

Asset Installation Guide for Dummies

By Liindy

(I tried to make it as easy to understand as possible for people with no unity experience)

Alternatively watch the video guide.

Things you need:

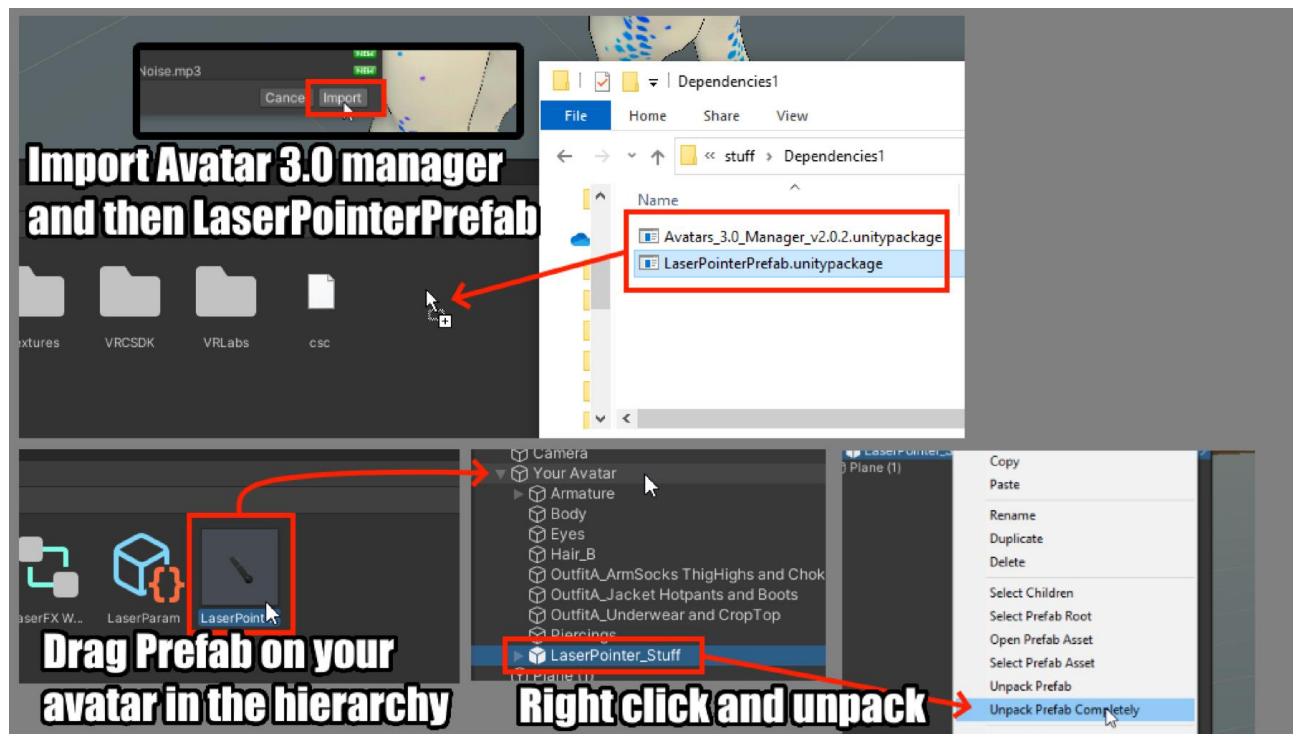
You must get **Avatar 3.0 Manager v2.0.6** (newer versions should be fine)

You can download it free here: <https://github.com/VR Labs/Avatars-3.0-Manager>

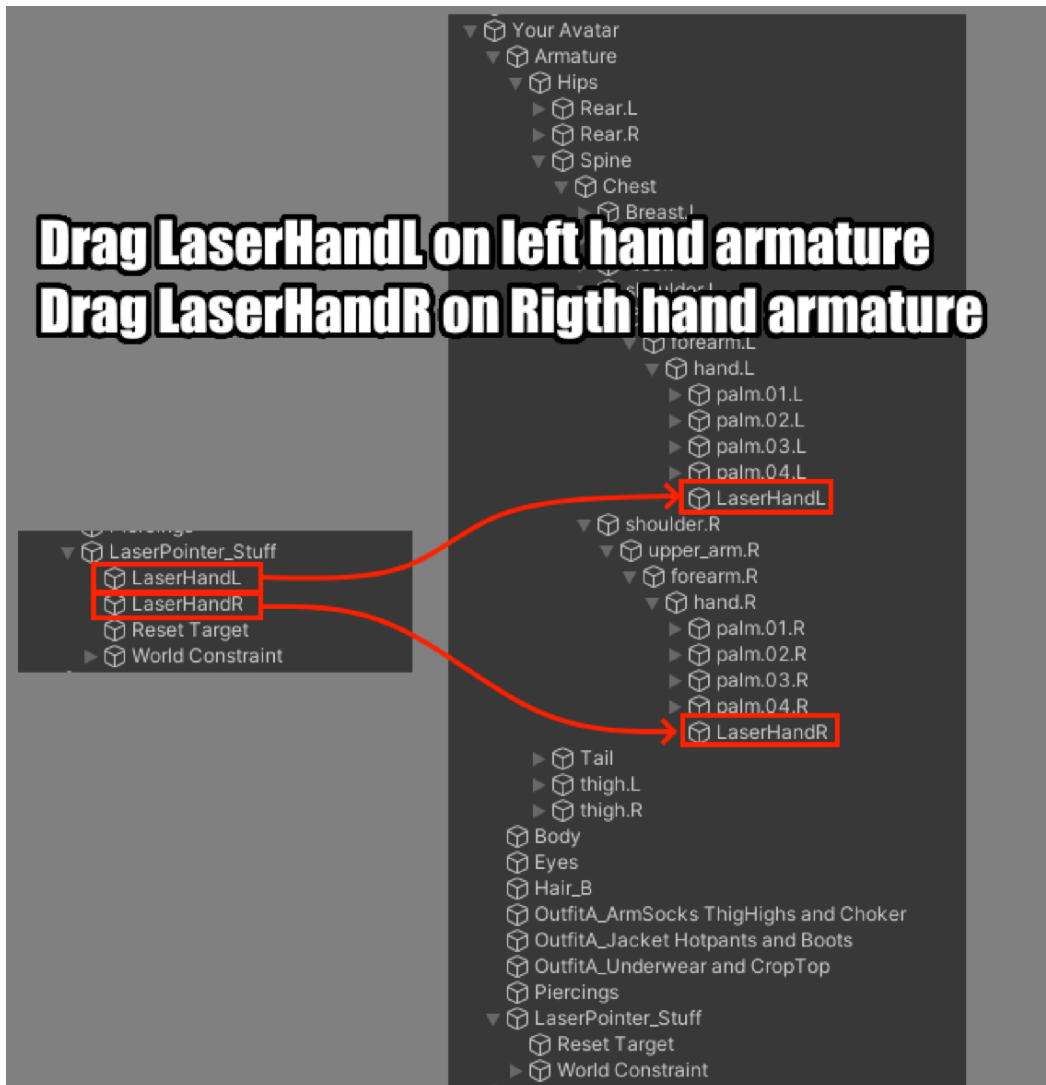
You must also have an avatar ready to install it on, this guide will not teach you how to upload an avatar, only how to attach the Laser Pointer correctly to it.

Finally, you must have the "LaserPointerPrefab.unitypackage" file ready

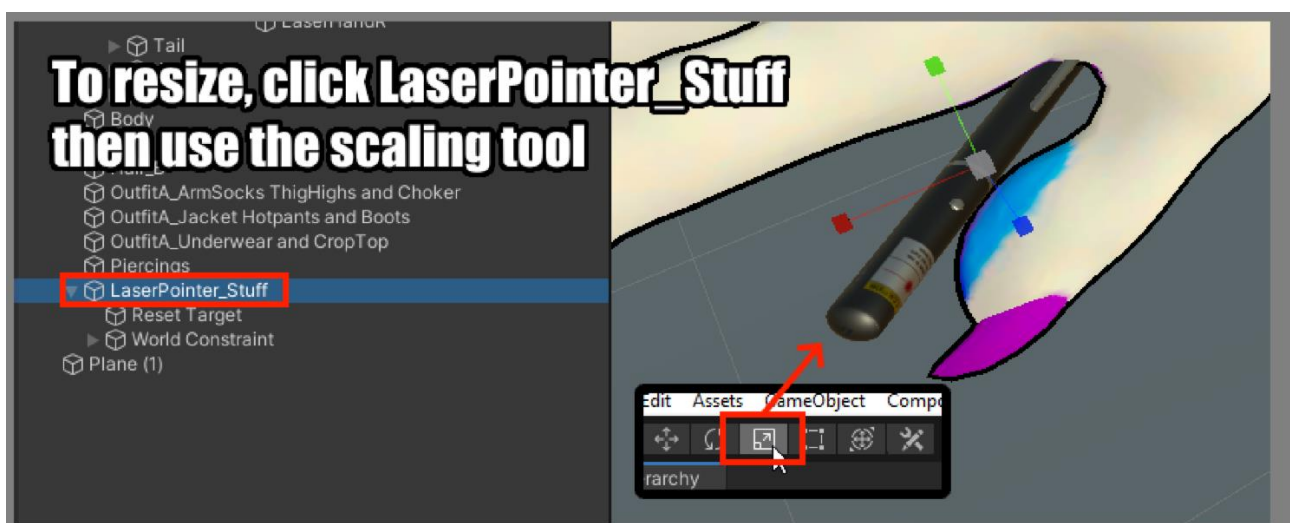
Step 1 - Importing



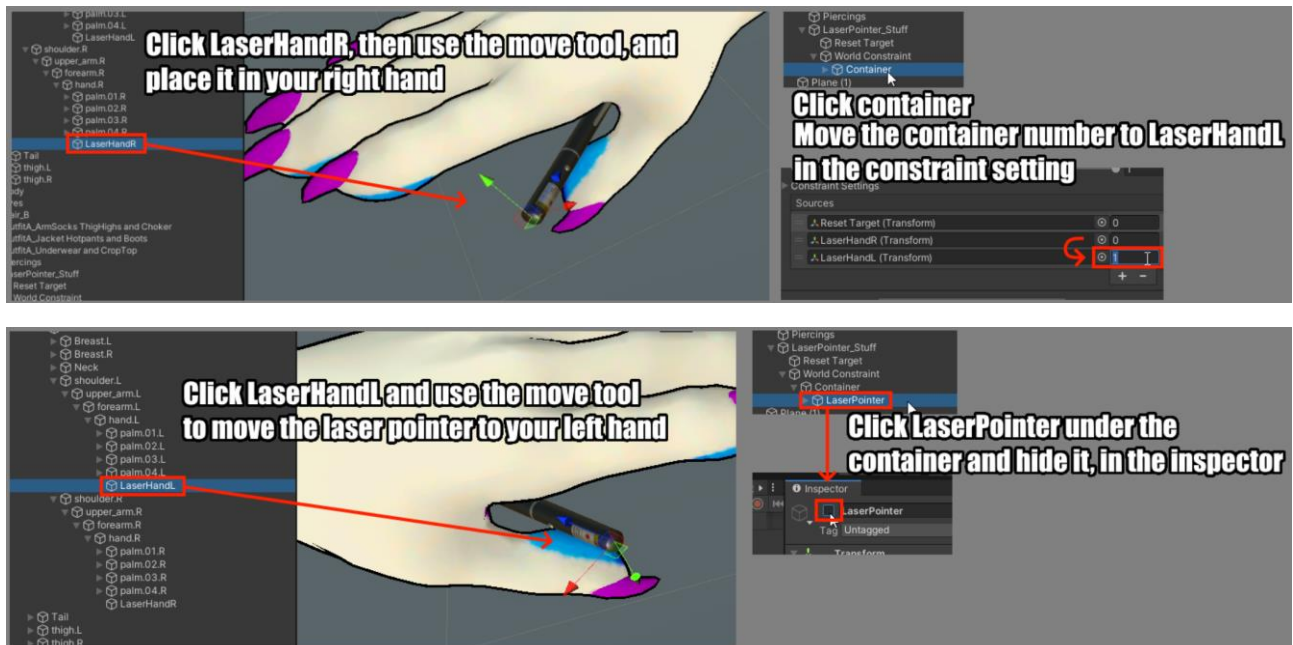
Step 2 – Armature Placement



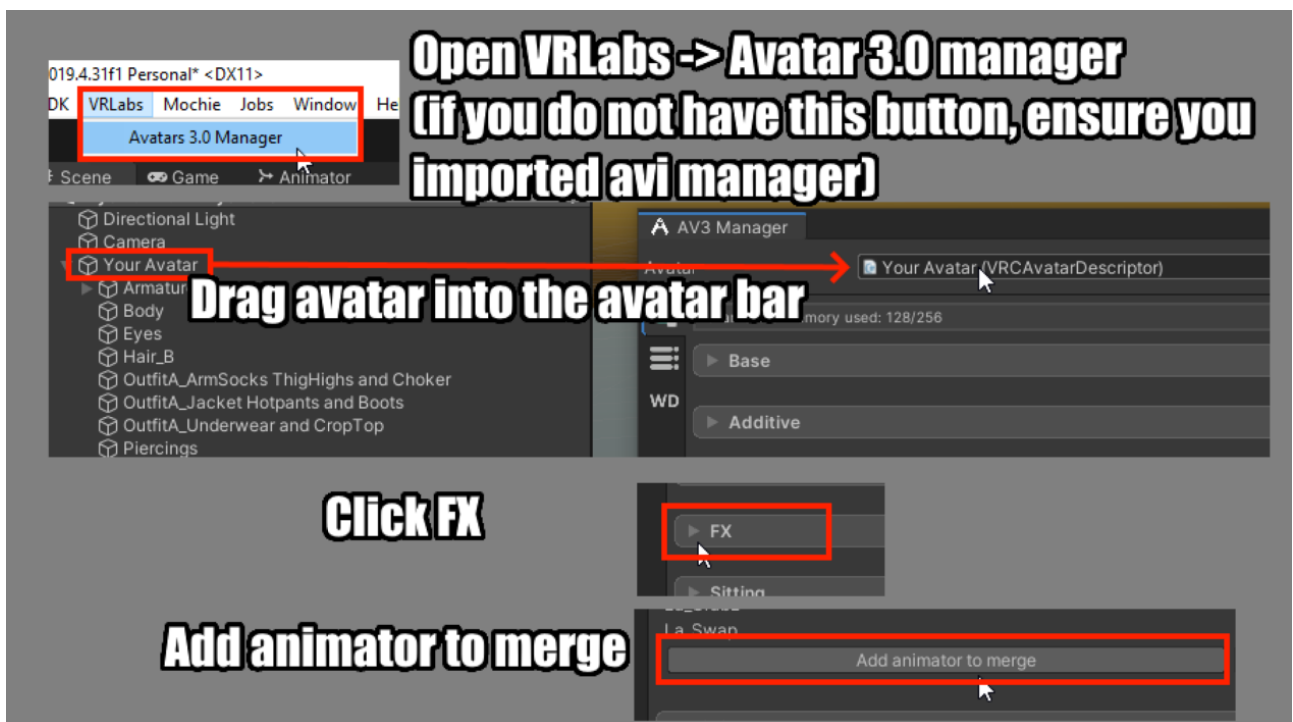
Step 3 – Resize

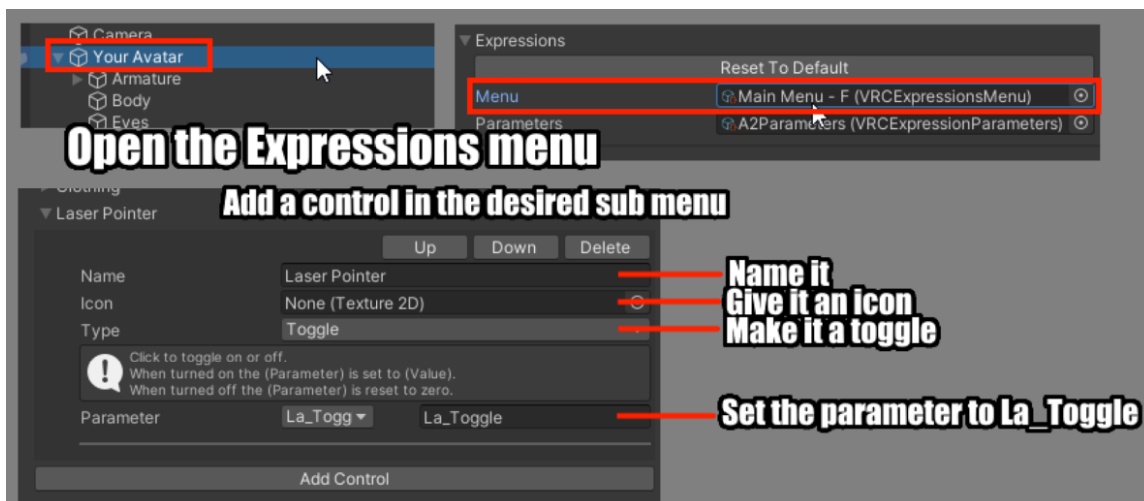
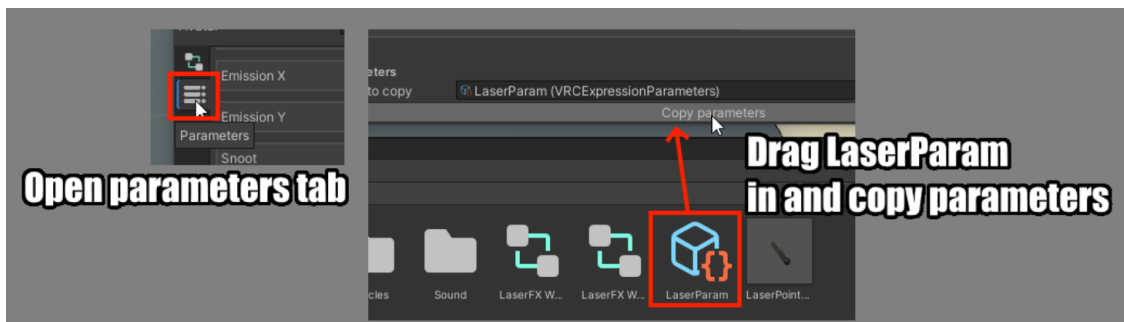
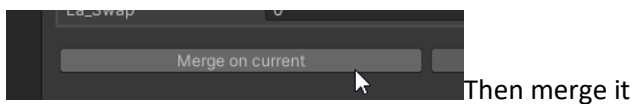
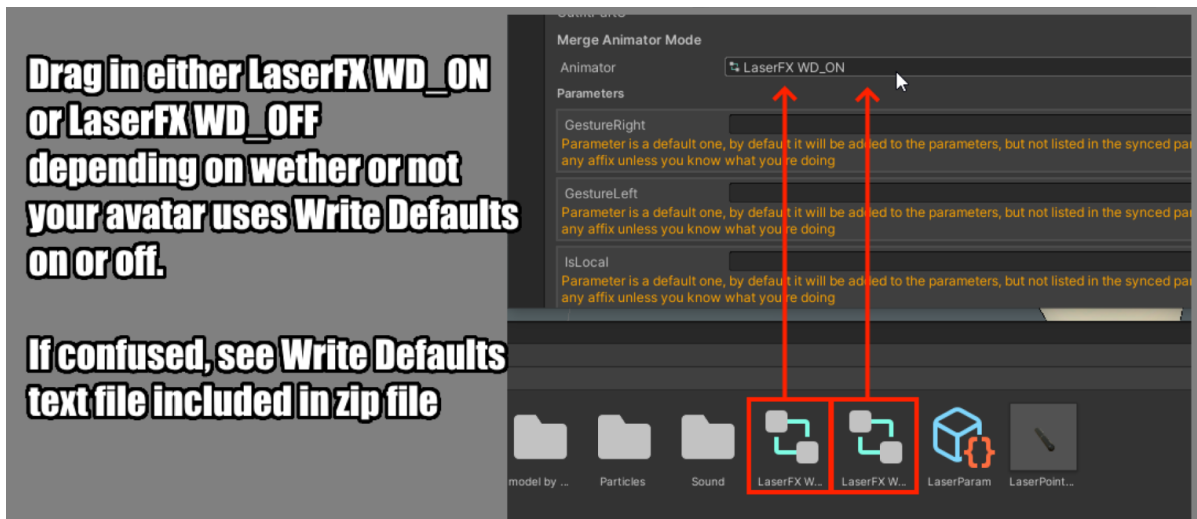


Step 4 – Fitting to your avatar



Step 6 – Merging animations





Here is a reminder of how the gesture controls work:

- Toggle with the button you made
- Thumbs up to turn it on and off
- Open both hands to drop in world, grab with fist
- Switch to other hand by bringing hands close to each other, then opening the hand with the laser pointer in it