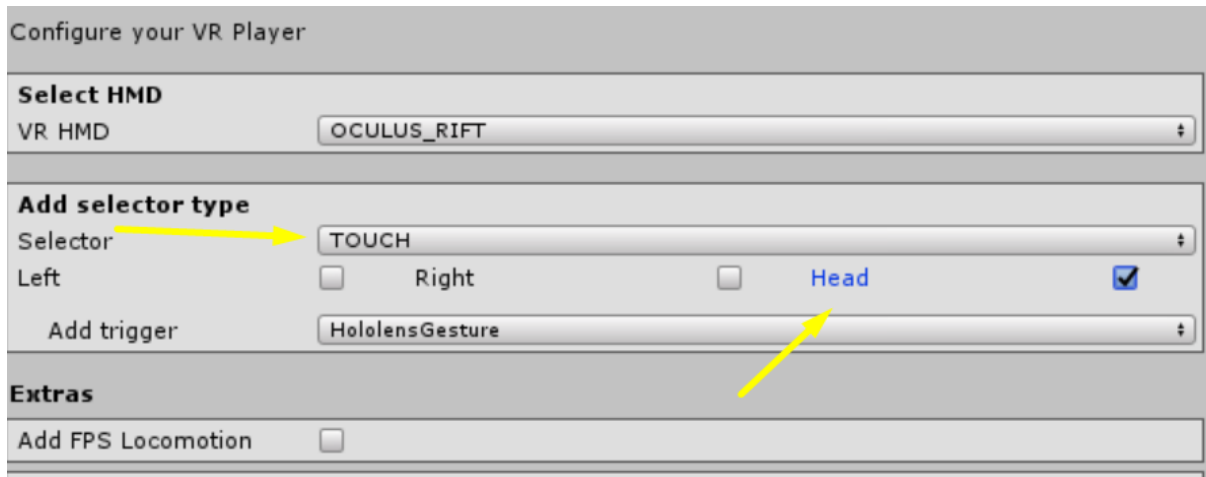


VREasy 1.7 changes

Head Touch Selector

With VREasy 1.7 we have added the option to add a touch selector to the player prefab's head when creating it. To do this, select the "Touch Selector" option when creating your prefab. You will now see three options for where to create the touch selector instead of two.



Configure your VR Player

Select HMD
VR HMD: OCULUS_RIFT

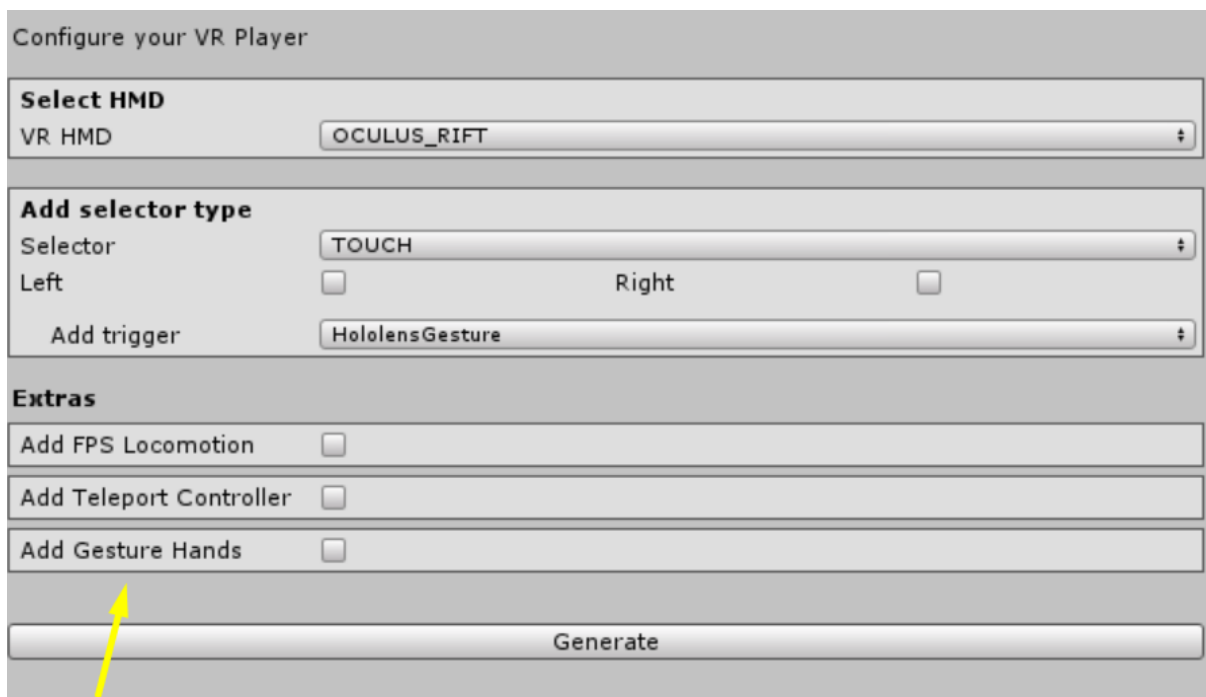
Add selector type
Selector: TOUCH
Left: ☐ Right: ☐ Head: ☒
Add trigger: HololensGesture

Extras
Add FPS Locomotion: ☐

Enabling the Head checkbox and generating the player prefab will add the touch selector to the headset object instead of the controllers. This can be useful for more accurately activating trigger areas.

VR Gesture Hands

Gesture hands are animated hands that change poses depending on what controller buttons are pressed. To add gesture hands to your player. Open the player prefab creator and navigate to the bottom of the "Extras" section. You will see a new option for enabling Gesture Hands.



Configure your VR Player

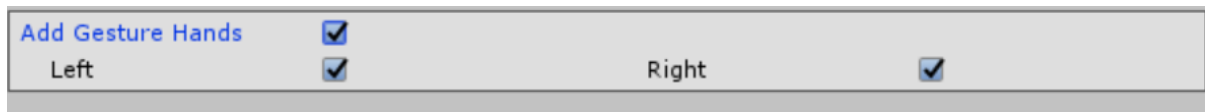
Select HMD
VR HMD: OCULUS_RIFT

Add selector type
Selector: TOUCH
Left: ☐ Right: ☐
Add trigger: HololensGesture

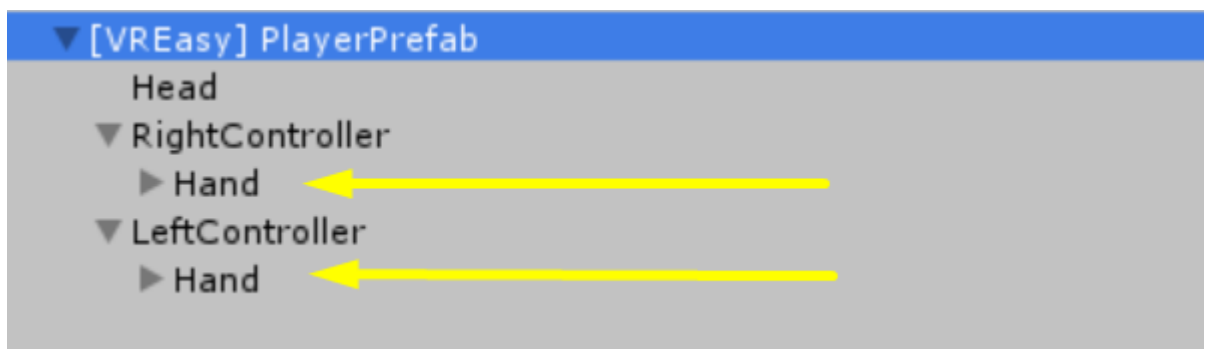
Extras
Add FPS Locomotion: ☐
Add Teleport Controller: ☐
Add Gesture Hands: ☐

Generate

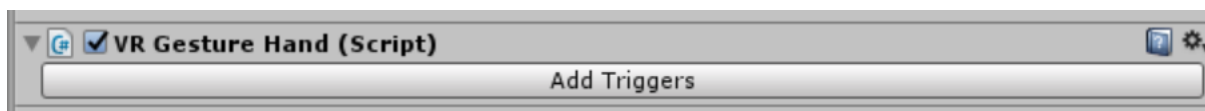
Once enabled you will have the ability to add gesture hands to the left controller, right controller or both by clicking the corresponding checkboxes.



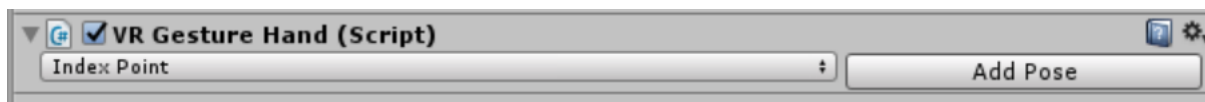
Once you have created your prefab you will find hand objects added to the left/right controllers depending on which you selected. These are your gesture hands.



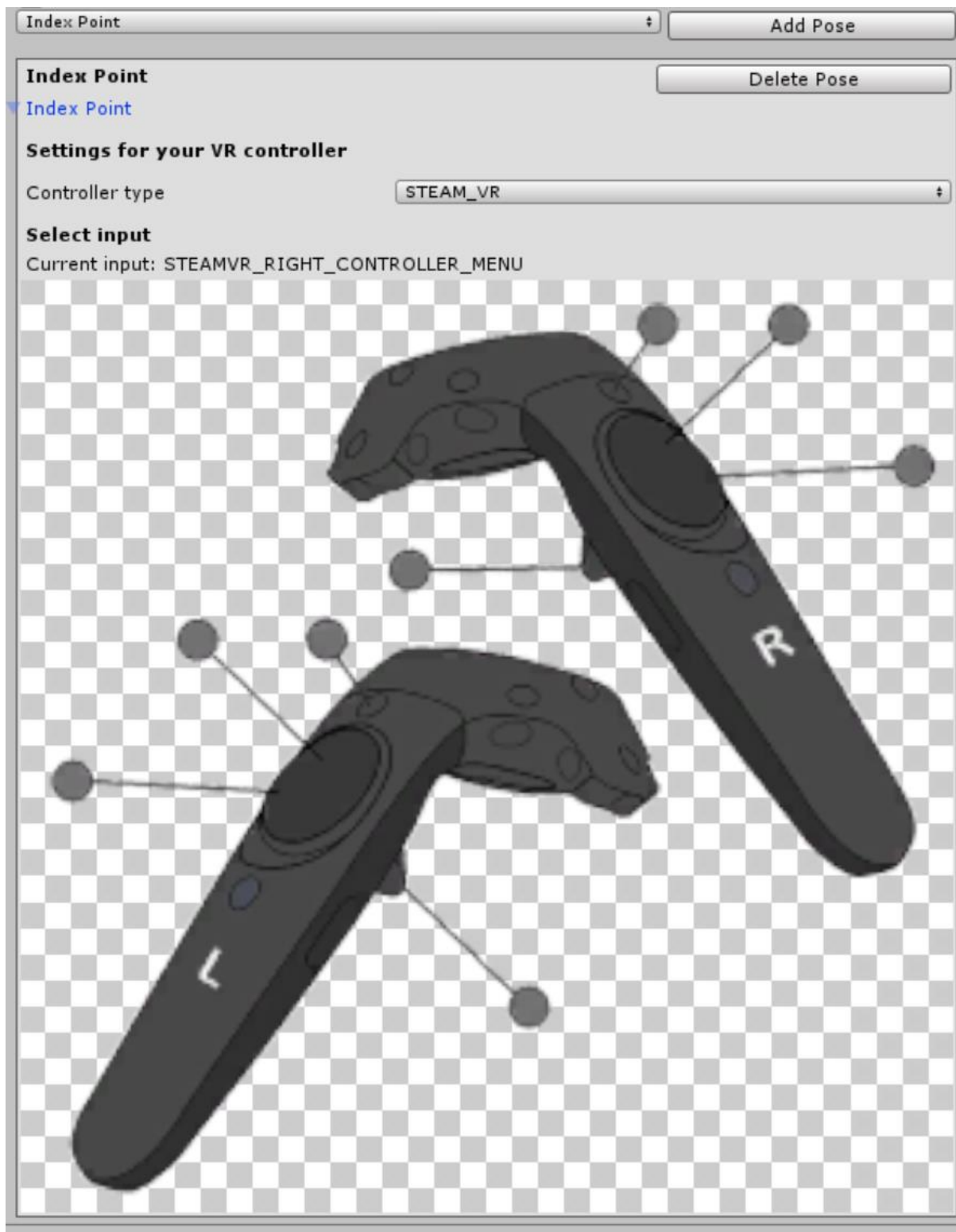
To begin configuring your gesture hands you must first add their triggers. Click each hand and click the "Add triggers" button on each.



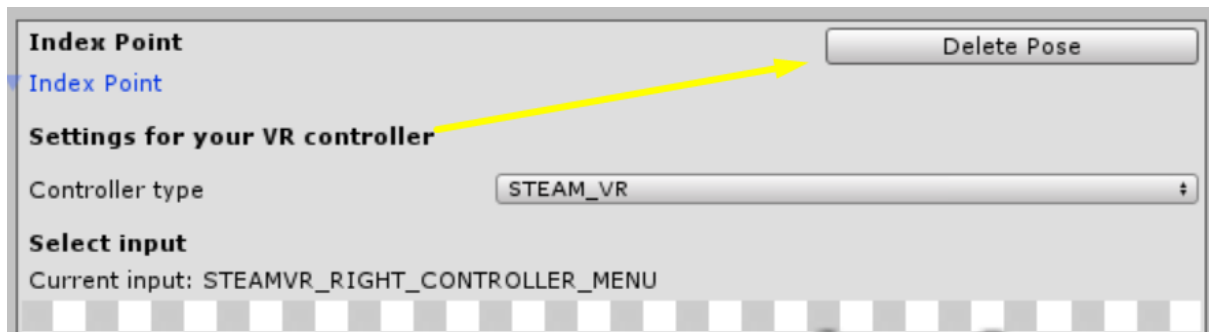
You will be presented with a drop-down box listing the various poses you can enable. Select the first pose you want to use and click the Add Pose button to add it.



Once added you will see a display which looks similar to the GenericControllerTrigger button selection. Use this to select which button you want to activate the selected pose with.



You can continue to add as many poses as you want to each hand. If you no longer need a pose you can delete it with its adjacent "Delete Pose" button.



Once you have set everything up you can run play mode to see your gesture hands in action.

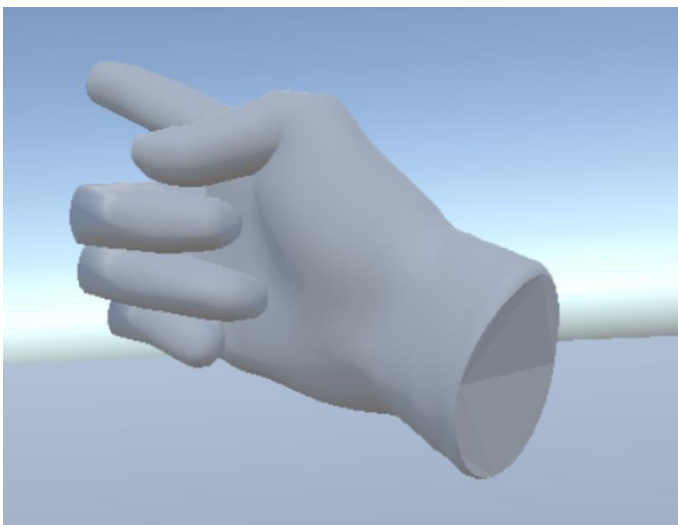




Poses

The Gesture Hand component currently contains 7 different poses, each of which are shown below:

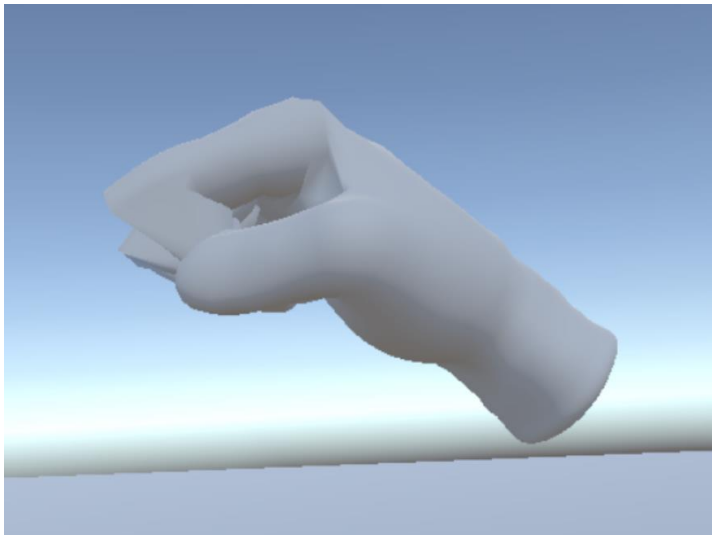
Index Point –



Thumb Up –



Grip –



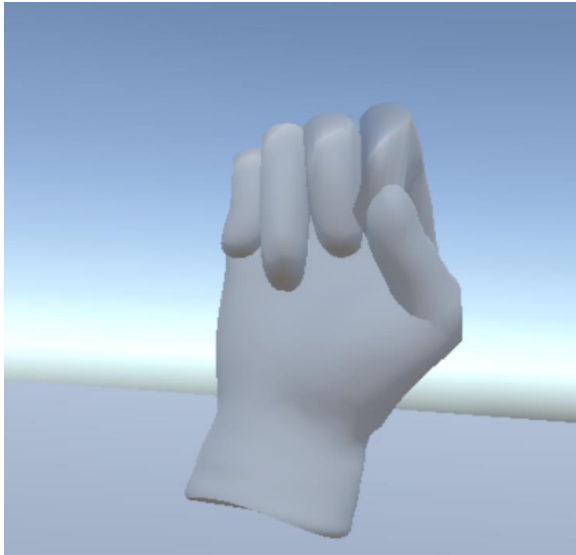
Middle Point –



Open Hand –



Closed Hand –



Grab –

