We propose to measure the quality of an affine motion by its steadiness, which we formulate as the inverse of its Average Relative Acceleration (ARA). Steady affine motions, for which $\text{ARA}=0$, include translations, rotations, screws, and the golden spiral. To facilitate the design of pleasing in-betweening motions that interpolate between an initial and a final pose (affine transformation), $B$ and $C$, we propose the Steady Affine Morph (SAM), defined as $A^t \cdot B$ with $A=C \cdot B^{-1}$. A SAM is affine-invariant and reversible. It preserves isometries (i.e., rigidities), similarities, and volume. Its velocity field is stationary both in the global and the local (moving) frames. Given a copy count, $n$, the series of uniformly sampled poses, $A^{i/n} \cdot B$, of a SAM form a regular pattern which may be easily controlled by changing $B$, $C$, or $n$, and where consecutive poses are related by the same affinity $A^{1/n}$. Although a real matrix $A^t$ does not always exist, we show that it does for a convex and large subset of orientation-preserving affinities $A$. Our fast and accurate Extraction of Affinity Roots (EAR) algorithm computes $A^t$, when it exists, using closed-form expressions in two or in three dimensions. We discuss SAM applications to pattern design and animation and to key-frame interpolation.