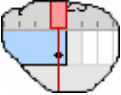



Classic vs Shape vs Motion Tween

Classic Tween <i>(previously called Motion Tween in CS3 and earlier)</i>	Shape Tween <i>(same as in previous versions - no changes)</i>	Motion Tween <i>(CS4 - newest incarnation)</i>
<p>Position</p> <p>Rotation</p> <p>Scale</p> <p>Color <i>(using Effects in Properties Panel)</i></p> <p>Alpha</p> <p>Motion on path <i>(motion path on one layer; object that moves along path on separate layer - motion path layer is special layer linked to object layer)</i></p> <p>Effects</p> <p>Masking</p> <p>Each keyframe has an instance within it - frames between interpret differences</p> <p>Properties all embedded within keyframe <i>(can not see individual settings)</i></p> <p>Ease affects area between two keyframes. Additional eases have to be added to affect other frames...</p>	<p>Position</p> <p>Rotation</p> <p>Scale</p> <p>Shape</p> <p>Color <i>(using color mixer)</i></p> <p>Alpha <i>(using color mixer)</i></p> <p>Many shapes in each keyframe allowed</p> <p>Shape Hints <i>(MODIFY: SHAPE: SHAPE HINTS)</i></p> <p>Each keyframe has a unique shape within it - frames between interpret differences</p> <p>Properties for shape all embedded within keyframe <i>(can not see individual settings)</i></p>	<p>Position</p> <p>Rotation</p> <p>Scale</p> <p>Color <i>(using Effects in Properties Panel)</i></p> <p>Alpha</p> <p>Path automatically created when tween generated!</p> <p>Path can be created separately then pasted into motion tween layer - it replaces any path already present. motion on a path in classic tween in created in two layers - motion on path in motion tween is all in one layer!</p> <p>Path can be edited with MOVE TOOL</p> <p>SINGLE keyframe and only ONE INSTANCE needed to generate tween Effects</p> <p>3d Effects</p> <p>can copy motion to other instances</p> <p>motion editor separates into layers - position (x,y,z), scale, rotation, alpha, etc.</p> <p>CLEAR KEYFRAME allows you to clear specific animation properties (ie. Rotation, etc.)</p> <p>Create a custom curve to change animation pace <i>(ease)</i></p>

		<p>or use preset curves.</p> <p>Custom Ease Curve affects entire tween (<i>not just affect area between keyframes</i>)</p> <p>To create a new ease-able area OR to create a new instance in keyframe in motion tween layer use SPLIT MOTION (click on property keyframe and SPLIT MOTION to break)</p> <p>directly editing the asset and its path and not creating an interpreted animation based on two instances!</p> <p>Keyframe has instance in it; PROPERTY keyframes have changes to that instance (<i>keyframe: circle; property keyframe: diamond</i>)</p> <p>Property KeyFrame: </p> <p>KeyFrame: </p> <p>To Select Single Property Keyframe in timeline (CTRL-CLICK)</p> <p>To ADD or DELETE Single Property Keyframe in Motion Editor (CTRL-CLICK)</p>
Limitations	Limitations	Limitations
<p>Grouped / Instanced objects /Text / Drawing Objects / bitmaps</p> <p>No shapes</p> <p>One object per keyframe</p> <p>Same object in both</p>	<p>No motion on path</p> <p>Shapes only – no groups, instances, or text</p> <p>Everything must be broken apart</p> <p>little control of morph</p>	<p>Movieclips only</p> <p>To create new instance in same motion tween layer you have to SPLIT MOTION</p> <p>One object per keyframe (<i>if you attempt more than one object then it alerts you and asks if you</i></p>

<p>keyframes</p> <p>No change in literal shape of object</p> <p>Color changes affect stroke and fill</p>	<p>between keyframes</p> <p>large file size</p> <p>hard on processor (slows down animation)</p> <p>can look rudimentary and 'FLASHy'</p> <p>can not tween STROKE to FILL</p> <p>can not tween / morph bitmaps</p>	<p><i>want to make a symbol out of the set)</i></p> <p>'Complex' custom easing of position does not have control handles on property keyframes. You must apply separate custom ease that is then overlaid on main position layer (<i>so you see both the property you edited plus the overlay of the ease – to change you have to scroll down and change ease to see effect</i>).</p> <p><i>all other properties have handles can be controlled via ALT-CLICK on handle to break.</i></p>
<p>Why use?</p>	<p>Why use?</p>	<p>Why use?</p>
<p>Using instances (<i>for both MOTION and CLASSIC</i>) creates smaller file size</p> <p>Faster to process (<i>play back animation</i>) (<i>for both MOTION and CLASSIC</i>)</p> <p>Reusability (<i>of instances</i>) (<i>for both MOTION and CLASSIC</i>)</p> <p>Less of a learning curve (<i>literally</i>) and no access to Motion Editor (<i>difficult!</i>)</p>	<p>Morphing is what you want...</p>	<p>3d effects are available with this tween type only!</p> <p>Complete and utter control over individual and different 'property tracks' (position/scale/rotation/etc.)</p> <p>Create and control motion through curve editor (<i>used in most all sophisticated 3d and 2d programs, After Effects, Final Cut Pro, 3DS Max, Maya and so on...</i>)</p> <p>You are modifying directly the object on the stage and not 2 possibly different instances!</p> <p>Motion can easily be saved / copied to other movieclips on different layers (<i>or same layer</i>)</p>