

I wrote the complete tutorial for Blender 2.79, because “my” Danglymesh-projects were still done in 2.79. I haven’t done too much with 2.8 due to workflow- and time reasons. Some of the work procedures changed and it took me some time to find the needed “actions”.

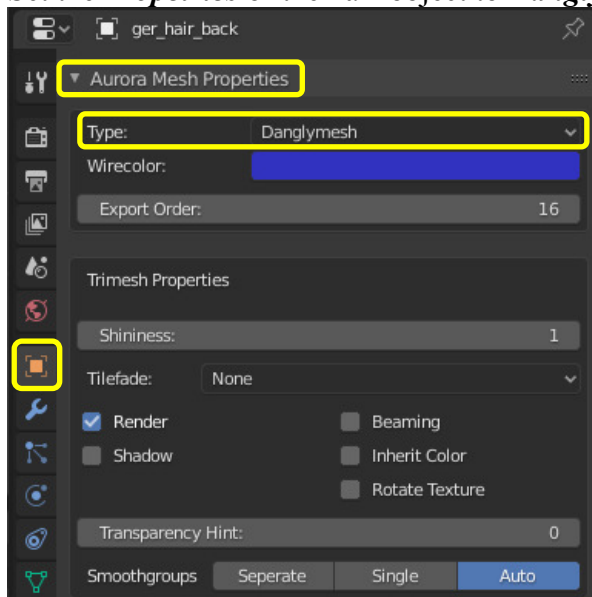
Now, that the 2.79-tutorial is done, I tried to do it in 2.80 - and succeeded! :-)

Due to time and laziness reasons, I just collected the according screenshots. So, you still need the 2.79-Danglymesh- tutorial regarding the detailed description of the steps.

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## Page 2 - Step 2: Setting the mesh properties

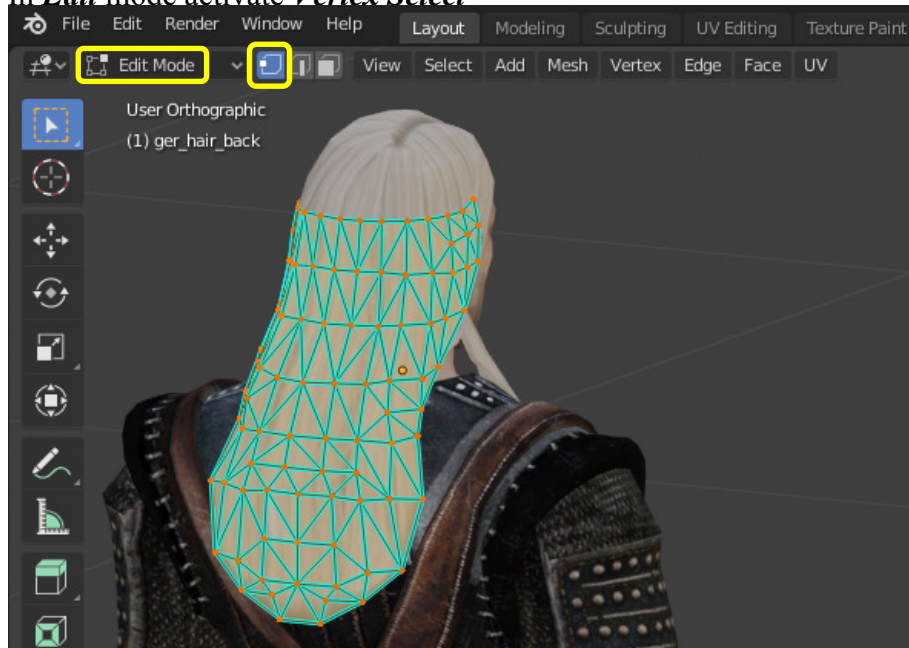
Set the *Properties* of the hair-object to *Danglymesh*:



## Page 2 - Step 3: Create a Vertex Group

### a) Selecting the vertices

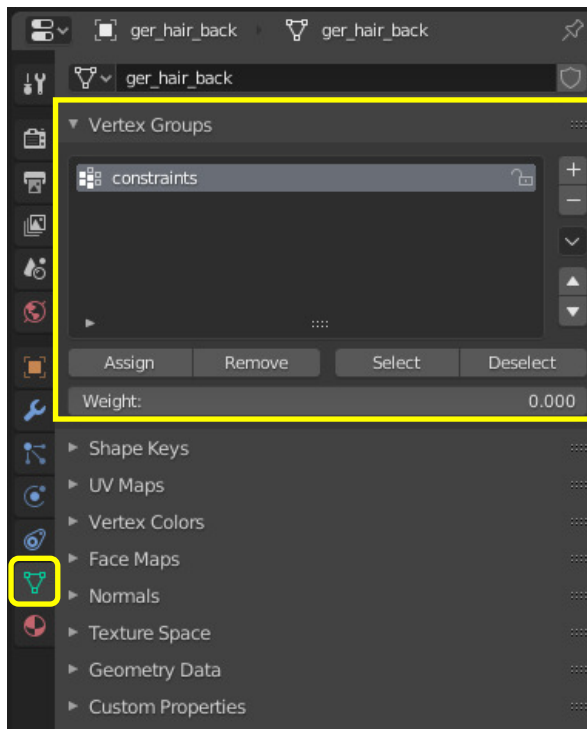
In *Edit* mode activate *Vertex Select*



(Still) Page 2 - **Step 3**

**b) Define the *Vertex Group*:**

select the *Data*-tab

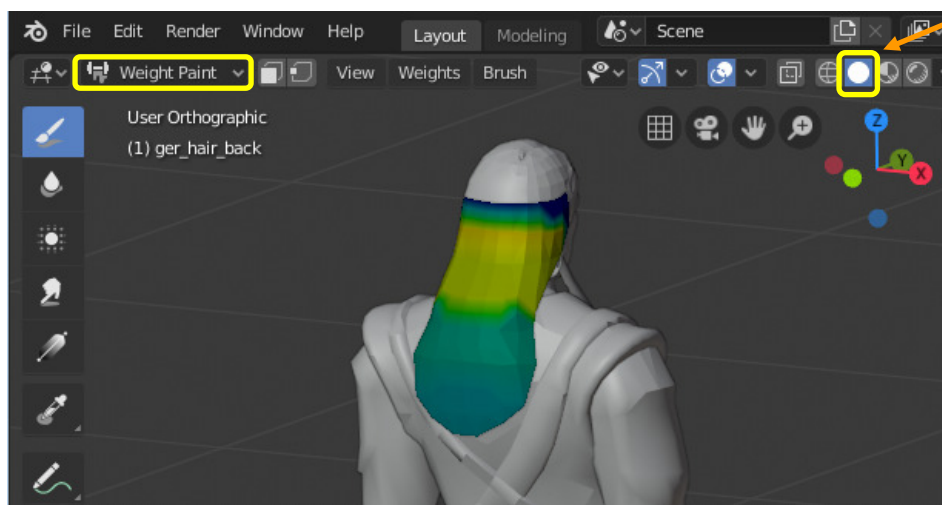


Page 3 - **Step 4: Weight Paint**

**a) Preparing:**

Select the object, change the *Interaction Mode* (of the 3D-view) to *Weight Paint*. I also like to change the *Display Shade View* to *Wireframe*, to get a good control view on my doings:

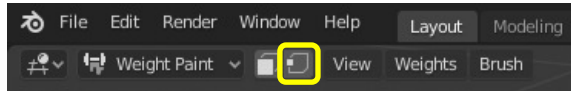
**2.8:** Somehow, *Wireframe* does not work as in 2.79. But set the *Viewport Shading* to *Solid*. It works nicely!



(Still) Page 3 - **Step 4**

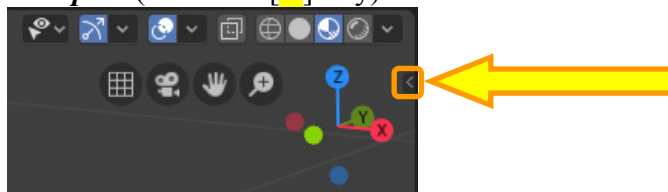
**b) Weight assigning/painting:**

Make sure, that the *Vertex Select Mode* is DEACTIVATED (for the weight assigning/painting procedure = the button has a grey background):

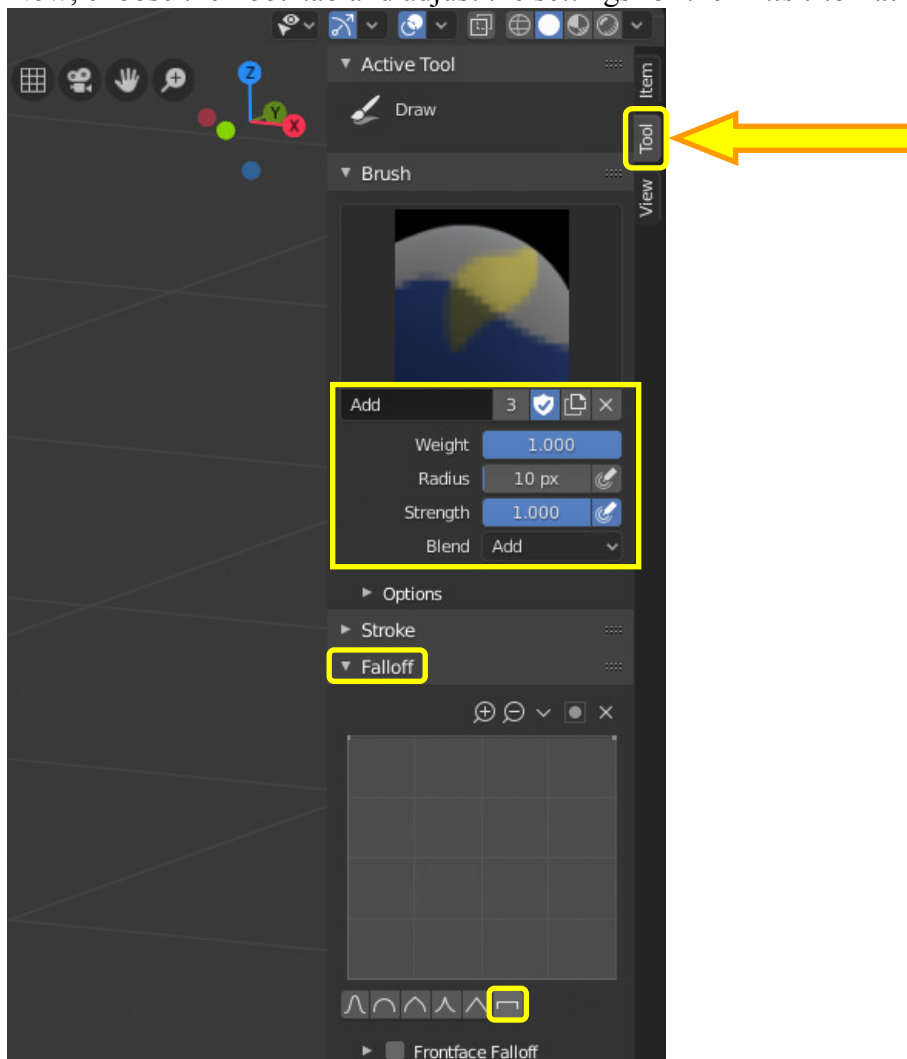


Page 4 (Step 4b continued)

To get the *Sidebar*, click on the little leftwards pointing arrow-symbol in the top right of the *Viewport* (or hit the [N]-key):



Now, choose the *Tool*-tab and adjust the settings for the *Brush to Paint Weights*:

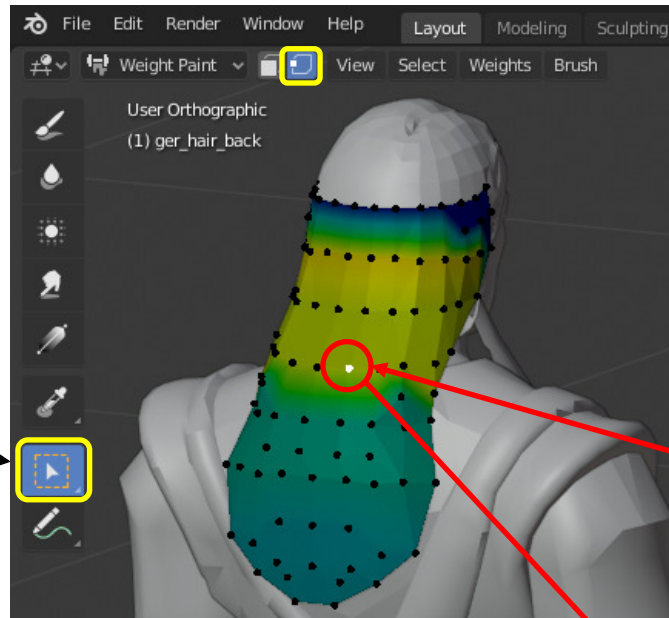


Pages 6/7 (Step 4 continued)

**d) Fine adjust:**

You might want to re-check the values of certain vertices. For this, ACTIVATE the *Vertex Select Mode* (= the button now has a **blue** background):

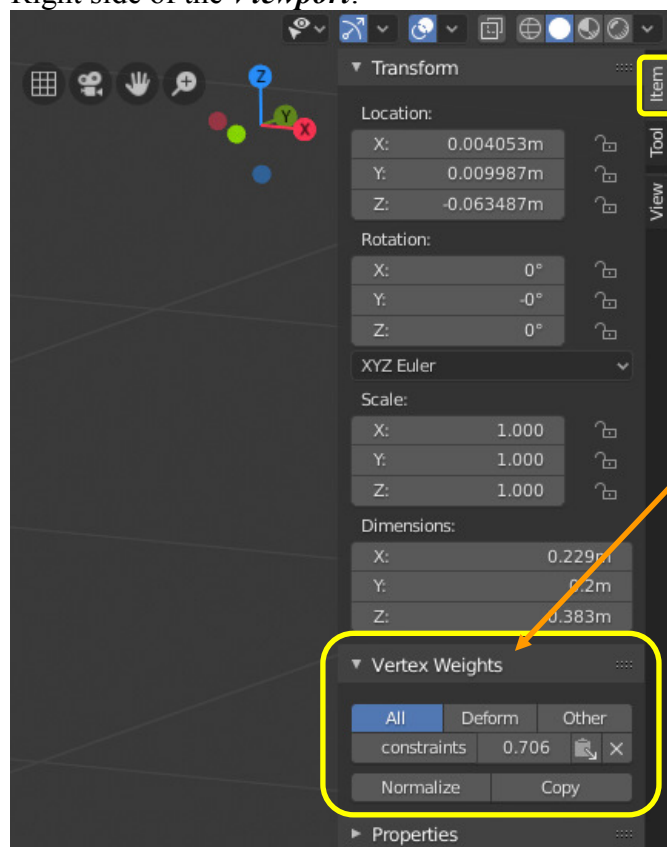
1. Hit [A] twice to deselect the vertices (they get a black color).



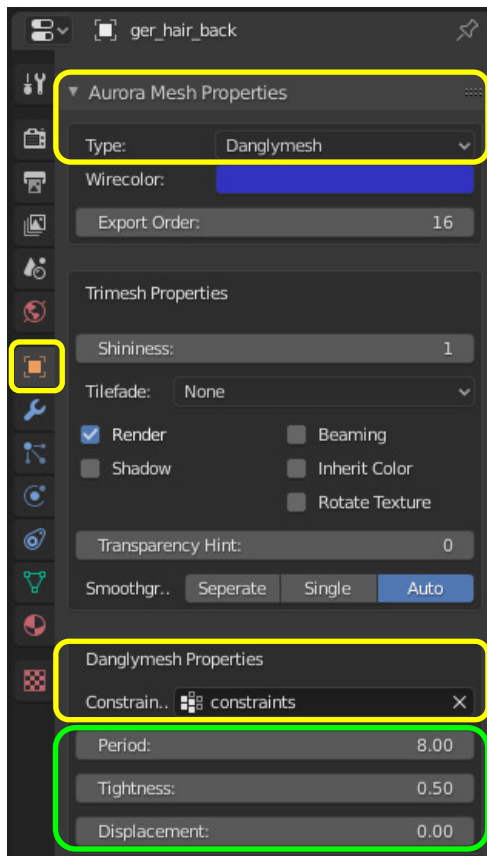
2. Activate the *Select Box*.

3. **LEFT**-click on a vertex.  
(Remark: In 2.79 it's a **RIGHT**-click!)

Right side of the *Viewport*:



4. On the *Sidebar* select the *Item*-tab.  
Find the section regarding the *Vertex Weights*.

**Page 7 - Step 5: Setting up the properties:**

As written: You'll still need the 2.79-tutorial for the detailed instructions.

Again: Happy 2.8-Dangling!