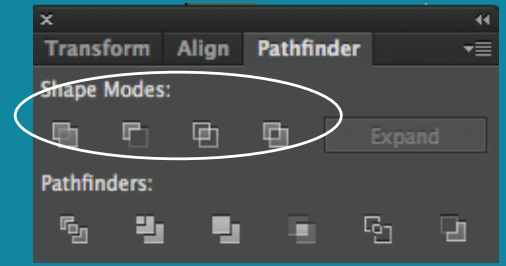


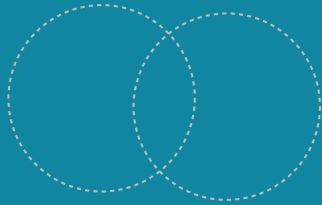
Window>Pathfinder



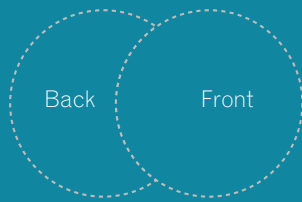
# Pathfinder Palette.Shape Modes.

Original Shapes & Position

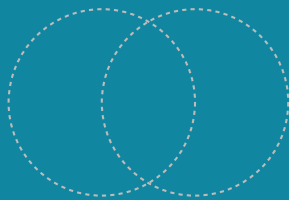
Resulting Shape(s)



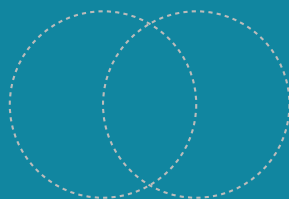
Create Compound Shape  
Add to Shape Area



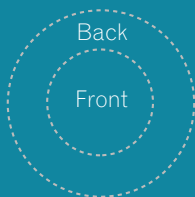
Minus Front



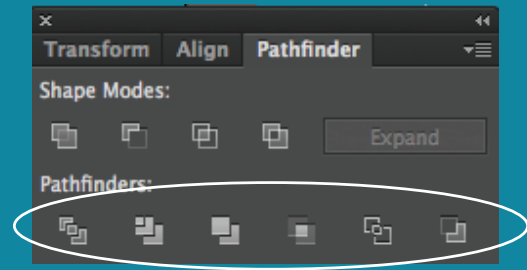
Intersect Shape Areas



Exclude Overlapping  
Shape Areas



[If shapes overlap completely,  
Front object will punch out of  
back object]



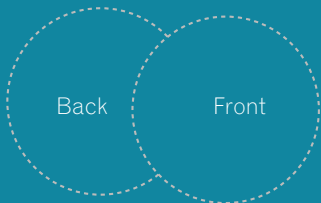
# Pathfinder Palette. Pathfinders.

Original Shapes & Position

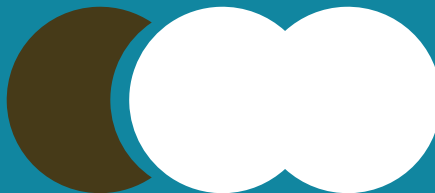
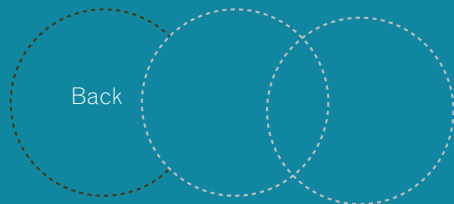
Resulting Shape(s)



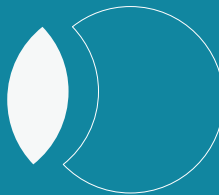
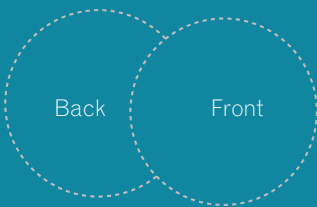
Divides existing shapes into new intersecting pieces [must right click>ungroup to select individual pieces]



Trims back shape using front shape (s) [must right click>ungroup to select individual pieces]



Merges objects of same color and trims different color objects.

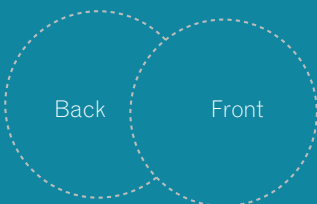


Crops at overlap, and maintains segments made out of the front shape. [must ungroup to manipulate objects individually. Right click>ungroup]



Outlines and divides the shape into it intersecting outline shapes [must right click>ungroup to select individual pieces]

[similar to Pathfinder's: Pathfinders > Divide, but in outline format]



Minus back trims the front shape using the back shape