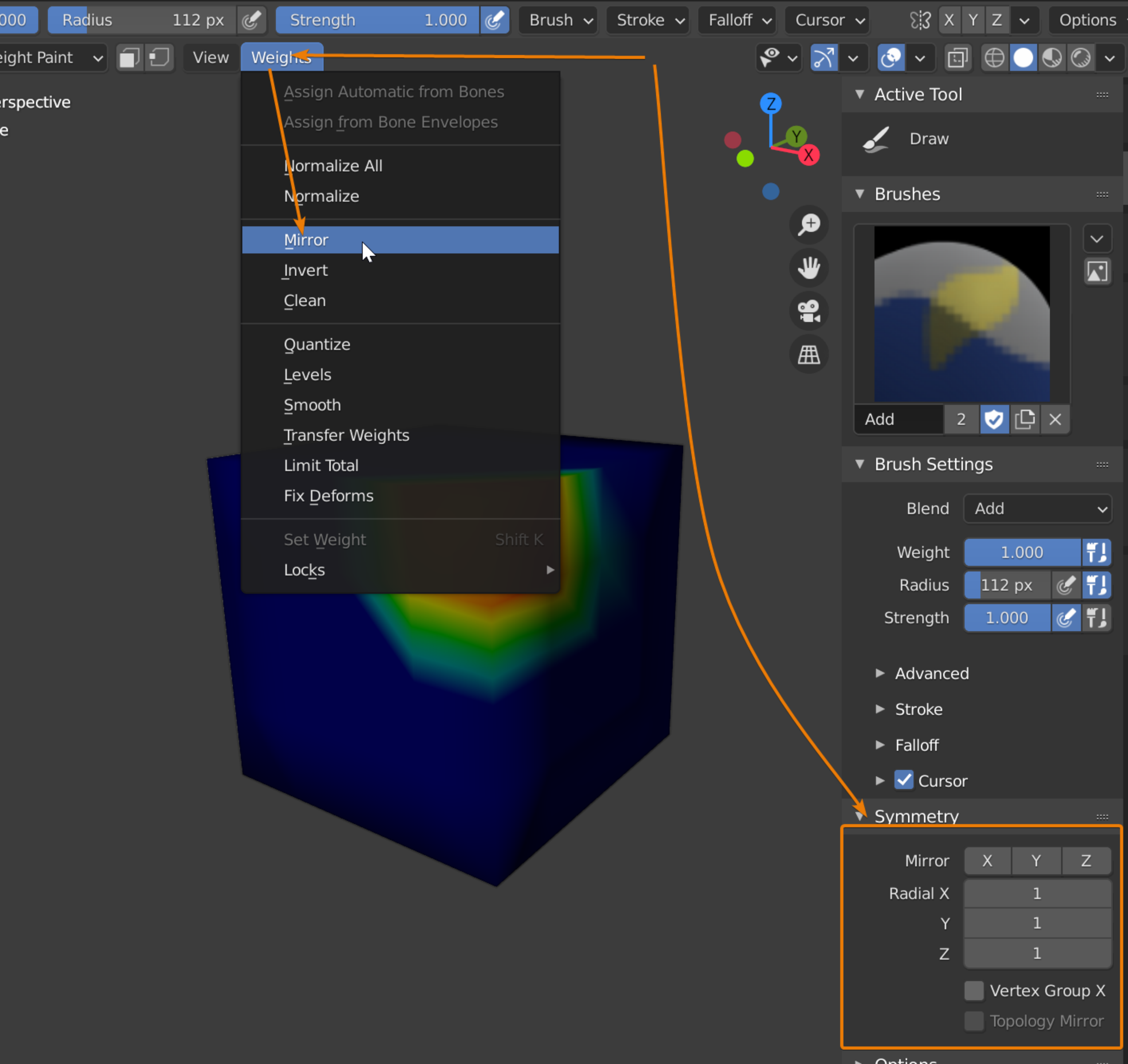




- Weights
- Assign Automatic from Bones
 - Assign from Bone Envelopes
 - Normalize All
 - Normalize
 - Mirror**
 - Invert
 - Clean
 - Quantize
 - Levels
 - Smooth
 - Transfer Weights
 - Limit Total
 - Fix Deforms
 - Set Weight (Shift K)
 - Locks

Active Tool

Draw

Brushes

Add 2 [Shield Icon] [Copy Icon] [Close Icon]

Brush Settings

Blend Add

Weight 1.000 [Brush Icon] [Warning Icon]

Radius 112 px [Brush Icon] [Warning Icon]

Strength 1.000 [Brush Icon] [Warning Icon]

Advanced

Stroke

Falloff

☒ Cursor

Symmetry

Mirror	X	Y	Z
Radial X	1		
Y	1		
Z	1		

☐ Vertex Group X

☐ Topology Mirror