將左手透過 Blender 製作出來後,可以開始更換 HurricaneVR 玩家的手部模型了。創建一個 Unity 專 案並先將 VR 環境設定好。

1. 將 VR Hand Models Mega Pack 及 HurricaneVR 的資源包匯入 Uinty 專案。

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2. 將先前製作好的手部模型匯入,並將左右手拉至場景放在原點。



3. 將材質拉到模型上,由於此模型為 CombatGlove,因此要對應的材質。(材質位於資源包的

Materials)



4. 將左右手製作成預製物(Prefab),另外搜尋 HVR Settings。

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5. 將 HVR Setting 中的左右手換成我們自己手部模型的 Prefab。

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6. 將 RHandArmature 與 LHandArmature 的 Scale 改成 0.9。



7. 先將左手關掉,在右手上加上圖中四個程式。

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8. 設定 HVR Posable Hand 程式中的 Finger Setup 如圖擺放,之後按下 Setup Fingers 再按 Add Thumb Capsules 以及下面四個按鈕。(Capsule Direction 選項會因為模型而不同)

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9. 完成上個步驟後,可檢查碰撞體是否在適當的手指位子。



10. 新增一個空物件命名為 Palm, 擺放於手掌心附近。



11. 將 HVR Physics Poser 的 Palm 設置好。(右手已設置完成,左手重複步驟 7~11。)



12. 右鍵→Create→HurricaneVR→Mirror Settings。



13. 將剛剛建立的 Mirror Settings 放入左右手 HVR Posable Hand 的 Mirror Settings 欄位。

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16. 設置 Mirron Settings 的每個手指,對照左右手的每個手指。(如食指跟中指的設定相同,無名指跟小指的設定也相同,可不用花時間對照)

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17. 對照完成後,將舊的左右手預製物刪除,把現在場景中的左右手做成預製物,並放置 HVR Settings。

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17. 設置右手手勢,可先將 RightHandMesh 和 RHandArmature 關掉,將 Finger Curls 全設成 Close、 Finger Start 全設成 0。接著打開左右手的 Preview,把左右手設為手張開的手勢,並將 Pose 命名為 HandOpen 存檔。

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18. 新增一個 Pose,將左右手設為握拳的手勢,並將 Pose 命名為 HandClose 存檔。

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19. 將左手的手勢設定好,可直接套用剛剛做好的手勢。

20. 將右手及左手 HVR Physics Poser 的 Open Pose 及 Closed Pose 設定好。

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21. 將 HVR Settings 的 Open Hand Pose 設定好。

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22. 將 TechDemoXRRig 放進場景中,再將我們的左右手取代原本的,設定好位置後再將原先的手關掉。



23. 將 Physics RightHand 中,程式 HVR Hand Grabber 圈起來的地方設定成我們的右手。



24. 將 FallbackPoser 中的 Pose 改為 HandClose。



25. 將 Physics LeftHand 也做步驟 23、24 的設定。

26. 記得將 LeftHand 的 Is Left 打勾,這樣就完成囉!

