

General Shortcuts

Open Project	Ctrl + O
Save Project	Ctrl + S
Undo	Ctrl + Z
Redo	Shift + Ctrl + Z
Popup Selection (PC only)	
Tools	F1
Brushes	F2
Strokes	F3
Alphas	F4
Textures	F5
Materials	F6 (w cursor off canvas)
Show QuickMenu	Spacebar or RT 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 (store in Preferences> Hotkeys submenu)	Ctrl + Alt + click on item
Projection Master	G

Edit mode Navigation with a 3D mesh in Edit mode

Free Rotate	Click & drag Background
Move	Alt + Click & drag BG
Constrain to 90-degree rotation	Click + drag press Shift
Scale	Alt+Click, Release Alt, drag BG
Rotate around Z-axis	Shift, Click, Release Shift, drag

Right-Click Navigation Preferences>Interface menu

Move	Alt + RT-click & drag (can be over the model)
Scale	Ctrl + RT-click & drag (can be over the model)
Rotate	RT-click & drag (can be over the model)

Lightbox and Spotlight

Show/hide Lightbox	, [comma key]
load selected item (texture/alphas will be loaded into Spotlight if it is active)	Double-click on Lightbox thumbnail
Turn on/off Spotlight	Shift + Z
Show/hide Spotlight Dial	Z
Projection Master	G

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

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 **Alt + Click, Release Alt, drag Background**

Bend mesh **Shift, Click, Release Shift, drag**

Stretch mesh **Drag end point furthest from mesh**

Flatten mesh **Drag end point next to mesh**

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

Create Edgeloop & extrude (with partially masked mesh) **Hold Ctrl & click + drag center point**

Scale **E**

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

Scale along axis **click + drag** center point

Create Edgeloop & deflate/inflate (with partially masked mesh) **Hold Ctrl & 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 pt)

Render

Best Preview Render (BPR) **Shift + R**

Render All **Shift + Ctrl + R**

Cursor Selective Render **Ctrl + R**

Custom UI and Configuration

Move item to custom interface position (when Enable Customize is on) **Ctrl + Alt + drag**

Remove item from custom interface position (when Enable Customize is on) **Ctrl + Alt + drag to Canvas**

Store Configuration File **Shift + Ctrl + I**

Load User Interface Configuration File **Ctrl + L**

Save User Interface Configuration File **Shift + Ctrl + Alt + I**

Zscripts

Load ZScript **Shift + Ctrl + L**

Reload ZScript **Ctrl + U**

Show/Hide ZScript window **H**

Color Map Export

Select SubTool **Tool > Subtool**

Subdivision to MAX **Tool > Geometry**

UV Texture to 4096 (or more) **Tool > UV Map**

New From PolyPaint **Tool > Texture Map**

Clone Txtr **Tool > Texture Map**

Flip Texture Vertically **Texture > Flip V**

Export Texture **Texture > Export**

Cavity Map Export

Mask By Cavity **Tool > Masking**

Invert mask (Inverse) **Tool > Masking**

Paint Cavities Black **Color > FillObject**

New From PolyPaint **Tool > Texture Map**

Clone Txtr **Tool > Texture Map**

Flip Texture Vertically **Texture > Flip V**

Export Texture **Texture > Export**

Normal Map Export

Subdivision to MIN **Tool > Geometry**

Create NormalMap **Tool > Normal Map**

Clone NM **Tool > Normal Map**

Flip Texture Vertically **Texture > Flip V**

Export Texture **Texture > Export**

Displacement Map Export

Subdivision to MIN **Tool > Geometry**

Create DispMap **Tool > Displacement Map**

Clone Disp **Tool > Displacement Map**

Flip Texture Vertically **Alpha > Flip V**

Export Texture **Texture > Export**

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)**

Crop And Fill **Shift + Ctrl + F**

Grab Texture From Document **Shift + Ctrl + G**

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 pixel resides **~ + Click canvas**

Move layer contents up/down/sideways (X & Y) **~ + drag**

Markers

Markers will only show when Edit is turned off

Remove Marker **Ctrl + M**

Canvas Zoom

Actual Size **0** [zero]

Antialiased Half Size **Ctrl + 0**

Zoom In **+** [plus sign]

Zoom Out **-** [minus sign]

Timeline

Place a new key frame **click** on the Timeline

Select an existing key frame **click** on the keyframe dot

Zoom Timeline in/out **click** on selected keyframe 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** the keyframe 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** an existing keyframe dot

Create Rigid key frame **Alt+click** an existing keyframe 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 **click Esc**

Record Timeline as a Movie **Shift + Ctrl + click** on the Timeline cursor

(set the cursor to the start first using the **LEFT ARROW**)

Movie

Snapshot to Movie **Ctrl+ Shift+!**

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)**

Mask/Erase Mask **Ctrl / Ctrl + Alt**

Smooth **Shift**

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**

InsertMultiMesh Brushes

show all meshes in brush **M**

Color

Select Color under cursor **C**

Switch Color **V**

Stroke

Lazy Mouse **B**

Replay Last Stroke **1**

Record Stroke **3**

Replay All Recorded Strokes **2**

Curves

Smooth curve **6**

Snapshot curve **5**

Delete a curve **Alt + draw across curve**

Changing the Brush hotkeys (pop-up palette)

- Click **B** to bring up the brush palette.
- Then click the letter that you want to narrow down to, eg 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 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 shortcut has already assigned.

3D Tools

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

SubTools

List all SubTools	N
Select Subtool (click on SubTool)	Alt + click
Frame SubTool (click on SubTool)*	Shift + Alt + click
*Preferences > Edit > Enable Auto Center slider; 0 = off; 1 = Alt+click; 2 = Shift+Alt+click	
Toggle Polypaint Colorize	Click on paintbrush icon
Toggle Polypaint Colorize for all SubTools	Shift+click on paintbrush icon

Geometry

Divide	Ctrl + D
Lower Res	Shift + D
Higher Res	D
Edge Loop (partially hidden mesh)	Ctrl+E

Dynamesh

Remesh Dynamesh sculpt in Edit>Draw mode	Ctrl+Drag Background
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HD Geometry

Toggle in/out of HD Sculpting mode	A (cursor over mesh)
Render all HD Geometry	A (cursor over BG)

Masking

View Mask	Ctrl + H
Invert Mask	Ctrl + I
Clear Mask	Shift + Ctrl + A
Mask All	Ctrl + A
Select Masking Brush	Ctrl while selecting brush
Paint mask on object	Ctrl (hold down)
Delete or paint reverse mask	Ctrl + Alt (hold down)
Reverse mask	Ctrl + Click BG
Clear Mask	Ctrl + Click + Drag BG
Constant-intensity mask (starting off mesh)	Ctrl+Click, release Ctrl, drag
Alpha-intensity mask (using MaskPen or MaskRect)	Ctrl+Click & drag (select alpha)
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
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Polygroups

Group Masked and Clear Mask	Ctrl + W
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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 BG
Show 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 BG
Hide edge loop w/ 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)

Stencil

Stencil On	Alt + H
Hide/Show Stencil	Ctrl + H
Coin Controller	Spacebar

ZSpheres

Preview Adaptive Skin	A
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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 & scale Link Spheres	Click + drag to size new ZSphere, press Ctrl + drag
Insert ZSphere	Shift + Ctrl + Click BG
With Tool>Adaptive Skin>Use ClassicSkinning on:	
Sphere Define magnet/ break mesh)	Alt + Click Link-Sphere

Move Mode

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

Scale Mode

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

Rotate Mode

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