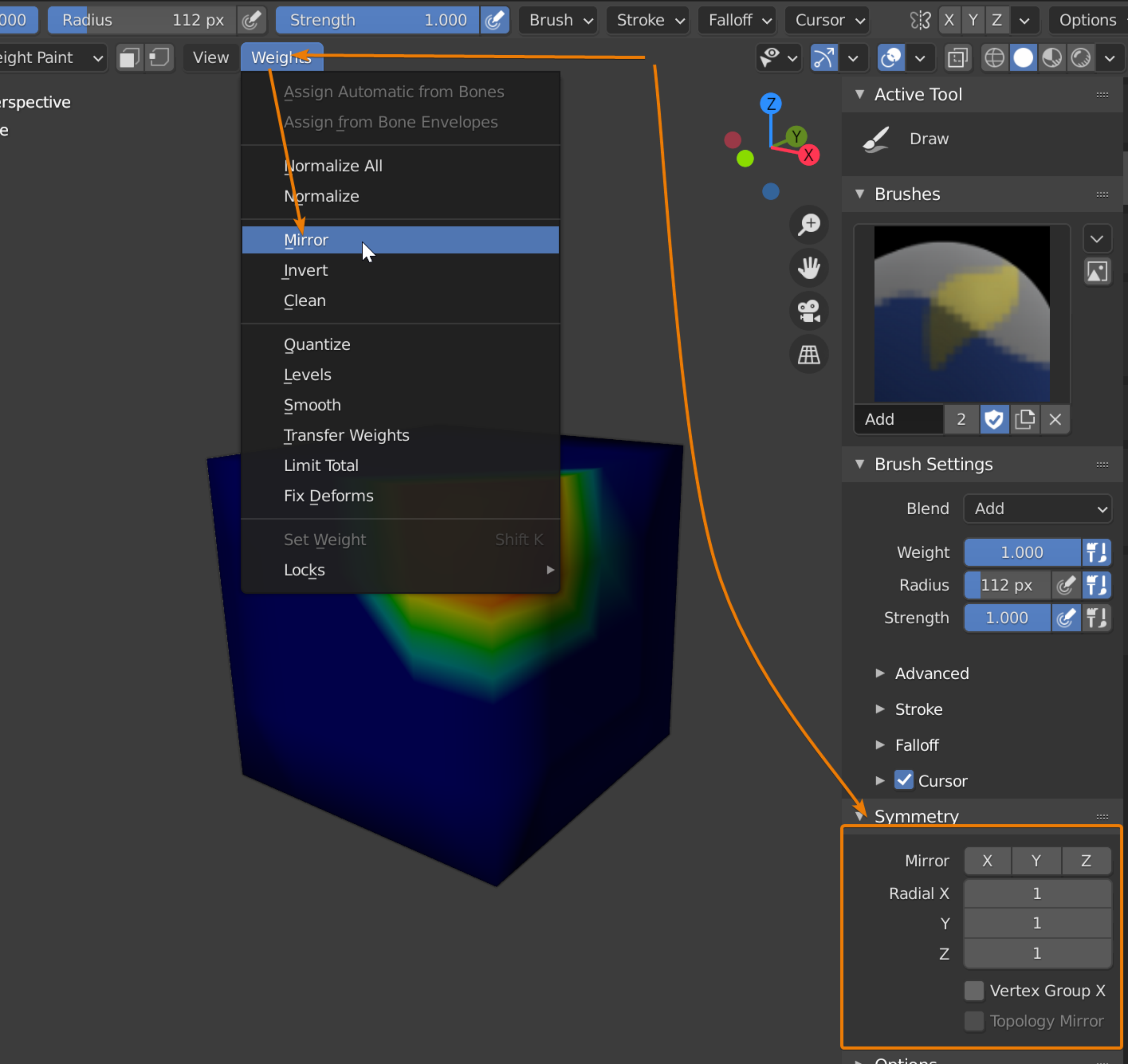




- Assign Automatic from Bones
- Assign from Bone Envelopes
- Normalize All
- Normalize
- Mirror**
- Invert
- Clean
- Quantize
- Levels
- Smooth
- Transfer Weights
- Limit Total
- Fix Deforms
- Set Weight (Shift K)
- Locks

Active Tool

Draw

Brushes

Add 2

Brush Settings

Blend Add

Weight 1.000

Radius 112 px

Strength 1.000

Advanced

Stroke

Falloff

☒ Cursor

Symmetry

Mirror	X	Y	Z
Radial X	1		
Y	1		
Z	1		

☐ Vertex Group X

☐ Topology Mirror

Options