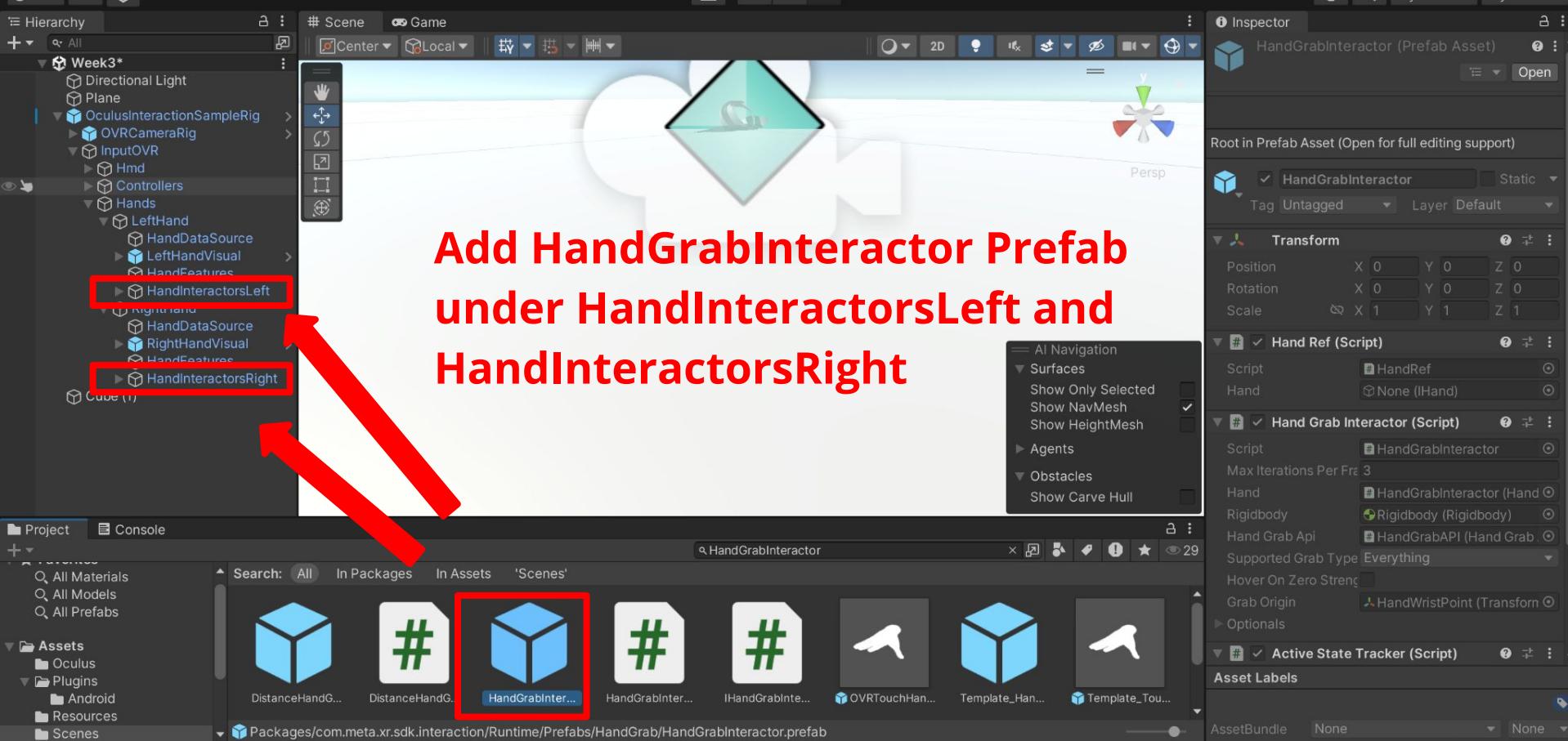
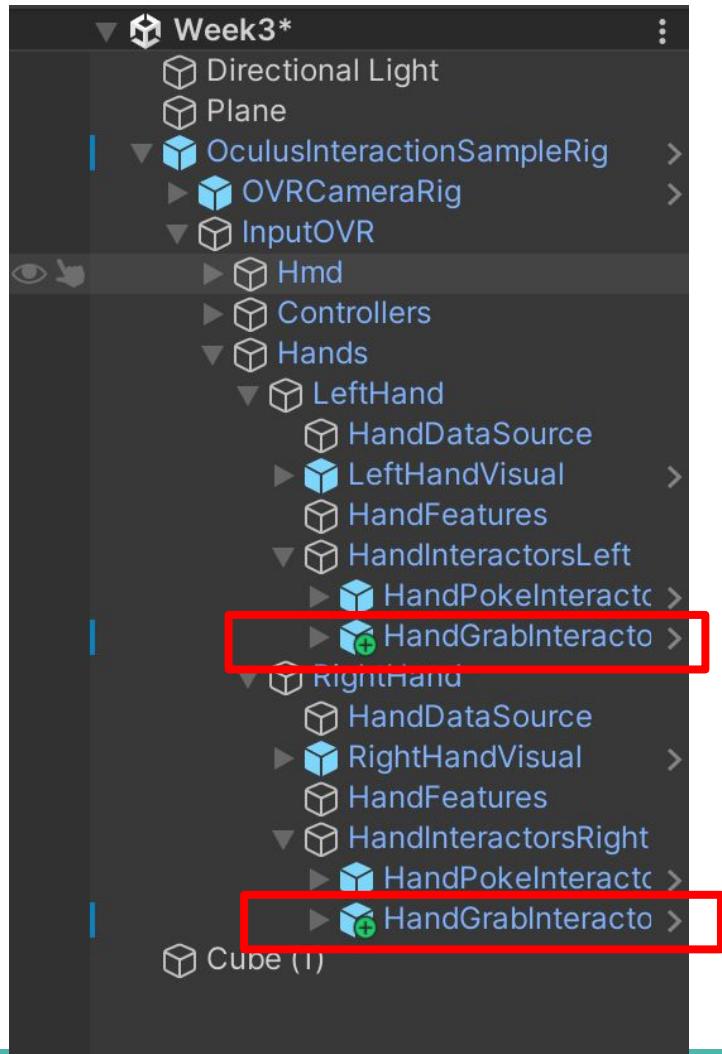

Quest Hand Grab Update

Solution 1 - Add HandGrabInteractor Prefab

- Add HandGrabInteractor Prefab under HandInteractorsLeft and HandInteractorsRight.
- No other modifications need to be made to Lab 3.



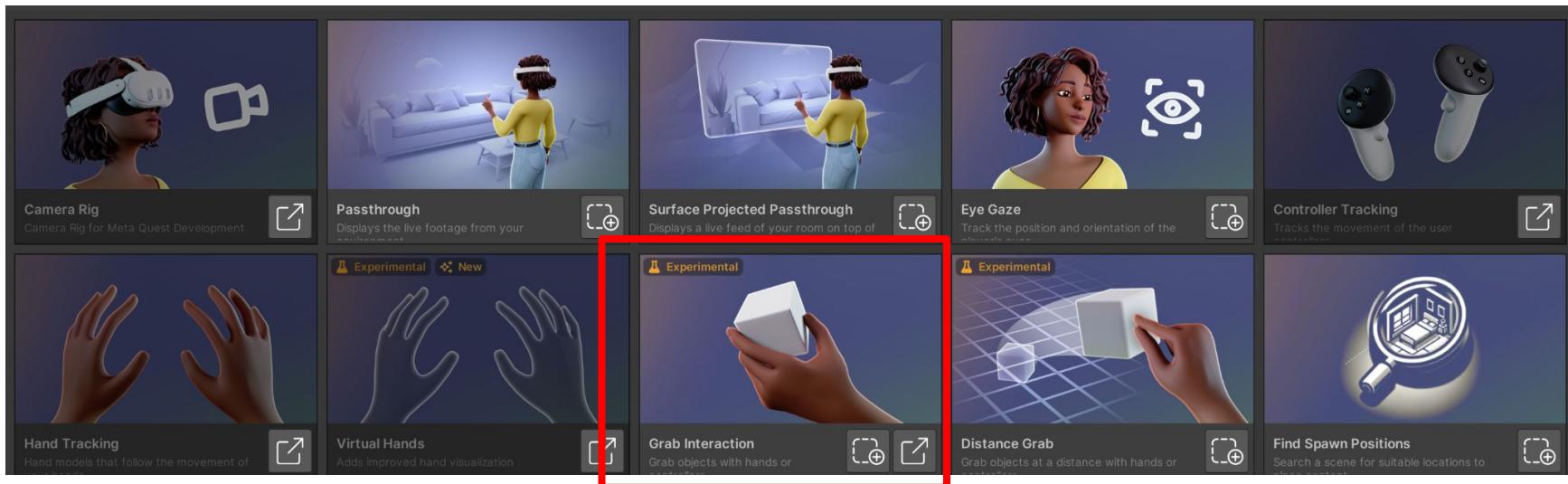


Solution 2 - Using building blocks

- Easier to add hand tracking to existing Unity projects. (e.g. Lab 2)
- Simplified the coding process, and less error will occur.
- **Need to create a new Unity scene.**
 - **Adding building blocks to the original Lab 3 project will create errors.**
 - **Do NOT use the Lab 3 scene !**

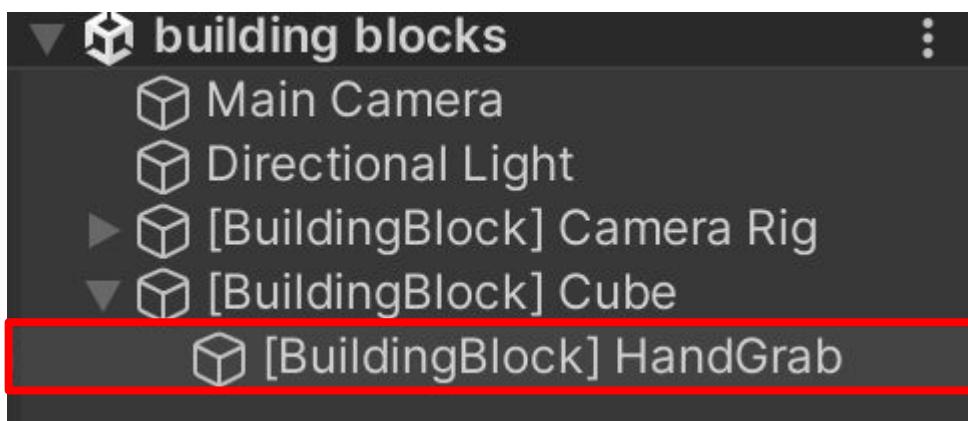
Add “Grab Interaction”

- Other Building Blocks will automatically be added.



Add “Pointable Unity Event Wrapper” to Cube

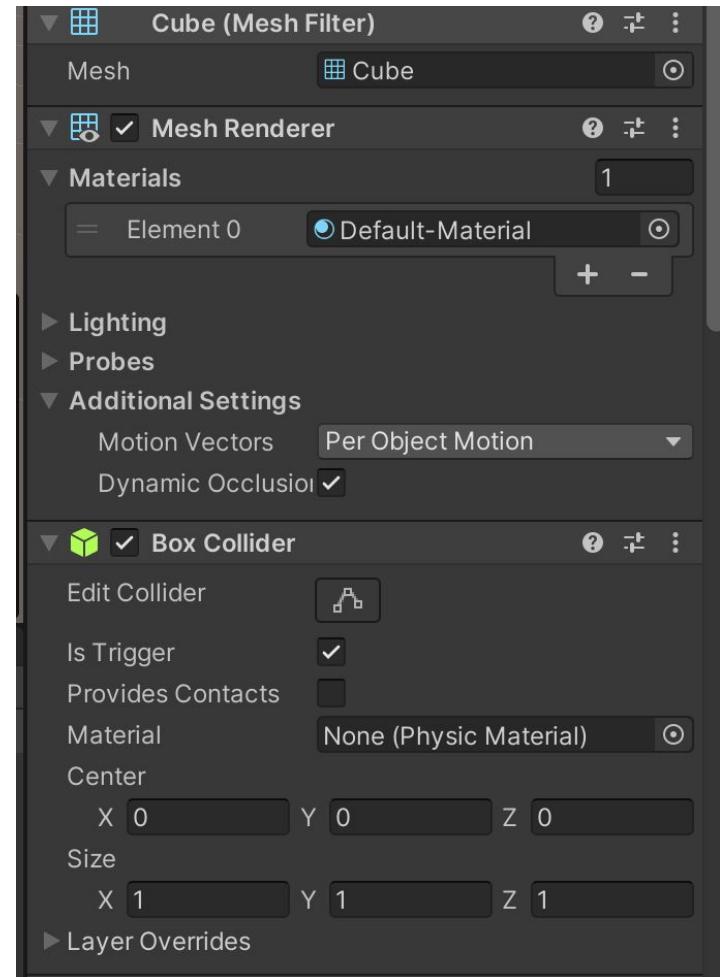
- To create effects when interacting with the game object.



Drag it to “Pointable”

If you want to create other shapes.

- Change Mesh, Mesh Renderer, Collider.



Or follow the slides in Lab 3 to create grabbable objects

- **To make any game object grabbable by hands.**
 - Add Rigidbody, Grabbable, Hand Grab Interactable.
- **To create effects when grabbing game object.**
 - Add Pointable Unity Event Wrapper (Optional)