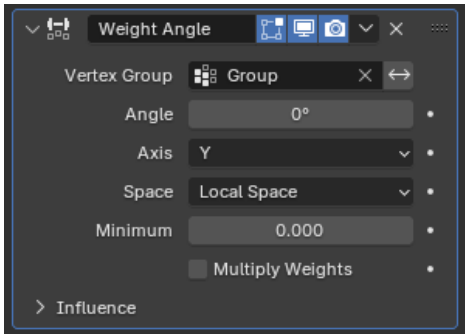# Vertex Weight Angle Modifier

This modifier sets the weights of the given vertex group, based on a predetermined angle.

> Warning
>
> 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.

Options

The Vertex Weight Proximity modifier panel.

Vertex Group

The vertex group to affect.

Invert <-->

Inverts the influence of the selected vertex group. The setting reverses the weight values of the group.

Angle

Sets the angle for the maximum weights value.

Axis

The axis along which the angle affects the weights.

X, Y, Z

Space

Coordinate space to be used.

Minimum

Minimum value for vertex weight.

Multiply Weights

Multiply the calculated weights with the existing values in the vertex group.

Influence

See Influence Filters.