(v1.0)

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This document will walk you through the entire Cartoon VR Hands library and how to best take advantage of it.

FIRST: This package requires SteamVR plugin for Unity. DOWNLOAD

INTRODUCTION

Cartoon VR Hands is a player/user hand solution for HTC Vive applications.
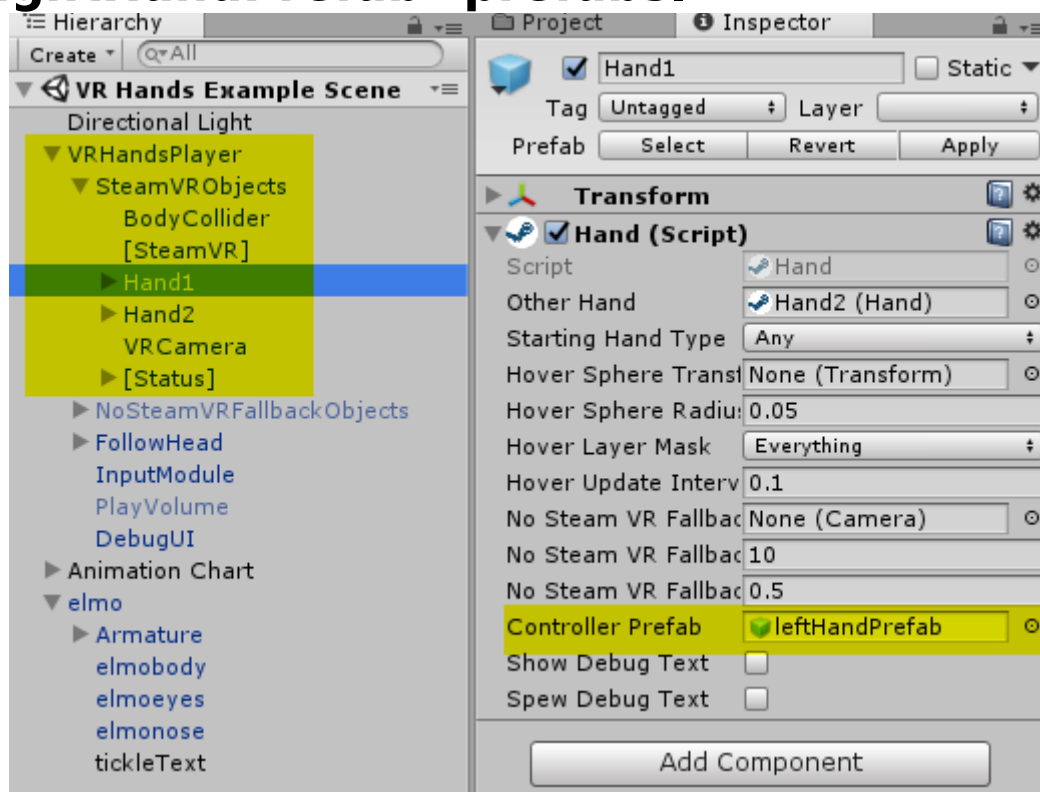
"Cartoon VR Hands" is;

- **Rigged cartoon models**
- **15 animation states**
- **Full Vive compatible**
- **Low-poly, fast render**
- **Ready to controller interaction**
- **Cartoon shader included**
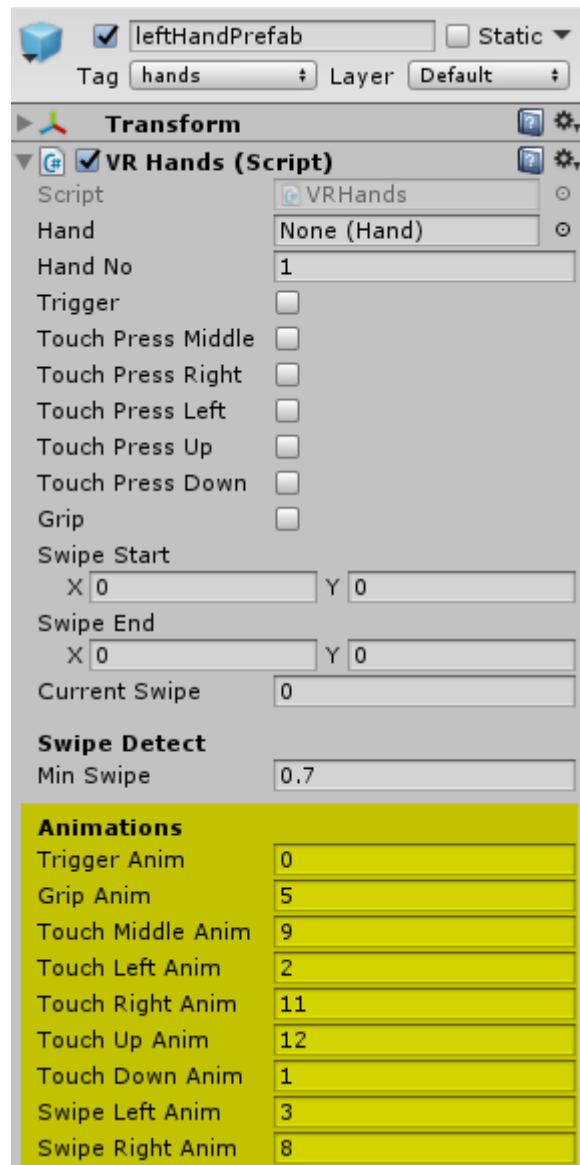- **Easy to assign hand animations to controller buttons**
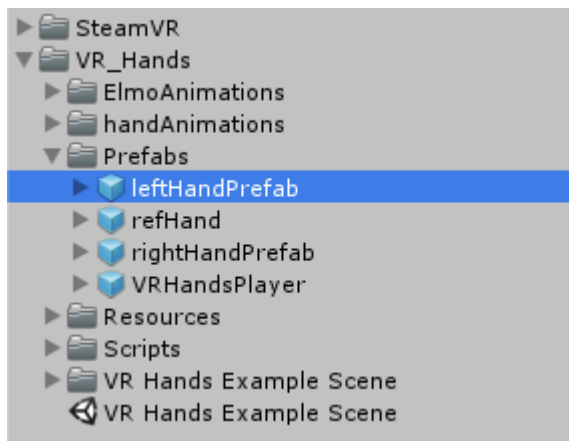
1.   **Drag and drop the "VRHandsPlayer" prefab to your scene.**

2.   **If you already have a VR player in your scene. Set "Controller Prefab"s in Hand objects with "leftHandPrefab" and "rightHandPrefab" prefabs.**

3. Set Animation numbers in "rightHandPrefab" and "leftHandPrefab"

SteamVR
VR_Hands
  ElmoAnimations
  handAnimations
  Prefabs
    leftHandPrefab
    refHand
    rightHandPrefab
    VRHandsPlayer
  Resources
  Scripts
  VR Hands Example Scene
  VR Hands Example Scene

	leftHandPrefab	Static
Tag	hands	Layer Default

Transform		
VR Hands (Script)		
Script	VRHands	
Hand	None (Hand)	
Hand No	1	
Trigger	☐	
Touch Press Middle	☐	
Touch Press Right	☐	
Touch Press Left	☐	
Touch Press Up	☐	
Touch Press Down	☐	
Grip	☐	
Swipe Start	X 0	Y 0
Swipe End	X 0	Y 0
Current Swipe	0	
Swipe Detect		
Min Swipe	0.7	

Animations	
Trigger Anim	0
Grip Anim	5
Touch Middle Anim	9
Touch Left Anim	2
Touch Right Anim	11
Touch Up Anim	12
Touch Down Anim	1
Swipe Left Anim	3
Swipe Right Anim	8

4. If you don't know which number represent your animation check in the sample scene or Animator window.
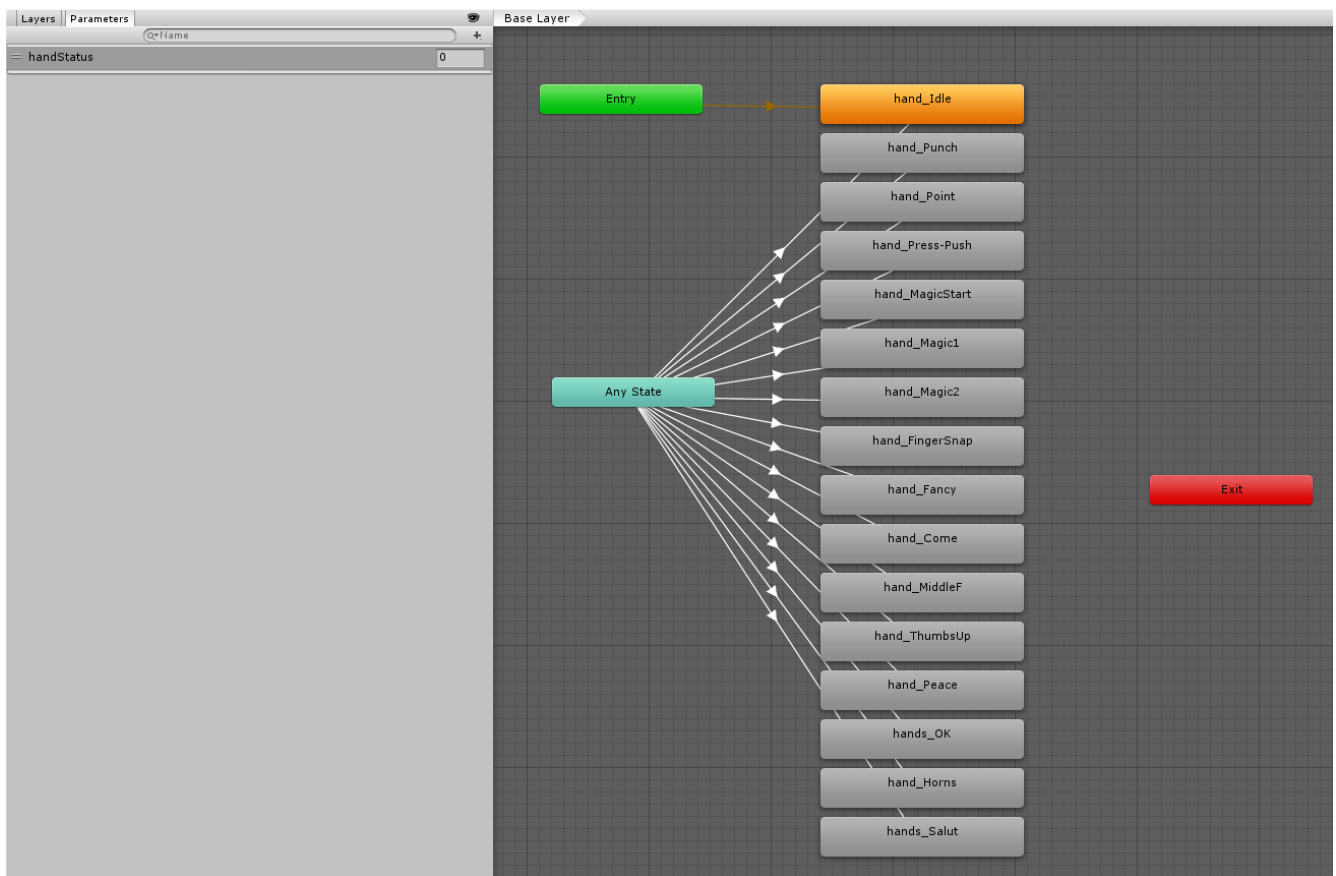
5. **If you don't want to set animations with controllers but with events, use public variable called "_handGestureNo" in "refHand"**
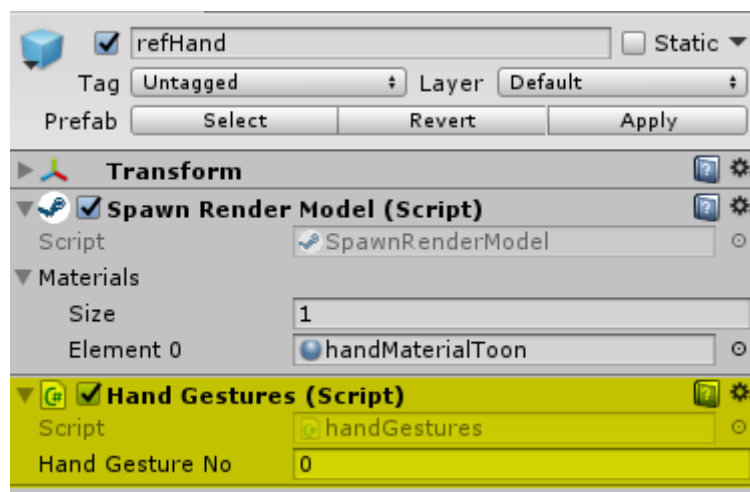
6.   And you are ready :) hit the play and see the results!

Cartoon VR Hands
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