

# DESIGN SPACE FUNCTIONS

## GROUP/UNGROUP

Hold the position of multiple objects so they can be moved around together on the canvas, a bit like a paperclip.



## ATTACH/DETACH

Attach operations & objects (e.g. score, cut, draw). Makes attached objects the same color, applies on both canvas & mat.



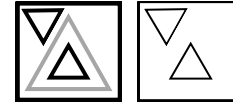
## FLATTEN/UNFLATTEN

Compress multiple objects into a single layer & convert to print then cut.



## CONTOUR

Customize an image by selecting which parts should be shown or hidden.



## OFFSET

Create different sized outlines or insets for objects & text, with round or sharp edges.



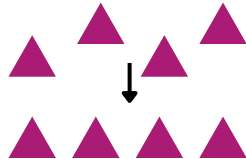
## ARRANGE

Move an object in front or behind another object on the canvas.



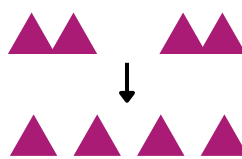
## ALIGN

Line up multiple objects, using left, right, top, bottom & centre alignment.



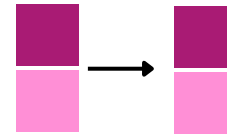
## DISTRIBUTE

Evenly space multiple objects horizontally or vertically.



## DUPLICATE

Create copies of highlighted objects.



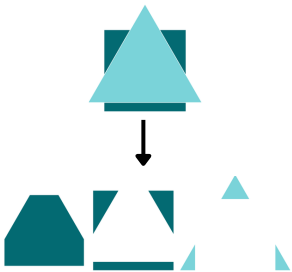
## FLIP

Invert the direction of an object or text horizontally or vertically.



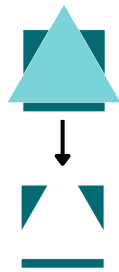
## SLICE

Cut one object out of a second object.



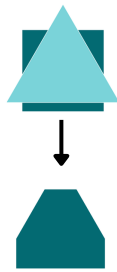
## SUBTRACT

Same as slice but the front object is removed.



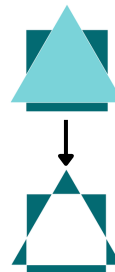
## INTERSECT

Same as slice but only overlap areas remain.



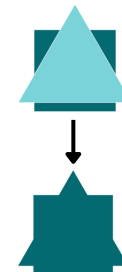
## EXCLUDE

Same as slice but overlap areas are removed.



## WELD

Permanently combine objects into one layer.



## UNITE

Same as weld but change can be undone.

