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Vertex Weight Mix Modifier

This modifier mixes a second vertex group (or a simple value) into the affected vertex group, using different operations.

Important

This modifier does implicit clamping of weight values in the standard (0.0 to 1.0) range. All values below 0.0 will be set to 0.0, and all values above 1.0 will be set to 1.0.

Note

You can view the modified weights in Weight Paint Mode. This also implies that you will have to disable the *Vertex Weight Mix* modifier if you want to see the original weights of the vertex group you are editing.

Options

Vertex Group A, B

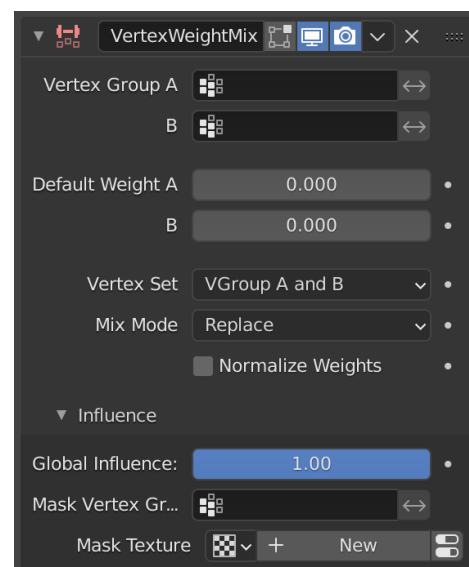
- **A:** The vertex group to affect.
- **B:** The second vertex group to mix into the affected one. Leave it empty if you only want to mix in a simple value.

Invert Weights A/B

Invert the influence of the vertex group.

Default Weight A, B

- **A:** The default weight to assign to all vertices not in the given vertex group.
- **B:** The default weight to assign to all vertices not in the given second vertex group.



The Vertex Weight Mix modifier panel.

Vertex Set

Choose which vertices will be affected.

All:

Affects all vertices, disregarding the vertex groups content.

Vertex Group A:

Affects only vertices belonging to the affected vertex group.

Vertex Group B:

Affects only vertices belonging to the second vertex group.

Vertex Group A or B:

Affects only vertices belonging to at least one of the vertex groups.

Vertex Group A and B:

Affects only vertices belonging to both vertex groups.

Important

When using *All vertices*, *Vertices from group B* or *Vertices from one group*, vertices might be added to the affected vertex group.

Mix Mode

How the vertex group weights are affected by the other vertex group's weights.

Replace:

Replaces affected weights with the second group's weights.

Add:

Adds the values of *Group B* to *Group A*.

Subtract:

Subtracts the values of *Group B* from *Group A*.

Multiply:

Multiplies the values of *Group B* with *Group A*.

Divide:

Divides the values of *Group A* by *Group B*.

Difference:

Subtracts the smaller of the two values from the larger.

Average:

Adds the values together, then divides by 2.

Minimum:

Uses the smallest weight value of VGroup A's or VGroup B's weights.

Maximum:

Uses the largest weight value of VGroup A's or VGroup B's weights.

Normalize Weights

Scale the weights in the vertex group to keep the relative weight but the lowest and highest values follow the full 0 - 1 range.

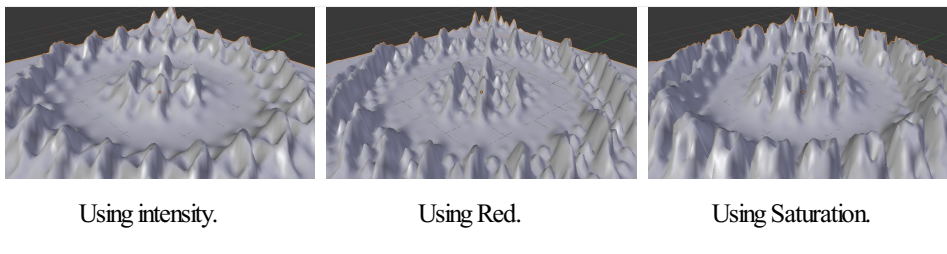
Influence

Those settings are the same for the three *Vertex Weight* modifiers, see the [Vertex Weight Edit modifier](#) page.

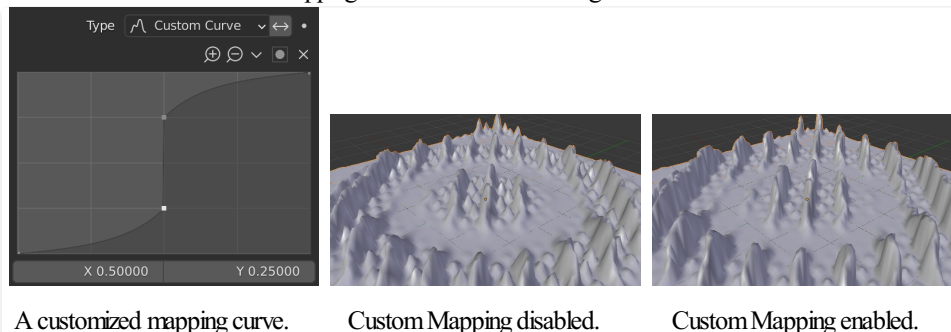
Example

Here is an example of using a texture and the mapping curve to generate weights used by the [Wave](#) modifier.

Texture channel variations.



Custom mapping curve with a Vertex Weight Edit modifier.



[The blend-file](#), TEST_4 scene.

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