

Essentials

Be sure to save your work using the correct method

Save a complete ZBrush Project - use **File>Save As [Ctrl+S]**

Save a 3D model - use **Tool>Save As [Shift+Ctrl+T]**

Save the canvas only (a 2.5D image) - use **Document>Save**

Quick Save - **9** Undo - **Ctrl+Z** Redo - **Shift+Ctrl+Z**

Clear canvas background - **Ctrl+N** (this will not affect a model in Edit mode)

Show QuickMenu - **Spacebar** or **Right Mouse click**

Show/hide floating palettes - **TAB**

Show item description - **Ctrl+cursor over item**

Lightbox and Spotlight

Use Lightbox for loading files

Show/hide **Lightbox** - , [comma key]

load selected item - Double-click on **Lightbox thumbnail** (*texture/alphas will be loaded into Alpha or Texture palette or into Spotlight if it is open*)

To create a new **Spotlight**, select an image in the **Texture** palette and press **Texture>Add to Spotlight**

Turn on/off Spotlight - **Shift+Z** Show/hide Spotlight Dial - **Z**

Edit mode Navigation

Right-Click Navigation

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

Move - **Alt+Right-click & drag** (can be over the model)

Scale (Zoom) - **Ctrl+Right-click & drag** (can be over the model)

Rotate - **Right-click & drag** (can be over the model)

Fit model to view - **F**

ZBrush default Navigation

with a 3D mesh in Edit mode - (For best results turn off RightClick Navigation in the Preferences>Interface menu.)

Free Rotate - **Click & drag Background** Move - **Alt+Click & drag Background**

Constrain to 90-degree rotation - **Click+drag, press Shift**

Scale (Zoom) - **Alt+Click, release Alt, drag Background**

Rotate around Z-axis - **Shift, Click, release Shift, drag**

Fit model to view - **F**

Transpose mode

with a 3D mesh in Edit mode, click **W, E, R** and draw the orange **action 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**

Inner (red/white) ring actions:

Move - W Move - **click+drag center** Duplicate mesh - **Ctrl+click+drag center**

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

Flatten/Stretch mesh - **drag end ring** next/away from mesh

Inflate - **Right-click+drag** end ring furthest from mesh

Scale - E Scale - **click+drag end point** in line direction

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)

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

Sculpting and Painting

Draw Size - **S** Focal Shift - **O** RGB Intensity - **I** Z Intensity - **U**

Increase/Decrease Draw Size by set units - **]** or **[**

Edit mode on/off - **T** Draw - **Q** Move - **W** Scale - **E** Rotate - **R**

Toggle ZAdd and ZSub - **Alt (hold down)**

Sculpting Brushes

Show Brush pop-up - **B** Select Brush - **B + initial letter + orange letter** shown

IMM or ZModeler brush *show pop-up* - **M** Insert *negative* mesh - hold **Alt**, insert

Color Select Color under cursor - **C** Switch Color - **V**

Stroke Lazy mouse - **L** Replay Last Stroke - **1** Replay Last Relative - **Shift+1**

Curves Smooth curve - **6** Snapshot curve - **5** Delete - **Alt +** draw across curve

3D Models

Save Tool - **Shift+Ctrl+T** Perspective - **P** Floor Grid - **Shift+P**

Activate Symmetry - **X** Show/hide Polyframe & polygroups - **Shift+F**

SubTools

List all SubTools - **N** **Alt+click on SubTool** - select that SubTool

click SubTool list **eye icon** - Visibility on/off **paintbrush icon** - Polypaint on/off

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

Geometry

Divide - **Ctrl+D** Classic/Dynamic SubDiv lower/lowest level - **Shift+D**
Classic/Dynamic higher/highest level - **D** ZModeler brush options - **Spacebar**

Dynamesh

Set resolution first. When inserting a mesh, hold **Alt** for **negative** (cut-out) mesh
Remesh Dynamesh sculpt - in Edit > Draw mode **Ctrl+Drag Background**

HD Geometry

Toggle HD - **A** (cursor over mesh) Render HD - **A** (cursor over Background)

ShadowBox

convert to ShadowBox - (turn off Solo mode) press **Tool>Geometry>ShadowBox**

Masking

Pick Masking Brush - hold **Ctrl** while selecting brush from popup
Paint mask on object (alphas/strokes can be used) - **Ctrl** (hold down)
Erase mask - **Ctrl+Alt** (hold down) Reverse mask - **Ctrl+Click Background**
Clear Mask - **Ctrl+Click+ drag Background**
Blur mask - **Ctrl+Click on mesh** Sharpen mask - **Ctrl+Alt+Click on mesh**

Topological Masking

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

Mesh Visibility

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

ZSpheres

Preview Adaptive Skin - **A**

Draw mode - Q

Add a child ZSphere - **drag ZSphere** Delete ZSphere - **Alt+click ZSphere**
Insert ZSphere - **click Link-Sphere**

Move mode - W

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

Scale mode - E

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

Rotate mode - R

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

ZSketch

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

Canvas and 2.5D

Reverse 2.5D brush effect - **Alt** (hold down) Clear Layer - **Ctrl+N**
Fill Layer - **Ctrl+F** Crop And Fill - **Shift+Ctrl+F**

Canvas Zoom

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

Render

Set options in **Render>Render Properties & Render>External Renderer**
BPR or Send to KeyShot - **Shift+R** Cursor Selective Render - **Ctrl+R**

Custom UI and Configuration

Turn on **Preferences>Config>Enable Customize**
Move item - **Ctrl+Alt+drag** Remove item - **Ctrl+Alt+drag to Canvas**
Store Configuration File - **Shift+Ctrl+i**