



BlenderMarket – Lazy Weight Tool v1.9.8

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BlenderMarket – Lazy Weight Tool v1.9.8: It supports weight painting by showing and editing weights on a table, sitting them numerically, and strengthening the vertex selection.

Set Weight

- Weight of the flood
 - Give weights for the current settings of your brush. At runtime, normalize all.
- Set weight 1.0,0.9,0.75,0.5,0.25,0.1,0.0
 - Give a fixed number. At runtime, normalize all
- Vertex weights and vertex groups are displayed and modified in tables
- Highlight of the specified number (Match / More or Less)
- Option to show vertex indexes on the mesh
- Note: The automatic normalization process is just a matter of altering the numerical value in the weight tables.

Weight Copy / Paste

The weights from the vertices you have selected onto the clipboard before transferring them onto a different material or object.

This is particularly useful when you wish to align the weights of separate meshes or other items.

Adjust Weight Gesture

Change the weight using the mouse(Shift and Alt, followed by F).

Select

Vertices are easily selected while still in paint mode. Loop selection and the shortest path are possible using the mouse in the editing mode of mesh.

- Select another (Ctrl + Numpad + "+")
- Select less (Ctrl + Numpad + "-")
- Select Multi Loop
- Select edge loop (Alt + Left DoubleClick)
- Select Link (L)

Other

- Weight Transfer
- A menu with the default weight function, which can be used as an option
- Mini brush setting menu
- Vertex group 3 columns with regular expressions



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