

Shape and Classic Tweens

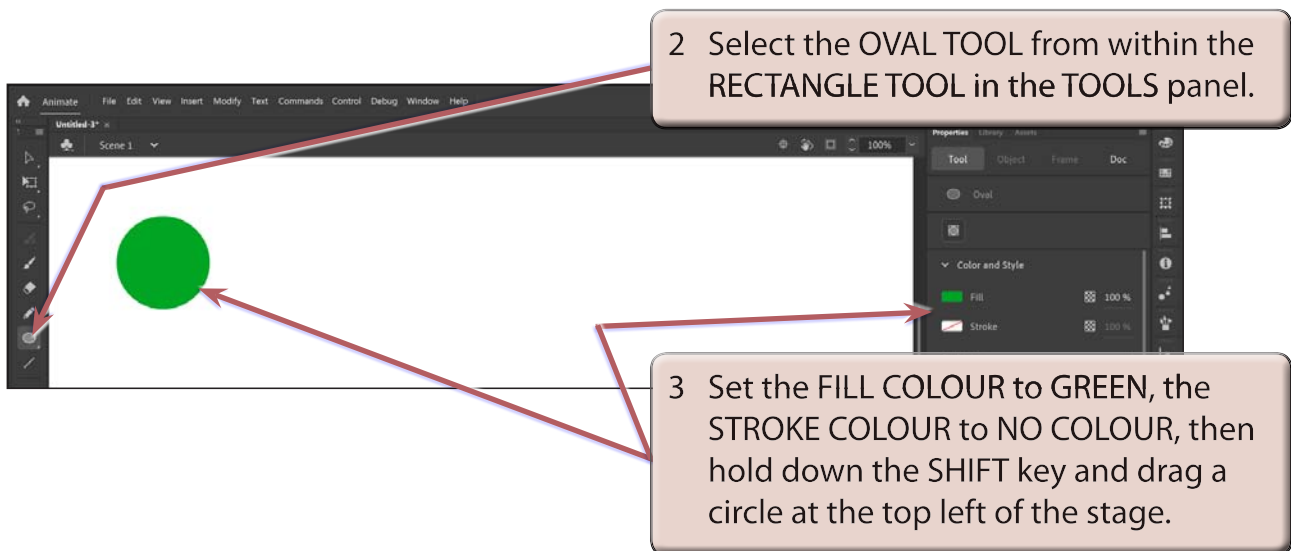
There are two other types of tweening that Animate provides, SHAPE tweening and CLASSIC tweening. We will look at both of these animation types in this chapter.

Shape Tweening

Shape tweening allows you to animate one shape into another. It operates on objects drawn using tools such as the Rectangle, Oval or Pencil tools. It **does not** work with grouped objects or symbols. To illustrate this we will tween a circle into a rectangle.

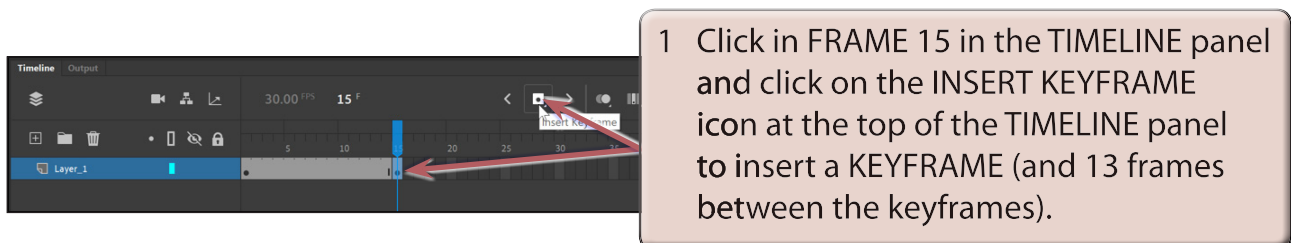
A Setting the Start Shape

- 1 Load Adobe Animate or close the current files and start a FULL HD preset file.

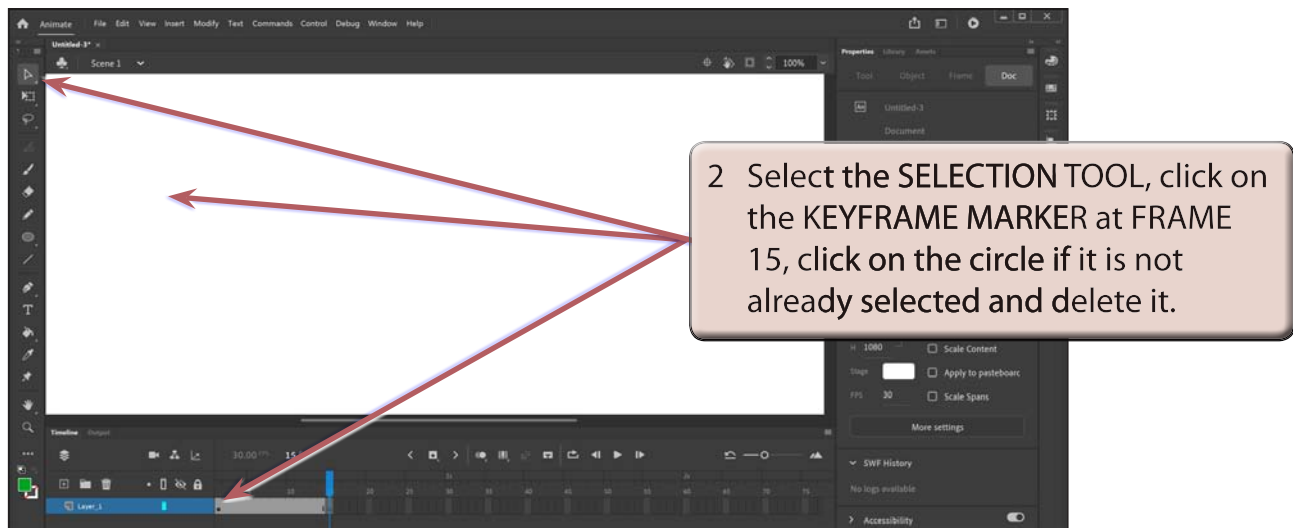


B Setting the End Shape

Let's set a 15 frame animation (0.5 seconds). When changing the shape in an animation, an extra KEYFRAME needs to be set at the end.

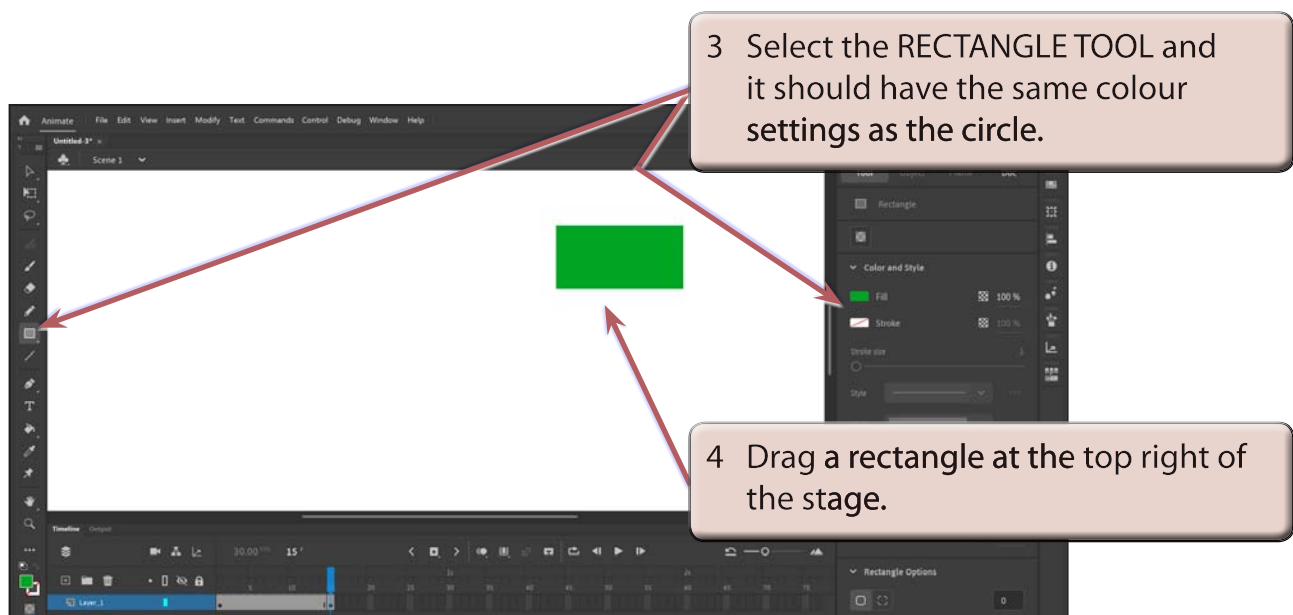


NOTE: When a major change is required in the animation such as inserting a different object, a **KEYFRAME** rather than a **PROPERTY KEYFRAME** needs to be used.

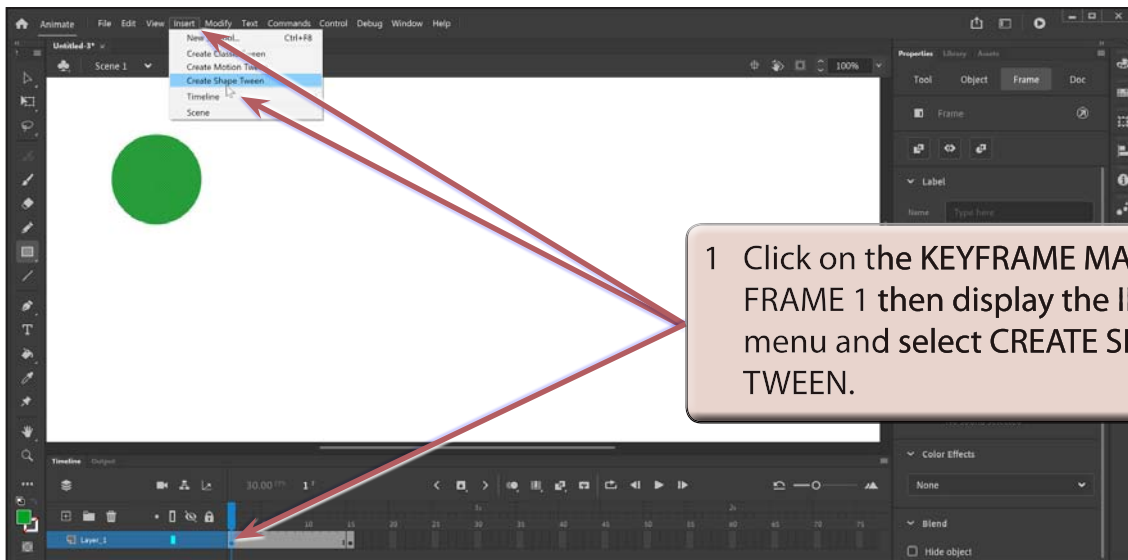


NOTE:

- i The **KEYFRAME MARKER** at **FRAME 15** should change to an open dot as there is now no content in the frame.
- ii The circle is still at **FRAME 1**.



C Setting the Shape Tween



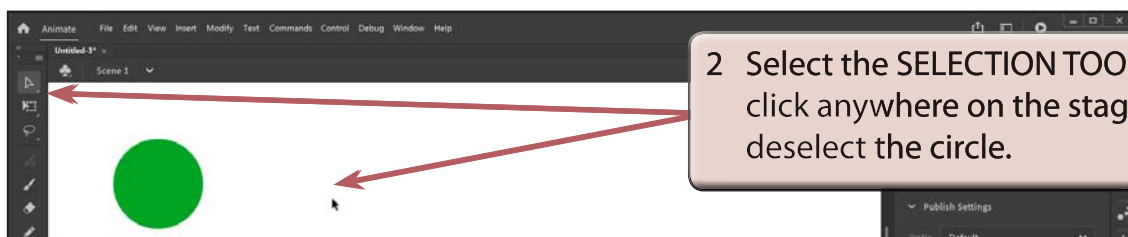
NOTE: Notice that the TIMELINE shading has changed to ORANGE to let you know that a SHAPE TWEEN has been set.

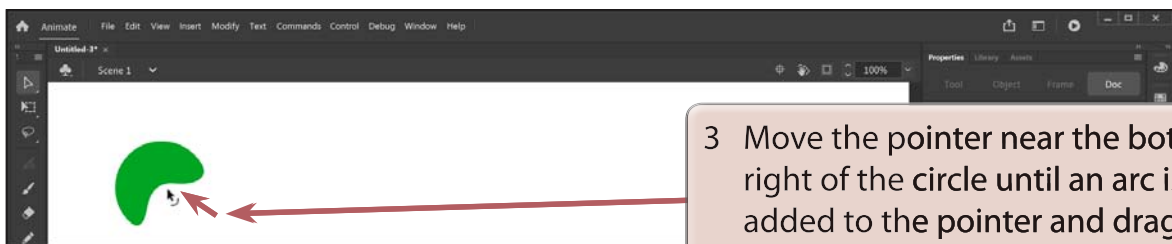
- 2 Press <enter> or <return> to preview the animation and the circle should gradually change into a rectangle.

D Adjusting Shapes

You can adjust the shapes to produce some interesting effects.

- 1 Click on the KEYFRAME MARKER at FRAME 1 in the TIMELINE panel.

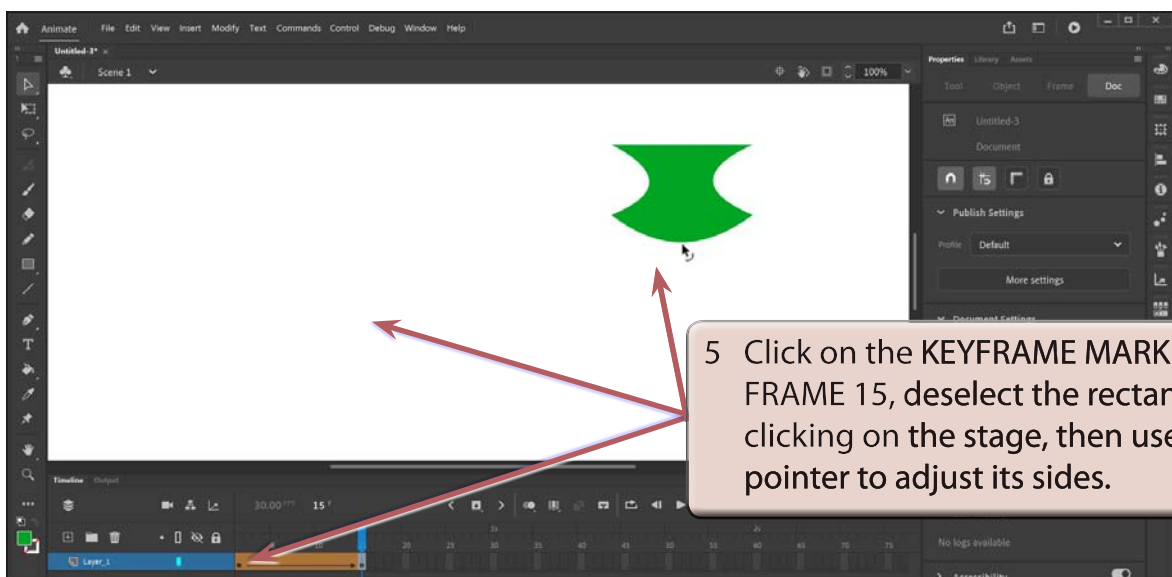




- 3 Move the pointer near the bottom right of the circle until an arc is added to the pointer and drag the circle in.

NOTE: You can click on the stage near the edge of the circle if the arc symbol doesn't add to the pointer immediately.

- 4 Preview the animation to view the effect.



- 5 Click on the KEYFRAME MARKER at FRAME 15, deselect the rectangle by clicking on the stage, then use the pointer to adjust its sides.

- 6 Preview the animation to view the effect.