



## 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

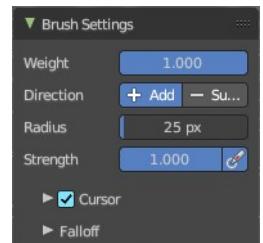
Pick a pencil, and see what pencil is active. There is just one pencil available for weight painting.



## 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.

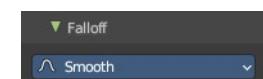


### Color

The brush icon color.

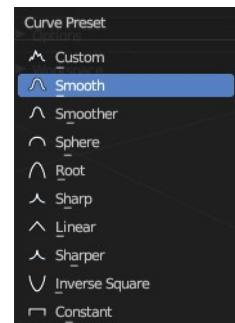
## Falloff Sub panel

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.

