

**Assunto:** How to Create Hand Interactions in XR

**Data:** quinta-feira, 13 de abril de 2023 12:44:47 Horário Padrão de Brasília

**De:** Ultraleap for Developers

**Para:** Dalton Solano dos Reis



## Learn How to Create Hand Interactions in XR

Want to know how to best design for hands?  
Join Pip Turner, Senior XR Engineer, for our next Ask Me  
Anything on Discord.

[Join our Discord](#)

### Ask me anything

TOPIC

How to create hand  
interactions in XR

April 19, 2023 | 7-8pm BST/ 12-1pm PDT

**Pip Turner** Senior XR Engineer



In this free session, find out the advantages hand interactions have over controllers. Pip will be ready to answer your questions on physical interactions, distant interactions, locomotion and everything in between.

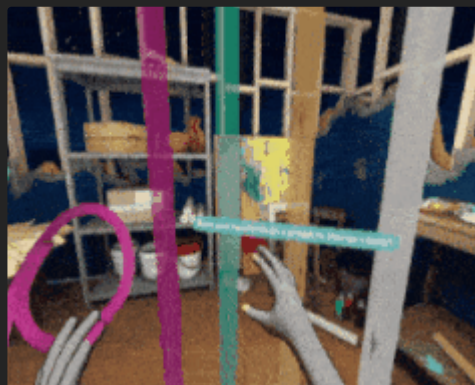
**April 19, 7pm BST / 12pm PDT**



## Developer Spotlight

Exploring the possibilities of hand tracking and looking for inspiration? Check out this fun simulation made by [@panxueni](#) using Unity and a Varjo XR headset.

[Watch on Twitter](#)



## How to Deliver a Great User Experience in XR

Help your users spend less time figuring out what to do and more time focused on your application. Read our guide on how to create well designed tutorials, prompts and hints.

[Read more](#)

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## Building VR Training or Education Experiences?

Content creators are now able to build VR training experiences with intuitive hand tracking from the beginning with Fectar.

[Read more](#)