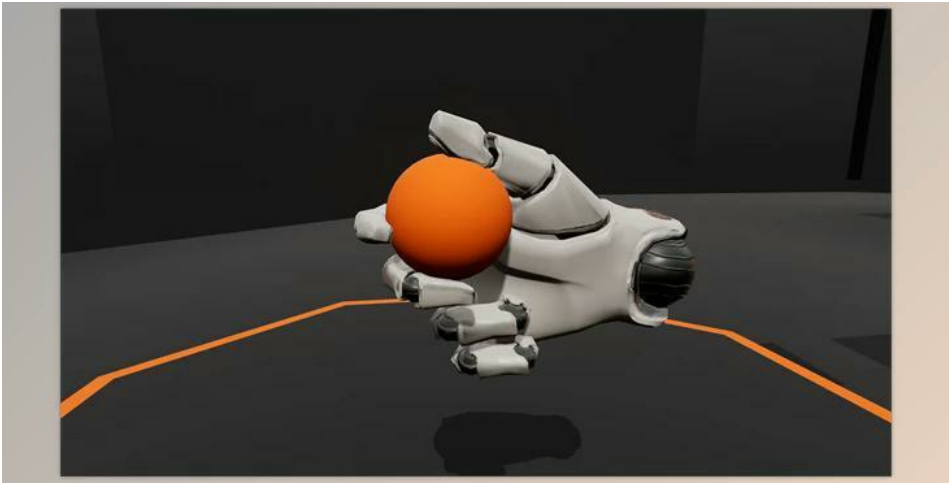




Unreal Engine - VR Hands Grab System

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Unreal Engine - VR Hands Grab System:

Introducing a cutting-edge Grab System for virtual reality objects, featuring advanced finger position prediction without the need for individual grab animations for each item. This revolutionary Grab Component automatically anticipates finger positions on the object's surface during grabbing, significantly expediting VR game development.

- **Dynamic Finger Position Prediction:** Real-time finger position prediction on the surface of the grabbed object, eliminating the need for custom grab animations.
- **Versatile Grab Points:** Support for multiple grab points on a single object, providing flexibility in interaction design.
- **Example Items:** Included are five sample items (Axe, Knife, Grenade, Gun, Lever) with high-resolution textures (4096x4096), ready for immediate use.
- **Interactable Lever:** Engage with an interactive lever that toggles between On and Off positions, complete with LED feedback.
- **Interactive Grenade with VFX:** Experience an interactive grenade with visual effects, enhancing realism and immersion.
- **Throwable Items:** Axes and knives can be thrown with an intuitive throwing assist logic, including ballistic prediction for accurate trajectory simulation.
- **Spinning Assist:** Optional spinning assist for throwable items, providing assistance without compromising the challenge for hardcore knife/axe throwers.
- **Grab Location Visualizer:** Visual cues for grab locations, aiding developers in refining and fine-tuning interactions.
- **Physics Collision:** Robust physics collision ensures that grabbed items behave realistically, preventing them from passing through walls or other obstacles.

This comprehensive VR Grab System empowers developers to create immersive experiences efficiently, reducing development time while maintaining a high level of realism and user engagement. With a focus on flexibility and ease of use, this project streamlines the implementation of interactive elements, setting a new standard for VR game development.



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