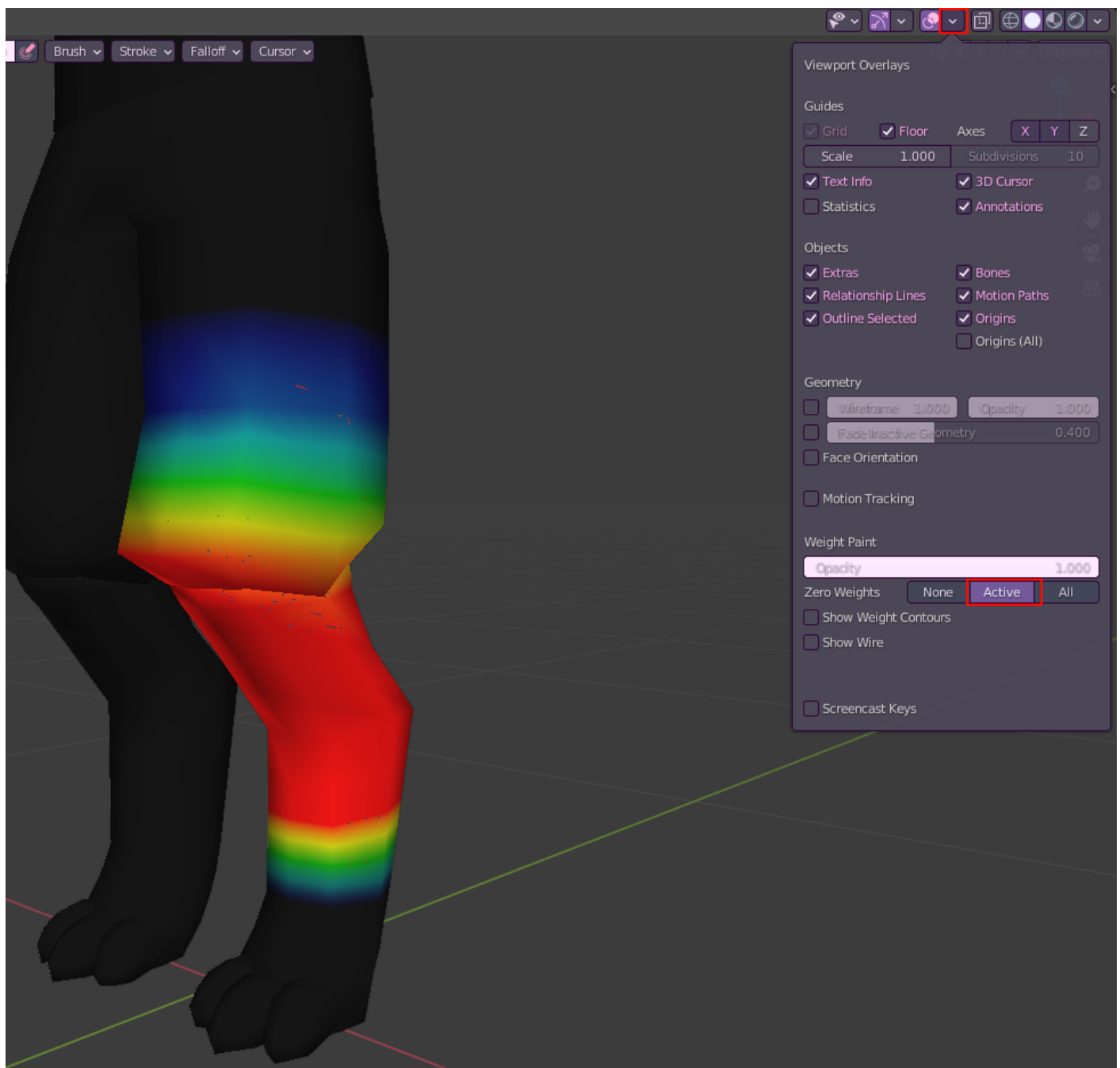


Weight painting: Active Zero Weight Overlay

When weightpainting, everything that isn't weighted will be represented by blue, unfortunately this can cause issues as some parts will be ever so slightly weighted and hard to see. You can turn on "Zero Weights > Active" in the Viewport Overlays to turn all zeroweight to be black instead, improving workability.



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