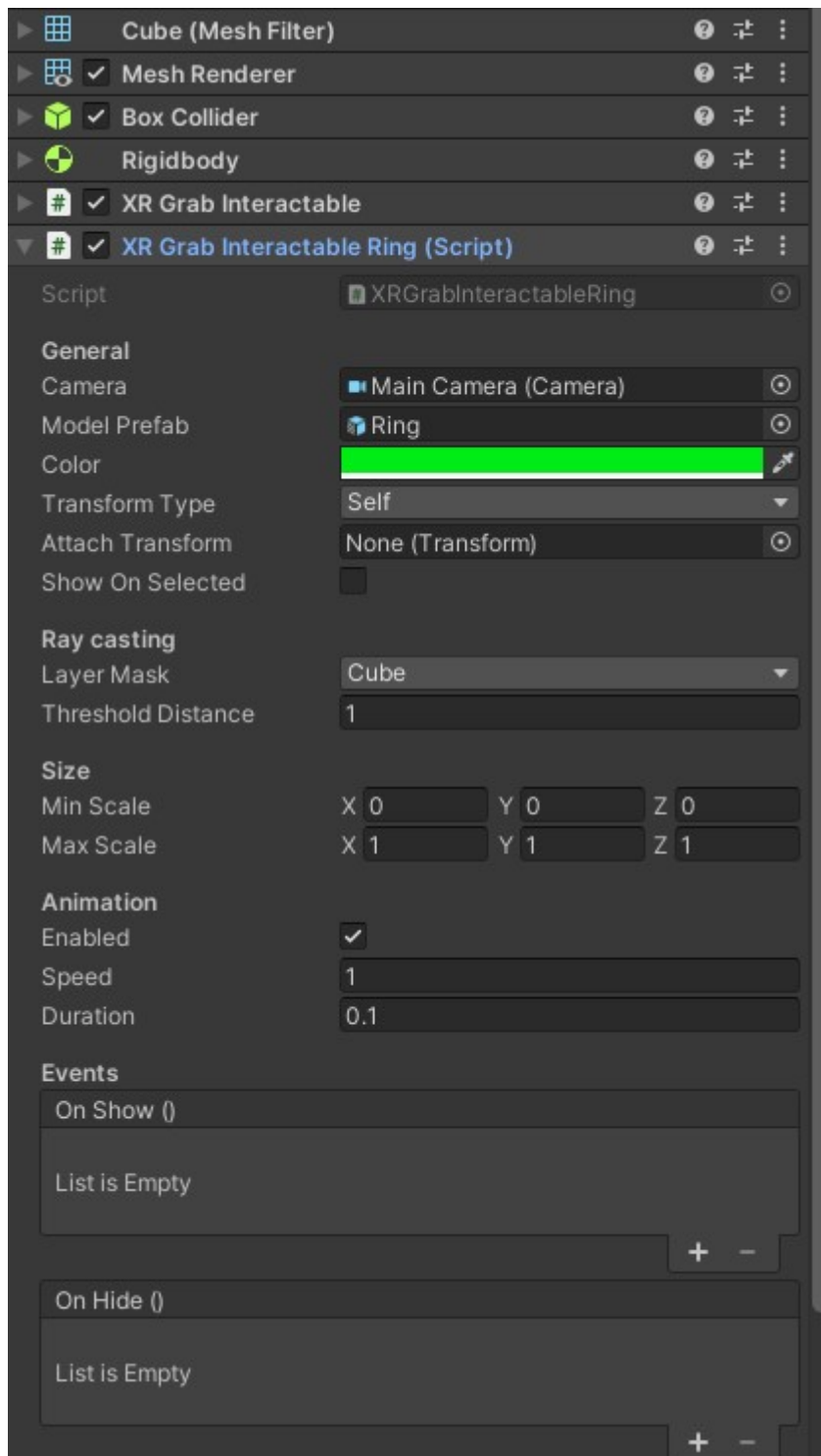


- 1) Install Unity XR Interaction Toolkit and XR Plugin Management
- 2) Add component XRGrabInteractableRing on your interactable object



- 3) Set Camera and Model Prefab