

# Using Vertex Groups

## Vertex Groups for Bones

This is one of the main uses of weight painting. While you can have Blender generate the weights automatically (see the [skinning section](#)), you may want to tweak them or even create them from scratch, especially around joints.

The process is as follows:

1. Select the armature and bring it into *Pose Mode* by pressing `Ctrl - Tab`.
2. Make sure that `Edit > Lock Object Modes` is unchecked in the topbar.
3. Select the mesh and bring it into *Weight Paint Mode*.
4. Make sure that *Bone Selection* is checked in the 3D Viewport's header.
5. Select a bone using `Alt - LMB` (or `Shift - Ctrl - LMB`). This will activate the bone's vertex group and display its current weights on the mesh.
6. Paint weights for the bone using `LMB`.

### Note

You can only select one bone at a time in this mode.

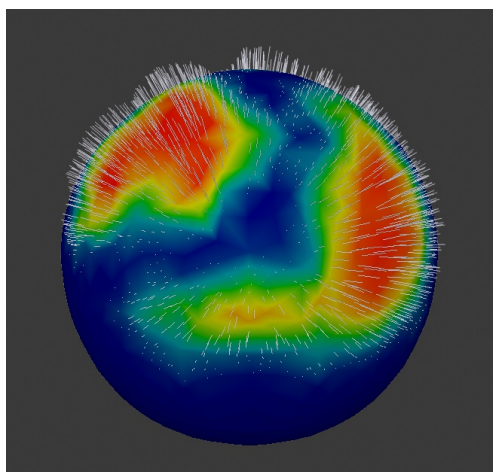
### Tip

The bones are likely embedded inside the mesh, making them invisible and unselectable. To get around this, you can enable [In Front](#) for the armature.

If a bone doesn't have a vertex group yet when you start painting, Blender will create one automatically.

If you have a symmetrical mesh and a symmetrical armature, you can use [Mirror Vertex Groups](#) to automatically create vertex groups and weights for the other side.

## Vertex Groups for Particles



Weight painted particle emission.

By selecting vertex groups in the [Vertex Groups](#) panel of a [particle system](#)'s properties, you can have different particle densities, hair lengths etc. across different areas of the mesh.

