

A vertical screenshot of the ZBrush interface's left shelf. The shelf is dark grey with a green border on the right. It contains several buttons and sliders. From top to bottom: a 'Y Size' slider, a 'Z Size 3.21297' slider, a 'Radial Count' button, an 'Inflate' button, a 'Rotate' button, a 'Polish Crisp Edges' button, an 'Imbed 20' button, a 'Smt' button, a 'Dynamic' button, a 'Mirror And Weld' button, and an 'Apply' button. The text 'Customizing the Interface' is overlaid vertically on the left side of the shelf.

Customizing the Interface

TUTORIAL NOTES

In this tutorial, we used a configuration file and the Preferences menu to add items to the bottom shelf of the ZBrush interface. We then installed a custom Hotkeys file, and a blue material that is helpful to visualize your piece while sculpting.

Downloading the Files: I've published my custom ZBrush interface configuration file on Google Drive, but you can also download it here in the course. This folder also includes a custom Hotkeys file, and a Materials folder.

Installing the Custom Interface (CFG) File: From the Preferences menu, we used the **Load UI** button in the **Config** section to load the **Kat Adair Custom Interface2021.cfg** file. Once the file was loaded, we clicked the **Store Config** button to make this interface load each time ZBrush is launched.

Installing the Custom Hotkeys File: We used the **Hotkeys** section of the Preferences menu and the **Load** button to install the **Kat Adair Hotkeys.txt** file. Once loaded, we clicked the **Store** button to make it the default.

Installing the Dirty Blue Material: We used the **Materials Picker** in the left shelf and the **Load** button to install the **mah_dirty_blue_01.ZMT** material. We then clicked the **Save as Startup Material** button in the picker to make it the default.

Each time there is a new version of ZBrush released, the interface configuration files will need to be reinstalled.