

## ZBRUSH HOTKEYS

### Universal Hotkeys

<b>Ctrl+Z</b>	Undo
<b>Shift+Ctrl+Z</b>	Redo
<b>Spacebar</b>	Activates Quick Menu (click), Pans document (drag)
	Activates Coin Controller if Stencil is active
<b>+</b>	Zoom in to document
<b>-</b>	Zoom out
<b>0 (zero)</b>	View document actual-size
<b>Ctrl+0</b>	View document half-size, antialiased (also affects Document Export)
<b>Tab</b>	Hide/Show floating palettes
<b>H</b>	Hide/Show ZScript window
<b>C</b>	Picks the color beneath your cursor
<b>V</b>	Switches Main/Secondary colors
<b>S</b>	Draw Size
<b>I</b>	RGB Intensity
<b>Shift+I</b>	Z Intensity
<b>Alt/Option</b>	Inverts the effect of most tools
<b>Ctrl+R</b>	Cursor-selective Best Render
<b>Shift+Ctrl+R</b>	Render canvas in selected mode
<b>Shift+Ctrl+L</b>	Load ZScript
<b>Ctrl+U</b>	Reload ZScript
<b>Shift+Ctrl+I</b>	Store Interface Configuration
<b>Shift+Ctrl+Alt+I</b>	Save Interface Configuration
<b>Ctrl+L</b>	Load Interface Configuration

### Painting Hotkeys

<b>Ctrl+F</b>	Fill layer
<b>Ctrl+N</b>	Clear layer
<b>~</b>	(Tilde) Picks object's layer (click), scrolls document (drag)

### Transforming & Editing Hotkeys

<b>Q</b>	Draw Pointer (Default for all tools)
<b>W</b>	Move Mode
<b>E</b>	Scale Mode
<b>R</b>	Rotate Mode
<b>T</b>	Edit Mode
<b>Shift+S</b>	Snapshot Object
<b>M</b>	Mark Object
<b>Ctrl+M</b>	Unmark Object
<b>Alt+M</b>	Delete all markers
<b>F</b>	Quick 3D Edit Mode
<b>Shift+F</b>	Polyframe View Mode
<b>A</b>	Preview ZSphere Adaptive Skin
<b>G</b>	Projection Master
<b>Shift</b>	Constrain to 90-degrees when rotating

### Edit-Only Hotkeys

<b>X</b>	Activate/Deactivate X Symmetry
<b>Y</b>	Activate/Deactivate Y Symmetry
<b>Z</b>	Activate/Deactivate Z Symmetry
<b>Ctrl+D</b>	Divide the mesh
<b>D</b>	Switch to higher mesh-resolution level
<b>Shift+D</b>	Switch to lower mesh-resolution level
<b>.</b> (period)	Scale and center object in the canvas
<b>P</b>	Set Pivot Point
<b>Shift+P</b>	Clear Pivot Point
<b>Ctrl+G</b>	3D Copy
<b>Shift</b>	(with Draw Pointer selected) Alternate Draw-Pointer mode

## EDIT-MODE MOUSE ACTIONS: Transformations

<b>Click &amp; Drag Background:</b>	Free Rotate
<b>Alt+Click &amp; Drag Background:</b>	Move
<b>Alt+Click, Release Alt, Drag:</b>	Resize
<b>Click, Alt+Drag:</b>	Spin
<b>Shift+Click+Drag:</b>	Constrain to 90-degree rotation
<b>Click, Shift+Drag:</b>	Rotate around Z-axis

### Masking

<b>Ctrl+Click &amp; Drag:</b>	Alpha-intensity mask
<b>Ctrl+Click, Release Ctrl, Drag:</b>	Constant-intensity mask
<b>Ctrl+Click &amp; Drag Background</b>	Reverse mask

### Partial Mesh Visibility

<b>Shift+Ctrl+Click &amp; Drag:</b>	Show mesh portion
<b>Shift+Ctrl+Click, Release Shift+Ctrl, Drag:</b>	Hide mesh portion
<b>Shift+Ctrl+Click</b>	(on fully-visible mesh) Show only selected Polygroup
<b>Shift+Ctrl+Click</b>	(on partially-visible mesh) Hide selected Polygroup
<b>Shift+Ctrl+Click Background</b>	Show entire mesh
<b>Shift+Ctrl+Click &amp; Drag Background</b>	Reverse visibility

### ZSphere Edit Actions

<b>Draw Pointer:</b>	
<b>Drag ZSphere:</b>	Adds a child ZSphere
<b>Shift+Click ZSphere:</b>	Adds a child ZSphere at same size
<b>Click Link-Sphere:</b>	Inserts ZSphere
<b>Alt+Click ZSphere:</b>	Deletes ZSphere
<b>Alt+Click Link-Sphere:</b>	Breaks mesh/defines magnet
<b>Move Mode:</b>	
<b>Drag ZSphere:</b>	Moves ZSphere
<b>Drag Link-Sphere:</b>	Moves Chain
<b>Alt+Drag Link-Sphere:</b>	Natural-linked move (pose)
<b>Resize Mode:</b>	
<b>Drag ZSphere:</b>	Resizes ZSphere
<b>Drag Link-Sphere:</b>	Resizes chain
<b>Alt+Drag ZSphere:</b>	Inflates/deflates chain
<b>Rotate Mode:</b>	
<b>Drag ZSphere:</b>	Spins chain
<b>Drag Link-Sphere:</b>	Rotates chain
<b>Alt+Drag ZSphere:</b>	Controls twist