

Dear Friend,

Hello, & welcome back to **FIREWIRE**, your friendly guide to the exciting world of web-design & web-solutions! In the previous newsletter of Flash 5 Tutorial Series we had discussed about the Layers, Motion Guide, Masking, Onion Skin, & Snapping. Let's continue with Frame Panel, Motion Tween, Shape Hints and Edit Centre.

Frame Panel

The frame can be specified with any label. Tweening can be given to frames. Tweening is a process of allowing flash to calculate the changes in animation between two points.

The tweening is of two types:

- **Shape Tween**
- **Motion Tween**



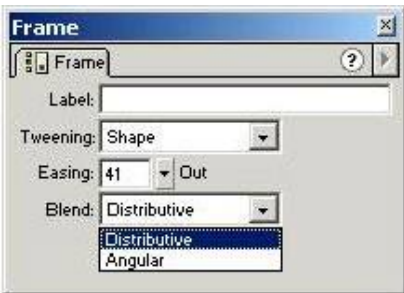
Shape Tween

Shape Tween is used to morph the objects on the stage.

(i.e. making one shape to change into another shape over time)

It cannot be applied on groups, text blocks and bitmap images. Easing is used to control the animation speed.

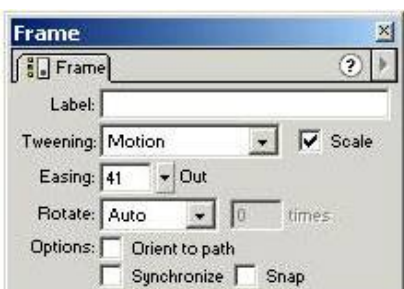
In blend, select distributive to make intermediate shapes smoother and more irregular. Select angular to preserve the corner and straight lines in intermediate shapes.

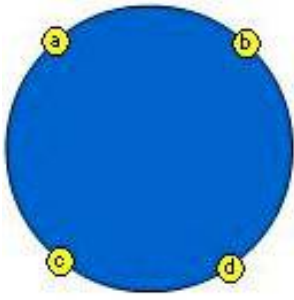


Motion Tween

Motion tween helps us to tween the size, position and rotation of a symbol between two points of a movie.

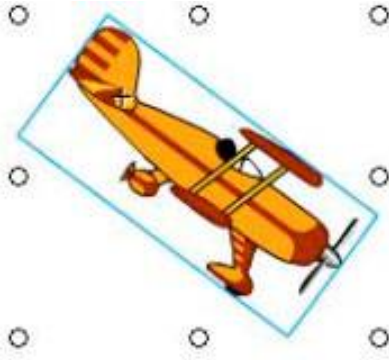
Motion tween is possible only for grouped objects. If the objects are not grouped, we will get a dotted line in the frame. Easing helps us to control the speed of the animation. Negative values slow down the tweening. Positive values speed up the tweening. To rotate the item during tween, select rotate. Rotation can be clockwise, counterclockwise, and automatic and number of times of rotation can also be specified. Orient to path helps the object to travel in the path axis which will be used in guide layer.





They are used with shape tween animations. Shapehint uses markers to identify the areas on the original shape that match with the final shape. They are labeled from a to z which refers that we can create 26 shapes. The more shape hints we add we get smooth morphing transformations. To delete the shape hints, select remove all hints from modify or drag the shape hint out of the stage.
(i.e shape hints can be viewed, but don't have the shape hint effect)

Edit Centre



Every object has a center point. With the help of center point we can rotate or scale the object according to the center point.

By using the edit center we can change the center point to anywhere in the stage, so that the object revolve around that axis.

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Regards,

Manoj Kotak.

Director - Image Online Pvt. Ltd.

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