Blender Market – Ebbawt – Accurate Weight Painting With Armature v1.0

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It all began with the fact that with regard to character rigging, I didn't like the(almost required) weight painting after having created a "Set parent with automatic weights".

Each time I performed this procedure using Blender I was required to return to the step of painting weights. I wanted to complete this once, in a reversible manner, and without having **to try a new wheel every time.**

Gfx plugin details of Blender Market – Ebbawt – Accurate Weight Painting With Armature v1.0

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In order to reach my goals, I designed **EBBAWT** This is an add-on that lets you prepare an exclusive armature, **EBBAWT** Armature that, once saved is able to be altered to be used in a new project or to enhance the current one and perform exactly the same painting each time and for you, it's as easy by clicking "Set parent with automatic weights".

Afterward, **EBBAWT** tools allow you to get tools to recover a "normal" armature and a mesh object that has a perfect weight painting!

Furthermore, regarding vertex groups, **EBBAWT** comes with additional tools that assist in making your Blender life simpler!

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