

7.2.16 Editors - 3D Viewport - Tool Shelf - Grease Pencil - Weight Paint Mode

Table of content

Tool Shelf - Grease Pencil - Weight Paint Mode.....	1
Footer.....	1
Weight.....	1
Blur.....	2
Average.....	2
Smear.....	2

Tool Shelf - Grease Pencil - Weight Paint Mode

You can rig grease pencil strokes. And so you need a weight paint mode.

The brush settings are covered in the chapter Editors - Properties Editor - Tools Tab - Grease Pencil Object.

Footer

When you paint then you will see some further information in the footer.

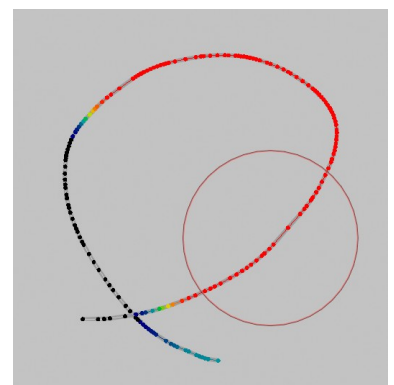
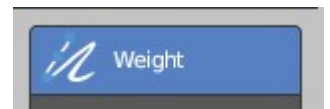
```
GPencil Sculpt: <?> Stroke | LMB to paint | RMB/Esc to Exit | Ctrl to Invert Action | Wheel Up/Down for Size | Shift-Wheel Up/Down for Strength
```



Weight

Draws a weight on a stroke. This draws to the active vertex group of the grease pencil. If there is no vertex group, it will automatically create one when drawing.

Allows you to weight paint the current stroke with the settings defined in the brush panel.



Blur

Smooths out the weights of adjacent vertices of a grease pencil stroke. The strength defines how much the weights are blurred.

Average

Smooths weights by painting the average resulting value from all values under the brush.

Smear

Smudges weight by grabbing the values under the brush and “dragging” them over.

Annotate Tools Group

For more information, refer to chapter Editors – 3D Viewport – Tool Shelf – Object Mode