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**

#### 5.1.1 InsertMultiMesh brushes

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
Record Stroke - 3
Replay All Recorded Strokes – 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 - \textbf{N}
\textbf{Alt+click} on SubTool - select that SubTool
\textbf{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)
\textbf{Click} on \textit{paintbrush icon} - toggle Polypaint Colorize
\textbf{Shift+click} on \textit{paintbrush icon} - toggle Polypaint Colorize for all SubTools

6.2 Geometry

\textbf{Divide} - \textbf{Ctrl+D}
\textbf{Lower Res} - \textbf{Shift+D}
\textbf{Higher Res} - \textbf{D}
\textbf{Edge Loop} – \textbf{Ctrl+E} (partially hidden mesh)

6.3 Dynamesh

Remesh Dynamesh sculpt - in Edit > Draw mode \textbf{Ctrl+drag Background}

6.4 HD Geometry

Toggle in/out of HD Sculpting mode – \textbf{A} (cursor over mesh)
Render all HD Geometry – \textbf{A} (cursor over background)

6.5 Masking

\textbf{View Mask} - \textbf{Ctrl+H}
\textbf{Invert Mask} - \textbf{Ctrl+I}
\textbf{Clear Mask} - \textbf{Shift+Ctrl+A}
\textbf{Mask All} – \textbf{Ctrl+A}

Select Masking Brush - hold \textbf{Ctrl} while selecting brush from popup

Paint mask on object (alphas/strokes can be used) - \textbf{Ctrl} (hold down)
Delete or paint reverse mask – \textbf{Ctrl+Alt} (hold down)
Reverse mask – \textbf{Ctrl+click Background}
Clear Mask – \textbf{Ctrl+click+ drag Background}
Constant-intensity mask - \textbf{Ctrl+click}, release \textbf{Ctrl}, drag (starting off mesh)
Alpha-intensity mask (using MaskPen or MaskRect brush) - \textbf{Ctrl+click & drag}
(select alpha while holding Ctrl)

\textbf{Blur mask} - \textbf{Ctrl+click on mesh}
\textbf{Sharpen mask} - \textbf{Ctrl+Alt+click on mesh}

6.6 Topological Masking

in Move, Scale or Rotate mode - \textbf{Ctrl+click+drag the action line} on the model
6.7 Polygroups

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

6.8 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)

6.9 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) - **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**