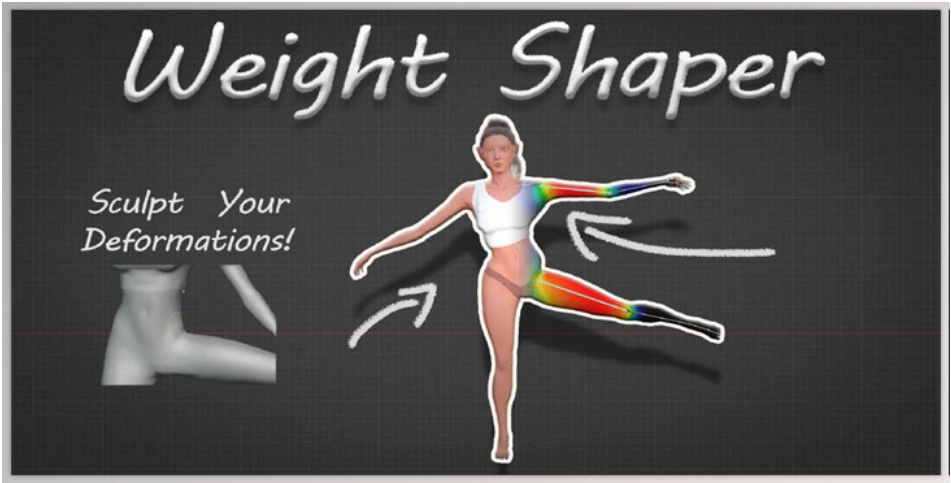


## Blender Market – Weight Shaper 1.1.0

2025-02-10 16:50:33   [label](#)   [我要反馈](#)   [下载页面](#)



### Blender Market – Weight Shaper 1.1.0:

#### New Update Highlights:

- The latest version brings about significant performance improvements and more. Refer to the changelog for detailed information and explore the performance comparison chart below.
- Enhanced Weight Painting and Deformations with Weight Shaper
- Experience seamless weight painting with the Weight Shaper Blender addon, designed to streamline your weight painting process. This tool facilitates precise adjustments to vertex deformations, automatically generating the required weight paint. Whether you're a beginner or a seasoned professional, Weight Shaper aims to make the intricate task of fine-tuning a matter of minutes rather than hours.

#### Simple Workflow for Perfect Deformations:

- Pose It: Position your character or object in the desired pose.
- Tweak It: In the posed state, adjust vertices for refined posing.
- Perfect It: Click 'Optimize Weights' to let Weight Shaper generate the weight paint seamlessly.

Complete Control Over Weight Distribution: Weight Shaper grants complete authority over the weight painting, allowing for precise deformation control.

- Bones Selection: Easily specify bones for weight splitting by adding them to the 'Influencing Bones' list.
- Normalized Weights: Post-optimization, weights are normalized to ensure consistent and accurate results without exceeding the total weight limit.

For those who prefer fine-tuning, advanced settings like Learning Rate, Convergence Threshold, and Iterations provide even more control, detailed in the documentation for personalized adjustments.

Effortless Precision in Weight Painting: Manual weight painting can be time-consuming; Weight Shaper makes your workflow faster and more precise, automating the weight paint creation.

#### Maximizing the Potential: To achieve optimal results with Weight Shaper, consider these tips:

- Influencing Bones Selection: Any bone in the "Influencing Bones" list is considered for weight optimization.
- Adding Multiple Bones: Add at least two bones to the list for effective results.
- Strategic Bone Choice: Choose bones that most influence the area being adjusted.
- Normalization Process: Adjusted vertices influenced by bones not in the list will still change due to normalization.

Additional Performance Note: During extensive vertex adjustments, Blender may temporarily enter a 'no response' state, which is normal. This is due to the intensive calculations, and Blender will resume regular operation once the calculations are complete. Please be patient during this process.

#### Version 1.1.0:

- Performance Boost: Substantial speed improvement for weight optimization, with detailed tests indicating significant time savings.
- Bone Selection Upgrade: Users can add multiple bones to the "Influencing Bones" list in Weight Paint mode.
- Bone Selection Accuracy: Fixed occasional unintended bone additions to the 'Influencing Bones' list.
- Shape Key Detection Fix: Resolved 'Failed to create shape key' error for non-English Blender versions.
- Error Handling: Enhanced error checks for a smoother user experience.



去下载

标签

Blender Market

Resources

平面设计

- Optimization Feedback: Improved 'Optimize Weights' with a completion notification and processing time detail.



产品数量  
已有 42647个



付费会员  
已有 1676位



价值评估  
商业价值约 ¥6635.87万元



下载数量  
已下载 222908次