

Clean Vertex Group Weights

Reference

Mode:

Object Mode

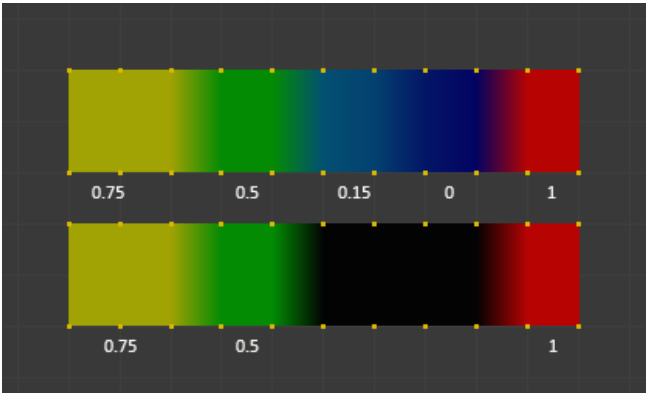
Menu:

Object ▸ Clean Up ▸ Clean Vertex Group Weights

Clean Vertex Group Weights unassigns vertices from [Vertex Groups](#) whose weights are below the *Limit*. Removes weights below a given threshold. The tool is useful for clearing your weight groups of very low (or zero) weights.

In the example shown, a cutoff value of 0.2 is used (see operator options below) so all blue parts are cleaned out.

Note, the images use the *Show Zero weights* Active option so that unreferenced Weights are shown in Black.



Clean example.

Subset

Restrict the tool to a subset. See above [The Subset Option](#) for how subsets are defined.

Limit

This is the minimum weight value that will be kept in the group. Weights below this value will be removed from the group.

Keep Single

Ensure that the *Clean Vertex Group Weights* tool will not create completely unreferenced vertices (which are vertices that are not assigned to an vertex group), so each vertex will keep at least one weight, even if it is below the limit value!

Limit Total Vertex Groups

Reference

Mode:

Object Mode

Menu:

Object ▸ Clean Up ▸ Limit Total Vertex Groups

Reduce the number of weight groups per vertex to the specified Limit. The tool removes lowest weights first until the limit is reached.

Hint

The tool can only work reasonably when more than one weight group is selected.

Subset

Restrict the tool to a subset. See above [The Subset Option](#) for how subsets are defined.

RESTRICT THE TOOL TO A SUBSET. See above [the Subset Option](#) for how subsets are defined.

Limit

Maximum number of weights allowed on each vertex.

Remove Unused Material Slots

Reference
<div><div>Mode:<div>Object Mode</div></div><div>Menu:<div>Object ▸ Clean Up ▸ Remove Unused Material Slots</div></div></div>

Removes unused [material slots](#).