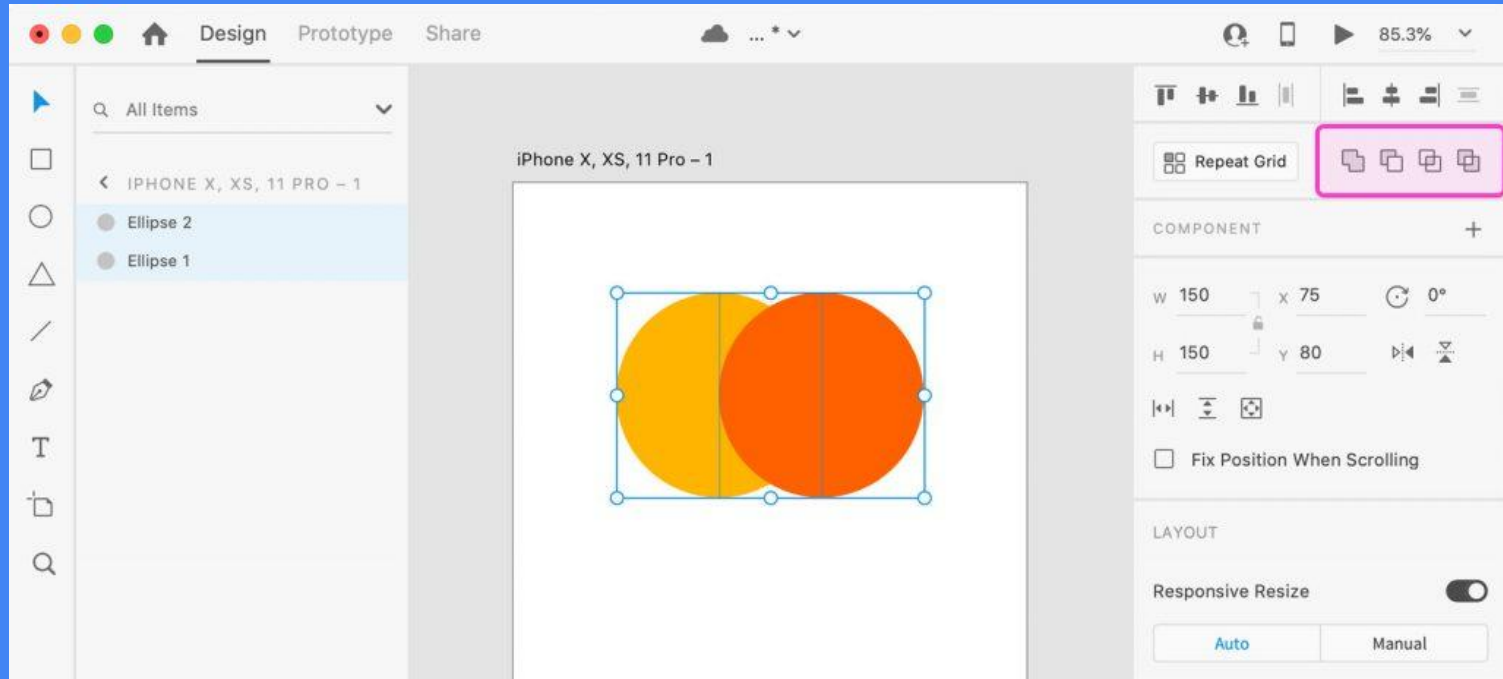


Lesson: Combining Shapes



Combining shapes: Boolean Operations

In Adobe XD it's very easy to combine basic shapes in order to create more complex ones, by using the combining options located in the property inspector, also called "Boolean Operators".



There are 4 different boolean operators available

- **Add:** The resulting object is the sum of the original 2 shapes combined
- **Subtract:** The resulting object is a shape where the area of the shape on top has been cut out from the shape at the bottom
- **Intersect:** The resulting object is the overlapping area between the 2 shapes
- **Exclude overlap:** The resulting object is basically the opposite result of the “Intersect” operation, where the new shape is made of the areas of the 2 shapes that do not overlap.

