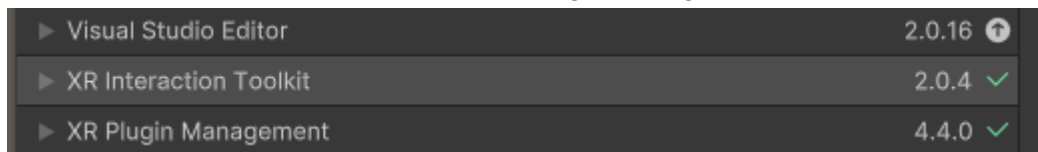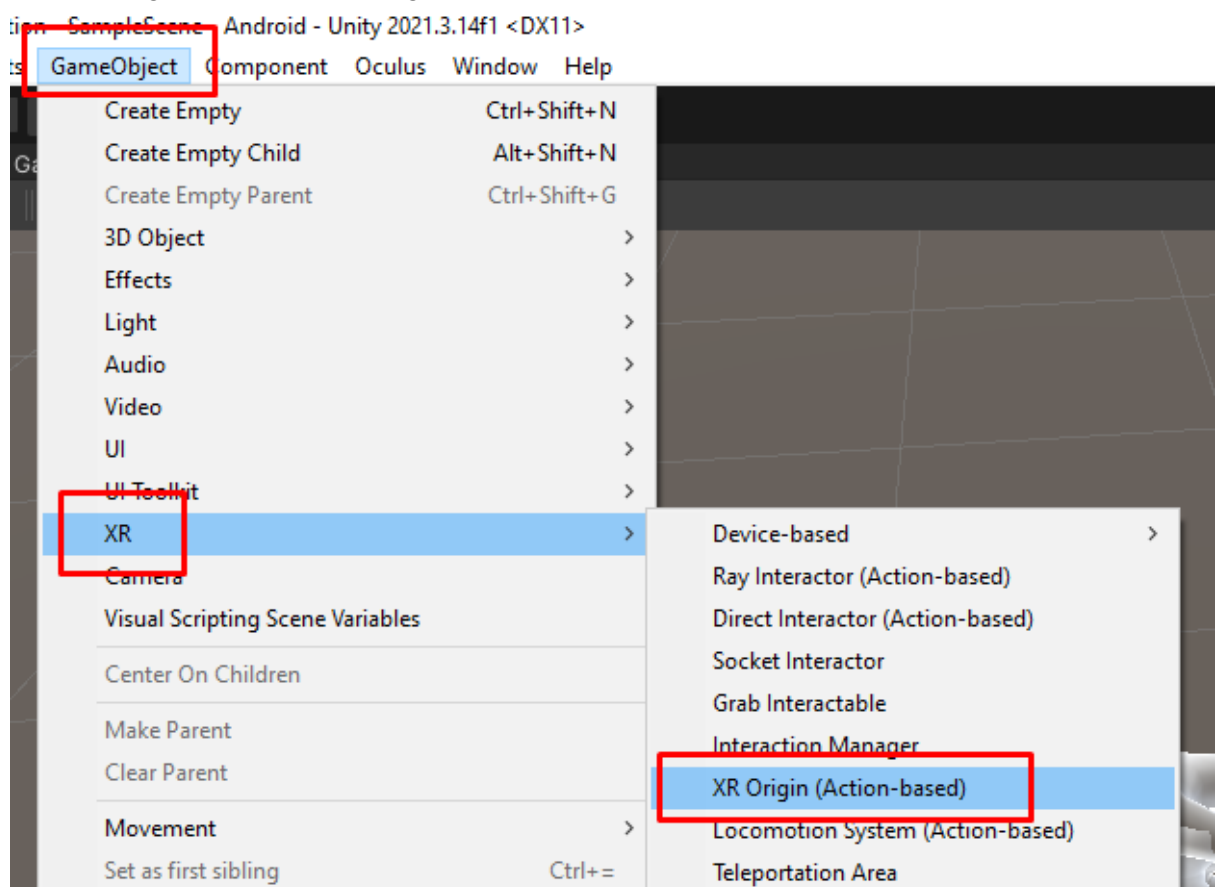# WF-VRHands setup

Requirements

For the animations to work it's necessary to use the Actions Input system. The example in the package uses XR Interaction Toolkit.
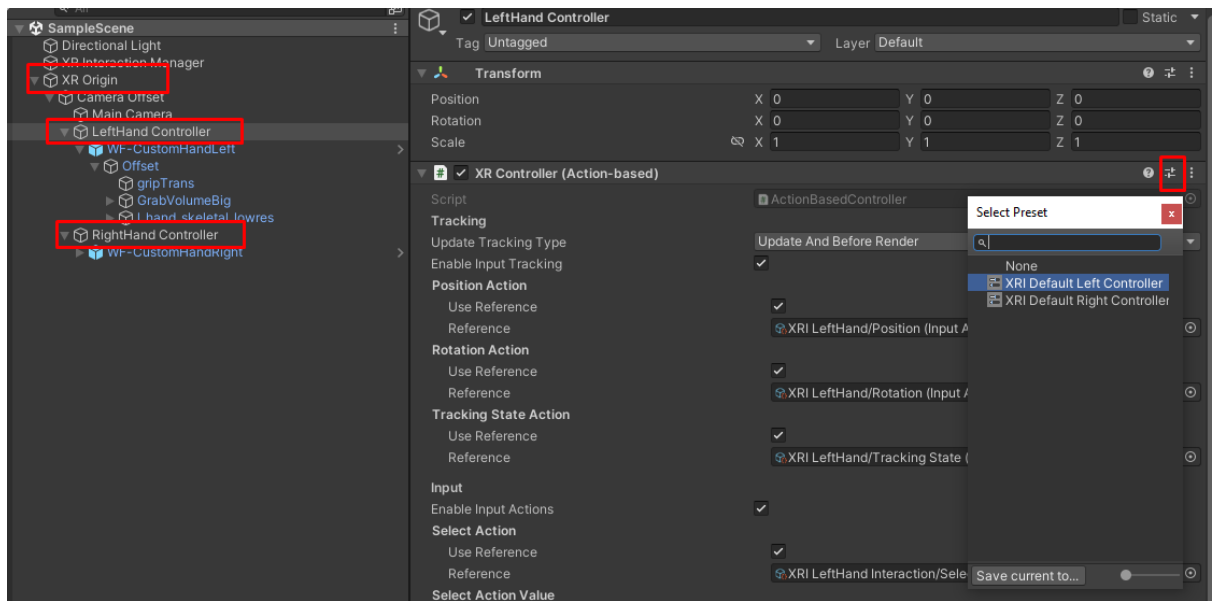
Setup

1. Install XR Interaction Toolkit from the package manager
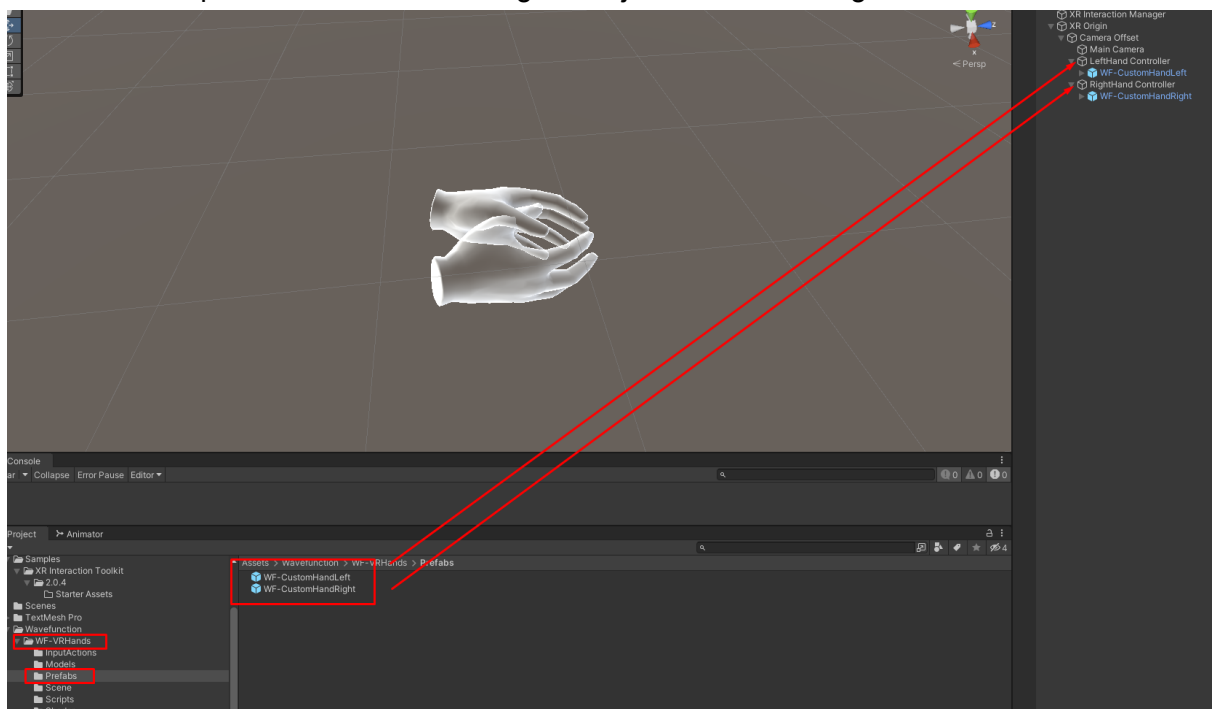

2. Add XROrigin (action-based) rig to the scene.

3. Setup both XRControllers on the XROrigin hands.

4. Add the hands prefabs to the controller gameobjects in the XROrigin:

5. Add the animator reference to the HandAnimationController script in the root of the hand

6. Add a PlayerInput component to the XROrigin (or any other object) and add the WF Input Action Asset in the Actions field