

2. Create the Shape Tweening in animate CC.

② Creating a shape tween

The following steps show how to create a shape tween from frame 1 to frame 30 of the timeline. However, you can create tweens in any part of the timeline that you choose.

- 1] In frame 1, draw a square with the Rectangle tool.
- 2] Select frame 30 of the same layer and add a blank keyframe by choosing Insert > Timeline > Blank Keyframe or pressing F7.
- 3] On the stage, draw a circle with the oval tool in frame 30. Now, you have a keyframe in frame 1 with a square and a keyframe in frame 30 with a circle.
- 4] In the Timeline, select one of the frames in between the two keyframes in the layer containing the two shapes.
- 5] Choose Insert > Shape Tween. Animate interpolates the shapes in all the frames between the two keyframes.
- 6] To preview the tween, scrub the playhead across the frames in the Timeline, or press the Enter key.
- 7] To tween motion in addition to shape, move the shape in frame 30 to different location from frame 1. Preview the animation by pressing the Enter key.

8] To tween the color of the shape, make the shape in frame 1 a different color from the shape in frame 30.

9] To add easing to the tween, select one of the frames and enter a value in the Ease field of the Property inspector. To ease the beginning of the tween, enter a negative value. To ease the end of the tween, enter a positive value.