# 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**
ZModeler **- B - Z - M**

### 5.1.1 InsertMultiMesh or ZModeler brush

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**
Replay Last Stroke Relative to cursor position - **Shift+1**
Record Stroke - **3**
Replay All Recorded Strokes – **2**
Replay All Recorded Strokes Relative to cursor position – **Shift+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**     Dynamic Subdivision lowest level - **Shift+D**
Higher Res - **D**     Dynamic Subdivision highest level - **D**

Edge Loop – **Ctrl+E** (partially hidden mesh)

## 6.3 ZModeler

Select ZModeler brush - **B - Z - M**
Spacebar over Point - shows **Point Actions & Targets**
Spacebar over Edge - shows **Edge Actions & Targets**
Spacebar over Polygon - shows **Polygon Actions & Targets**
Replay Last Action - **Click on mesh**

Mask - hold **Ctrl**

## 6.4 Dynamesh

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

## 6.5 HD Geometry

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

## 6.6 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**

**6.7 Topological Masking**

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

**6.8 Polygroups**

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

**6.9 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)**

**6.10 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) or send to KeyShot - **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**