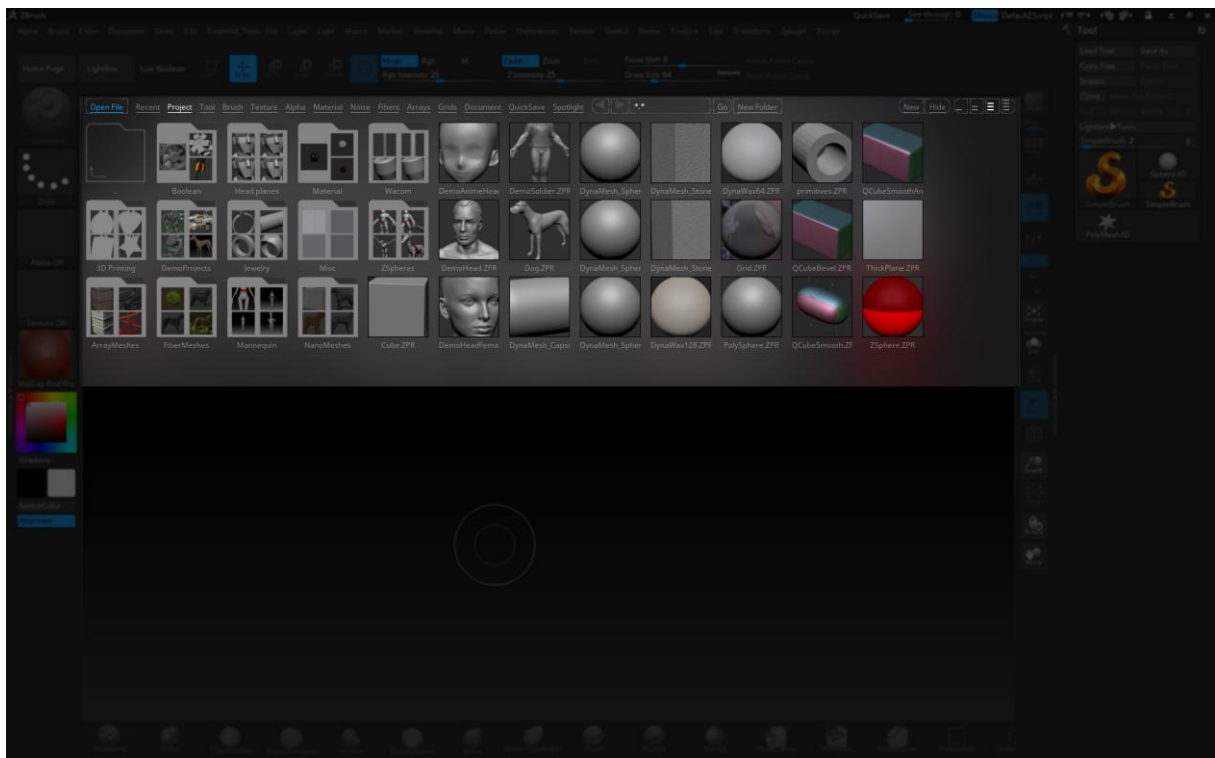# Zbrush User Interface (UI)

**Video 01**

1.1.   Lightbox

1.2.   UI Segments

1.3.   Customizing UI

## Objectives

**After studying this unit, you should be able to:**

- Know what is Lightbox
- Understand all the parts that make Zbrush UI
- How to customize UI

## 1.1  Lightbox



Lightbox

Lightbox, by default opens every time we start Zbrush! It's a place where we can find our Zbrush assets, such as projects, brushes, textures….

Lightbox offers several ways to navigate and display its content:

At the top, click on one of the category names to display and browse its content: ZBrush, Documents, Tool, Brush, Material, Script and Other. These hyperlinks refer to ZBrush default folders.

On the right of these default folders, click on the left or right arrow to switch from one category to another.

Click on the left folder with the up arrow to go up in the hard disk hierarchy.

Click on the other folder icons to enter in these folders.

On the top right, choose to display one, two, three or four lines of icons.

Click and drag on the inner edge (nearest the center of the Canvas) of the Lightbox window to scale it up or down: it will change the size of the content preview.

Click and drag in the content, including on a preview icon to move on the left or right the Lightbox content.

# 1.2. UI Segments

### 1.2.1 Canvas or Workspace

Is a place we do all our sculpting. It is the central and the biggest part of the Zbrush UI. It's size, in pixels, is defined in the Documents drop down menu.

### 1.2.2 Main Menu, shelves and trays

On the upper top pallete are the drop down menus, such as *Alpha, Brush, Color, Document, Draw, Edit….* Inside those menus are all the options Zbrush has to offer.

*Shelves* are expandable areas that completely surround the canvas.  Menus and submenus may not be placed on a shelf. Only individual interface elements may go here.

The trays are on the extreme left and right sides of the interface.

***Trays*** can only hold complete menus. You can move a menu to a tray in one of two ways. The fastest is to simply click on its handle, located on the upper left corner of the menu. The menu will automatically move to the top of whichever tray is currently open. If both trays are open, the menu will move to the top of its "preferred" tray.

Hotkey "TAB" collapses all the shelves and trays leaving us with just the canvas. I good thing to know if you are working on a small screen and need additional space while sculpting.

Howering over a button will show a pop up containing basic information about that button, while holding Ctrl while hovering over a button will activate a pop-up that contains detailed information about that button.

So, if you are unsure what qa button does you can, using those options, have a good idea of it's function.


# 1.3. Customizing UI

You can customise the User Interface by going into the menu Preferances, than Config and activating Enable Customize. Once this is done you simply click with your left mouse button while holding Alt+Crtl (or Alt Gr) and drag parts of the UI to re-arrange them to your liking.

Should you like to revert to the original layout, simply press the button Restore Standard UI under the menu Preferances/Config.

In the same place we have Save Ui and Load Ui buttons that allow us to save and load our newly created UI layout.

 If we want to have this layout there each time we start Zbrush we press the Store Config button.

 Restore Custom UI will restore that stored layout.
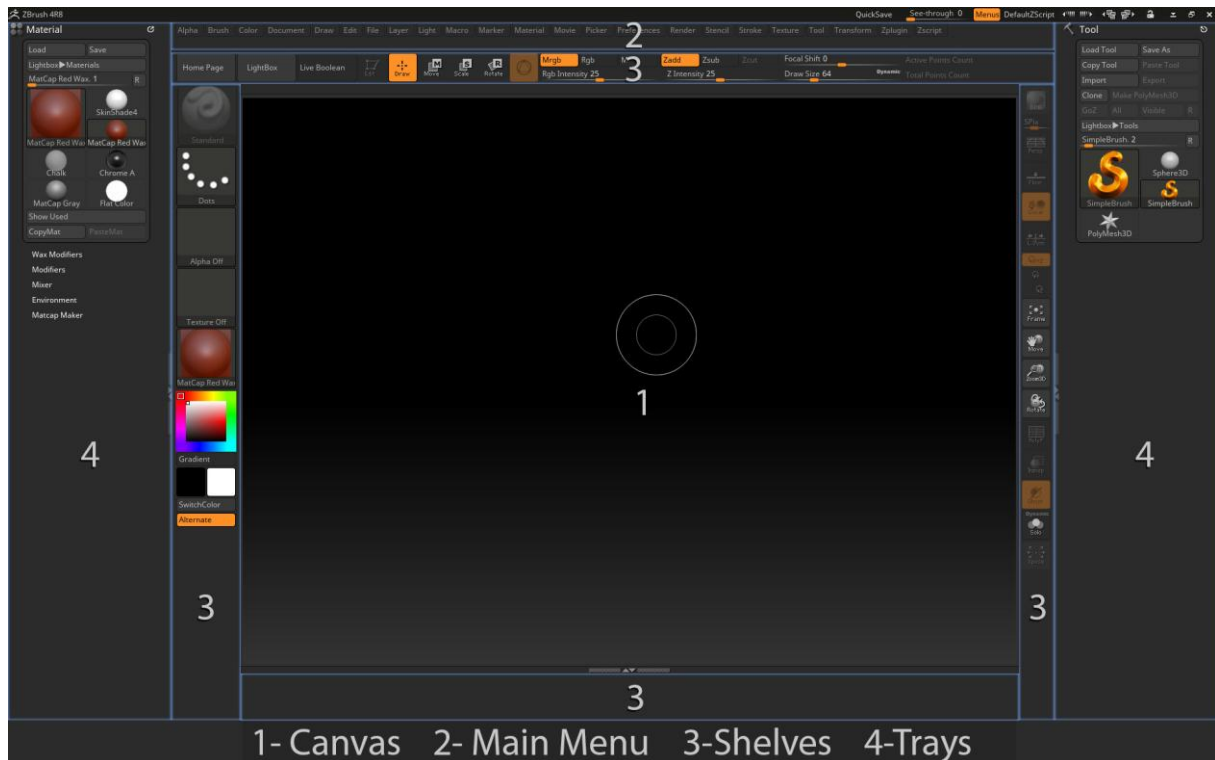
Ui segments

## 2.  Summary

Zbrush offers us a great deal of options and control.  But the UI still remains simple and easy to navigate. It is divided into 4 distinctive segments, namely Canvas, Main Menu, Shelves and Trays. The default UI layout can be changed and customized to our liking. Lightbox is a place where we have all our assets ready and categorized for easy and quick access.

## 3. Questions and Exercises

1. What do we use Lightbox for?

2. How do you change the size of Lightbox?

3. What are Trays

4. What is the canvas?

5. How do you see detailed information about a button?

6.  How do you customize UI layout?

# 4. Key Terms

**Lightbox:** part of the UI

**Canvas:** part of the UI, otherwise known as Workspace

**Shelve:** Part of the UI

**Tray:** Part of the UI

# 5. Further Readings (books references)

**-Lightbox**

http://docs.pixologic.com/getting-started/basic-concepts/lightbox/

**-Zbrush UI and how to customize it**

http://docs.pixologic.com/user-guide/customizing-zbrush/interface-layout/custom-interface/

http://pixologic.com/zclassroom/workshop/zbrush-ui