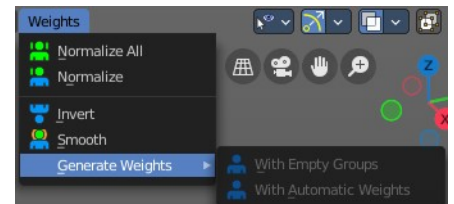


7.1.37 Editors - 3D Viewport - Header - Grease Pencil - Weight Paint Mode - Weights Menu

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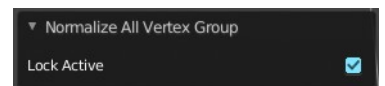
Weight Paint Mode - Weights Menu



Normalize All

Normalizes the weight of all Vertex groups so that the values for the single vertices in the sum is 1.

Last Operator Normalize all Vertex Group



Lock Active

Keep the values of the active group while normalizing others.

Normalize

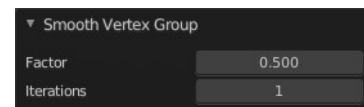
Normalize normalizes the weight of the current selected Vertex group so that the values for the single vertices in the sum is 1. Means when there is influence from other groups, then those values are kept, but the one for the current group gets lowered so that the sum is 1.

Invert

Invert inverts the weight painting for the selected vertex group.

Smooth

Smooths the weight for selected vertices.



Last Operator Smooth Vertex Group

Factor

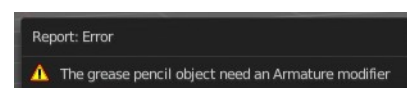
Here you adjust the factor.

Iterations

Here you adjust how many iterations you use.

Generate Weights

The menu items are greyed out as long as there is no weight painting at the grease pencil stroke. And you need to have the grease pencil stroke parented to an armature. Or you will get an error.



With empty Groups

Parents the vertices to the bones, but with empty vertex groups.

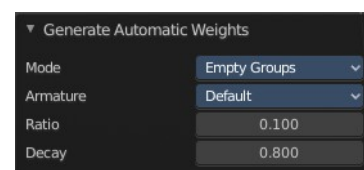
With automatic Weights

Parents the vertices to the bones, but tries to apply automatic weighting, based at the envelope weight of the bones.

Last Operator Generate Automatic Weights

Mode

With empty groups or with automatic weights.



Armature

Which armature to use. There can be more than one armature in the hierarchy.

Ratio

The ratio between bone length and influence radius. This adjusts the envelope weight of the bones.

Decay

Factor to reduce influence depending of distance to bone axis. This adjusts the envelope weight of the bones.
