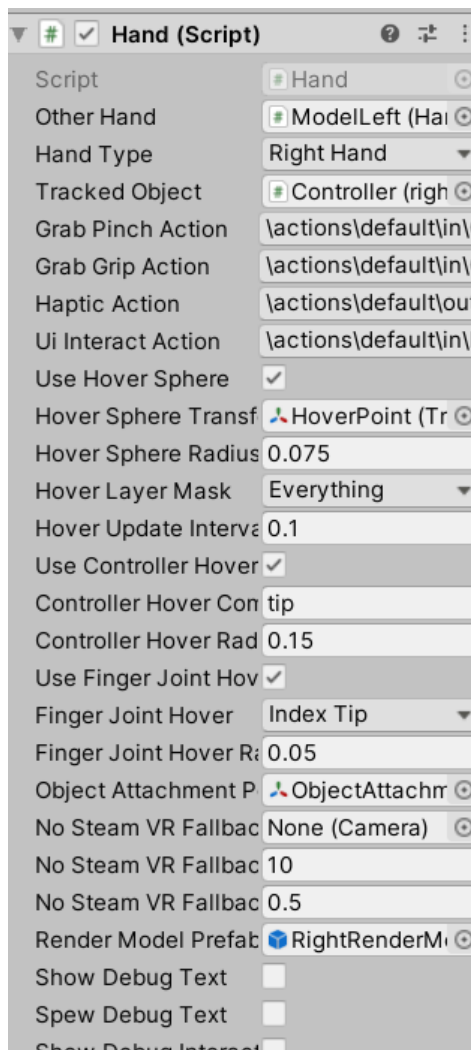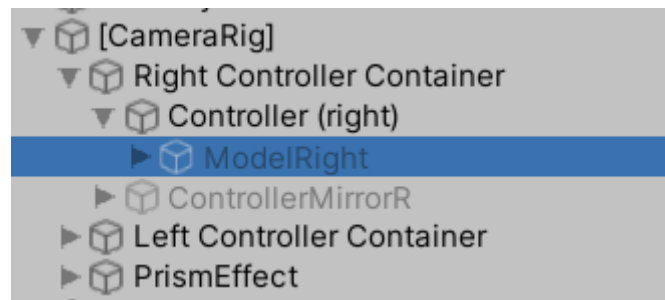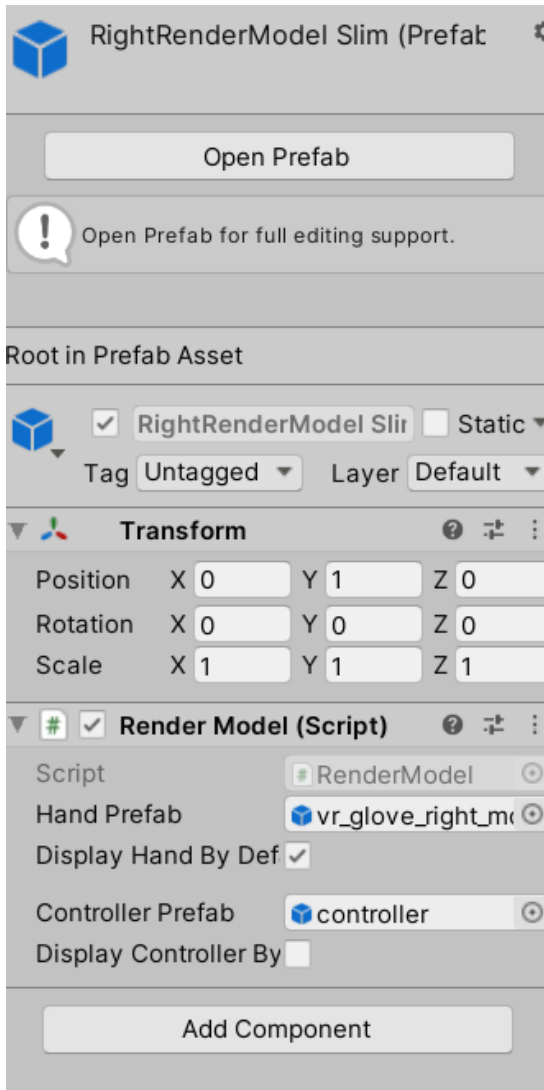First, we need to go in each hand Model in CameraRig Object.
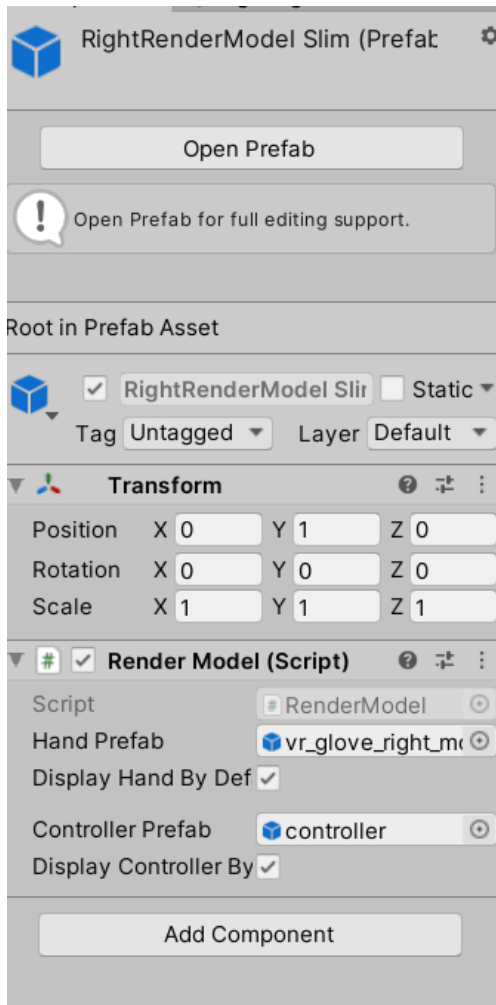

When it's done, we can see that in each model, we have the script Hand with a Render Model Prefab.

In this prefab, we can see that in the script component Render Model, Display Controller by default is disabled and the result in the VR environment is that we don't see the controller in the hand when the game is running.

When we enable this parameter, we can see that the controller appears in the VR environment, but his position is wrong relative to the hand and it's the same problem with the hand. Moreover, when we press the button behind the controller, we can see that the hand goes through the controller.
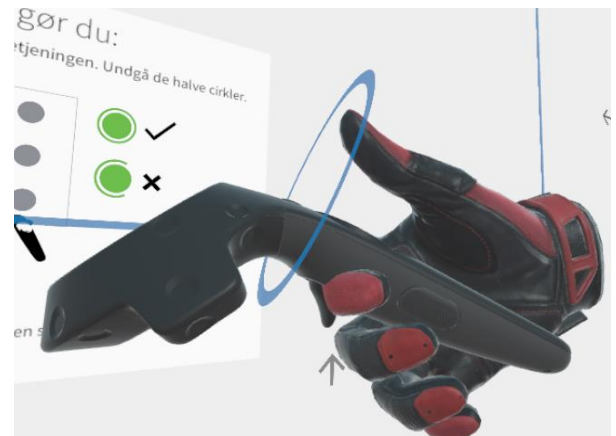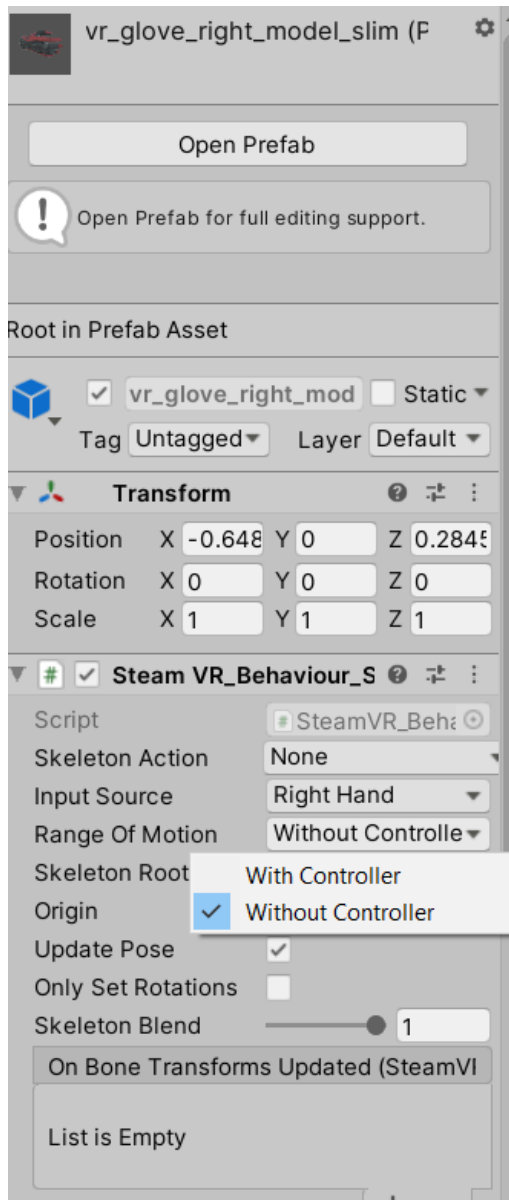
To solve this problem, we need to go on the hand prefab and change the parameter Range of Motion in order to specify that the hand need to take the pose of carrying the controller. By default, this parameter is on "Without Controller" and we need to put it on "With Controller". Finally, as we can see, when this parameter is enabled, the hand has the right position and doesn't go through the controller when we press the button.