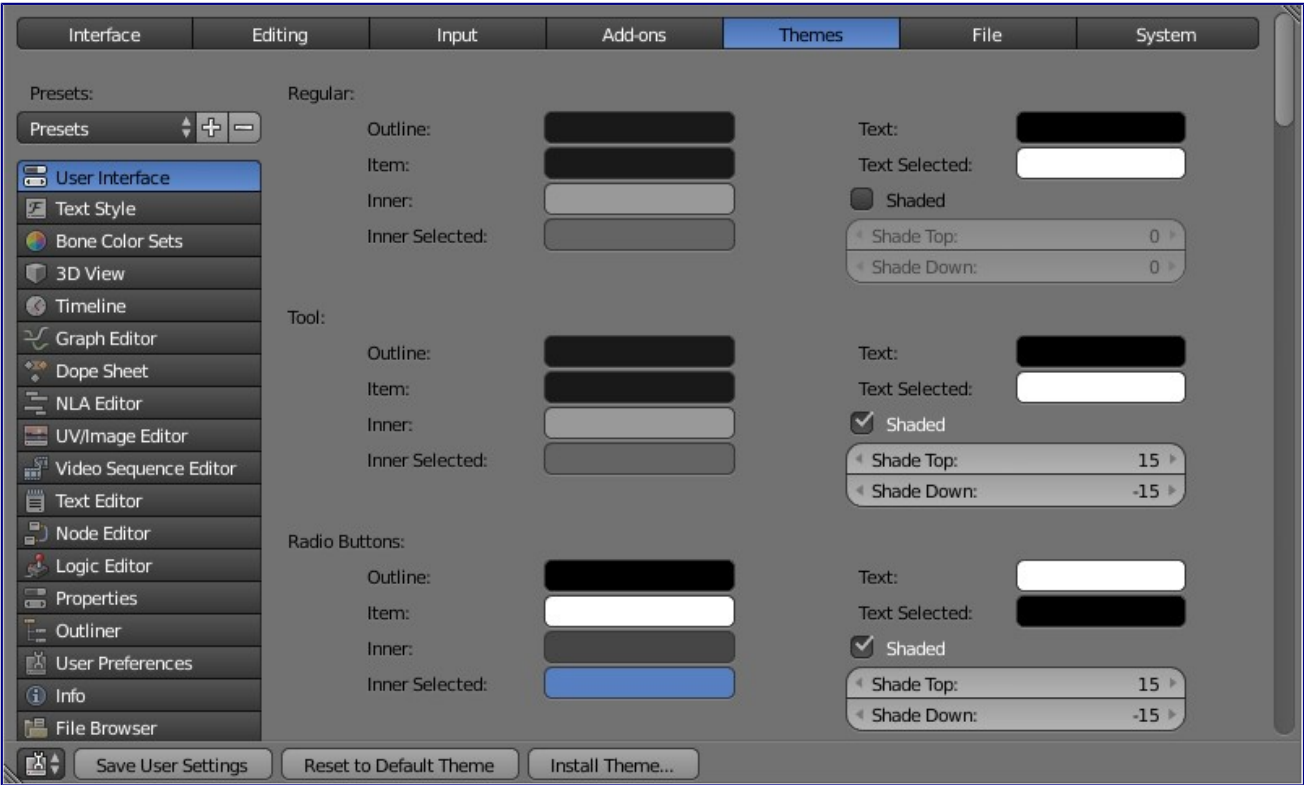


# 13.6 User Preferences - Themes

Themes.....1

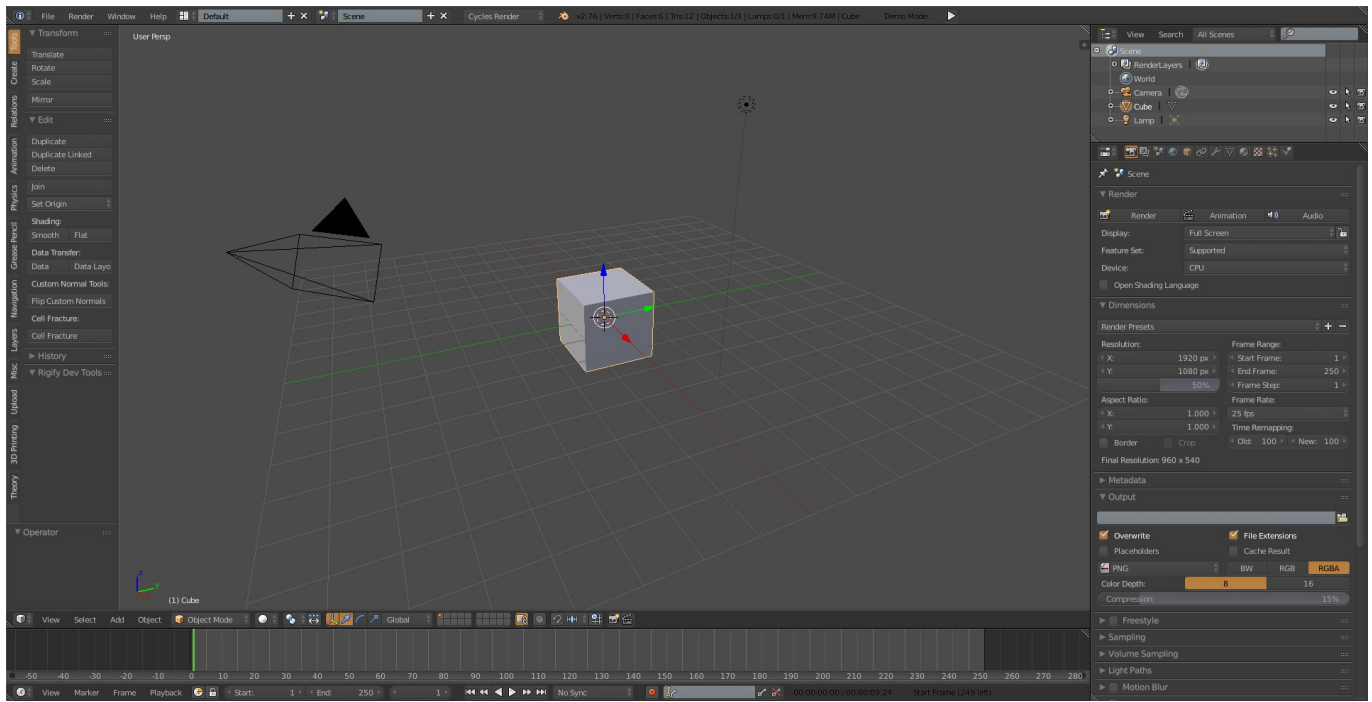
## Themes

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



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

Themes use blender's preset system. To save a theme, click the + button next to the preset selection drop-down and enter a name. This will save the theme to an XML file in the `./scripts/presets/interface_theme/` subdirectory of one of the *configuration directories*.



Blender comes bundled with a small selection of themes.

This is an example of the theme *Elsyiun*.