**Step 1:** Open an object that has a good number of polygons, anything created with the lathe tool will work well. I chose the glass from my desk project.
Step 2: Switch the shade type for the perspective view to weight shade, so you can see the changes you are about to make.
Step 3: Now click on the map tab to bring up the map options. Under map option select “New Weight Map”.
Step 4: Give the weight map a descriptive name and set its initial value to 0.0%.
Step 5: Now that you can see the weights, and have a weight map, it's time to paint it. To do this select the "Airbrush" tool.
Step 6: Press the ‘n’ key to get a numeric dialog box so that you can customize how the airbrush works.
Step 7: Use a fairly large “Radius” and a low “Weight Value” to paint the parts of the weight map which will be least affected later on.

Note: you must paint the lower “Weight Values” first because the most recent weight value will override previous weight values.
Step 8: High weight values will be colored red, natural values will be colored green. You might need to experiment with the airbrush settings to find a technique which suits you.
Step 9: Don’t forget to rotate your perspective, since you can only paint on surfaces you can see.
Step 10: Now you can zoom in, and using a smaller brush with 100% “Weight Value” paint the rest of the stem of the glass, or whatever you might be surfacing.
Step 11: The parts of the weight map that are at 100% should be bright red. Again, don’t forget to rotate your perspective so that you paint all sides of the object.
Step 12: When you are satisfied with the way your weight map looks, save your object. You might want to save it with a new name so that you don’t mess up your original object.
Step 13: From this step on everything can be done in Layout. Firstly you must create an appropriate scene to show off your wondrous weight map creation. I simply put my glass inside a flipped box with a procedural checkerboard pattern. Then I positioned a spotlight and a camera to capture a good shot.
Step 14: Next, open the “Surface Editor”, in order to set the surface properties for your object.

Note: This tutorial assumes a glass object with two surfaces. Also note that the transparency of the object cannot be too high or the effect we are shooting for will not work.
Step 15: Open the texture dialog for the color attribute by clicking on the ‘T’ on the right side of “Color” in the surface editor.
Step 16: Switch the “Layer Type” to Gradient. This will allow you to control which colors get applied to which part of the weight map.
Step 17: Change the “Input Parameter” to “Weight Map” in order to take advantage of weight mapping.
Step 18: Now select the weight map you created for this object.
Step 19: Add a new key at the very bottom of the gradient and give it a very dark purple color.
Step 20: Now add another key about 3/4ths of the way down the gradient. This one should be a very light purple that is almost white. For the effect I wanted the key ended up being even closer to the bottom of the gradient.
Step 21: Now that you have the perfect color gradient based on your weight map, you are almost done. Copy this layer so that you can use it on your other glass surface. Then click “Use Texture” to accept the gradient you created.
Step 22: If you are following along with a glass object select your second surface and open the texture dialogue by clicking the ‘T’ on the right of “Color” just as before.
Step 23: Paste the layer you copied in step 21 “Replacing all Layers” so that you get the same gradient for both surfaces. Finally click “Use Texture” to apply the texture to the second surface.
Steps 24-??: Of course there is one last step, if you have all your rendering settings set the way you want them, it's time to see the fruit of your labours. So start the render, then watch the scene render some, then think about how fantastic your object will look, then repeat until the render finishes.
Your reward for your troubles is a fantastic render of a glass with a dark purple stem which fades nicely into a clear glass.
This is that same glass without weight map shading. It is not nearly as impressive or realistic as the weight mapped version.