XRIT Interactions

Valem

> **These guides is for XR Interaction Toolkit version 2 and/or versions prior to Unity 6. If you are using a newer version, such as v3, OR you are using Unity 6 or higher, this guide is deprecated!**

Complete guide to XR Interaction Toolkit: https://www.youtube.com/playlist?list=PLpEoiloH-4eP-OKItF8XNJ8y8e1asOJud

Same as above, older, but has lots of common features such as two hand grab, drawers, levers, etc: https://www.youtube.com/playlist?list=PLrk7hDwk64-a_gf7mBBduQb3PEBYnG4fU

Full body in VR: https://www.youtube.com/playlist?list=PLrk7hDwk64-ZRB5lz-xJhgH7Lp6MIRcHJ

> Often Valem's tutorials include heavy use of C#

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