

Tool: BG Weight Map Editor

Version: v1.0.0

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Date: 2010.12.06

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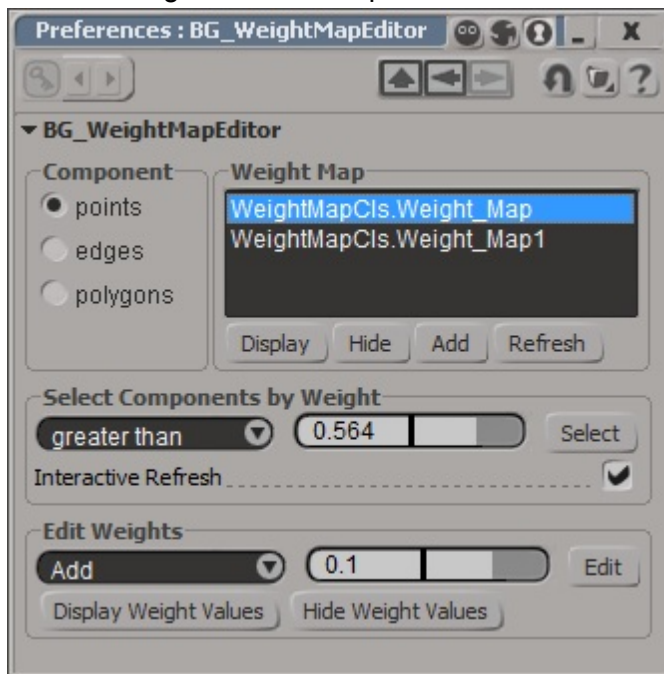
Description: Provides tools for selecting components by weight map value, and editing weights of those components.

Installation: Self installing plugin. Unzip file and copy to any plugin directory in your Softimage workgroup or local install path.

Usage: There are 2 menu anchor points for accessing the Weight Map Editor:

- 1) MCP>Selection>Select By Weight Map
- 2) Property>Map Paint Tools>Weight Map Editor

Select a polygon mesh with any number of weight maps, then run the tool from the menu.
The following PPG should open:



- **Component (points, edges, polygons):** Choose which type of component you wish to select and/or edit on the mesh
- **Weight Map:** A list of all current weight maps on the selected object
- **Display:** Turn on property maps in the current viewport camera
- **Hide:** Turn off property maps in the current viewport camera
- **Add:** Add a new weight map to the selected object
- **Refresh:** Refresh the list of weight maps on the object. This is required if you add a new map, delete, or rename any weight maps while the editor is open. You can also close

and reopen the editor.

- **Select Components by Weight:**
 - Choose a conditional operator (greater than, less than, in range)
 - Choose a weight
 - The tool will select all components on the object where the condition is true.
 - Use the select button or Interactive Refresh to update the selection as values are changed
 - If Interactive Refresh is enabled, selections will update interactively as you change the weight value, component type, or weight map
- **Edit Weights:**
 - Choose an Edit mode (Absolute, Add)
 - Enter a weight value (you set negative values to add)
 - Press the Edit button to make changes to the weight of the selected components
 - NOTE: When adding values, the weight map can store results that are clamped outside its range. You may observe this if you incrementally add values that go above 1 and below 0 for a default weight map, for example.
- **Display Weight Values:** Displays the numerical values of currently selected vertex points
- **Hide Weight Values:** Hides the numerical values of currently selected vertex points

Usage Notes:

- I have tested the tools on meshes with over 1 million points, and the feedback is still reasonably interactive
- By default, display of numerical values works only on selected vertex points (this helps reduce potential information overload). As a result, it may take some getting used to with regards to workflow. I tend to use the tool to select points, then switch to polygons for editing weight map values. This allows me to separate values display from values tuning.