

## 7.0.7 Editors - 3D Viewport - Mesh Object - Weight Paint Mode - Brushes context menus

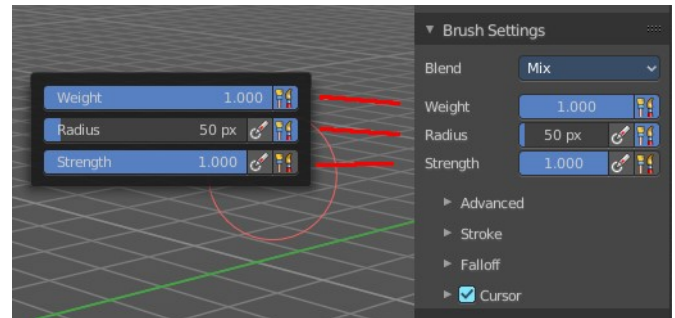
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## Brushes context menus

Call this menu with double right click in the 3D viewport. You need to be in Weight Paint mode with a mesh object.

In Weight Paint mode you will call a context menu with the sliders from the Brush settings.



### Weight

Adjust the strength of the weight painting.

### Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

### Radius

The Radius edit box allows you to adjust the radius of the brush.

### Size Pressure

The first button behind the edit box enables tablet pressure sensitivity for radius.

## **Use Unified Radius**

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.

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## **Strength**

The Strength edit box allows you to adjust the strength of the brush.

## **Size Pressure**

The first button behind the edit box enables tablet pressure sensitivity for radius.

## **Use Unified Radius**

The second button behind the edit box enables global radius size. Any modification at the radius will also modify the radius value for other paint tools.