

Motion Tween Verses Shape Tween

Motion Tween	Shape Tween
Position Rotation Scale Color (using Effects in Properties Panel) Alpha Motion on path	Position Rotation Scale Shape Color (using color mixer) Alpha (using color mixer) Many shapes in each keyframe allowed
Limitations	Limitations
Grouped or Instanced objects only No shapes Text not broken apart One object per keyframe Same object in both keyframes No change in literal shape of object Color changes affect stroke and fill	No motion on path Shapes only – no groups instances or text Everything must be broken apart little control of morph between keyframes large file size hard on processor (slows down animation) can look rudimentary and 'FLASHy'
Why use?	Why use?
Using instances creates smaller file size Faster to process (play back animation) Reusability Better control of objects	Morphing is what you want...