Hand Animation:

The hand animation is in the folder called "PointAnimSystem". The is based on the following YouTube Video*. Below outlines the video's methodology and settings applied to generate VR hand animation.

- Select the any hand prefab. (**NOTE:** Both hand prefabs will have the same properties - For simplicity the left hand will be referred.).
- Once selected look at the inspector tab for the following properties:

(1) **Animator:** This is set as follows:
   a. Controller: There is a single animator both for the left and right hand – **handAnimControler.** The Controller constricts of the entry state that leads to a **blend tree:**
      i. The blend tree consists of:
         1. two animations (**idleAnim** and **pointAnim**). Animations can be added or remove on the motion component in the inspect tab once the blend tree is selected. Animations are added as follows:
            a. Select the "+" icon with a drop-down arrow.
            b. Select the "Add Motion Field".
            c. Drag and drop desire animation into the "None(motion)" field.
            d. Then set the Pos X and Pos Y. This is typical ideal for 4 different animations as you can set the X/Y positions as either the following: (0,0), (0,1),(1,0) and (1,1).
            e. The last column changes the animations speed. This is initially set to 1 and can be kept at 1. It's Okay.
         2. two entry values (**grip** and **trigger**). These values correspond to the grip and trigger values as 0 being unpressed and 1 pressed. These values further related to the X/Y positions mentioned above – X/grip and Y/Trigger. Example at position (0,0) the idle animation is triggered.

   b. Avatar: **SK_HandAvatar**.
   c. Apply root motion: unchecked.
   d. Update Mode: Normal
   e. Culling Mode: Cull Update Transform.
(2) **HandController Script:** The script collects the grip and trigger values when pressed. This is done by collecting the **XRI LeftHand/Select (Input Action Reference)** and **XRI LeftHand/Activate (Input Action Reference)** that are selected for the Controller Action Grip and Trigger respectively in the inspector tab. The XRI LeftHand/Select (Input Action Reference) are selected (in the inspector tab) by clicking on the circle with a dot in its center. That opens a dropdown list you can search from.

(3) **Other animations configurations: This is the last time to get the animations working completely.**

    a. **Search for "XRI Default Input Actions (input Action)" and double click it when**

    b. Click on the XRI LeftHand (same applies to the RightHand as well)

        i. **On the Action column select "Select". Set these properties as on the property's column (last column):**

            1. Action Type: Value
            2. Control Type: Axis

        ii. Then click on the arrow before the word "Select".

            1. Select the drop arrow for the path field and follow this path: **XR Controller > Controller Lefthand > Optional Controls > Grip**

        iii. **On the Action column select "Activate". Set these properties as on the property's column (last column):**

            1. Action Type: Value
            2. Control Type: Axis

        iv. Then click on the arrow before the word "**Activate**".

            1. Select the drop arrow for the path field and follow this path: **XR Controller > Controller Lefthand > Optional Controls > Trigger**

NOTE: This all relates to in getting the values from the controller to the blend tree.

(4) *In the link is not accessible here is the URL for it:
https://www.youtube.com/watch?v=qThlKMMHSpU&t=1013s&ab_channel=DanielStringer