



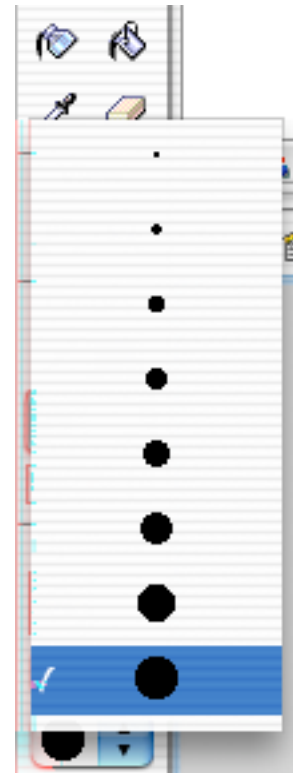
Flash MX Shape Tweening

Open Flash

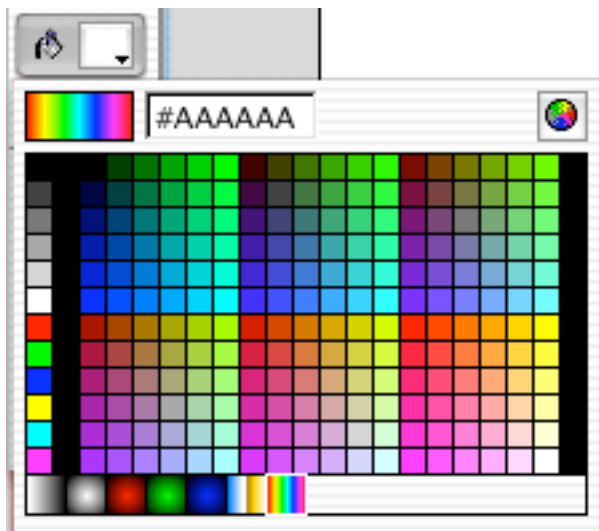
1. Choose the **Paint Brush** from the tools palette



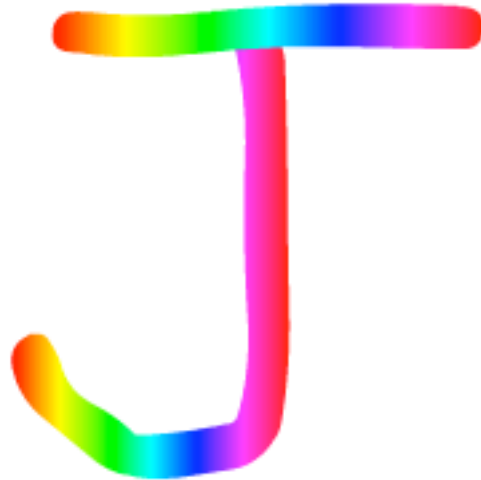
2. From the Shape Popup on the Options part of the **Tool Palette** make sure you have a large brush size.



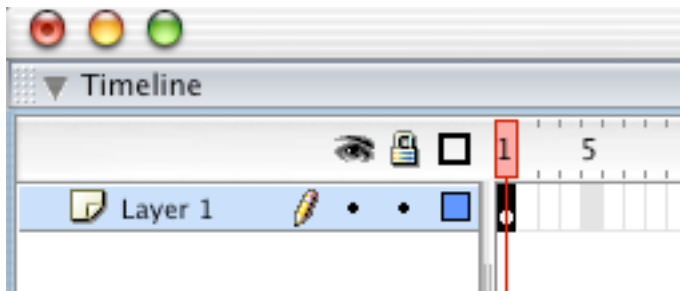
3. Choose an interesting **Fill Colour** or gradient.



4. In the middle of the stage pain the first letter of your name.

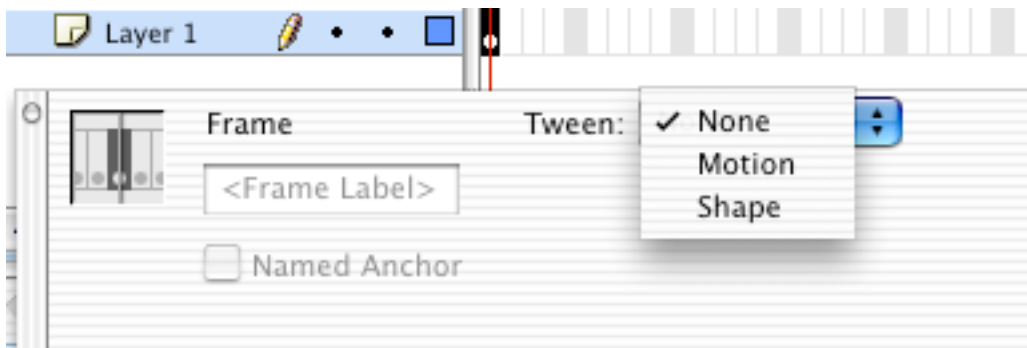


5. Go to the **Timeline** and select the first **Frame**:

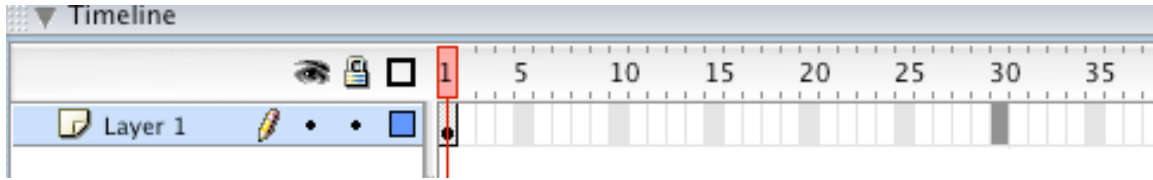


It will show with a white circle in a black rectangle.

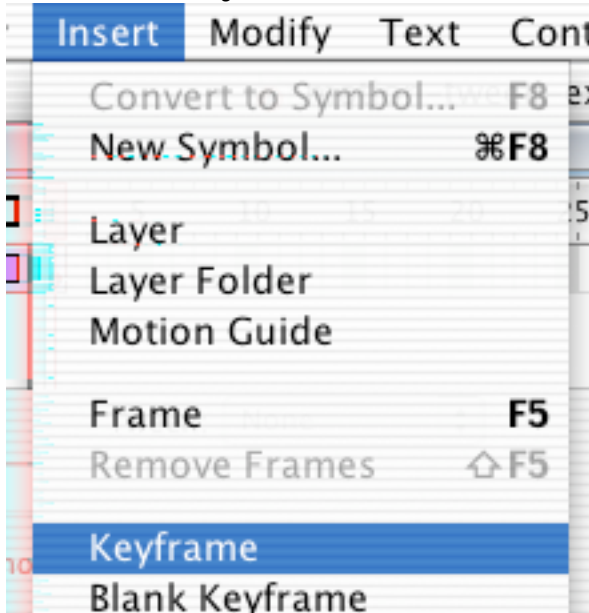
In the **Property Inspector** (open from the windows menus) Set the **Tween** to **Shape**.



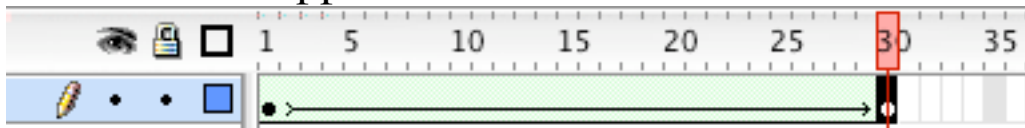
6. Scroll along the time line to frame 30
Click on frame 30



Choose **Keyframe** from the **Insert** Menu

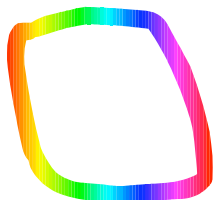


Notice what happens to the timeline:



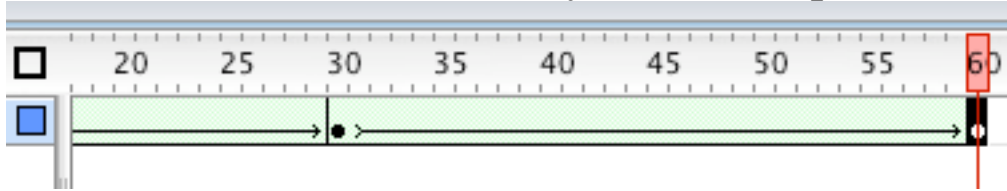
7. Making sure that **Frame 30** is selected, click on the first letter of your name and delete it.

8. Draw the second letter of your name.



Press the return key to see your tween so far.

9. Select frame 60 in the Timeline and **Insert a Keyframe**.
(look back to instruction 6 if you need help)



Making sure you have selected **Frame 60**, delete the second letter of your name and draw the third letter of your name.

10. Repeat these instructions until your name is complete. You can draw your letters on different parts of the **Stage** if you like. Check how your animation is going with the **return** key.

11. After you have finished all the letters of your name, repeat the process one more time, but this time draw your entire name.

Remember to save your work.