

Zbrush 2023.1 cheat sheet

General

Ctrl + O	Open Project
Ctrl + S	Save Project
Ctrl + Z	Undo
Shift + Ctrl + Z	Redo
F1	Tools
F2	Brushes
F3	Strokes
F4	Alphas
F5	Textures
F6	(with cursor off canvas area) Materials
Space or Right click	Show QuickMenu
Tab	Show/hide floating palettes
Ctrl + Move the mouse	(cursor over item) Show item description (when Popup Info is switched on)
Ctrl + Alt + Move the mouse	(cursor over item) Show alternative item description
Ctrl + Alt + Left click	Assign custom hotkey (store hotkeys in Preferences> Hotkeys submenu)
G	Projection Master

Lightbox and Spotlight

,	Show/hide Lightbox
Double click	Double-click on Lightbox thumbnail (texture/alphas will be loaded into Spotlight if it is active) Load selected item
Shift + Z	Turn on/off Spotlight
Z	Show/hide Spotlight Dial

Edit mode Navigation

With a 3D mesh in Edit mode

Left click + Move the mouse	(drag background) Free Rotate
Alt + Left click	(drag Background) Move
Left click + Move the mouse then Shift	Constrain to 90-degree rotation

Alt + Left click + Move the mouse (then release Alt, drag Background) Scale

Shift then Left click (then release Shift, drag) Rotate around Z-axis

For best results turn off RightClick Navigation in the Preferences>Interface menu.

Right-Click Navigation

RightClick Navigation needs to be turned on in the Preferences>Interface menu.

Alt + Right click + Move the mouse (can be over the model) Move

Ctrl + Right click + Move the mouse (can be over the model) Scale

Right click + Move the mouse (can be over the model) Rotate

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.

Space To move action line while drawing

Left click + Move the mouse (drag orange line or center orange ring) To move action line after drawing

Left click + Move the mouse (drag orange end ring) To change action line end point position

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.

W Move mode

Left click + Move the mouse (drag center) Move

Ctrl + Left click (drag center) Duplicate mesh

Alt + Left click	(drag center or end point) Bend mesh
Left click + Move the mouse	(drag end point furthest from mesh) Stretch mesh
Left click + Move the mouse	(drag end point next to mesh) Flatten mesh
Right click + Move the mouse	(drag end ring furthest from mesh) Inflate
Ctrl + Left click + Move the mouse	(with partially masked mesh, hold Ctrl and click + drag center point) Create Edgeloop & extrude
E	Scale
Left click + Move the mouse	(drag end point in line direction) Scale
Left click + Move the mouse	(center point) Scale along axis
Ctrl + Left click + Move the mouse (with partially masked mesh, hold Ctrl and Left click + Move the mouse)	(center point) Create Edgeloop and deflate/inflate
R	Rotate
Left click + Move the mouse	(click + drag other end point) Rotate around end point
Left click + Move the mouse	(drag center) Rotate around action line
Alt + Left click + Move the mouse	(drag end point (rotation around same point)) Joint bend

Sculpting and Painting

S	Draw Size
O	Focal Shift
I	RGB Intensity
U	Z Intensity
]	Increase Draw Size by set units
[	Decrease Draw Size by set units (set increment in the Zplugin > Misc Utilities > Brush Increment slider)
T	Edit mode on/off
Q	Draw
W	Move

E	Scale
R	Rotate
Alt	(hold) Toggle ZAdd and ZSub

Sculpting Brushes

B	Show Brush pop-up
B then S then T	Standard Brush
B then S then S	Smooth Stronger
B then M then E	Move Elastic
B then M then P	MPolish
B then C then C	ClipCurve
B then C then L	ClayLine

InsertMultiMesh brushes

M	Show all meshes in brush
---	--------------------------

Color

C	Select Color under cursor
V	Switch Color

Stroke

L	Lazy mouse
1	Replay Last Stroke
3	Record Stroke
2	Replay All Recorded Strokes

Curves

6	Smooth curve
5	Snapshot curve
Alt	(hold and draw across curve) Delete a curve

3D Models

Shift + Ctrl + T	Save Tool
F	Fit Mesh to view
P	Perspective
Shift + P	Floor Grid
X	Activate Symmetry
Shift + F	Show/hide Polyframe &

polygroups

Shift + Ctrl + P	Point Selection Mode
Ctrl + P	Set Pivot Point
Shift + P	Clear Pivot Point
Shift + S	Snapshot a version to canvas

SubTools

N	List all SubTools
Alt + Left click	(on SubTool) Select that SubTool
Shift + Alt + Left 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)
Left click	(on paintbrush icon) Toggle Polypaint Colorize
Shift + Left click	(on paintbrush icon) Toggle Polypaint Colorize for all SubTools

Geometry

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

Dynamesh

Ctrl + Left click + Move the mouse	(in Edit > Draw mode drag Background) Remesh Dynamesh sculpt
------------------------------------	--

HD Geometry

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

Masking

Ctrl + H	View Mask
----------	-----------

Ctrl + I

Invert Mask

Ctrl + A

Mask All

Ctrl

(hold Ctrl while selecting brush from popup) Select Masking Brush

Ctrl

(hold) Paint mask on object (alphas/strokes can be used)

Ctrl + Alt

(hold) Delete or paint reverse mask

Ctrl + Left click

(click background) Reverse mask

Ctrl + Left click + Move the mouse

(drag background) Clear Mask

Ctrl + Left click

(then release Ctrl, drag (starting off mesh)) Constant-intensity mask

Ctrl + Left click + Move the mouse

Alpha-intensity mask (using MaskPen or MaskRect brush) (select alpha while holding Ctrl)

Ctrl + Left click

(on mesh) Blur mask

Ctrl + Alt + Left click

(on mesh) Sharpen mask

Topological Masking

Ctrl + Left click + Move the mouse

(drag the action line on the model) In Move, Scale or Rotate mode

Polygroups

Ctrl + W

Group Masked and Clear Mask

Partial Mesh Visibility & Clip Brushes

Shift + Ctrl

(hold while selecting brush from popup) Select Selection or Clip Brush

Shift + Ctrl + Left click

(then release keys & drag (green selection area)) Show mesh portion

Shift + Ctrl + Left click

(then release keys & drag) Hide mesh portion (press Alt (red selection area))

Ctrl + Shift + X

Grow mesh portion

Ctrl + Shift + S	Shrink mesh portion
Ctrl + Shift + A	Grow all mesh portion
Ctrl + Shift + O	Outer Ring visibility
Space	(press Spacebar without releasing mouse/pen) Move selection or clip area
Shift + Ctrl + Left click	(Click Background) Show entire mesh
Shift + Ctrl + Left click	Show only selected Polygroup (on fully visible mesh)
Shift + Ctrl + Double click	Hide selected Polygroup (on fully visible mesh)
Shift + Ctrl + Left click	Hide selected Polygroup (on partially visible mesh)
Shift + Ctrl + Left click + Move the mouse	(drag background) Reverse visibility
Shift + Ctrl + Left click	(with Lasso option selected, press this shortcut on edge that crosses loop) Hide edge loop
Alt	ClipCurve add soft direction change
Alt then Alt	ClipCurve add sharp direction change
Alt	(hold) Reverse clip area

Stencil

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

ZSpheres

A	Preview Adaptive Skin
---	-----------------------

Draw mode

Left click + Move the mouse	(drag Zsphere) Add a child ZSphere
Alt + Left click	(click Zsphere) Delete ZSphere
Left click + Move the mouse	(then press Shift) Add a child ZSphere at same size
Left click + Move the mouse	(drag to size new ZSphere) Add a child ZSphere and scale Link Spheres

Left click	(Click Link-Sphere) Insert ZSphere
------------	------------------------------------

With Tool>Adaptive Skin>Use ClassicSkinning on:

Alt + Left click	(Click Link-Sphere) Sphere Define magnet/ break mesh
------------------	--

Move mode

Left click + Move the mouse	(drag Zsphere) Move ZSphere
Left click + Move the mouse	(drag Link-Sphere) Pose (Natural-linked move)
Alt + Left click + Move the mouse	(drag Link-Sphere) Move Chain

Scale mode

Left click + Move the mouse	(drag Zsphere) Scale Zsphere
Alt + Left click + Move the mouse	(drag Link-Sphere) Inflate/deflate chain
Left click + Move the mouse	(drag Link-Sphere) Scale chain

Rotate mode

Left click + Move the mouse	(drag Zsphere) Spin chain
Alt + Left click + Move the mouse	(drag Link-Sphere) Control twist
Left click + Move the mouse	(drag Link-Sphere) Rotate chain

ZSketch

Shift + A	(with a ZSphere armature in Edit mode) Activate ZSketch Edit mode
A	Preview Unified Skin

Canvas and 2.5D

Alt	(hold) Reverse 2.5D brush effect
Shift + Ctrl + F	Crop And Fill
Shift + Ctrl + G	Grab Texture From Document

Document Layers

Ctrl + N	Clear Layer
Ctrl + F	Fill Layer
Ctrl + B	Bake Layer
Shift + Left click	On Layer thumbnail, toggle all layers on/off
~ + Left click	(click canvas) Select layer on which clicked pixel resides

Markers

Markers will only show when Edit is turned off

Ctrl + M	Remove Marker
----------	---------------

Canvas Zoom

0	Actual Size
Ctrl + 0	Antialiased Half Size
(+)	Zoom In
-	Zoom Out

Timeline

Left click	(click on the Timeline) Place a new key frame
Left click	(click on the key frame dot) Select an existing key frame
Left click	(click on selected key frame dot) Zoom Timeline in/out
Left click + Move the mouse	(drag dot to new position (dragging off end will delete)) Move selected key frame
Shift + Ctrl + Left click	(click on the key frame dot) Store new data in existing key frame
Left click + Left click	(drag dot off the Timeline) Delete a key frame
Shift + Left click	(click on the Timeline at the point where you want the copy) Copy selected key frame
Shift + Left click	(click on all the key frames dots to be copied, then Shift + click the Timeline at the point where you want the copies) Copy multiple key frames
Ctrl + Left click	(click on an existing key frame dot) Create Transition key frame
Alt + Left click	(click on an existing key frame

	dot) Create Rigid key frame
Left arrow	Go to Previous Camera key frame
Right arrow	Go to Next Camera key frame
Shift + Left click	(click on the Timeline cursor) Play the Timeline (will play as a loop)
Esc	Stop the Timeline playing
Shift + Ctrl + Left click	(click on the Timeline cursor) Record Timeline as a Movie (set the cursor to the start first using the LEFT ARROW)

Movie

Ctrl + Shift + !	Snapshot to Movie
------------------	-------------------

Render

Shift + R	Best Preview Render (BPR)
Shift + Ctrl + R	Render All
Ctrl + R	Cursor Selective Render

Custom UI and Configuration

Ctrl + Alt + Left click + Move the mouse	(when Enable Customize is switched on) Move item to custom interface position
Ctrl + Alt + Left click + Move the mouse	(drag to Canvas (when Enable Customize is on)) Remove item from custom interface position
Shift + Ctrl + I	Store Configuration File
Ctrl + L	Load User Interface Configuration File
Shift + Ctrl + Alt + I	Save User Interface Configuration File

ZScripts

Shift + Ctrl + L	Load ZScript
Ctrl + U	Reload ZScript
H	Show/Hide ZScript window

Last modification: 2023. 08. 01. 21:52:01

More information: defkey.com/hu/zbrush-2023-1-shortcuts

[Customize this PDF...](#)