



Images for the Cricut
Craft Room™ design tool

Zombies





What is **Real Dial Size**?









































All characters are measured from the lowest possible point to the highest. In **Zombies**, the non-shift base characters are all the same height, and the shift characters, **Layer** features, and **Shadow** feature are designed to fit them proportionately. If **Real Dial Size** is selected, all characters will be cut according to the size specified.



Some of the images on this cartridge are very intricate and will cut best at certain sizes. These images have an icon next to them in the icon gallery.

-  Image should be cut at this size or larger.
-  Image should be cut at this size or larger with the Fit to Length function* activated.
*Not all machines have this function. Please see your machine user manual for details.

BASE		LAYER 1		LAYER 2		SHADOW	FINISHED IMAGE
No Shift	Shift	No Shift	Shift	No Shift	Shift	No Shift	
 <Zombie1>	 <Zmbie1-s>						
 <Zombie2>	 <Zmbie2-s>						
 <Zombie3>	 <Zmbie3-s>						

BASE		LAYER		LAYER 2		SHADOW	FINISHED IMAGE
No Shift	Shift	No Shift	Shift	No Shift	Shift	No Shift	
5"  <Zombie4>	+  <Zmbie4-s>	+  <Zmbie4-s>	+  <Zmbie4-s>	+  <Zmbie4-s>	+  <Zmbie4-s>	+  <Zmbie4-s>	=  <Zmbie4-s>
5"  <Zombie5>	+  <Zmbie5-s>	+  <Zmbie5-s>	+  <Zmbie5-s>	+  <Zmbie5-s>	+  <Zmbie5-s>	+  <Zmbie5-s>	=  <Zmbie5-s>
2"  <Ax>	+  <Ax-s>	+  <Ax-s>	+  <Ax-s>	+  <Ax-s>	+  <Ax-s>	+  <Ax-s>	=  <Ax-s>
2"  <Skull>	+  <Skull-s>	+  <Skull-s>	+  <Skull-s>	+  <Skull-s>	+  <Skull-s>	+  <Skull-s>	=  <Skull-s>
2"  <GrSkull>	+  <GrSkull-s>	+  <GrSkull-s>	+  <GrSkull-s>	+  <GrSkull-s>	+  <GrSkull-s>	+  <GrSkull-s>	=  <GrSkull-s>

BASE		LAYER		LAYER 2		SHADOW	FINISHED IMAGE
No Shift	Shift	No Shift	Shift	No Shift	Shift	No Shift	
 3" <Hand>	 <Hand-s>	 <Hand-s>				 	
 5" <Zombies>	 <Zmbies-s>	 <Zmbies-s>	 <Zmbies-s>			 	
 2" <Heart>	 <Heart-s>	 <Heart-s>				 	
 2" <BioHazard>						 	