



Blender Market – Weight Paint And Bones: A Blender Toolkit v1.1.0

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Weight Paint And Bones: A Blender Toolkit v1.1.0: Introducing 'Weight Paint and Bones: A Blender Toolkit' Enhance your weight painting and bone editing in Blender with the comprehensive 'Weight Paint and Bones: A Blender Toolkit' addon. This toolkit aims to simplify and streamline weight-related tasks, offering a range of features to make your workflow more efficient.

Who is this for?

Designed for Blender users engaged in weight painting or bone editing, whether animators, 3D artists, game developers, or those working with complex 3D models.

Keyboard Shortcuts: Default shortcuts associated with various features can be customized according to your workflow.

Additional Information: Insights about certain features include details on the direction of weight mirroring, naming conventions for mirroring multiple groups, field selection for various features, additional checkbox features, and options like turning off front-face weight paint and showing brush details in the pie menu.

Changelog - Version 1.1.0:

- Added support for vertex group names with lowercase letters, recognizing both uppercase and lowercase suffixes in vertex group names.

Remember to uninstall the previous version before updating to the new one. Enjoy an enhanced weight painting and bone editing experience with this powerful Blender toolkit!

- Asymmetric Weight Paint Mirroring: Achieve accurate weight paint mirroring on asymmetrical meshes with additional tools
- Fill Missing Weights: Fill vertices on the destination side based on the weight painted from the source side.
- Fill Only Selected Vertices: Precisely fill only selected vertices.
- Select Missing Vertices: Automatically select vertices missing weights in the destination group.
- Smooth Weights: Refine results by smoothing all vertices in the destination group.
- Mirror Multiple Groups: Select multiple groups for weight paint mirroring.
- Quick Origin Positioning: Swiftly set the origin point to the center of selected vertices in weight paint mode for efficient mirror operations.
- Brush Pie Menu and Brush Group Presets: Access a user-friendly pie menu for quick brush switching and creating custom brush groups.
- Efficient Weight Paint Mode Entry: Quickly enter weight paint mode from an object selection.
- Precise Bone Selection: Ensure accurate and effortless bone selection in complex assemblies.
- Sequential Bone Parenting: Accelerate the process of parenting multiple bones sequentially.
- Batch Constraint Assignment: Streamline workflow when applying the same constraint to multiple bones.



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