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’ 🡪 
2. Select a color for the fill. Make the stroke color black.
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.



1. Use the circle tool to 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 ] 
5. SAVE using the media arts formula. Example: JLDoe\_8A\_TweenShape