

## Using the Shaping Tools to Modify Objects

In CorelDRAW, shaping commands give users a powerful means to create new shapes or manipulate current shapes by adding, subtracting, or dividing them. Shaping tools can be used on simple or complex shapes to build logos, clip art, and more.

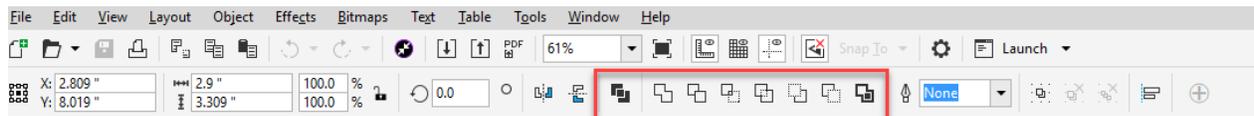
Once you learn the power of these tools, the possibilities for creating great artwork are endless! This tutorial will first show you the basics of the shaping tools in CorelDRAW. We will then use the tools to create a more advanced design. The shaping tools that will be used in this tutorial are:

- Weld
- Trim
- Intersect
- Front minus back
- Back minus front
- Simplify
- Boundary
- Combine
- Break apart

### How to Access CorelDRAW Shaping Tools

There are three ways to access shaping tools in the CorelDRAW interface:

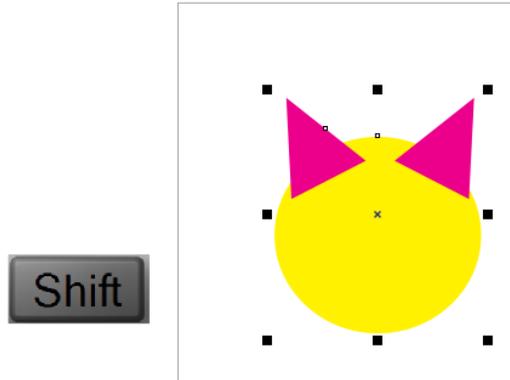
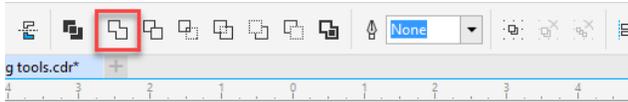
1. Go to **Window > Dockers > Shaping** to open the Shaping docker.
2. Select multiple shapes in your design to activate shaping tools within an interactive toolbar.
3. Go to **Object > Shaping** (or depending on the CorelDRAW version, possibly **Arrange**).



### How to Use the Weld Tool

The **Weld** tool takes two shapes and combines them into one. It does this by giving the final shape that's created the same properties of the selected target shape, once they've been welded together.

Here, we go over how to create a yellow cat with the **Weld** tool:

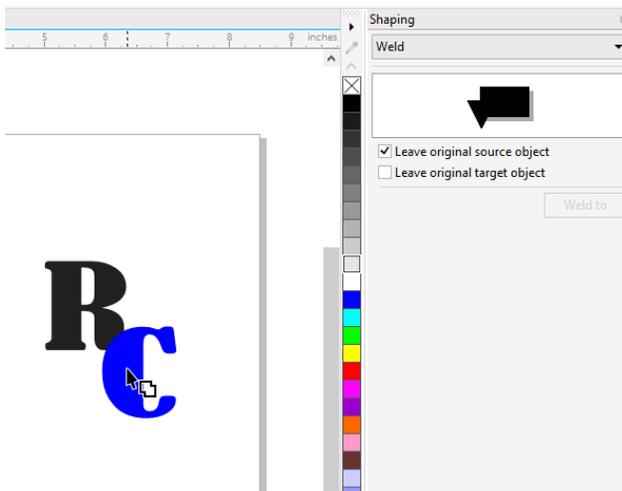


- Select the pink ear with the **Pick** tool
- Hold down the **Shift** key and select the yellow circle
- Click on the **Weld** tool in the interactive toolbar
- Repeat this process with the other ear to turn them both yellow

## Welding Using the Shaping Docker

You can also use the Shaping docker to weld shapes. After opening the Shaping docker, make sure to select **Weld** from the drop-down menu. The Shaping docker has two options available when welding. You can choose to leave the original source object, which is the first object you selected, or you can choose to leave the original target object, in case you need to further build your artwork.

Let's take a look at how you can use the **Weld** tool in the Shaping docker to create a logo:



For this example, make sure to choose the “Leave original source object” option.

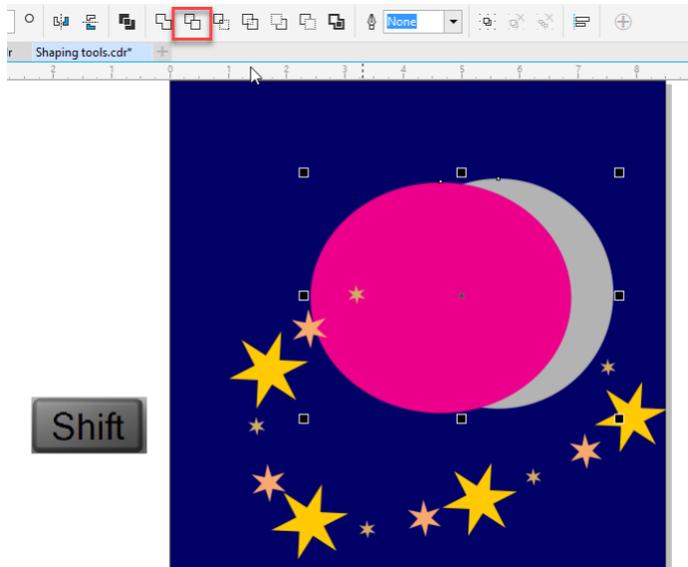
- Use the **Pick** tool to select the R
- Click the **Weld to** button in the Shaping docker

- Click the C (our target object)
- Pull the welded letters away to see the original R left behind

## How to Use the Trim Tool

The key to using the **Trim** tool is to decide which object needs trimmed, and which object you are going to use to trim it.

In this example, we are going to create a simple crescent moon from two circles, using the pink circle to trim the grey circle:

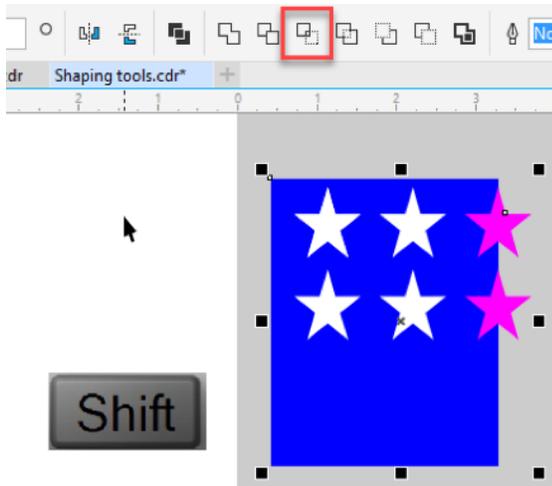


- Select the pink circle with the **Pick** tool
- Hold down the **Shift** key
- Select the grey circle
- Click **Trim** in the interactive toolbar
- Pull the pink shape away to reveal the grey crescent moon

## How to Use the Intersect Tool

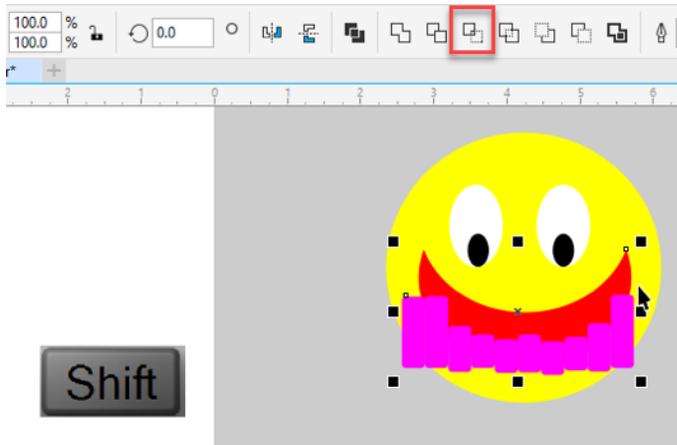
The **Intersect** tool helps you create a shape using overlapping shapes.

In this first example, we are going to create half stars on the edge of a flag design:



- Select the blue shape
- Hold down the **Shift** key
- Select the top star
- Click the **Intersect** button in the interactive toolbar
- Click white on your color palette while the new intersected piece is selected
- Delete the original pink star
- Repeat the same process with the second star

In this second example, we are going to put teeth inside the mouth of our “smiley guy” design:

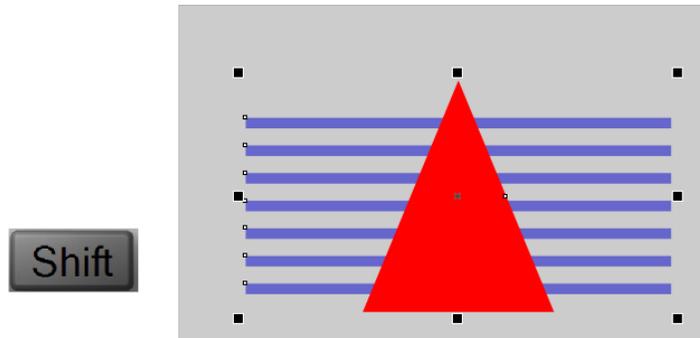


- Select the teeth
- Hold down the **Shift** key
- Select the red mouth
- Click the **Intersect** button in the interactive toolbar
- Delete the original teeth
- Select the new teeth
- Click white on your color palette while the new teeth are selected

## How to Use the Front Minus Back Tool

The **Front minus back** tool erases shapes that are in the back of a design and leaves those that are at the front. With this tool, it's not critical which shape is selected first.

In this example, we're going to remove the blue rectangles, while leaving the red triangle intact:

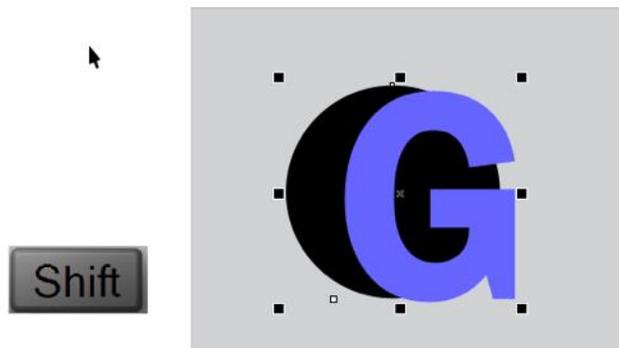


- Select the triangle
- Hold down the **Shift** key
- Select the blue rectangles
- Click the **Front minus back** button in the interactive toolbar

## How to Use the Back Minus Front Tool

The **Back minus front** tool works in the opposite fashion, by subtracting the back shape from the front shape in designs, creating a different result.

In this example, we're going to make a quick logo using this tool:



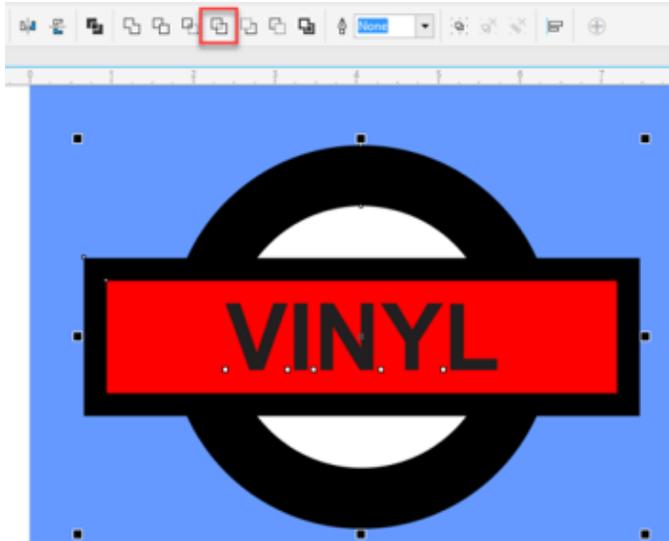
- Select the G
- Hold down the **Shift** key
- Select the black circle

- Click the **Back minus front** button in the interactive toolbar

## How to Use the Simplify Tool

The **Simplify** tool trims overlapping areas among objects, no matter the order in which the objects are selected. At first, it looks like nothing has happened, but if you pull the objects away from one another, you will see each layer beneath is trimmed by the objects above or below it, like a cookie cutter.

In this example, we are going to remove the red rectangle from a design for a more uniform, simplified result:



- Lasso all the objects on top of the blue background
- Click the **Simplify** button in the interactive toolbar



- Delete the red triangle to see the blue background

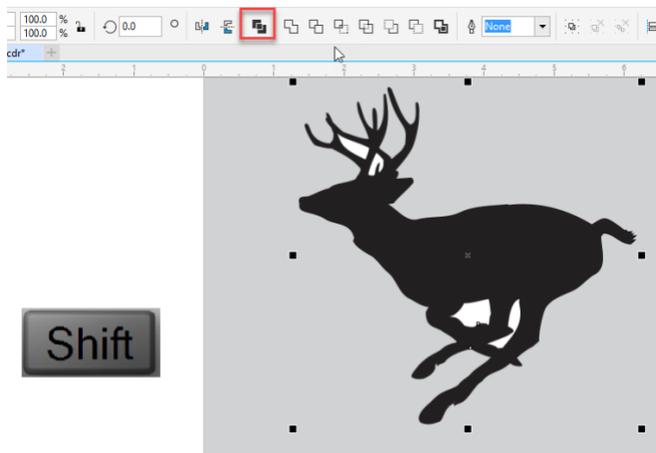


- Go to **View > Wireframe** to see the bare bone results
- Go to **View > Enhanced** to return to your normal view

## How to Combine Shapes

The **Combine** tool is a great way to modify existing artwork to recolor or manipulate it to look differently.

In this example, we are going to use the **Combine** tool to get a pure silhouette in a deer design, so it can be placed on top of other pieces of art:

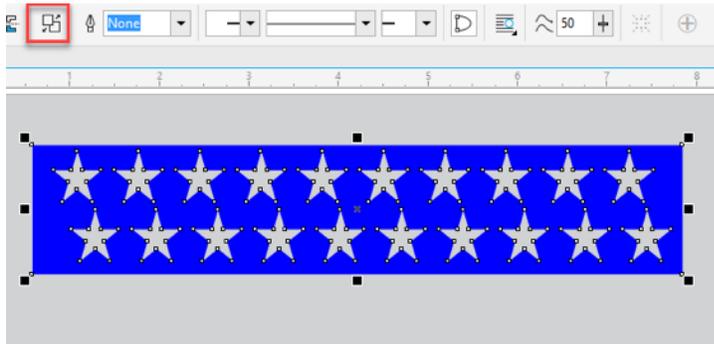


- Select one of the white shapes
- Hold down the **Shift** key
- Select the image of the deer
- Click the **Combine** button
- Repeat this process for each white shape

## How to Break Apart Shapes

The opposite of the **Combine** tool is the **Break apart** tool, which allows you to make multiple parts out of a single object.

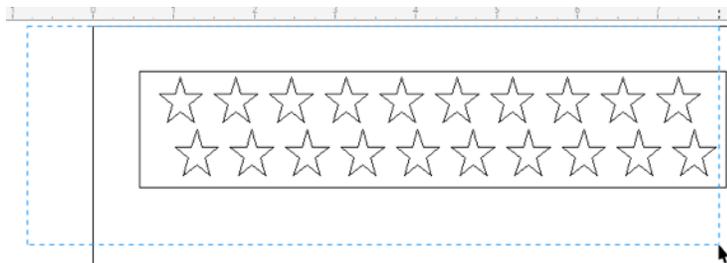
For this example, we're going to break this shape apart, so we can color the stars white:



- Select the shape
- Click the **Break apart** button in the toolbar

It will look as if the stars have disappeared, but they are still there! They're just now the same blue as the background.

Let's find the stars using **Wireframe** view and finish coloring them white:

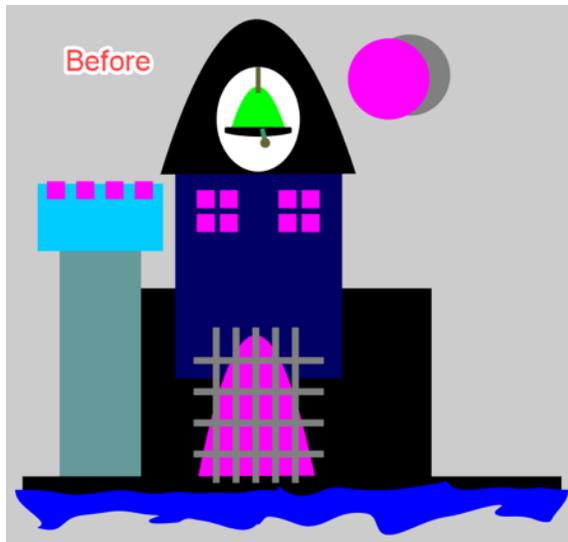


- Go to **View > Wireframe**
- Lasso the all the stars, making sure to avoid lassoing the rectangle
- Now click white on your color palette
- Go to **View > Enhanced** to return to normal view
- Go to **Object > Order > To Front of Page** to bring the stars forward into view

## Putting it All Together – Creating a Castle with CorelDRAW Shaping Tools

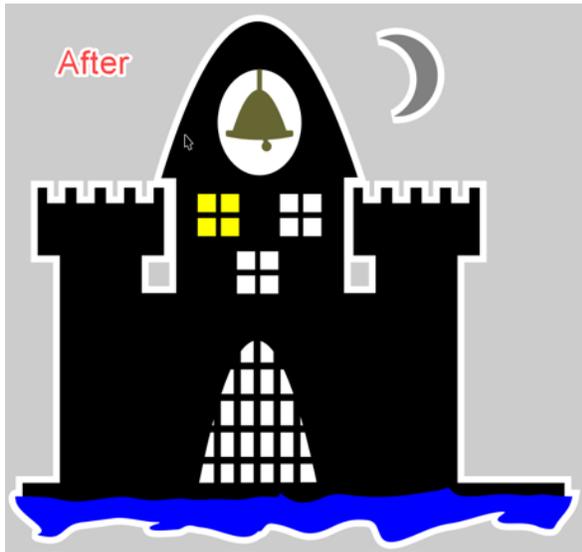
Now that you've learned the basics of using the shaping tools in CorelDRAW, let's put them to work by creating a fun design!

In this example, we are going to use the shaping tools to create a castle:



- Select the left side of the castle
- Click the **Weld** tool to combine the top and bottom together
- Choose black in your color palette
- Select all 4 pink squares
- Click the **Trim** button
- Deleted the 4 pink squares
- Select the left side of the castle
- Duplicate it by pressing **Ctrl + D** on your keyboard
- Hold down the **Ctrl** key and drag the duplicate to the right side of the castle
- Select the left side and all other black parts of the castle
- Click the **Weld** button in the toolbar
- Select the pink and grey circle in the upper right corner
- Hold down the **Shift** key
- Click the **Simplify** button
- Delete the pink circle, leaving a grey crescent moon
- Hold down the **Shift** key
- Select all the pieces of the bell
- Click the **Weld** button in the toolbar
- Select all the squares in the window on the right side
- Click the **Combine** button in the toolbar
- Press **Ctrl + D** to duplicate the combined window
- Drag it underneath the other windows
- Select the upper left window and choose yellow in your color palette
- Select the other windows and choose white in your color palette
- Select the bars in the gate
- Select the other part of the gate
- Click **Back minus front** in the toolbar
- Choose white in your color palette
- Lasso the whole castle
- Press **Ctrl + G** to group it
- Go to **Object > Sharing > Boundary**

- Choose white in the color palette to change the outline color
- Go to the **Outline** tool
- Choose a width of .25"
- Set **Behind fill** and **Scale with object**
- Click **OK**
- Go to **Object > Order > Back One**



Congratulations! You've completed your castle and learned how to make good use of the shaping tools in CorelDRAW.