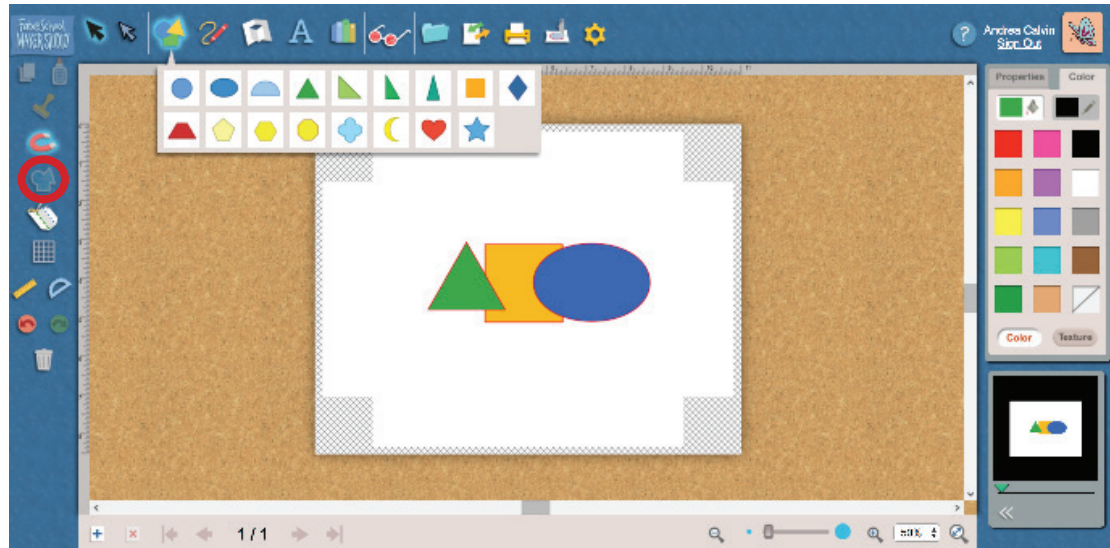# FABMaker Tool Tips
# Combine Shapes with the Weld Tool

Fab@School Maker Studio has a cool tool that lets you Weld together ready-made Shapes, objects you draw with the Lines tool, & imported images.

1. Start a New Project and open the **Shapes** tool.

2. Drag two or more shapes into the workspace and overlap them.

3. Select all the objects you want to weld by dragging completely around them.

4. Select the **Weld** tool. All the selected objects are welded into one.

5. To Unweld, select the welded object and then select the **Weld** tool.
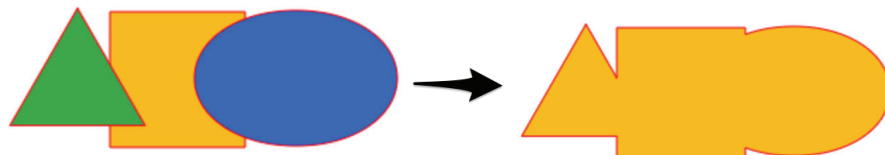
Tips for Welding

- Objects must overlap.
- The easiest way to select a group of shapes is to drag completely around them.
- When the Magnet is ON, objects may snap together instead of overlapping. If so, turn off the Magnet.
- Interior holes don't weld. They remain holes when objects around them are welded.
- Welded objects become a single object that you can move, resize, recolor, rotate, or morph with Edit Points.

Fab@School MAKER STUDIO™
Creatively Designed by Dr. Peggy Healy Stearns and FableVision Studios

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