

a

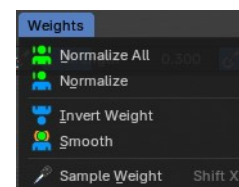


7.1.33 Editors - 3D Viewport - Header - Grease Pencil - Weight Paint Mode - Weights Menu

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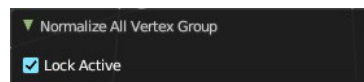
Weight Paint Mode - Weights Menu



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.

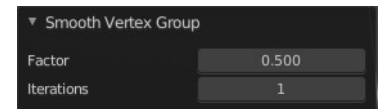
Last Operator Smooth Vertex Group

Factor

Here you adjust the factor.

Iterations

Here you adjust how many iterations you use.



Sample Weight

Pick the weight under the mouse by a click.