# Shape Tween

A shape tween basically morphs one shape into another,
for example we can draw an oval shape on stage and morph it to a star on stage.
You will create 3 different Shape Tween Files

- Create a new Actionscript 3.0 file
- Draw an oval shape on stage- *do not* make it a symbol
- Now go to frame 12 and press F7 to create a blank key frame
- Select the polystar tool, open Properties, click on the options button under Tool.
- Fill in the following: style=star, sides=10 and star point size to 0.50 ( Draw a star on the stage)
- Right click in-between the two key frames and select shape tween,
- Press Ctrl+enter to test your movie, you will notice that the oval shape slowly starts converting into a star shape
- **Save as: LastNameShapetween**
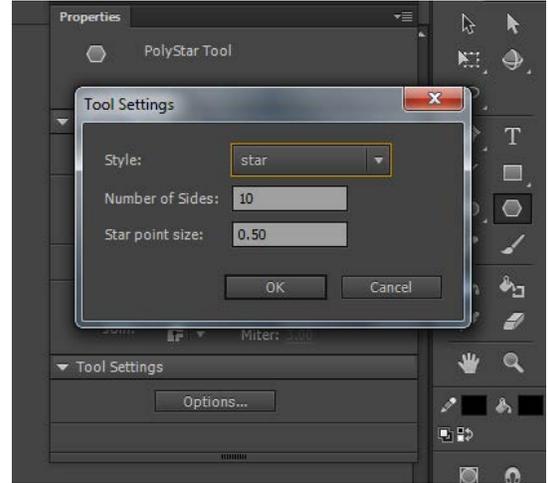
Let us do something a little more difficult, like morphing one letter into another.

- Create a new Actionscript 3.0 file
- Select your text tool and using the property panel choose a font, size and color
- Use the text tool and write a letter "B" on stage on frame1 like this one below
- Text needs to be broken down into a raw shape using CTRL+B or Modify, Break Apart
- Now that you have a raw shape on stage, you can morph it.
- Click on frame 15, press f7 to add a blank keyframe.
- Type the Letter W, break it apart (CRTL + B)
- Click the timeline anywhere between 1 and 25, right click and Select shape tween
- Save as: LastNameLetterTween

## Shape Hints

Notice you do not have much control over your shapetween which brings us to shape hints.

- Keep LastNameLetterTween open
- Go to frame 1and add a shape hint, Click on the Modify menu, select shape and click on the Add Shape Hint, or the short form is Ctrl+Shift+H
- A red button will pop up. Click on it and drag it to the top left of the letter "B"
- Now go to frame15 you will find the same red button. Click on it and drag it to the top left of the letter "W" , as you do this you will find that the red button in frame15 turns green, that means Flash is recognizing the shape hint you intend to do. You can have as many shape hints as you want, ideally you would like the top left, top right, bottom left, bottom right and the center, to have a smooth animation from "B" to "W"
- Save as: LastNameShapehint