

ULTIMATE ZBRUSH GUIDE CHEAT SHEET



Esc	ZTool quick pick F1	Brushes quick pick F2	Stroke quick pick F3	Alphas quick pick F4	Textures quick pick F5	Material quick pick F6	F7	F8	F9	F10	F11	F12	Insert	Delete
`	Replay last action Replay stroke on cursor position 1	2	3	4	Snapshot curve 5	Smooth curve 6	7	8	Quick Save 9	Canvas actual size Antialiased half size 0	Zoom OUT -	Zoom IN +	Backspace	
Show/Hide UI Tab	Draw (back from transpose) Q	Transpose Move W	Transpose Scale E	Transpose Rotate BPR render/Keyshot "Cursor render" R	Edit Mode ON/OFF T	Y	Z intensity U	RGB intensity I	Focal shift O	Perspective Floor grid P	Increase Brush Size [Decrease Brush Size]	Pg up	
Caps Lock	Preview Adaptive skin A	Draw size Save ZPR Save ZTL S	Higher level Lower level Subdivide D	Frame tool Polyframe Fill layer F	G	H	J	K	Lazy mouse L	;	'	\	Enter	Pg Dwn
Smooth Brush Selection/Clip brushes Shift	Show/hide Spotlight dial Undo Redo Z	Symmetry X	Select colour under cursor C	Swap colour V	Brush quick pick palette B	Subtools list Clear canvas N	M	,	.	/	Shift			End
Masking brushes (hold) Paint mask (hold) Erase mask Ctrl	Inverts the effect of selected brush Alt	QuickMenu						Alt Gr		Ctrl				

Shift

Ctrl + Shift

Ctrl

Ctrl

Ctrl + Alt

Alt

Create custom 'hotkeys' in ZBrush

To create your own shortcut, hold **Ctrl + Alt** and LMB click the switch or button you want from the UI. Immediately after you click the UI element, press the key or a modifier + key (i.e. **Alt** + 'key', or **Ctrl** + 'key', or **Shift** + 'key', etc...) to assign the new hotkey.

CLICK ON MESH

Blur Mask

Sharpen Mask

Select Subtool

Isolate Mesh

MOUSE HOVER

pop up description

Subtool select next one up
Subtool order move it up

Subtool select next one down
Subtool order move it down

(Click + Drag on Canvas/background)

MOUSE

Rotate

Move/Pan

Zoom/Scale

(Release Alt)

Snap rotation

Clear mask

Invert mesh

visibility

(Click on Canvas/background)

MOUSE

Reverse Mask

Show entire Mesh

Useful brushes - Shortcuts:

Standard	B+S+T	Clay	B+C+L
Dam_Standard	B+D+S	Move	B+M+V
Clay build up	B+C+B	Polish	B+P+O
Clay tubes	B+C+T	hPolish	B+H+P
Move topology	B+M+T	Inflate	B+I+N
Zmodeller	B+M+Z	Pinch	B+P+I