Flash can Tween between keyframes. Flash will try and do the "in between" stages to get from one keyframe to another. This can sometimes have unpredictable results.

There are two types of tween a Shape tween which will only work on ungrouped objects and a motion tween which works on grouped objects or symbols (see Motion Tween later).

- Draw a circle, with both a stroke and a fill..
- Double click on the layer name and name it `shapes`
- Right click on the shapes layer in the timeline at frame 50 (just over 4 seconds) and insert a blank keyframe.
- The stage will clear (unlike a normal keyframe which copies the stage), draw a different coloured square.
- Click in keyframe 1 of the shapes layer.
- In the property inspector change the Tween option to Shape.
- The timeline will change to pale green and a solid arrow will appear.



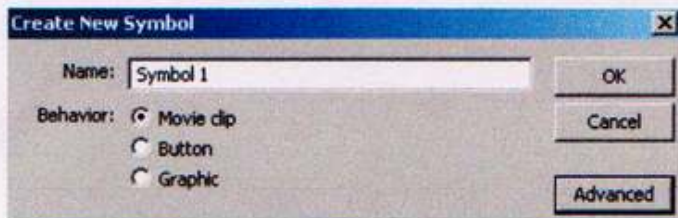
- Save the movie and call it `shapes`
- Use the frame marker and scrub the timeline.
- Preview with Ctrl Enter.

## Creating Movie clip symbols

The Flash Library can contain movie clip symbols, buttons and graphics. All Library items can be used many times in a movie by dragging the library item onto the stage, this is called an instance (it is almost like a pointer to the original).

You can use multiple instances without detriment to the file size of the movie. An instance's properties can also be altered by using the Scale tool and Color options in the Property Inspector. If the original Library item is altered it has an effect on all the instances e.g add an apple to the tree, all instances will have an apple

- Create a new document.
- Select the Insert menu and New Symbol.



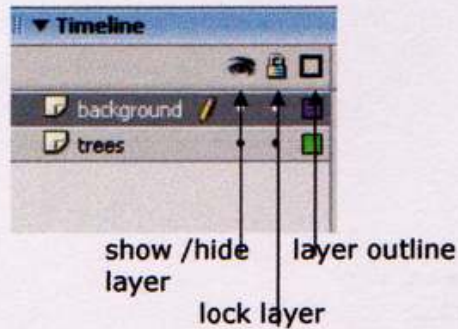
- Name the symbol `tree` and make it a movie clip.
- Draw a tree using the drawing tools.
- Centre the symbol around the + in the middle of the screen (Ctrl A, Ctrl X, Ctrl V will select and cut and paste into the centre) .
- Use the address bar to return to Scene 1.



- The tree will be visible in the Library window (Ctrl L will display the library for the current document).
- Double click the layer name and call this layer `trees`
- Drag an instance of the tree onto the stage.
- Use the property inspector to change the colour properties of the tree.
- Use the scale tool to change the size of the tree.
- Drag 3 more instances of tree from the library and change the colour properties and size of each of them.

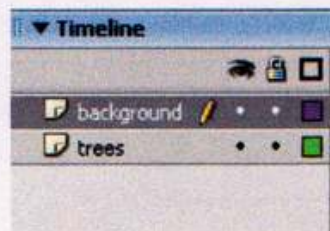
## Inserting and naming new layers

Each animation in your movie will probably exist in it's own layer. It is good practise to allocate sensible names to layers.



The Layer headings allow you to show / hide, lock or show just an outline of a layer. Often you will lock or hide layers that you are not working on, to concentrate on other layers

- Right click on the tree layer name and Insert new layer.
- Double click and name this layer `background`
- Draw a beach, some sea and a sky.
- Save this movie and name it `beach`
- Use Ctrl Enter to view the movie.
- If the background is covering the trees, drag the background layer, below the tree layer.



The layers are stacked onto the screen from the bottom up, so it is very simple to re-arrange the order of layers by dragging them.

## Motion Tweens

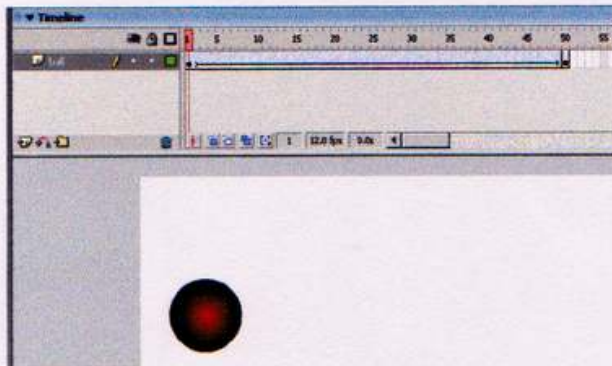
Only on grouped objects or symbols in the Library (not shapes)

Should get lilac frames and solid arrow if successful (a broken arrow appears if there is something wrong with the tween).

No other objects on the layer at that time

A motion tween is used to tween the same instance of a library item or grouped object from one keyframe to another.

- Create a new document.
- Insert a new symbol, name it `ball` and make it a movie clip.
- Draw a ball and centre it on the stage.
- Return to Scene1.
- Double click on the layer name and name it `ball`.
- Drag an instance of the ball onto the stage.
- Right click on the timeline around frame 50 and insert a new keyframe.
- Drag the ball instance across the stage.
- Click into keyframe 1 of the ball layer and from the property inspector change the Tween to Motion (the layer should change to lilac with a solid arrow).



- Save the movie and call it `ball`
- Press `Ctrl Enter` to preview the movie.