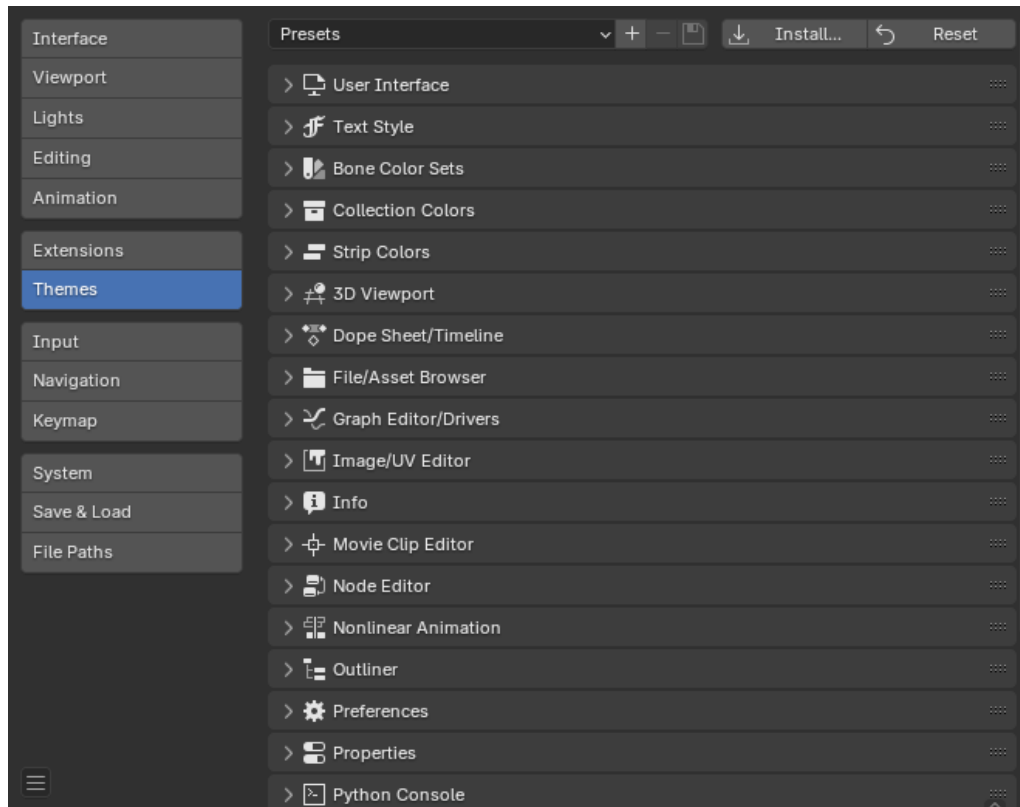# Themes

The *Themes* section allows you to customize interface appearance and colors.

The colors for each editor can be set separately by simply selecting the editor you wish to change in the multi-choice list at the left, and adjusting colors a required. Notice that changes appear in real-time on your screen. In addition, details such as the dot size in the *3D Viewport* or the *Graph Editor* can also be changed.

Preset Management

Theme Presets

Select the Theme from a list of predefined Themes.

You add a custom theme to the preset list by `LMB` on the *Add* button + .

You remove a custom theme from the preset list by `LMB` on the *Remove* button – .

You save a custom theme in the preset list by `LMB` on the *Save* button.

This will save the theme to an XML file in the `./scripts/presets/interface_theme/` subdirectory of one of the configuration directories.
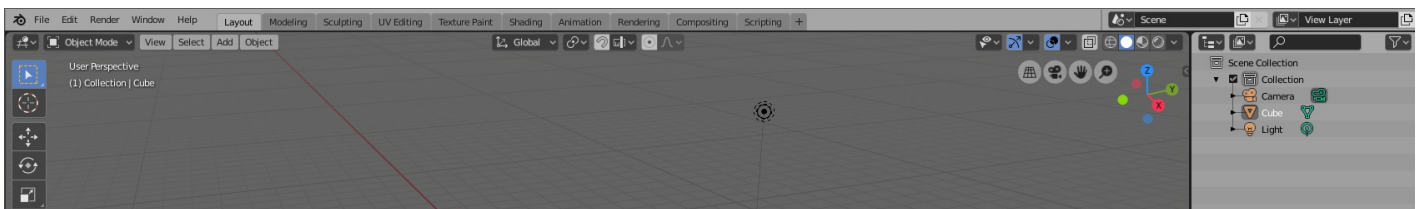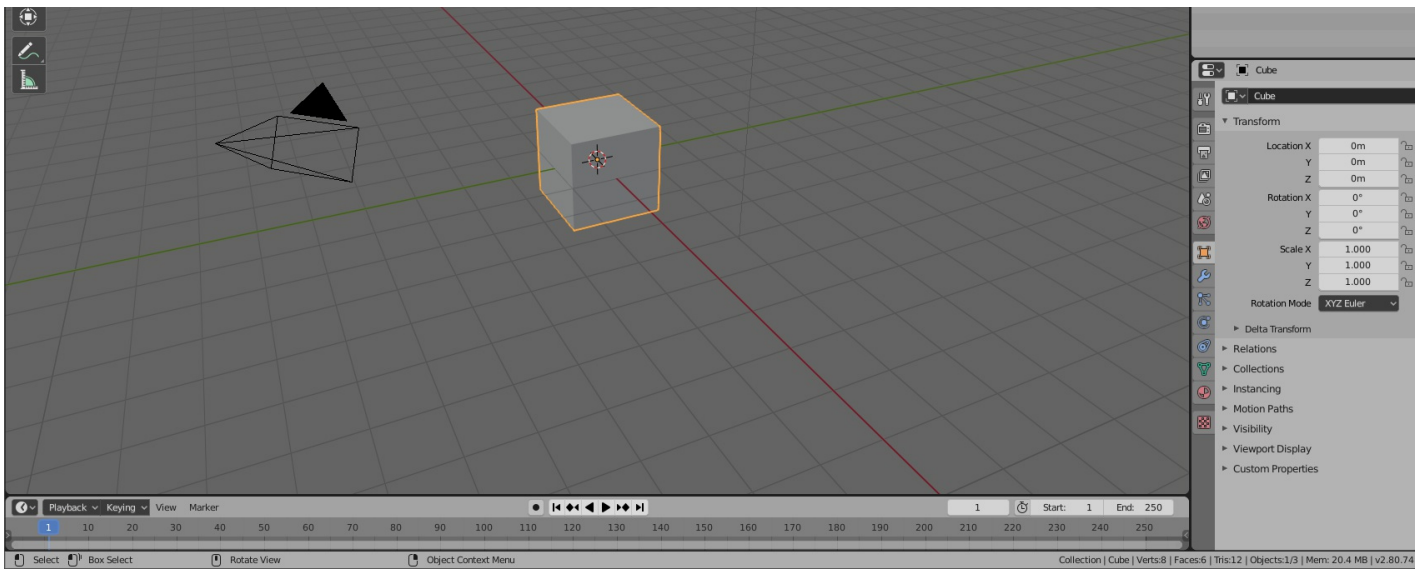
Install

Load and apply a Blender XML theme file and add it to the list of theme presets.

Reset

Reset to the default theme colors.

Blender comes bundled with a small selection of themes.

This is an example of the theme *Blender Light*.

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