

Shortcuts and Mouse Actions

1 General Shortcuts

Open Project - Ctrl+O Save Project - Ctrl+S Quick Save - 9

Undo - Ctrl+Z Redo - Shift+Ctrl+Z

Popup selection (on PC only)

Tools - F1

Brushes - F2

Strokes - F3

Alphas – **F4**

Textures - F5

Materials - F6 (with cursor off canvas area)

Show QuickMenu - **Spacebar** or **Right Mouse click** Show/hide floating palettes - **TAB**

Show item description (when Popup Info is switched on) - **Ctrl+cursor over item** Show alternative item description - **Ctrl+Alt+cursor over item**

Assign custom hotkey – **Ctrl+Alt+click** on item (store hotkeys in Preferences> Hotkeys submenu)

Projection Master - G

2 Lightbox and Spotlight

Show/hide Lightbox - , [comma key] load selected item - Double-click on Lightbox thumbnail (texture/alphas will be loaded into Spotlight if it is active)
Turn on/off Spotlight - Shift+Z
Show/hide Spotlight Dial - Z

3 Edit mode Navigation

with a 3D mesh in Edit mode -

Free Rotate - Click & drag Background
Move - Alt+Click & drag Background
Constrain to 90-degree rotation - Click+drag, press Shift
Scale - Alt+Click, Release Alt, drag Background
Rotate around Z-axis - Shift, Click, release Shift, drag

(For best results turn off RightClick Navigation in the Preferences>Interface menu.)

3.1 Right-Click Navigation

(Turn on RightClick Navigation in the Preferences>Interface menu.)

Move - Alt+Right-click & drag (can be over the model)
Scale - Ctrl+Right-click & drag (can be over the model)
Rotate - Right-click & drag (can be over the model)

4 Transpose

- with a 3D mesh in Edit mode, click W, E, R and draw the orange action line
- click on the mesh to reposition the action line aligned to the surface normal
- to align to an axis, click the end of the red, green or blue axis line

To move action line while drawing - hold **Spacebar**To move action line after drawing - **click+drag orange line** or center orange ring
To change action line end point position - **click+drag orange end ring**

Quick tip: in **Move/Scale** mode, **Alt+click+drag** on the mesh (not on action line) to move or scale mesh

4.1 Inner (red/white) ring actions

These actions apply to the inner red or white rings of the action line. The terms *center* or *end* refer to the position on the line.

Move mode - W

Move - click+drag center

Duplicate mesh - Ctrl+click+drag center

Bend mesh - Alt+click+drag center or end point

Stretch mesh - drag end point furthest from mesh

Flatten mesh - drag end point next to mesh

Inflate - Right-click+drag end point furthest from mesh

Create Edgeloop & extrude - with partially masked mesh, hold Ctrl and click+drag center point

Scale - E

Scale - click+drag end point in line direction

Scale along axis - click+drag center point

Create Edgeloop and deflate/inflate - with partially masked mesh, hold **Ctrl** and **click+drag** center point

Rotate - R

Rotate around end point - click+drag other end point
Rotate around action line - click+drag center
Joint bend - Alt+click+drag end point (rotation around same point)

5 Sculpting and Painting

Draw Size - S

Focal Shift - O

RGB Intensity - I

Z Intensity - U

Increase Draw Size by set units -]

Decrease Draw Size by set units - [

(set increment in the Zplugin>Misc Utilities>Brush Increment slider)

Edit mode on/off - T

Draw - Q

Move - W

Scale - E

Rotate - R

Toggle ZAdd and ZSub - Alt (hold down)

5.1 Sculpting Brushes

Show Brush pop-up - B

Standard Brush - B - S - T

Smooth Stronger - B - S - S

Move Elastic - B - M - E

MPolish - B - M - P

ClipCurve - B - C - C

ClayLine - B - C - L

5.1.1 InsertMultiMesh brushes

Show all meshes in brush - M

5.1.2 Changing the Brush hotkeys (pop-up palette)

Here is what you have to do:

- Click B to bring up the brush palette.
- Then click the letter that you want to narrow down to, in this example click C.
- With **C** clicked all you will see is the brushes that start with **C**. This is when you will see the next letter that selects the brush.
- At this point you can hold **Ctrl+Alt** to change the shortcut to whatever you want by just clicking on the brush and then click your new shortcut.

NOTE: Keep in mind that when you do this ZBrush automatically replaces the shortcut of another brush if you select a shortcut that is already assigned.

5.2 Color

Select Color under cursor - **C**Switch Color - **V**Polypaint with Secondary Color - **Alt** (if Color>Alternate switch is on)

5.3 Stroke

Lazy mouse - L
Replay Last Stroke - 1
Record Stroke - 3
Replay All Recorded Strokes – 2

5.3.1 Curves

Smooth curve - 6
Snapshot curve - 5
Delete a curve - Alt + draw across curve

6 3D Models

Save Tool - Shift+Ctrl+T

Fit Mesh to view - F

Perspective – **P**Floor Grid - Shift+**P**

Activate Symmetry - X

Show/hide Polyframe & polygroups - Shift+F
Point Selection Mode - Shift+Ctrl+P
Set Pivot Point - Ctrl+ P
Clear Pivot Point - Shift+P
Snapshot a version to canvas - Shift+S

6.1 SubTools

List all SubTools - N

Alt+click on SubTool - select that SubTool

Shift+Alt+click on selected SubTool - frame that SubTool (Note this option can be set in the Preferences > Edit > Enable Auto Center slider; 0 = off; 1 = Alt+click; 2 = Shift+Alt+click)

Click on paintbrush icon - toggle Polypaint Colorize

Shift+click on paintbrush icon - toggle Polypaint Colorize for all SubTools

6.2 Geometry

Divide - Ctrl+D
Lower Res - Shift+D
Higher Res - D
Edge Loop - Ctrl+E (partially hidden mesh)

6.3 Dynamesh

Remesh Dynamesh sculpt - in Edit > Draw mode Ctrl+drag Background

6.4 HD Geometry

Toggle in/out of HD Sculpting mode – **A** (cursor over mesh) Render all HD Geometry – **A** (cursor over background)

6.5 Masking

View Mask - Ctrl+H Invert Mask - Ctrl+I Clear Mask - Shift+Ctrl+A Mask All – Ctrl+A

Select Masking Brush - hold Ctrl while selecting brush from popup

Paint mask on object (alphas/strokes can be used) - **Ctrl** (hold down)

Delete or paint reverse mask – **Ctrl+Alt** (hold down)

Reverse mask – Ctrl+click Background

Clear Mask - Ctrl+click+ drag Background

Constant-intensity mask - Ctrl+click, release Ctrl, drag (starting off mesh)

Alpha-intensity mask (using MaskPen or MaskRect brush) - **Ctrl+click & drag** (select alpha while holding Ctrl)

Blur mask - Ctrl+click on mesh Sharpen mask - Ctrl+Alt+click on mesh

6.6 Topological Masking

in Move, Scale or Rotate mode - Ctrl+click+drag the action line on the model

6.7 Polygroups

Group Masked and Clear Mask - Ctrl+W (useful for creating polygroups for inserting meshes)

6.8 Partial Mesh Visibility & Clip Brushes

Select Selection or Clip Brush - hold Shift+Ctrl while selecting brush from popup

Show mesh portion – **Shift+Ctrl+click**, **release keys & drag** (green selection area) Hide mesh portion - **Shift+Ctrl+click**, **release keys & drag - press Alt** (red selection area) Move selection or clip area - 'press **Spacebar** without releasing mouse/pen

Show entire mesh - Shift+Ctrl+click Background
Show only selected Polygroup (on fully visible mesh) - Shift+Ctrl+click polygroup
Hide selected Polygroup (on fully visible mesh) - Shift+Ctrl+click twice
Hide selected Polygroup (on partially visible mesh) - Shift+Ctrl+click
Reverse visibility - Shift+Ctrl+click & drag Background
Hide edge loop - with Lasso option selected, Shift+Ctrl+click on edge that crosses loop

ClipCurve add soft direction change - click **Alt once** ClipCurve add sharp direction change - click **Alt twice** reverse clip area - **Alt (hold down)**

6.9 Stencil

Stencil On - Alt+H Hide/Show Stencil - Ctrl+H Coin Controller – Spacebar when stencil active

7 ZSpheres

Preview Adaptive Skin - A

7.1 Draw mode

Add a child ZSphere - drag ZSphere
Delete ZSphere - Alt+Click ZSphere
Add a child ZSphere at same size – Click+drag, press Shift
Add a child ZSphere and scale Link Spheres – Click+drag to size new ZSphere, press Ctrl+drag
Insert ZSphere - Click Link-Sphere

with Tool>Adaptive Skin>Use ClassicSkinning on: Define Magnet/ break mesh - Alt+Click Link-Sphere

7.2 Move mode

Move ZSphere - **drag ZSphere**Pose (Natural-linked move) - **drag Link-Sphere**Move Chain – Alt+drag Link-Sphere

7.3 Scale mode

Scale Zsphere - drag ZSphere Inflate/deflate chain – Alt+drag Link-Sphere Scale chain - drag Link-Sphere

7.4 Rotate mode

Spin chain - drag ZSphere
Control twist - Alt+drag Link-Sphere
Rotate chain - drag Link-Sphere

8 ZSketch

Activate ZSketch Edit mode - **Shift+A** (with a ZSphere armature in Edit mode) Preview Unified Skin - **A**

9 Canvas and 2.5D

Reverse 2.5D brush effect - Alt (hold down)

Crop And Fill - **Shift+Ctrl+F**Grab Texture From Document – **Shift+Ctrl+G**

9.1 Document Layers

Clear Layer - Ctrl+N Fill Layer - Ctrl+F Bake Layer – Ctrl+B

On Layer thumbnail, toggle all layers on/off - **Shift+click**Select layer on which clicked pixol resides - **~+click canvas** (US) **@+click** canvas (UK)
Move layer contents up/down/sideways (X & Y)- **~+drag** (US) **@+drag** (UK)

9.2 Markers

Markers will only show when Edit is turned off

Remove Marker - Ctrl+M

9.3 Canvas Zoom

Actual Size - **0 [zero]**Antialiased Half Size - **Ctrl+0**Zoom In - **+ [plus sign]**Zoom Out - **- [minus sign]**

10 Timeline

Place a new key frame - click on the Timeline

Select an existing key frame - click on the key frame dot
Zoom Timeline in/out - click on selected key frame dot
Move selected key frame - click+drag dot to new position (dragging off end will delete)
Store new data in existing key frame - Shift+Ctrl+click on the key frame dot
Delete a key frame - click+drag dot off the Timeline

Copy selected key frame - Shift+click on the Timeline at the point where you want the copy
Copy multiple key frames - Shift+click on all the key frames dots to be copied, then Shift+click the
Timeline at the point where you want the copies
Create Transition key frame - Ctrl+click on an existing key frame dot
Create Rigid key frame - Alt+click on an existing key frame dot

Go to Previous Camera key frame - **LEFT ARROW**Go to Next Camera key frame - **RIGHT ARROW**

Play the Timeline (will play as a loop) - **Shift+click on the Timeline cursor** Stop the Timeline playing - press **Esc**Record Timeline as a Movie - **Shift+Ctrl+click on the Timeline cursor** (set the cursor to the start first using the LEFT ARROW)

10.1 Movie

Snapshot to Movie- Ctrl+Shift+! (US) Shift+Ctrl+PageUp (UK)

11 Render

Best Preview Render (BPR) - Shift+R Render All - Shift+Ctrl+R Cursor Selective Render – Ctrl+R

12 Custom UI and Configuration

Move item to custom interface position – **Ctrl+Alt+drag** (when Enable Customize is switched on) Remove item from custom interface position – **Ctrl+Alt+drag to Canvas** (when Enable Customize is on)

Store Configuration File - **Shift+Ctrl+i**Load User Interface Configuration File - **Ctrl+L**Save User Interface Configuration File - **Shift+Ctrl+Alt+i**

13 ZScripts

Load ZScript - **Shift+Ctrl+L** Reload ZScript - **Ctrl+U** Show/Hide ZScript window - **H**