

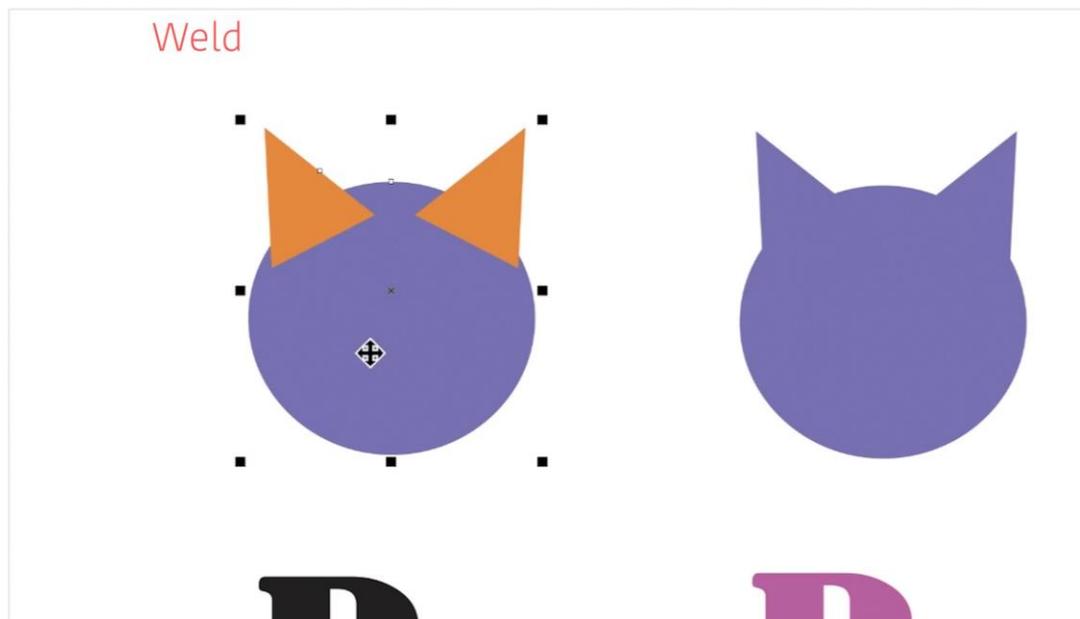
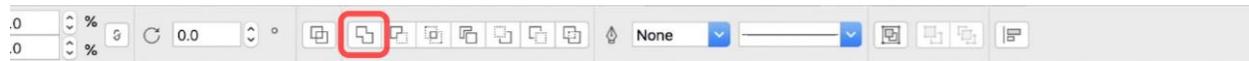
## How to Weld, Trim and Combine Objects

In this tutorial you will learn how to use CorelDRAW's shaping Tools to Weld, Trim, and Combine objects.

### How to Access the Shaping Tools

The easiest way to access CorelDRAW's **Shaping Tools** is by holding **Shift** and **selecting multiple objects at once**. This will cause the **Shaping Properties** bar to appear at the top of your screen, which has buttons for each of the eight Shaping Tools:

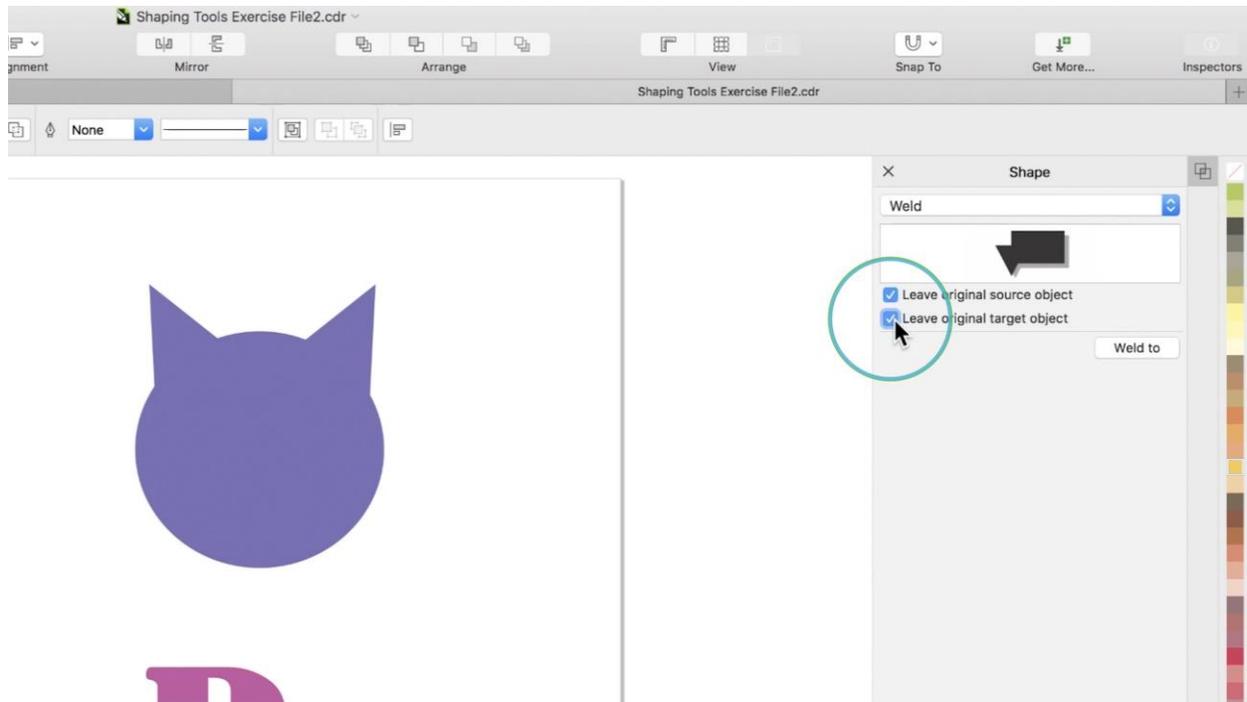
- 1) Weld
- 2) Trim
- 3) Intersect
- 4) Front Minus Back
- 5) Back Minus Front
- 6) Simplify
- 7) Boundary
- 8) Combine



## Using the Shaping Tools Inspector

You can also access the shaping tools through the **Shaping** inspector. To open it, go to **Window > Inspectors > Shape**. Make sure to toggle the **Inspector** button on at the top right of your screen to reveal your inspectors. To choose which **Shaping** tool you want to use, simply select it from the dropdown menu in the inspector.

In some cases (Weld, Trim, Intersect, Boundary), the inspector gives you more control over the tools than using the buttons in the Properties bar.

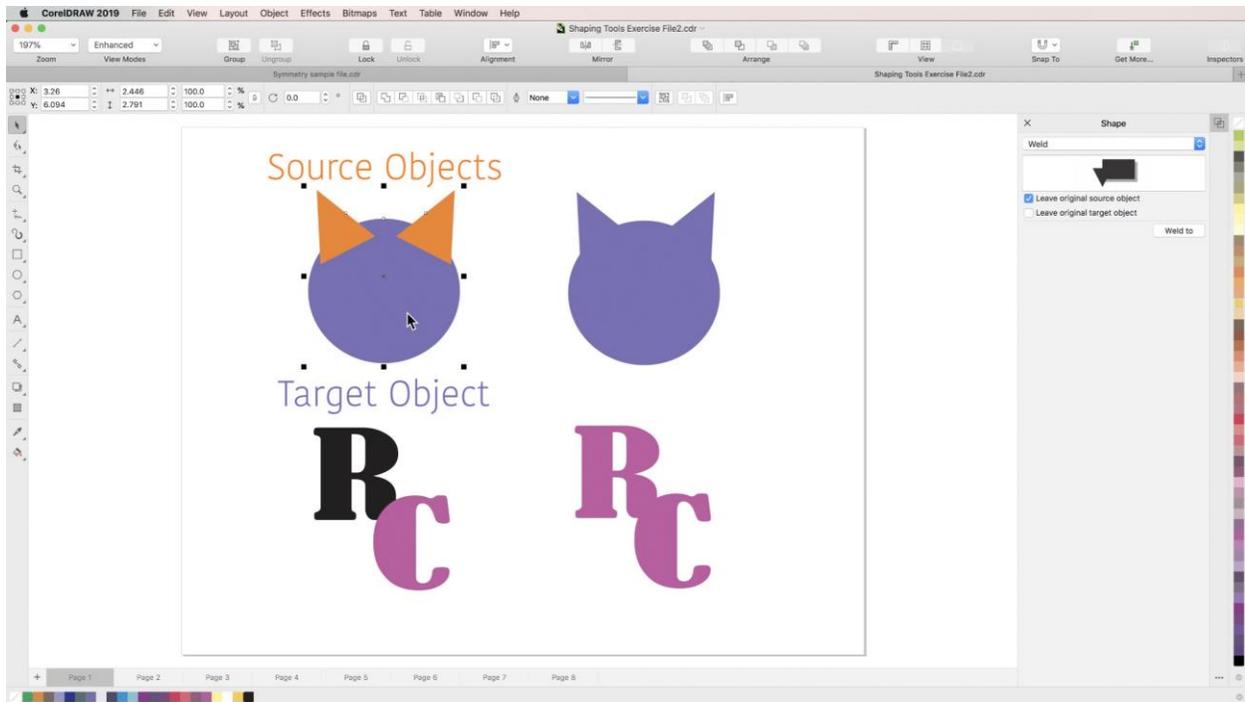


It gives you the options to **Leave original source object** and/or to **Leave original target object**, in case you need the original objects to continue building your design.

## Understanding Source Objects & Target Objects

When combining two objects, **Source Object** refers to the first object selected. If combining more than two objects, your **Source Objects** are all objects selected before the **Target Object**.

**Target Object** refers to the last object selected when combining objects.

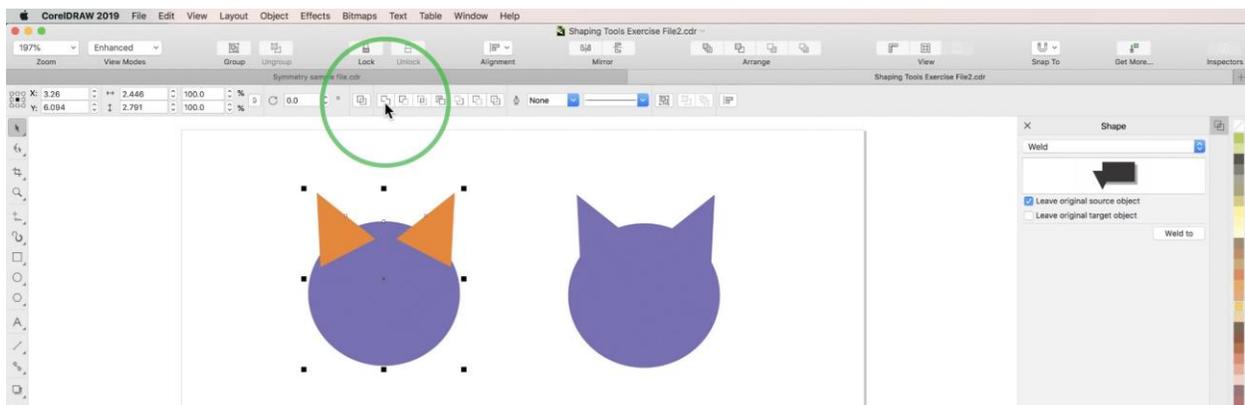


## The Weld Tool

The **Weld** tool takes multiple shapes and combines them into a single object with the properties of the **target object**.

Using the **Pick** tool, hold **Shift** and select at least two overlapping objects, making sure that the **target object** has the properties that you want your new object to take on.

Click the **Weld** button in the **Properties** bar to combine the objects.



## Using Weld in the Inspector

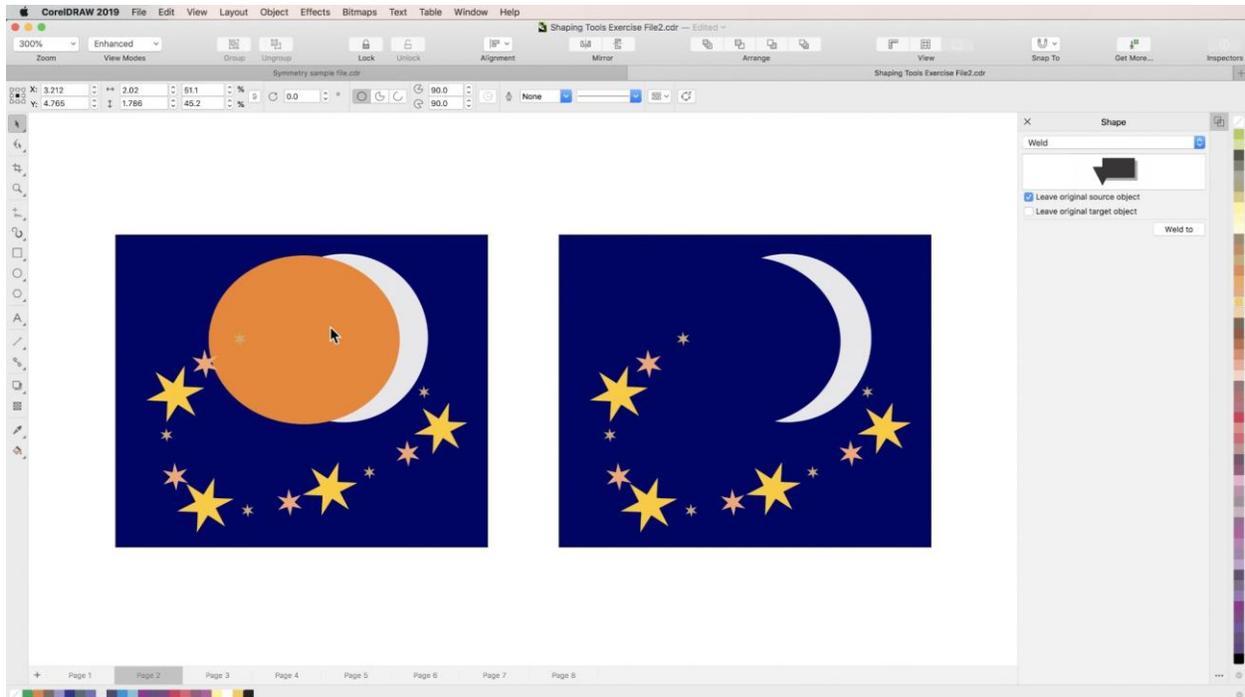
In the **Shaping** inspector, select **Weld** from the dropdown menu.

To weld objects, select your **source object(s)** and then click **Weld to** in the inspector. Then select your **target object** to complete the weld.

**NOTE:** Using all other **Shaping Tools** with the **Inspector** works exactly the same.

## The Trim Tool

The **Trim** tool allows you to use one shape to cut a piece out of another. It uses your **source object** to cut out the overlapping area of your **target object**.



Using the **Pick** tool, hold **Shift** to select your **source object** and then your **target object**.

Then click the **Trim** button in the **Properties** bar.

Move the **source object** out of the way to reveal your trimmed **target object**.

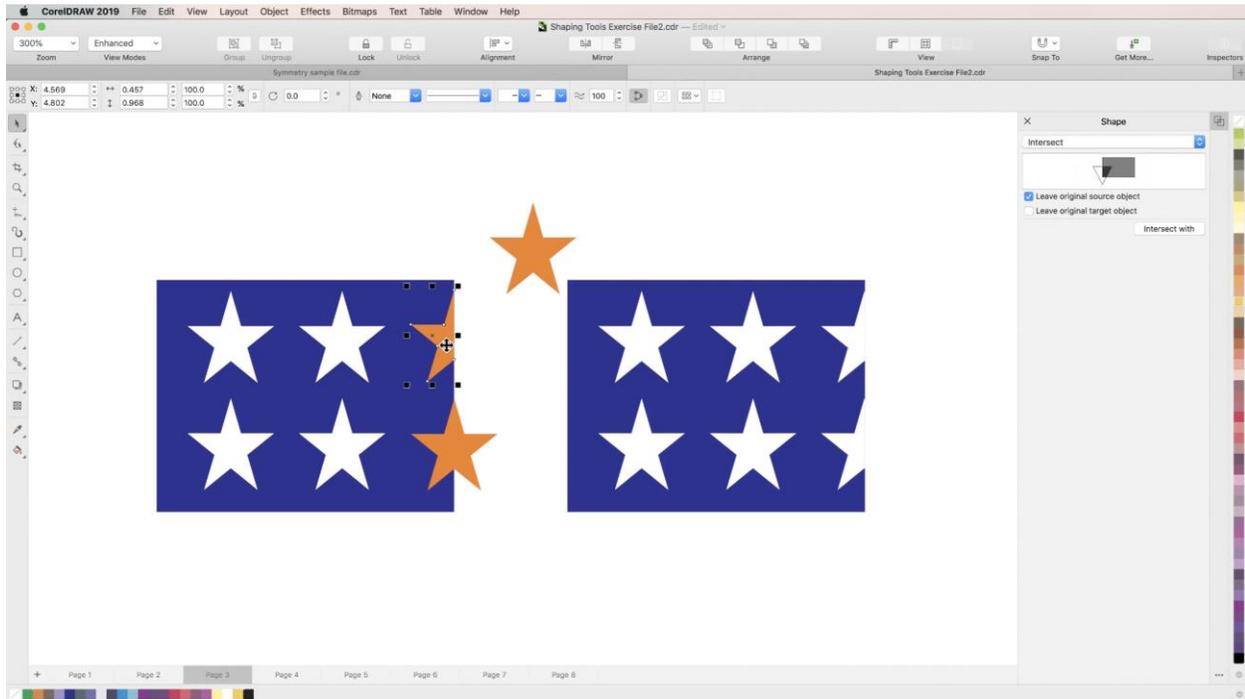
## The Intersect Tool

The **Intersect** tool allows you to create new shapes using existing overlapping shapes. As with the **Weld** tool, new objects you create will take on the properties of your **target object**.

Arrange two objects so that they partially overlap. Holding **Shift**, select your **source object** and then your **target object**.

Then click the **Intersect** button in the **Properties** bar.

Move your target object out of the way to reveal your new object in the shape of only the overlapping section of the two objects you started with.

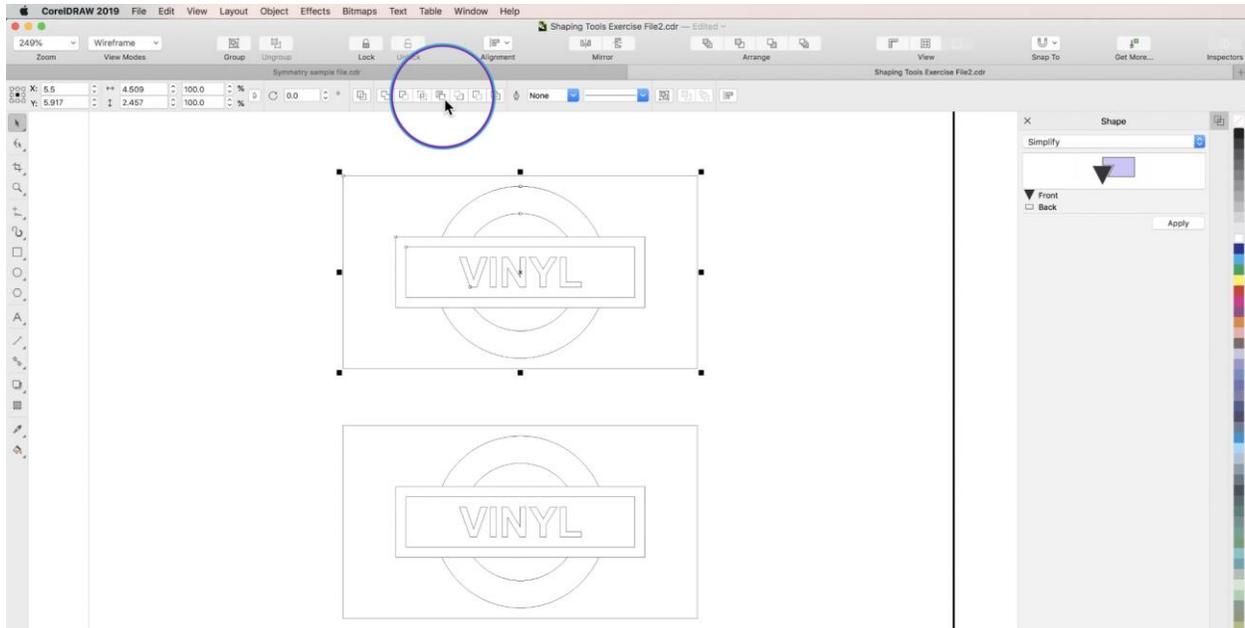


## The Simplify Tool

The **Simplify** tool trims overlapping objects using each other, so that all that remains are the shapes that we actually see.

To see its effects, first select **Wireframe** from the **View Modes** dropdown at the top left of your screen.

Then lasso a group of overlapping objects and click the **Simplify** button in the **Properties** bar.

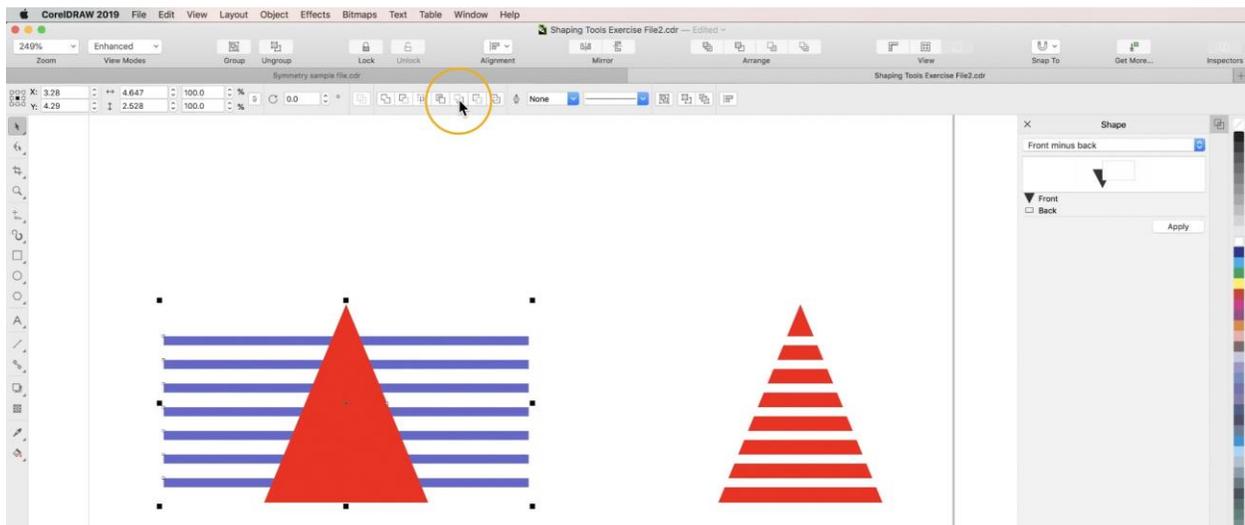


You will see that any overlapping lines have been removed. Switch back to **Enhanced** view mode, and it will look like nothing happened. But when you move objects you will see that they have been trimmed, and that they leave a blank space beneath them.

## The Front Minus Back Tool

The **Front Minus Back** tool deletes the background object, trimming overlapping sections from the front object. When using the **Front Minus Back** tool, there is no **source object** or **target object** - all that matters is which object is in front and which is in back.

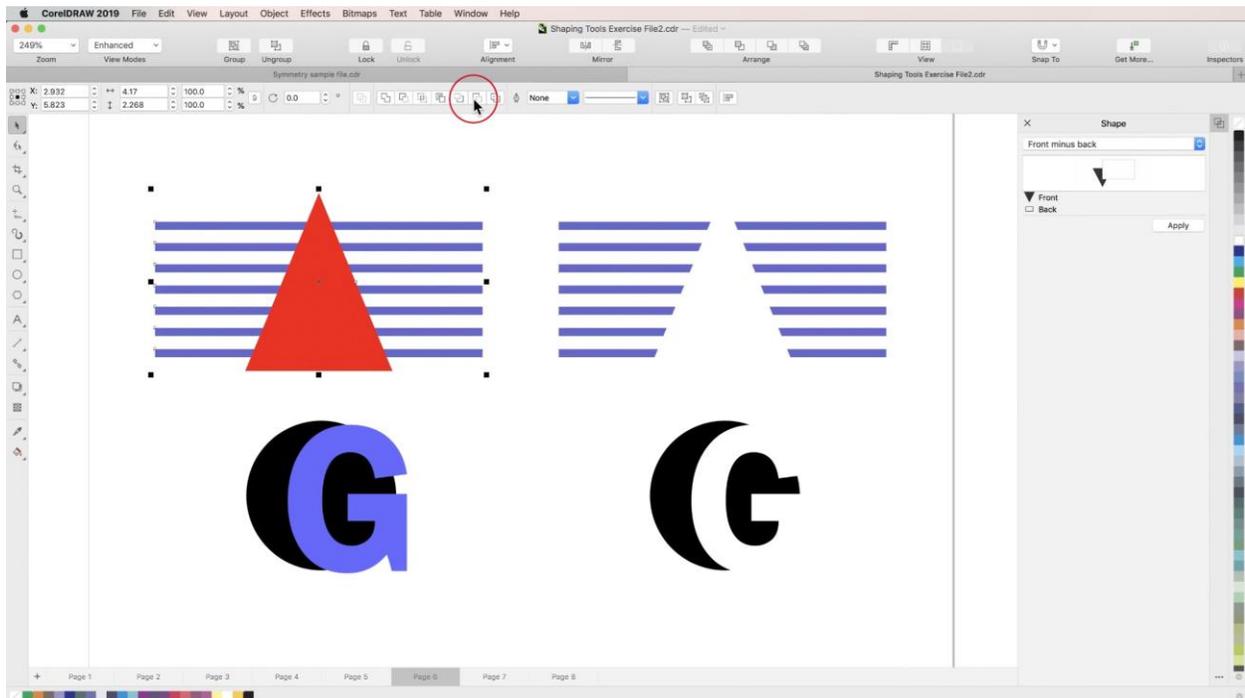
Using the **Pick** tool, hold **Shift** and select two overlapping objects. Click the **Front Minus Back** button in the **Properties** bar. You will be left with your front object minus the overlapping sections.



## The Back Minus Front Tool

The **Back Minus Front** tool works exactly opposite of the **Front Minus Back** tool. It deletes the foreground object, trimming overlapping sections from the background object.

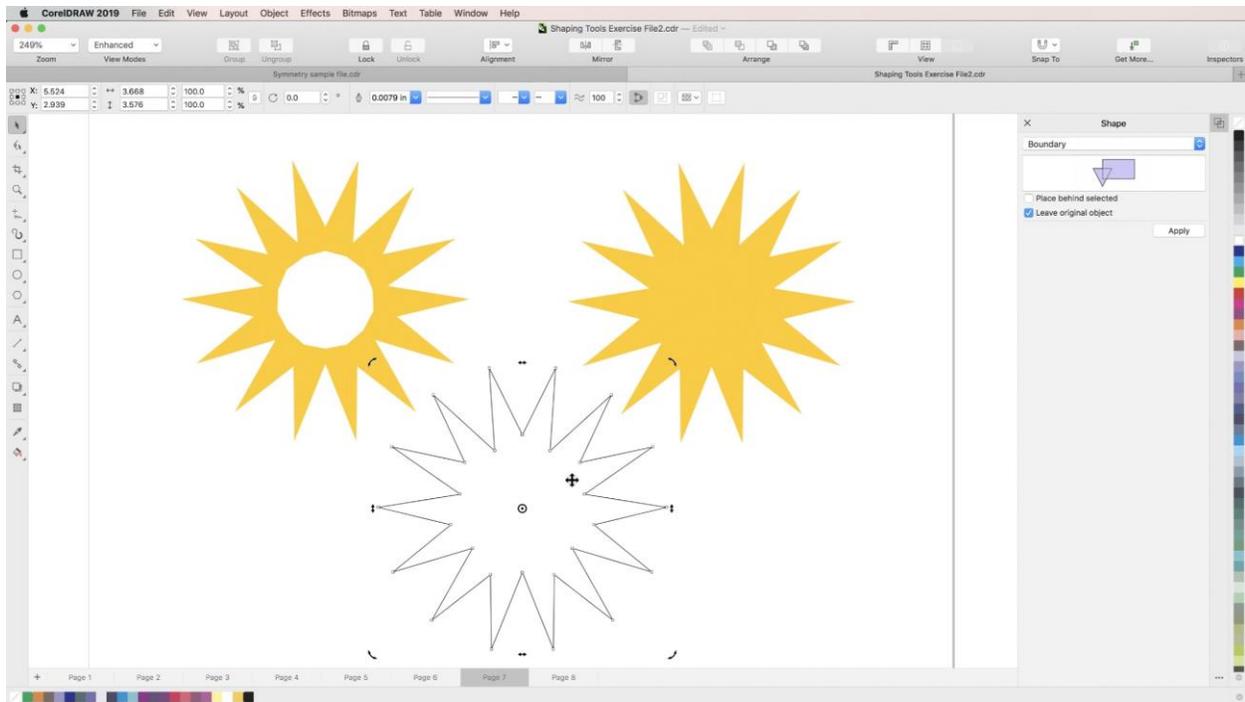
Using the **Pick** tool, hold **Shift** and select two overlapping objects. Click the **Back Minus Front** button in the **Properties** bar. You will be left with your back object minus the overlapping sections.



## The Boundary Tool

The **Boundary** tool creates a new object using the outline of overlapping objects. Using the **Pick** tool, hold **Shift** and select at least two overlapping objects. Click the **Boundary** button in the Properties bar.

Then, click and drag your new object away from your original objects to see that it is in the shape of the collective outline.



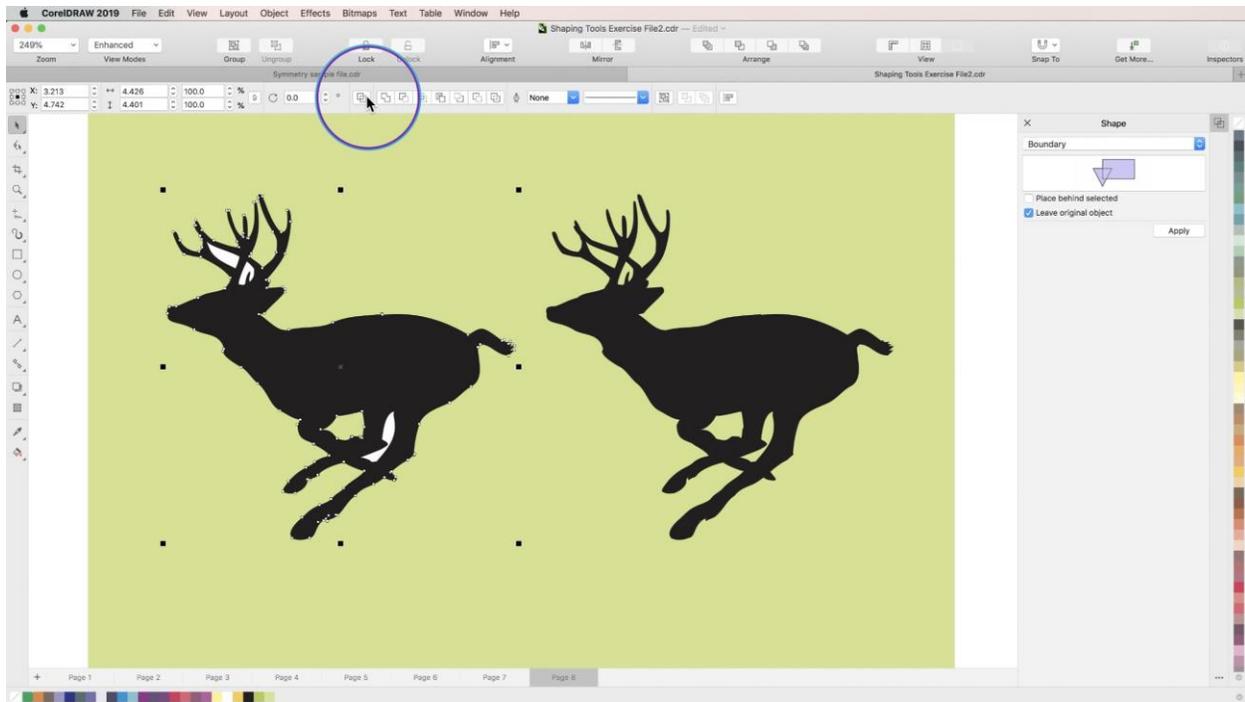
## The Combine Tool

The **Combine** tool does two things simultaneously. You can think of it as the **Weld** tool + **Trim** tool. It takes multiple objects and combines them into one object with the properties of the **target object**. Simultaneously, it trims overlapping sections.

Using the **Pick** tool and holding **Shift**, select a **source object** that is completely encompassed by the **target object** behind it, and select the **target object**.

Click the **Combine** button in the **Properties** bar. The **source object** will disappear, leaving a hole in its shape in the **target object**.

Repeat this step with multiple **source objects** at once to speed up the process.



Now that you know how to use CorelDRAW's **Shaping Tools**, it's time to start designing!