



7.3.14 Editors - 3D Viewport - Sidebar - Tool Tab - Grease Pencil - Weight Paint Mode

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Grease Pencil - Weight Paint Mode

The Tools tab in Weight Paint Mode provides you the tools to do weight painting at a mesh. Skinned characters for example. Also grease pencil strokes can be skinned to a skeleton. In Weight Paint Mode you can weight paint your strokes.

Brushes Panel

Brush browser

Pick a pencil, and see what pencil is active. There is just one pencil available for weight painting.



Brush Settings Panel

Weight

The target weight. Everything below gets added towards this value. Everything above gets subtracted from this value. Usually you work with the maximum value of 1.

Direction

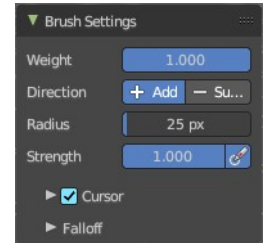
Add or subtract the weight.

Radius

The radius of the brush.

Strength

The strength of the brush.



Cursor Sub panel

Show Brush

Show the brush icon when painting.

Color

The brush icon color.

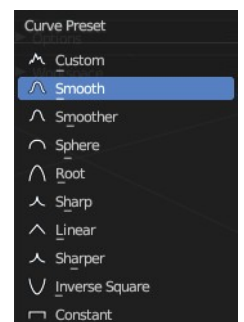
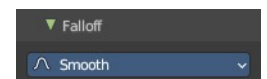


Falloff Sub panel

Adjust the falloff of the brush.

Curve Presets

A dropdown menu where you can choose predefined falloff curves.



Options Panel

Auto Normalize

Ensure that all bone deforming vertex groups adds up to 1.0 while weight painting.

