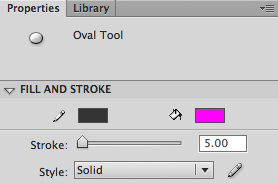
Tweening a Shape

Objective: Turn one raw shape into another shape. The shape must be in an editable form, not a symbol.

1. To create a new project go to ‘Create New’ 🡪 Screen shot 2011-09-04 at 2.09.42 PM.png
2. Select a color for the fill. Make the stroke color black.Screen shot 2011-09-10 at 1.25.00 PM.png
3. Increase the with of the stroke. Use the black arrow to select the back outline of the circle. In the Properties menu make the stroke 5.

Screen shot 2011-09-10 at 1.35.38 PM.pngScreen shot 2011-09-10 at 1.34.17 PM.png

1. Use the circle tool Screen shot 2011-09-10 at 1.25.59 PM.pngto draw one circle in keyframe 1.
2. Go to frame 36 and create a new blank Keyframe by pressing [ F7 ].
3. Change the fill color. Draw a new shape in frame 36.
4. Click somewhere between keyframe one and 36. Go to [ Insert ] 🡪 [ Shape Tween ] Screen shot 2011-09-10 at 1.51.36 PM.png
5. SAVE using the media arts formula. Example: JLDoe\_8A\_TweenShape