



## 7.0.16 Editors - 3D Viewport - Grease Pencil object - Weight Paint Mode - Brushes context menu

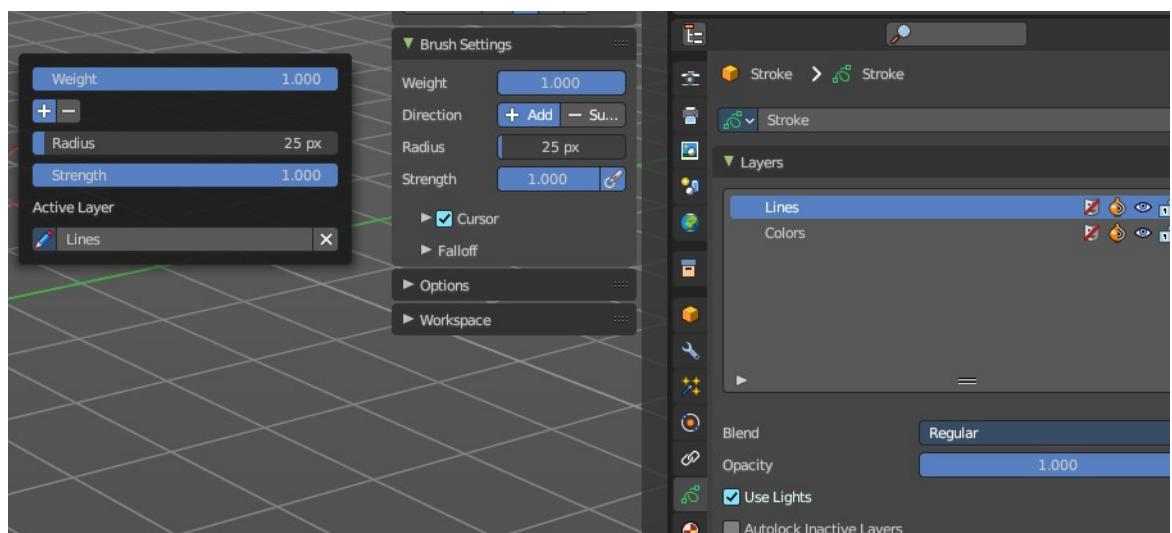
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## Weight Paint Mode - Brushes Context Menu

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

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



### Weight

The vertex weight to paint to.

### Direction

Add or subtract the brush stroke.

## Radius

The radius of the sculpt brush.

## Strength

The strength of the sculpt brush.

## Active Layer

The active grease pencil layer. You can choose another layer, and add new layers here too. It is the same content than in the Properties editor.

## Layer drop down box

The list of available layers.

### New Layer

Add a new grease pencil layer.

### Layer Edit Box

The currently active grease pencil layer. Rename it by clicking into the field.

### Remove Layer

Remove the grease pencil layer.