ADOBE FLASH CS5 SHAPE TWEEEN

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In this Adobe Flash Tutorial, we will be going to create shape tween.

1.) Open the ADOBE FLASH PROFESSIONAL CS5 then select Action Script 3.0

2.) Parts of the Adobe Flash Professional CS5 we will be going to use.
3.) Click the Rectangle Tool in the Toolbar or simply press “R” in the keyboard.

4.) Change your fill and stroke color. (Optional)

5.) Draw a square in the stage.

6.) As the object on the stage is selected, click on the 50th frame in the Timeline, or wherever you want in the frame based on how long will be the length of your animation.

7.) On your menu bar, click “Insert” then “Timeline” then lastly “Keyframe” or simply press “F6” on the keyboard.
8.) The object will become dotted (pixelated) and your frames will merge.

9.) Simply press “Delete” on the keyboard and in the last frame you will notice that the circle inside it, will have an empty fill. This indicates that the stage was blank.

10.) As the last frame is selected, Click + Hold on the “Rectangle Tool” and choose “PolyStar Tool”. We will be going to draw 10 sided star.

11.) On your “Properties Tab”, click on the “Options…” button under the tool settings.
12.) This will appear on the stage. Click on the combo box (1) then select star. And change the Number of Sides (2) to 10 then click “OK”.

13.) Draw the star in the stage (any place) and you will notice on the last frame, the circle were filled black.

14.) This indicates that the stage have drawing.

15.) (1) Click one frame on the merge frames in the Timeline. Then (2) on your menu bar, click “Insert” then “Shape Tween”.

16.) You will see that the merge frames will have an arrow from frame 1 to the last frame. This shows that you’ve created an animation. Then last, press “Ctrl. + Enter” on the keyboard to run your project.
References:
https://www.adobe.com/devnet/flash/articles/flash_cs5_createfla.html