

Invert SVG graphics b/w

Take some drawing



Duplicate the drawing

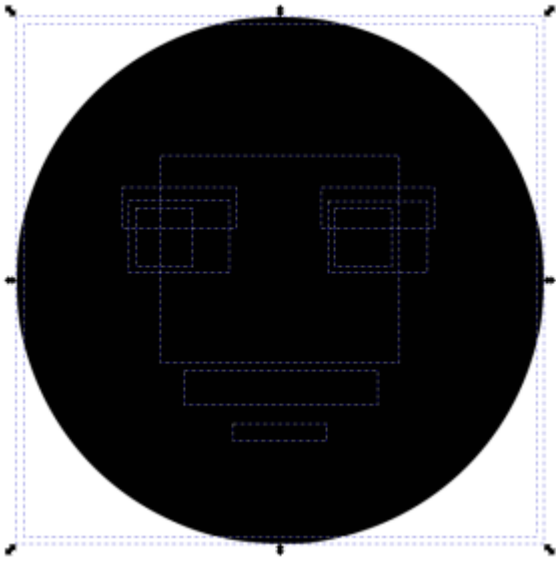
CTRL + D

Leave the items selected!

Break apart the selection

CTRL + K

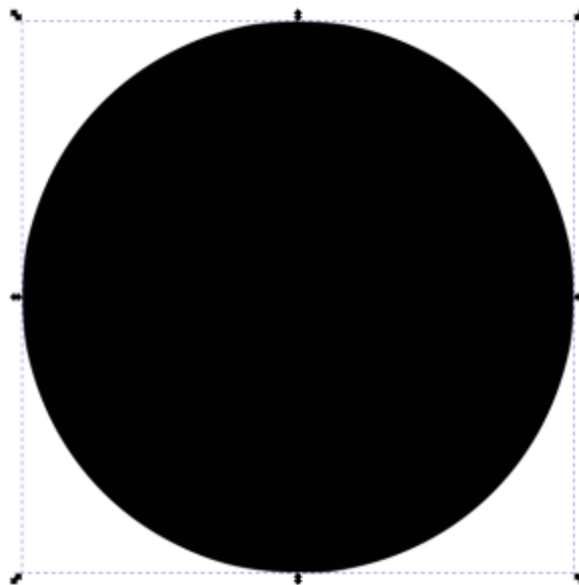
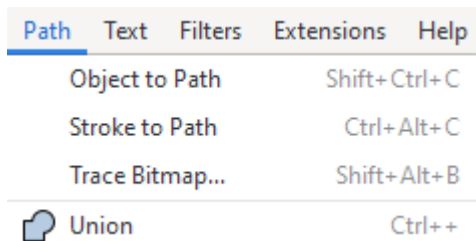
Leave the items selected!



Union the selection

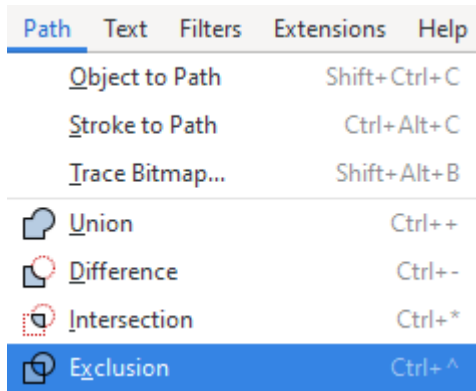
Doing this we will get the complete outline of the objects.

Leave the items selected!



Run exclusion

Select the original object and the new outline merge object from previous step, then run Exclusion on both. The z order does not matter.



Version #1

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