

040b73747265616d747970656481a203840163c48403737373810a0a810b0  
b815f5f84012584067f411b312d37OneVision-Art: Path Editor Basics ±  
Commands ±  
Metamorphosis and Tweening  
**VektorTool2.tiff** → **Metamorphosis and Tweening**

paste.tiff →

OneVision-Art offers two tools for transforming the shape of one vector path to that of another one. In the process, you can transform line weights, colors, positions, angles of rotation, transparency, etc.

If you use *<Metamorphosis>*, a single new metamorphosis element will be created that is a blend between the two objects, combining features of each. For more information about this tool see *<Metamorphosis>* (;MetamorphoseTool.rtf;→).

The *<Tweening>* tool creates a specified number of independent elements, representing incremental steps in the transformation from the first element to the second one. Refer to the chapter *<Tweening>* (;ZwischenformenTool.rtf;→) for a detailed description.

You can modify the transformation of the elements by using the Curve Editor (;../OneVision/WorkingIntro/TMSCurveWell.rtf;→) to change the characteristic curve for the transition.

Note: For both tools, if the *<Outline>* option is activated for the first element, it must also be activated for the second element. The same applies for the *<Fill>* option. You cannot transform a vector path

element consisting of only an outline to an element consisting of only a fill.

Next: ;MetamorphoseTool.rtf;;↵ Metamorphosis  
;ZwischenformenTool.rtf;;↵ Tweening

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