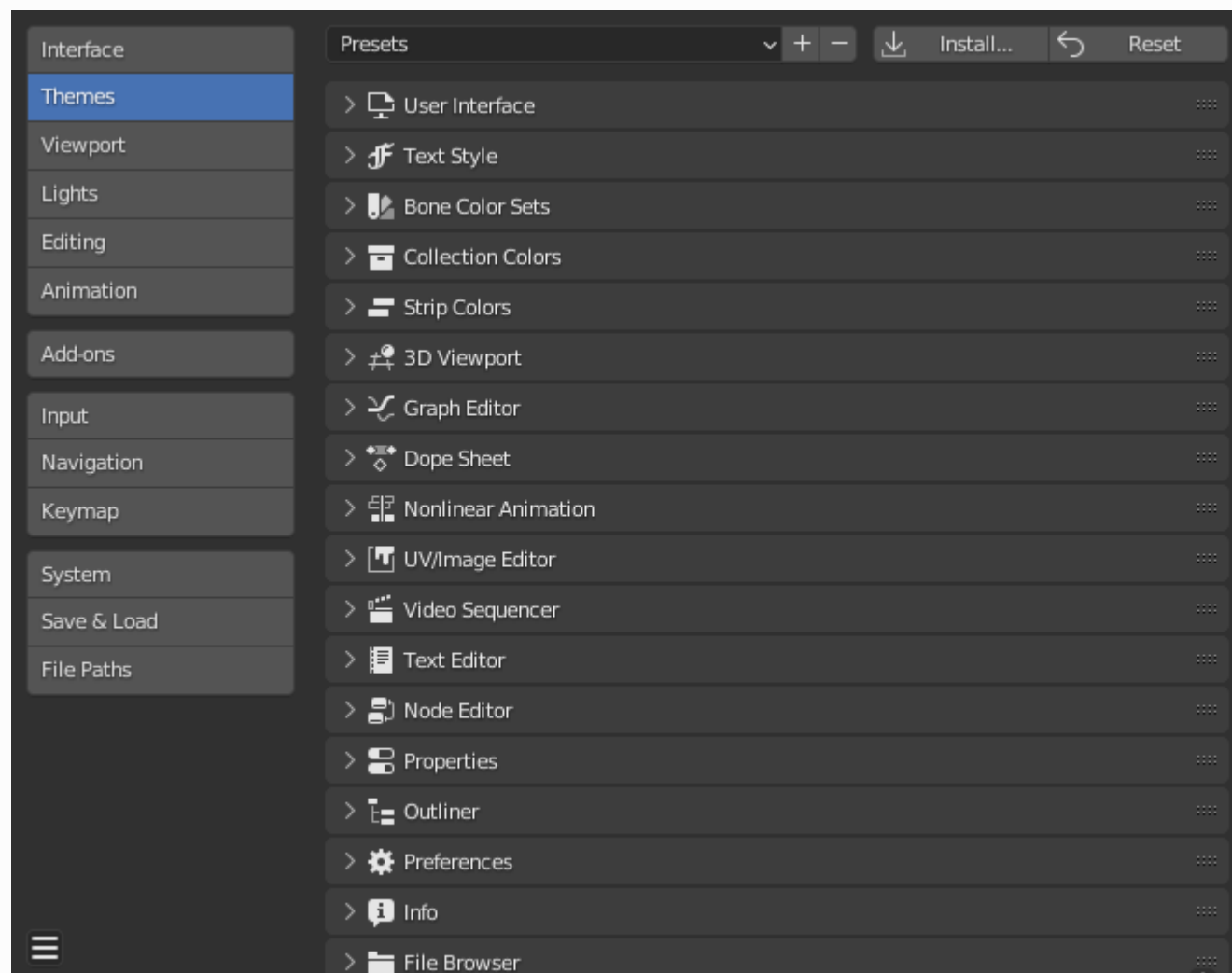




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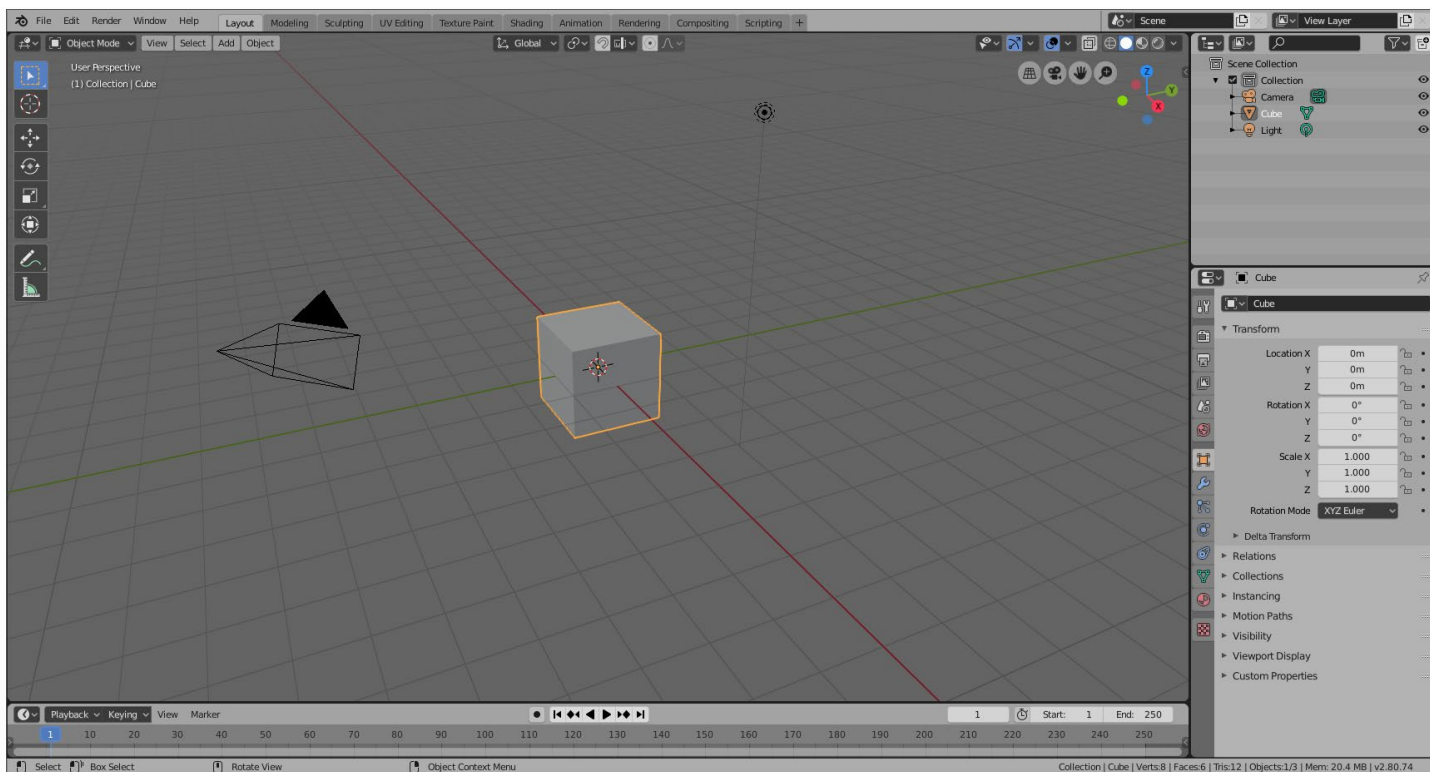
Themes

The *Themes* section allows you to customize interface appearance and colors.



The colors for each editor can be set separately by simply selecting the editor you wish to change in the multi-choice list at the left, and adjusting colors as required. Notice that changes appear in real-time on your screen. In addition, details such as the dot size in the *3D Viewport* or the *Graph Editor* can also be changed.

Themes use Blender's preset system to save a theme. This will save the theme to an XML file in the `./scripts/presets/interface_theme/` subdirectory of one of the [configuration directories](#).



Blender comes bundled with a small selection of themes.

This is an example of the theme *Blender Light*.

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