Unite = add to shape area

Minus Front = subtract from shape area

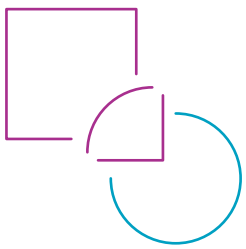
Intersect = intersect shape areas

Exclude = exclude overlapping shape areas

Divide

Trim

Outline



Minus Back