Weights Menu

Reference
Mode:
Edit Mode
Menu:
Weights

This page covers many of the tools in the *Weights* menu.

Normalize All

Reference
Mode:
Edit Mode
Menu:
Weights ‣ Normalize All

For each point, this tool makes sure that the sum of the weights across all vertex groups is equal to 1. It normalizes all of the vertex groups, except for locked groups, which keep their weight values untouched.

Lock Active

Keep the values of the active group while normalizing all the others.

Normalize

Reference
Mode:
Edit Mode
Menu:
Weights ‣ Normalize

This tool only works on the active vertex group. All points keep their relative weights, but the entire set of weights is scaled up such that the highest weight value is 1.0.

Invert

Reference
Mode:
Edit Mode
Menu:
Weights ‣ Invert

Replaces each weight of the selected vertex group by × -1.0 weight.

Examples:

- Original 1.0 converts to 0.0
- Original 0.5 remains 0.5
- Original 0.0 converts to 1.0

Smooth

Reference
Mode:
Edit Mode
Menu:
Weights ‣ Smooth

Smooths the weights of the active vertex group.

Sample Weight

Reference
Mode:
Edit Mode
Menu:
Weights ‣ Sample Weight
Shortcut:
`Shift – X`

Adjust the Weight of the Draw tool to the weight of the vertex under the mouse cursor.