

# HandMR

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This is assets for hands tracking with [Dangla](#) MR or smartphone VR (cardboard etc).

This works Android (ARM64 and ARCore) or iOS (ARKit).

You can use [AR Foundation Remote 2](#) for remote debugging.

Confirmed with Unity (version 2020.3.12f1).

Unitypackage file is [here](#).

Asset Store page is [here](#).

## How to use

1. `git clone` or import this asset.
2. The setting window will open (or open from Tools->HandMR->Show Start Dialog Window), so execute contents.
3. Placement Assets/HandMR/Prefabs/HandMRManager.prefab on scene.

New version is support new Input System (and URP).

You can now treat it like a regular XR device with XR-Interaction-Toolkit etc.

The following is how to use it in the XR-Interaction-Toolkit sample.

1. `git clone` or download sample project.  
<https://github.com/Unity-Technologies/XR-Interaction-Toolkit-Examples>
2. Open sample project, and import this asset.
3. The setting window will open (or open from Tools->HandMR->Show Start Dialog Window), so execute contents.
4. Open XR\_UniversalRenderPipelineAsset\_Renderer and add 'Background Renderer Feature' to 'Renderer Features'.
5. Open WorldInteractionDemo scene.
6. Disable XRRigDemo/CameraOffset/Main Camera.
7. Add HandMRManagerURP prefab and HandArea prefab (In Assets/HandMR/Prefabs) to scene.
8. Change the following on XRRigDemo from 'Main Camera' to 'HandMRManagerURP/MRObjct/HologlaCameraParent/HologlaCamera' (be added in 7.).
  - XRRig->Camera GameObject
  - ContinuousMoveProvider->Forward Source
  - LocomotionSchemeManager->Head Forward Source
9. Setting 'HandMRManagerURP->HandMRManager->Center Transform' to 'XRRigDemo/CameraOffset'.
10. Setting 'Assets/Samples/XR Interaction Toolkit/1.0.0-pre.6/Default Input Actions/XRI Default Input Actions.inputactions' (sample: 'Assets/InputActions/HandMR XRI Default Input Actions.inputactions').
11. Attach SettingFromPlayerPrefs to HandMRManagerURP (Optional).

# License

## A. HandMR MIT License

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## E. hand-gesture-recognition-using-mediapipe

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