



Unity Asset - Hurricane VR - Physics Interaction Toolkit v2.9.1i

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Unity Asset - Hurricane VR - Physics Interaction Toolkit v2.9.1i: Introducing HurricaneVR, the ultimate VR Interaction Framework designed to revolutionize your virtual reality experiences. Focusing on delivering top-tier physics interactions, our framework offers smooth and responsive hand physics, precise collision detection, and seamless two-handed interactions with your virtual objects. Powered by tuned PD Controllers, our Physics Hands provide unparalleled realism, enabling users to effortlessly grab, hold, throw, and manipulate objects within the virtual environment.

Compatible with all major VR headsets, XR Plugins, and Unity versions 2019 and up, HurricaneVR allows developers to target multiple devices and platforms easily. Recent updates have introduced groundbreaking features such as Pose Zones, enhanced haptics, advanced stabbing mechanics, and a brand new Example scene showcasing the full extent of the framework's capabilities.

- **Smooth and Responsive Grab Interactions:** One and two-handed physics grabbing with customizable strength.
- **Dynamic Pose Editor:** Fine-tune hand animations and bone mirroring for lifelike interactions.
- **Player Controller:** Seamless locomotion options, including smooth, snap-turning, crouching, sprinting, and jumping.
- **Weapon Examples:** Create customizable physics-based guns, bows, arrows, and more.
- **Samples Included:** Over 20 interactive objects and scenarios, including doors, drawers, weapons, inventory systems, and UI interactions.
- **Integrations:** Seamless integration with HexaBody VR Player Controller, Final IK / VRIK, and Portals for VR, enhancing your VR experience even further.



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