

Essentials

Undo Ctrl + Z
Redo Shift + Ctrl + Z
Show QuickMenu Spacebar or right mouse click
Show/hide floating palettes Tab
Show item description Ctrl + cursor over UI item

Polyframe view Shift + F
Floor Plane Shift + P
Perspective mode P
Symmetry mode - toggle on/off X

Canvas

Actual size 0
Antialiased half size Ctrl + 0
Zoom in/out + / -

Saving & Loading

Save a ZPR - Project file-saves all loaded Tools, scene, and Canvas File > Save As or Ctrl+S
Export Document - saves image of Canvas Document > Export
Quicksave - saves numbered ZPR of current project to Quicksave folder 9
Lightbox - content browser-double click on file thumbnail to open ,
Import - make default PolyMesh3d Star active before import to avoid scale issues Tool > Import

Mesh Visibility & Selection

Choose active Selection brush select brush while holding Shift + Ctrl
Begin drawing selection area by starting the stroke while holding down Shift + Ctrl
Move the active selection area Spacebar + drag

Hide mesh outside green selection area Shift + Ctrl + click, release keys & drag
Hide mesh inside red selection area Shift + Ctrl + click, release keys & drag + press Alt

Show entire mesh - reveals all hidden polygons 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

Select active Subtool - in Canvas viewport Alt + click, or Shift + Alt + click on Subtool
List Subtools N
Toggle Subtool visibility - Subtool palette click eyeball icon (Shift + click toggles all Subtools)
Toggle Subtool Polypaint - Subtool palette click paintbrush icon (Shift + click toggles all Subtools)

Navigation

Fit mesh to view F
Constrain to 90-degree rotation press Shift when dragging to rotate
Rotate around Z-axis Shift, click, release Shift, drag

Right-Click Navigation

Move - can be over the model Alt + right-click & drag
Scale/Zoom - can be over the model Ctrl + right-click & drag
Rotate - can be over the model right-click & drag

ZBrush Classic Navigation - drag outside of thin white line near Canvas border when zoomed in

Free Rotate click & drag background
Move Alt + click & drag background
Scale/Zoom Alt + click, release Alt, drag background

Sculpting & Painting

Draw Q
Move W
Scale E
Rotate R
Select 3D brush Brush Pop-up B + [first letter] + [orange letter] shown
Use / adjust active Masking brush start stroke or adjust while holding Ctrl
Use / adjust active Selection brush start stroke or adjust while holding Shift + Ctrl
Change stroke type, alpha, or texture for different effects

Symmetry mode - toggle on/off X
Sculptris Pro mode - toggle on/off \
Lazy Mouse - toggle on/off L
Draw Size S, or use the [] keys to adjust by set units
Focal Shift O
RGB Intensity I
Z Intensity U
Toggle ZAdd and ZSub Alt (hold down)
Select color under cursor C
Switch Color V
Replay last stroke 1
Replay last stroke relative Shift + 1

IMM - InsertMultiMesh

Show pop-up - with IMM brush active M
Insert IMM as negative mesh hold Alt while inserting
Insert IMM at fixed size based on DrawSize hold Ctrl while inserting

Best Preview Render (BPR)

Render Canvas with BPR Shift + R

Masking

Choose active Masking brush select brush while pressing **Ctrl**
 Effects can vary when different stroke types or alphas are applied

MaskPen (default) paint mask directly on mesh by starting stroke over the mesh while pressing **Ctrl**
 draw out area mask by starting stroke over empty space while pressing **Ctrl**

Masking brushes (other) draw out masking area by starting stroke while pressing **Ctrl**

Invert mask - reverses current masking status of active points **Ctrl + click** background

Erase mask **Ctrl + Alt** (hold down)

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** on mesh

MeshFromMask - applies to MeshBalloon brush

Create mesh - begin stroke **over mesh** while pressing **Ctrl**, draw shape, **release**

Create mask - begin stroke **in empty space** while pressing **Ctrl**, draw shape, **release**

Add to shape - camera must be unchanged hold **Shift** before releasing stroke

Subtract from shape - camera must be unchanged hold **Alt** before releasing stroke

Intersection from shape - camera must be unchanged ... hold **Shift + Alt** before releasing stroke

Geometry

Subdivide **Ctrl + D**

Switch to higher subdivision level **D**

Switch to lower subdivision level **Shift + D**

Dynamesh

Set resolution and enable in Tool > Geometry > Dynamesh

Remesh Dynamesh mesh - masking must be cleared first **Ctrl + drag** background

Transpose

Gizmo 3D Mode **Y**

Move - along axis **click + drag** on X, Y, or Z arrows
 - along screen plane **click + drag** on grey screen plane arrows

Scale - along single axis **click + drag** on the red X, green Y, or blue Z rectangles
 - uniform **click + drag** on the yellow center square

Rotate - around selected axis **click + drag** on the red X, green Y, or blue Z circles
 - around screen axis **click + drag** on the grey circle

Inflate **Ctrl + click + drag** on yellow center square

Clip - flattens along selected axis **Ctrl + click + drag** on X, Y, or Z arrows

Duplicate unmasked mesh hold **Ctrl + drag** arrow

Repeat duplicate hold **Ctrl + drag** arrow for first copy, release **Ctrl** & continue **drag**

Extrude unmasked polygons - on partially masked mesh **drag** arrow while holding **Ctrl**

Place Gizmo manipulator - in Move, Scale, or Rotate mode **Alt + click** on mesh

Reposition Gizmo manipulator - unlock, position manipulator with Move, Scale, and Rotate functions

Unlock Gizmo manipulator - with cursor over manipulator hold **Alt**

Action Lines - deactivate Gizmo 3D mode **Y**

*Click **W**, **E**, or **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 mode **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 mode **E**

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

Rotate mode **R**

Rotate around end point **click + drag** other end point

Rotate around action line **click + drag** center

Joint bend - rotation around same point **Alt + click + drag** end point

ZSpheres

Draw mode **Q**

Add a child ZSphere **drag** ZSphere

Delete ZSphere **Alt + click** ZSphere

Insert ZSphere **click** on link sphere

Move mode **W**

Move ZSphere **drag** ZSphere

Move chain **Alt + drag** link sphere

Move entire ZSphere structure **Alt + drag** the first link from the root ZSphere

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

Adaptive Skin preview mode **A**

Make Adaptive Skin - creates new Tool in Tool paletteTool>Adaptive Skin> Make Adaptive Skin