





```
function flame() {
 var tl = new TimelineMax();
 tl.add("begin");
  tl.to(blurNode, 2.5, {
    attr: {
      stdDeviation: 3
  }, "begin");
  var num = 9;
  for (var i = 1; i <= num; i++) {
    tl.to(fStable, 1, {
      morphSVG: {
        shape: "#f" + I
      opacity: ((Math.random() * 0.7) + 0.7),
      ease: Linear.easeNone
    }, "begin+=" + i);
```



## function flame() { var tl = new TimelineMax(); tl.add("begin"); tl.to(blurNode, 2.5, { MORPHING: GREENSOCK

attr: {

}, "begin");

var num = 9;

},

stdDeviation: 3

tl.to(fStable, 1, {

}, "begin+=" + i);

shape: "#f" + I

ease: Linear.easeNone

morphSVG: {

for (var i = 1; i <= num; i++) {</pre>

opacity: ((Math.random() \* 0.7) + 0.7),



## ADVANCED TRANSITION

## MORPHING: GREENSOCK