

ZBRUSH NAVIGATION



ROTATE around: click and drag on the background

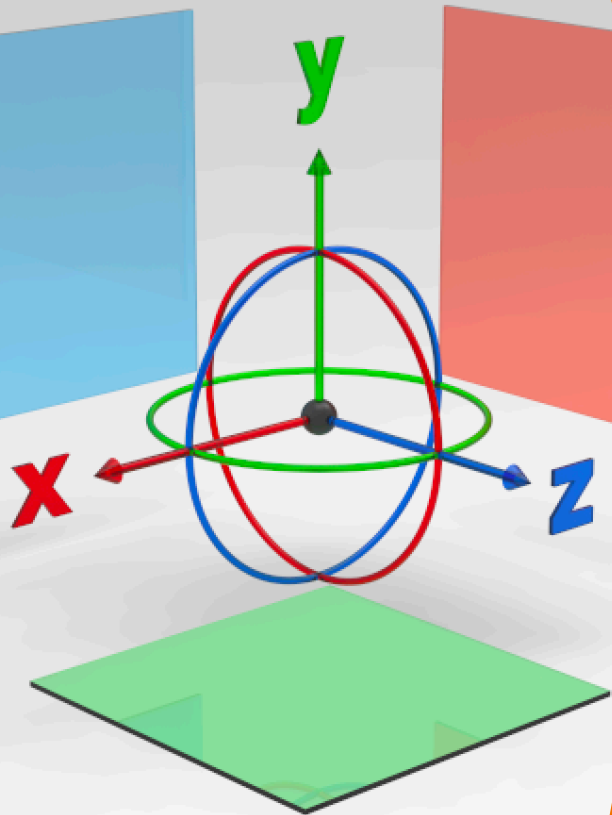
PAN side-to-side: hold Option while clicking and dragging on the background

ZOOM in and out: press and HOLD the Option key, then click and HOLD the mouse button, then RELEASE the Option button, and move the mouse forward and backward

ZOOM out (extents): Press the F key

- If you are zoomed in too far and cannot see the background, press the F key, or you can use any of these methods outside the white line around the canvas, in the "gutter."
- You can also use the Move, Zoom, and Pan buttons to the right of the canvas to navigate.
- Remember, you are not moving the object, but instead are moving a *camera around the object* to change the view.





Y axis is vertical

X axis is left-right

Z axis is front-back

You can also tell the axis by the color of the floor grid. The Y axis floor grid is green, the Z is blue, the X is red.

To RESET the axis orientation, hold **Option/Alt** to unlock the axis and click the circular arrow (5th icon) above the Gizmo 3D while in the Move mode.

Reset axis
orientation



ZBRUSH NAVIGATION



ROTATE around: click and drag on the background

PAN side-to-side: hold Alt while clicking and dragging on the background

ZOOM in and out: press and HOLD the Alt key, then click and HOLD the mouse button, then RELEASE the Alt button, and move the mouse forward and backward

ZOOM out (extents): Press the F key

- If you are zoomed in too far and cannot see the background, press the F key, or you can use any of these methods outside the white line around the canvas, in the "gutter."
- You can also use the Move, Zoom, and Pan buttons to the right of the canvas to navigate.
- Remember, you are not moving the object, but instead are moving a *camera around the object* to change the view.
- Windows users can assign the scroll wheel of the mouse to zoom in and out; check the #AskZBrush video on how to do this.

