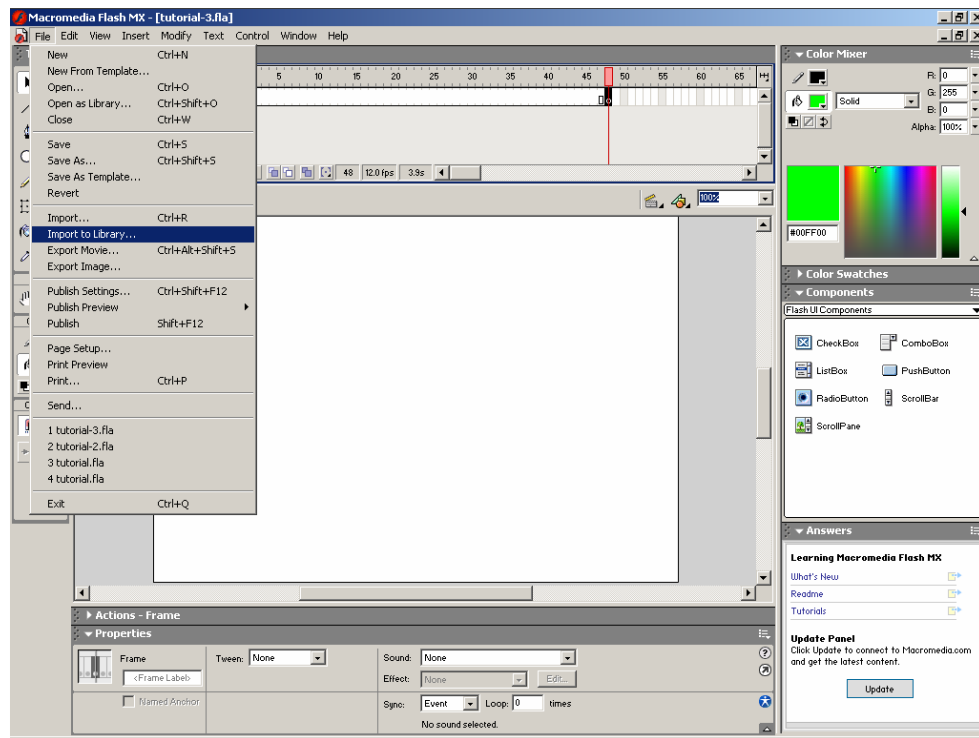
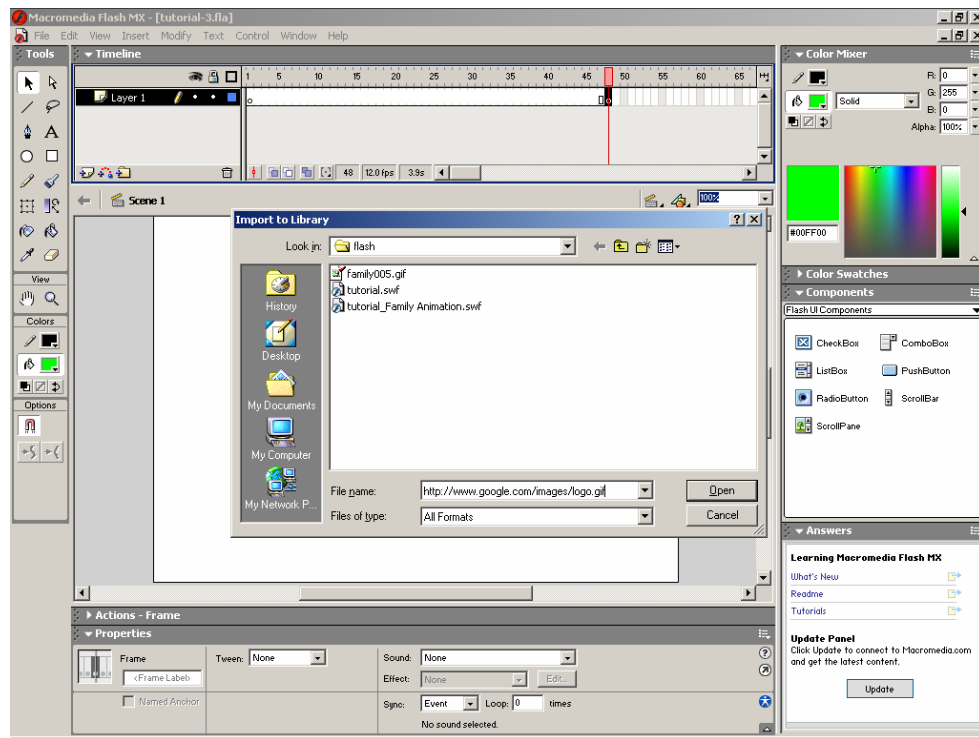


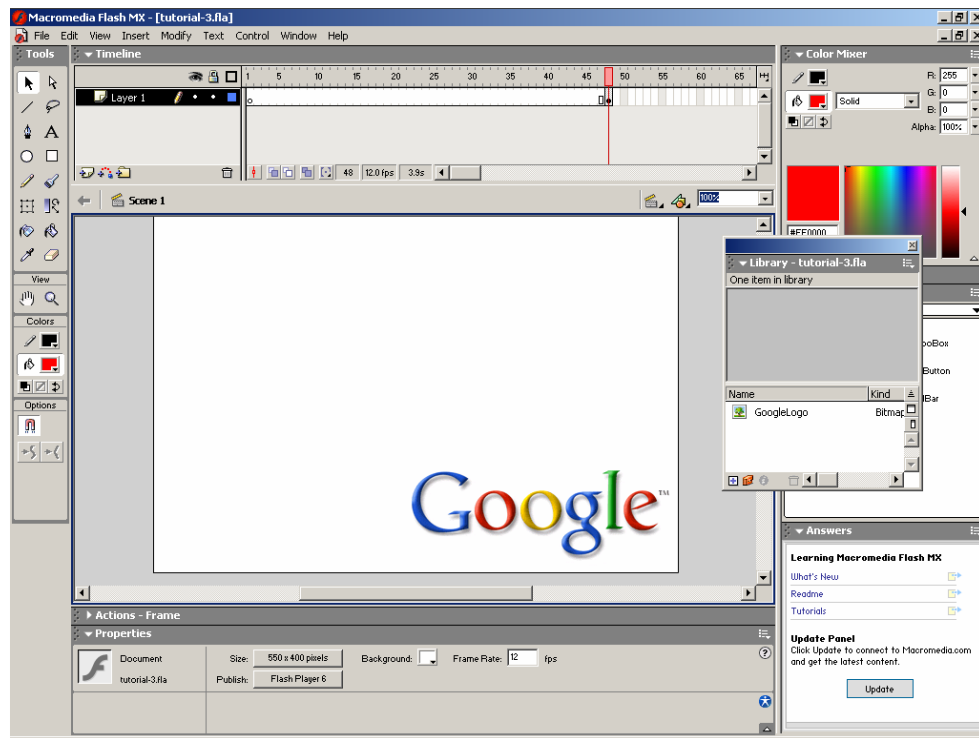
Create a 48 frame (4 second) movie by adding a keyframe at frame 48.



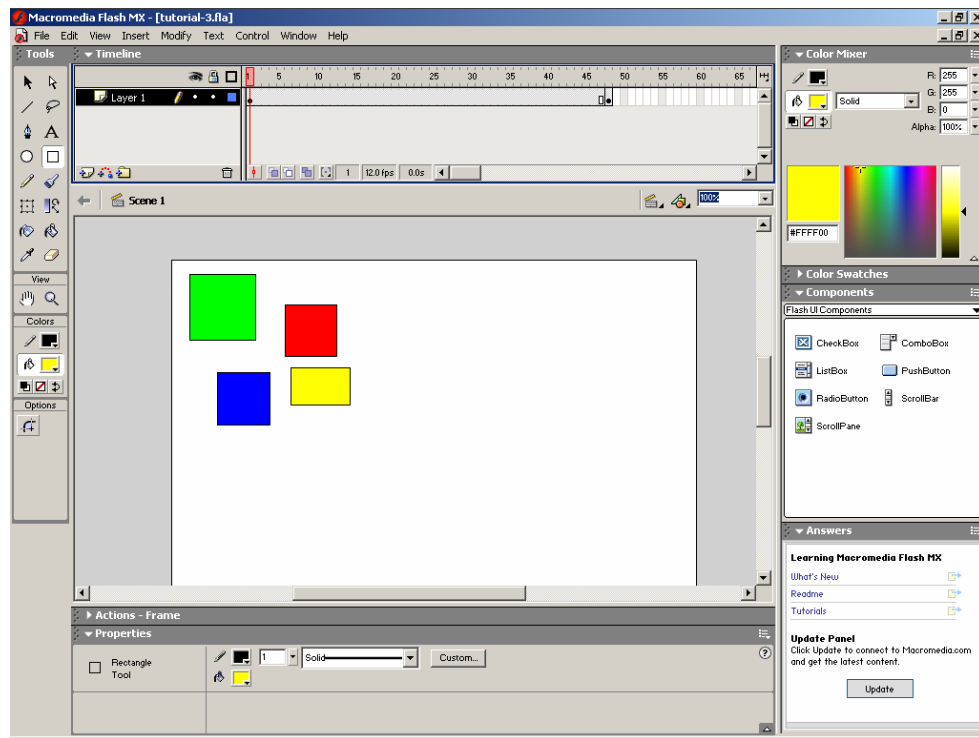
Import an image into this movie's library using the File -> Import to Library command.



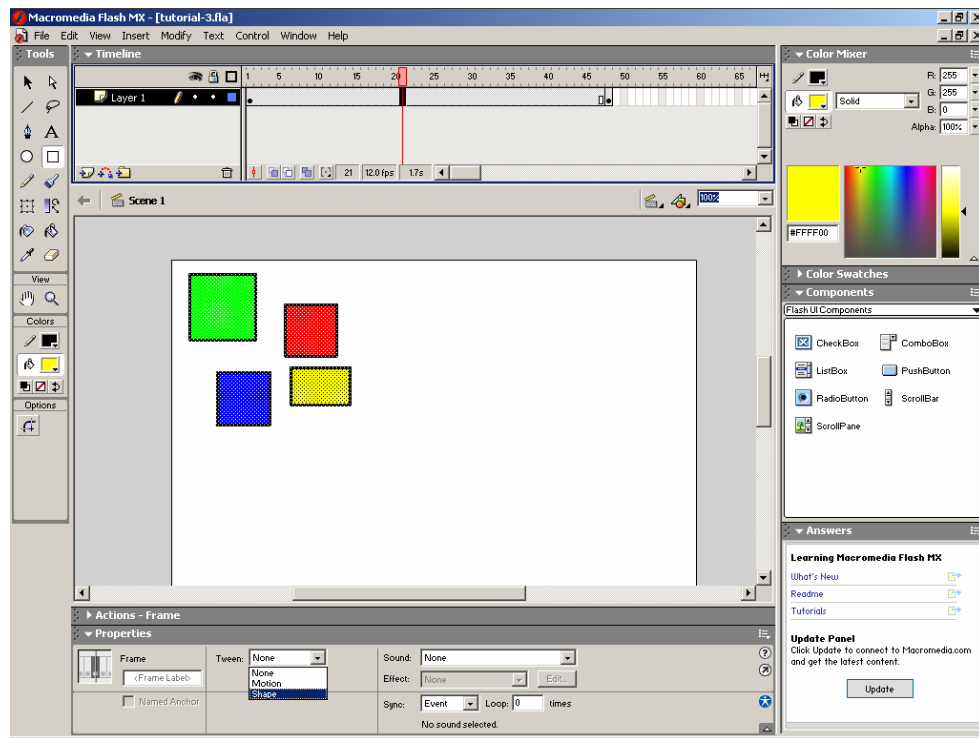
I've entered the URL of the Google logo.



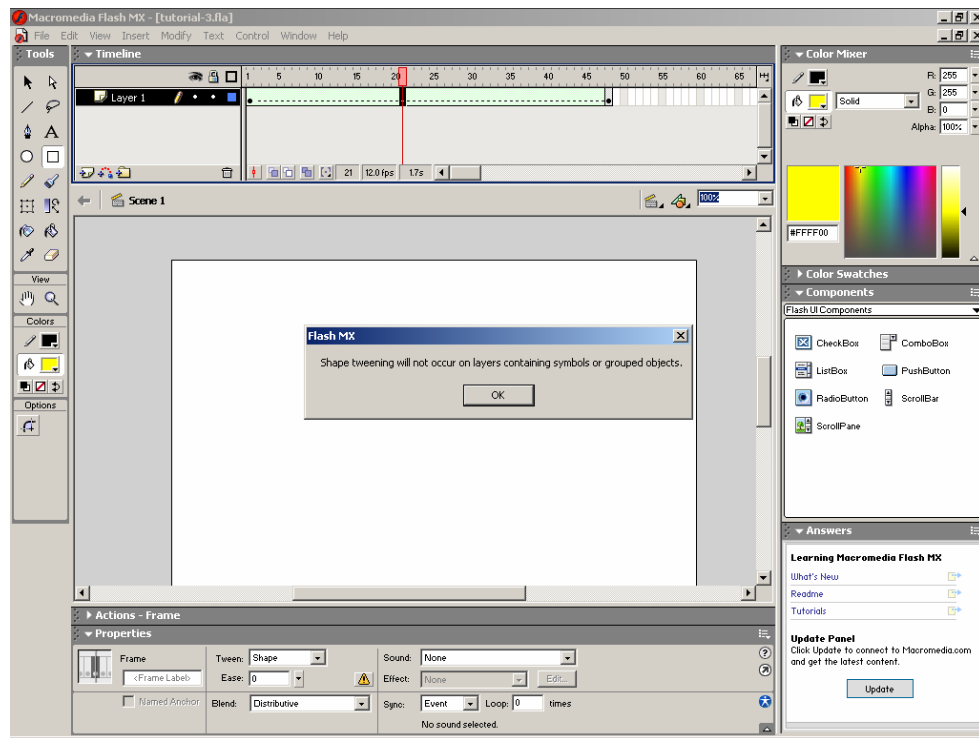
Opening the library window, I give the symbol a meaningful name and create an instance of it in frame 48 of my movie.



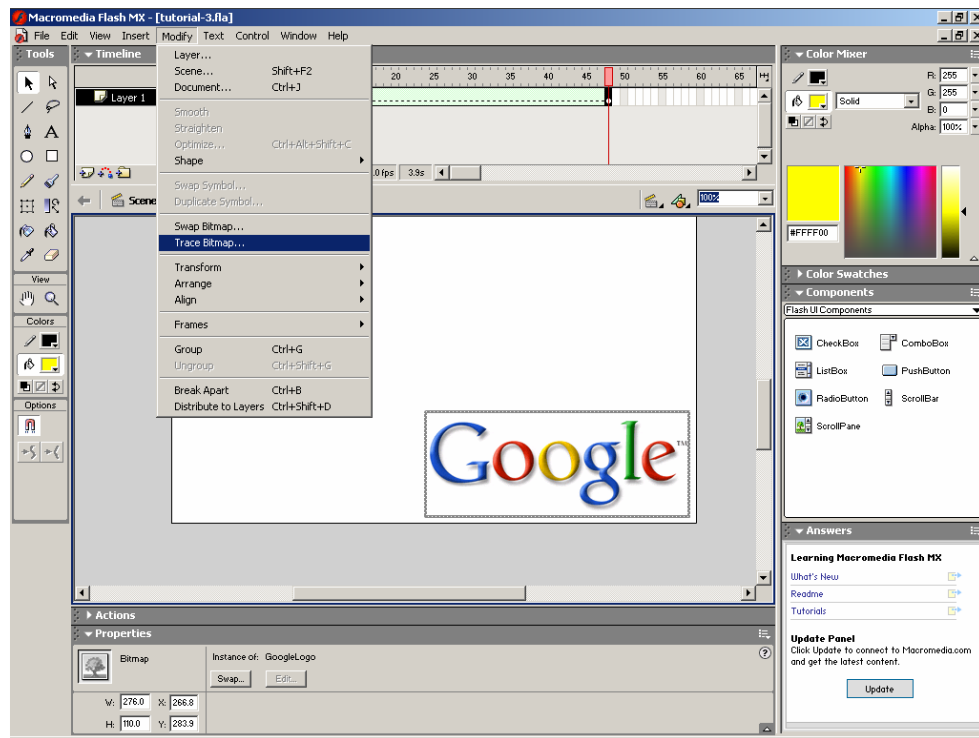
I think go back to frame one and draw 4 rectangles in red, yellow, blue, and green.



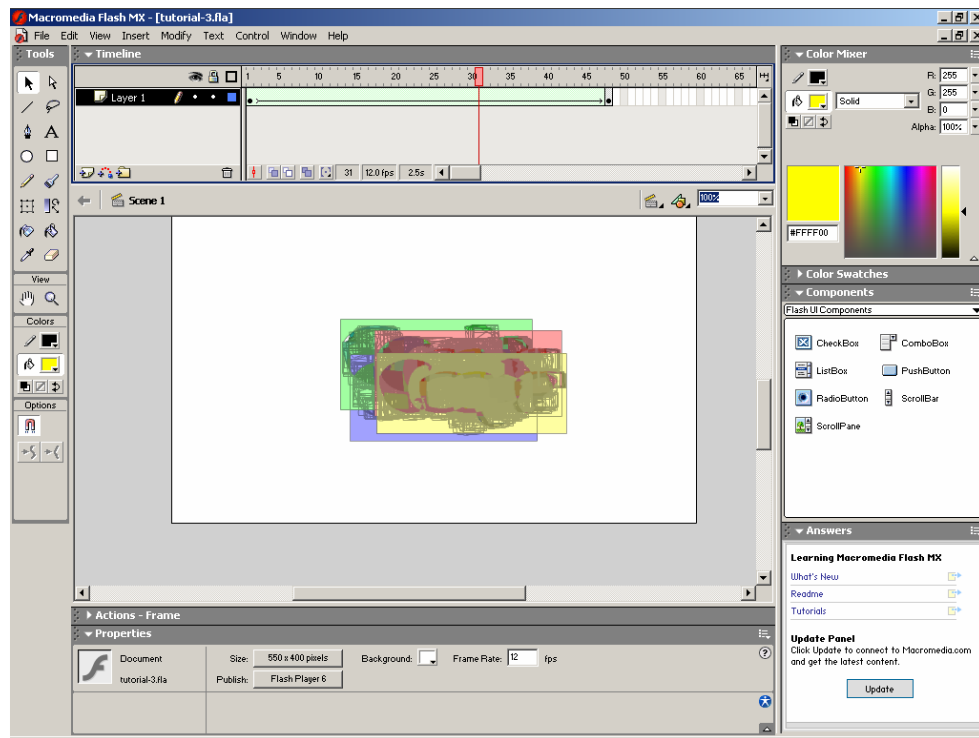
We're going to have Flash animate a transition from these rectangles to the Google logo. This will be a shape tween, because Flash will make changes to shapes (not symbols) to create the desired effect. Shape tweens are distinct from motion tweens. Select shape tween from the properties dialog at the bottom of the screen while on a frame between 1 and 47.



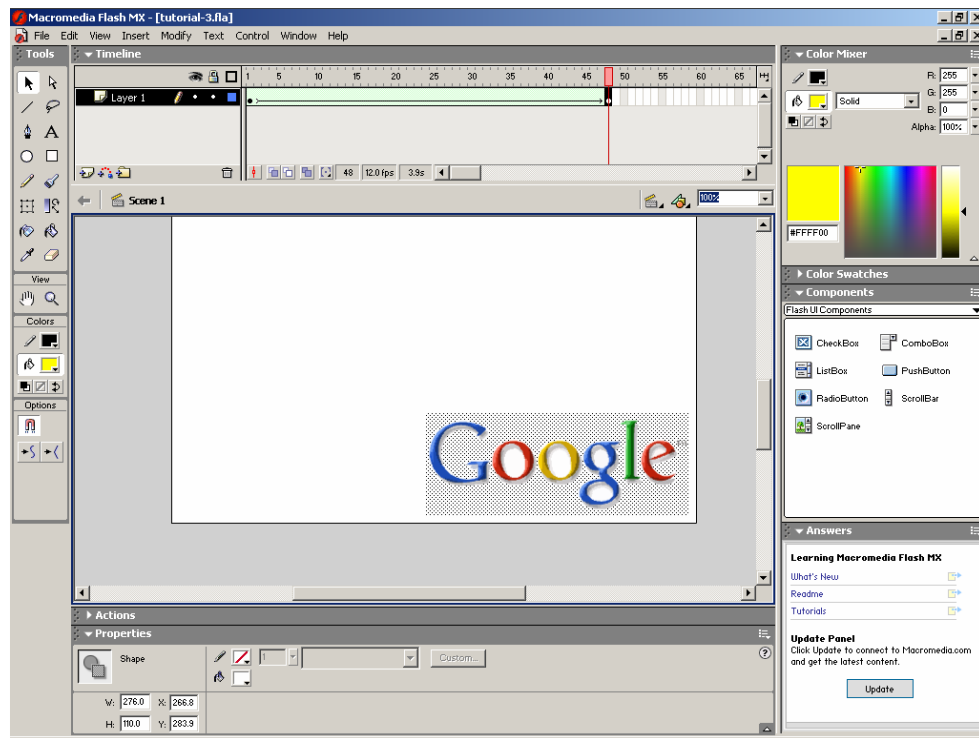
A dashed line appears, instead of the arrow we might expect. This indicates that tween creation has failed. To determine why it has failed, click on the yellow triangle with an exclamation mark in the properties dialog. In this case, shape tweening cannot be applied to a symbol or grouped object (shape tweens only work with Flash vector graphics). Our Google bitmap is a symbol, so we need to somehow make it into Flash vector graphics.



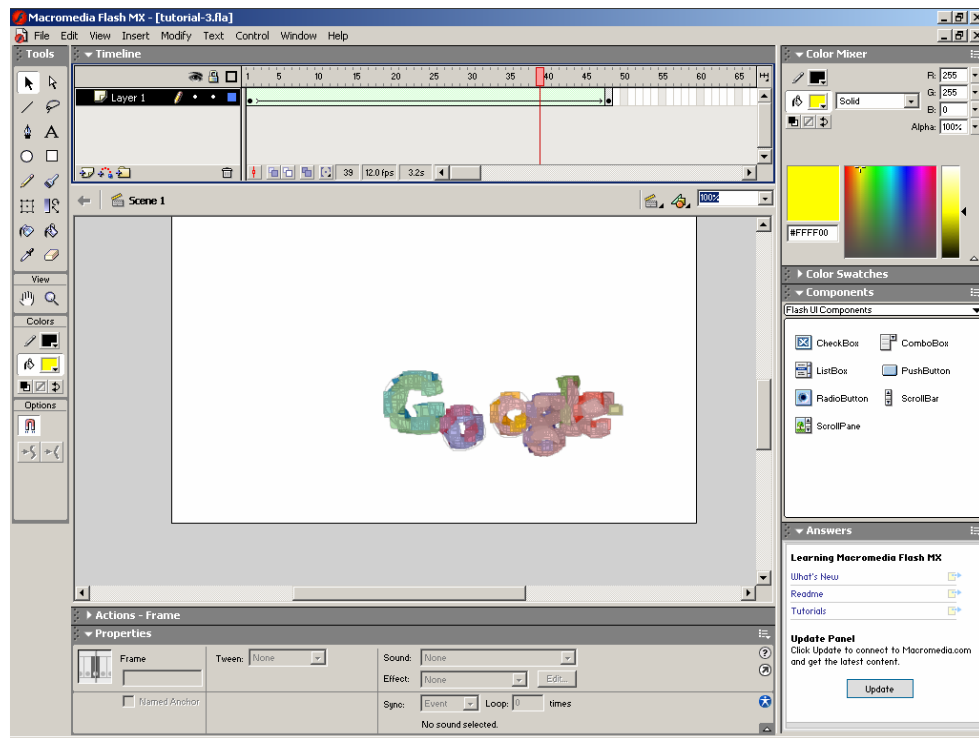
Go to frame 48 and select the Google symbol. Then select Modify -> Trace Bitmap from the menu. This will create a Flash vector representation of your bitmap. Several options are available regarding the quality of the trace and the resulting size of your animation.



Now we can see that Flash is trying to get our squares to change into the Google logo. But it's acting odd, in that there are still large rectangles well beyond the midpoint of the transition.



This is created by the white vector graphics that were in the bitmap as a white background. If we select and delete it, together with the white backgrounds inside the o's and the g, it won't try to include those shapes in the shape tween.



Now we get more of what we might expect.