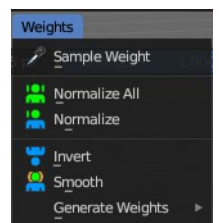


## 7.1.37 Editors - 3D Viewport - Header - Grease Pencil - Weight Paint Mode - Weights Menu

### Table of content

Weight Paint Mode - Weights Menu.....	1
Sample Weight.....	2
Normalize All.....	2
Last Operator Normalize all Vertex Group.....	2
Lock Active.....	2
Normalize.....	2
Invert.....	2
Clean.....	2
Adjust last operator Clean Vertex Group Weights.....	2
Subset.....	2
Limit.....	2
Keep Single.....	2
Quantize.....	3
Adjust last operator Quantize Vertex Group.....	3
Subset.....	3
Steps.....	3
Levels.....	3
Adjust last operator Clean Vertex Group Weights.....	3
Subset.....	3
Offset.....	3
Gain.....	3
Smooth.....	3
Last Operator Smooth Vertex Group.....	3
Factor.....	3
Iterations.....	3
Generate Weights sub menu.....	4
With empty Groups.....	4
With Automatic Weights.....	4
Adjust last operator Generate Automatic Weights.....	4
Mode.....	4
Armature.....	4
Ratio.....	4
Decay.....	4

## Weight Paint Mode - Weights Menu



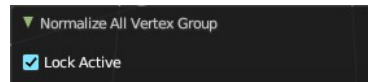
## Sample Weight

Pick the weight under the mouse by a click.

## 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

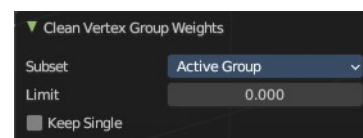
Invert inverts the weight painting for the selected vertex group.

---

## Clean

Remove vertex group assignments which are not required.

## Adjust last operator Clean Vertex Group Weights.



### *Subset*

Which group should be used.

### *Limit*

Add vertices from groups that have zero weight before inverting.

### *Keep Single*

Keep vertices that are assigned to at least one group when cleaning.

---

## Quantize

Set the weights to a fixed number of steps. Going from 0 to 1.

### Adjust last operator Quantize Vertex Group

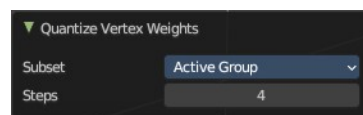
#### **Subset**

Which group should be used.

#### **Steps**

The number of steps between 0 and 1.

---



## Levels

Add some offset and multiply with some gain the weights of the active vertex group.

### Adjust last operator Clean Vertex Group Weights.

#### **Subset**

Which group should be used.

#### **Offset**

The offset value to add to the weights.

#### **Gain**

Value to multiply weights by.

---



## Smooth

Smooths the weight for selected vertices.

### Last Operator Smooth Vertex Group

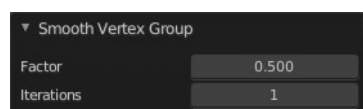
#### **Factor**

Here you adjust the factor.

#### **Iterations**

Here you adjust how many iterations you use.

---



## Generate Weights sub menu

The content of this sub menu requires to have the grease pencil object parented to an armature. Which is somehow odd. Since then these operators are not longer needed. The content is already properly parented. And the parenting process needs to happen in object mode anyways.

However, you can change from empty groups to with automatic weights and vice versa here. So this is a convenient way to remove all vertex groups, or to reset the automatic weighting to restart the weight painting.

### With empty Groups

Parent the grease pencil to the armature with empty vertex groups.

### With Automatic Weights

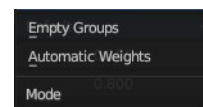
Parent the grease pencil to the armature with empty vertex groups.

## Adjust last operator Generate Automatic Weights



### Mode

Add empty vertex groups without any weighting, or assign the vertex groups automatically to the available bones.



### Armature

Which armature to use. A armature can have sub armatures ...

Default means the default armature.



### Ratio

The ratio between bone length and influence radius.

### Decay

The factor to reduce the influence depending of distance to bone axis.