Tweening: Animate your objects by filling frames _in between_ them in Flash

Three different ways of tweening:
a. **Shape Tween**: to make one _shape_ appear to change into another _shape_ over time in Flash (like morphing)
b. **Classic Tween**: a motion tween performed the way they were done in all versions of Flash prior to CS4
c. **Motion Tween**: the new method of motion tweening for Flash CS4 and CS5. You only need one keyframe to set it up. Essentially, you set up the tween, and then start moving the object around on the stage within any frame. The tween will be updated at that frame. This is also the only way to do 3D tweening.

How to make Shape Tween?
Step 1: Make sure you have two keyframes. Put the first object at the first keyframe as the starting point and another on at the ending frame.
Step 2: Right click on the timeline and select "Create Shape Tween"
Step 3: An arrow shows on the timeline to indicate that the shape tween has been created.

Classic tween and **motion tween** do not change the shape of the object. They move an object from one location to another or resize, rotate them in a variety of ways. In order to make classic tween or motion tween, you need to convert the object to symbol.

How to convert an object to a symbol?
Step 1: Use the black arrow to select the object you need
Step 2: Right click on the object you selected and click on the "convert to symbol"
Step 3: In the dialog box, select "Movie clip" on the drop down menu of "type"
Step 4: Rename your symbol then click "ok"

How to make Classic Tween?
Step 1: Convert the object to symbol
Step 2: Make sure you have two keyframes: one is the starting point and another one is the ending frame
Step 3: Set the symbol at the desired position, or resize, or rotate it as you wish
Step 4: Right click on the timeline and select "Create Classic Tween"
Step 5: An arrow shows on the timeline means the classic tween is created

How to make Motion Tween?
Step 1: Convert the object to symbol
Step 2: You only need one keyframe to make motion tween. At the desired ending point, right click and select "Insert Frame"
Step 3: Right click on the timeline and select "Create Motion Tween." The timeline will turn into light blue.
Step 4: Start moving the symbol around at different frames. Green dotted line will show up as the path of the tween that will be automatically updated as you change the properties of the symbol.

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