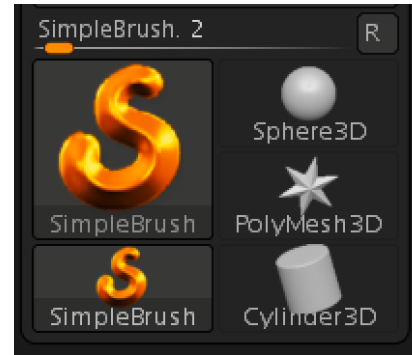


## STARTUP SEQUENCE

In this quick tip, we looked at an issue in ZBrush that results in multiple models being drawn on the stage, but things seem frozen. It's important to follow the startup sequence to avoid this issue.

1. From the Tool palette, **click the SimpleBrush icon and select a primitive** from the 3D Meshes list. Do not use the 2.5D Brushes in the picker. Alternatively, you can select one of the 3D Meshes in the ZTool Corral
2. **Click and drag to place the model on the stage.**
3. **Immediately press the T key.**
4. Press the **Make PolyMesh3D** button in the Tool palette in the right tray.



Later, we will learn another method that allows us to use the Initialize function in the right tray to change the primitive's attributes before pressing the Make PolyMesh3D button.

**If you end up with multiple objects on the stage and things seem "frozen," press ⌘-N or Ctrl-N to create a new document.** If no object remains, click and drag to place the primitive on the stage, pressing T to switch to the Edit mode, then continue with the startup process.