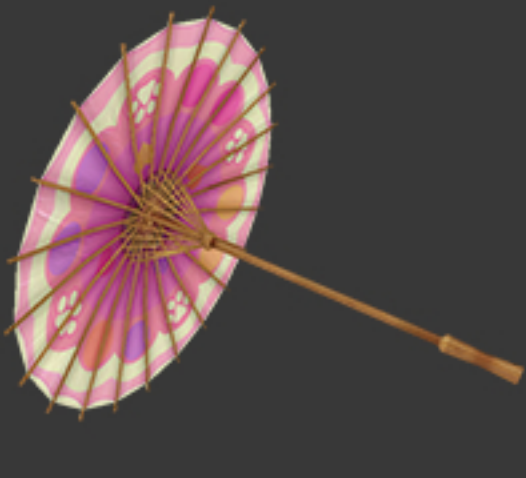
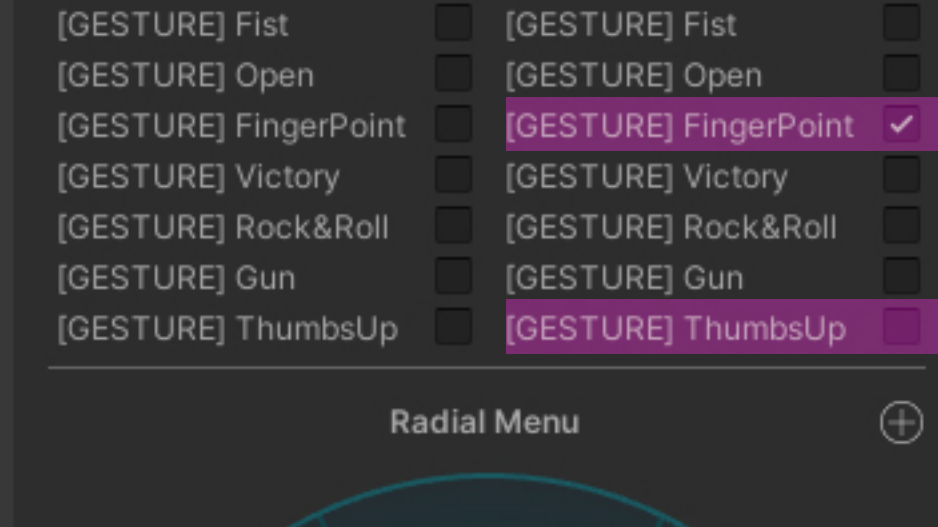


UMBRELLA SETUP



This is how it works:
This will only work on the right hand!



Finger Point:
- closes

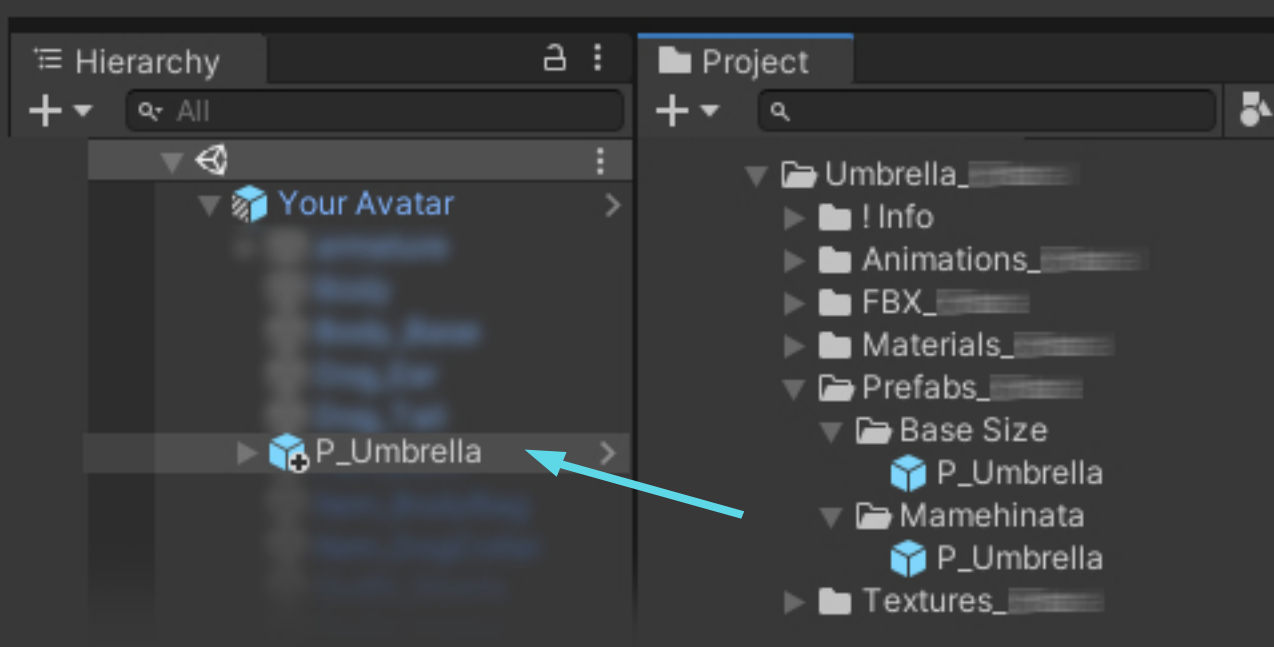
Thumb Up:
- open



If you turn it on in the Radial Menu,
it will appear in a closed chinrest
in your Right hand.

1

Drag the prefab into the Hierarchy



2

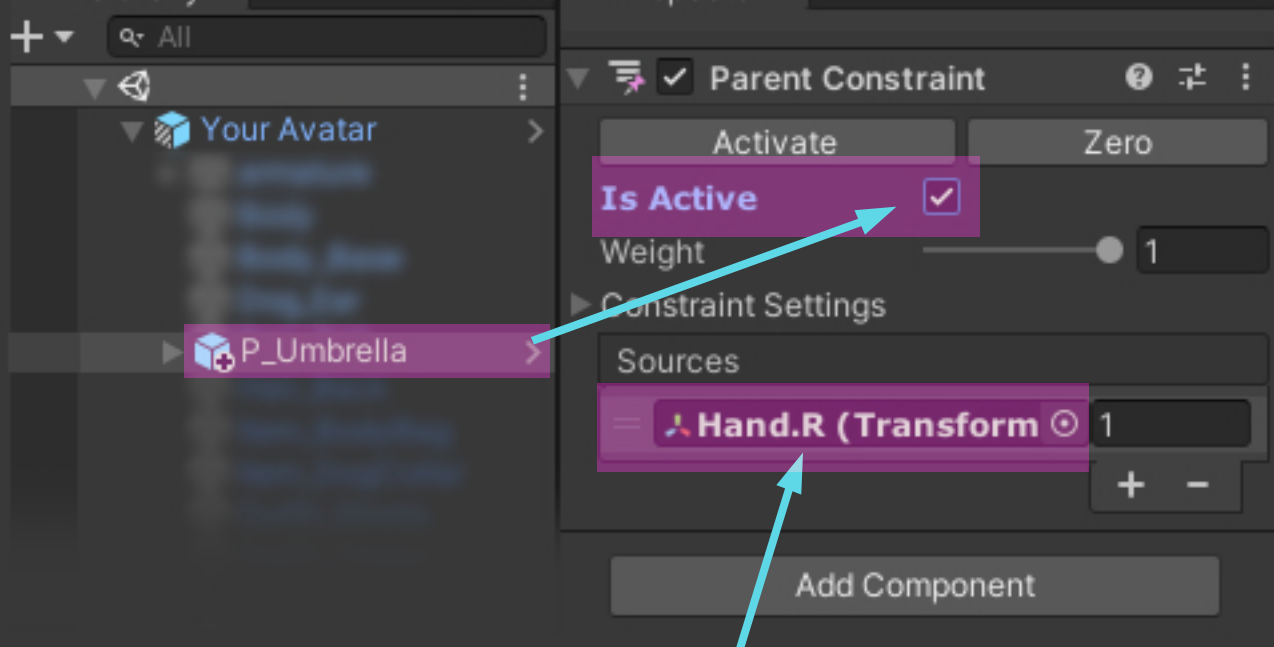
Move, resize, rotate

Align it in place

Don't change the name!
Otherwise the animations will not work!

3

Once everything
is in place just activate it:



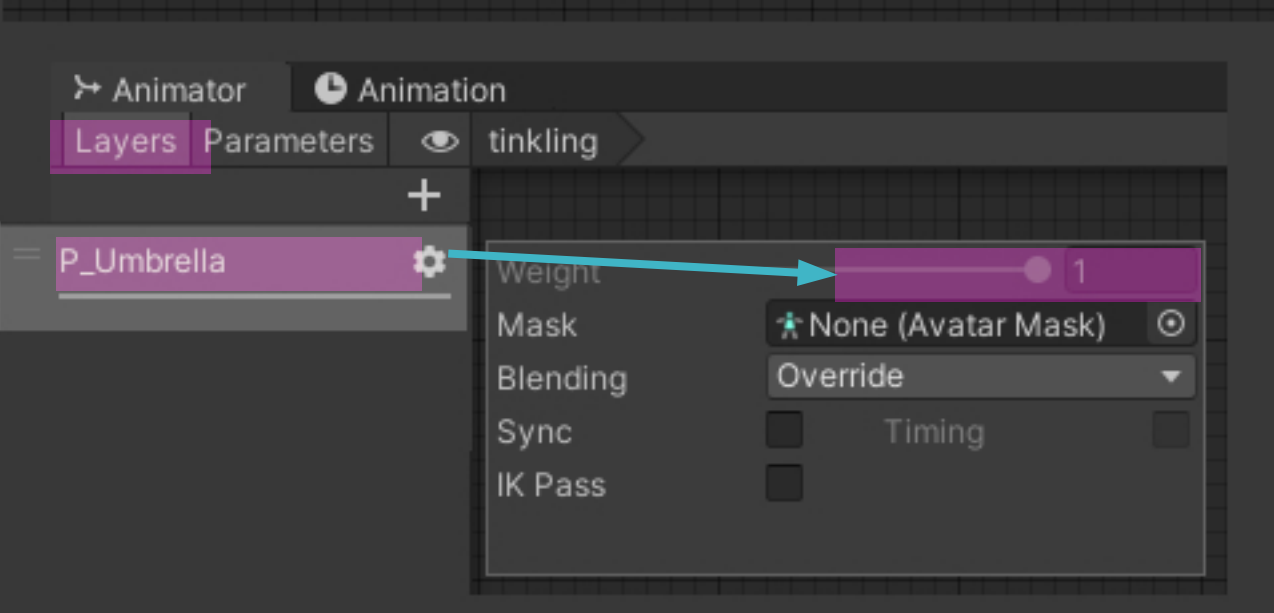
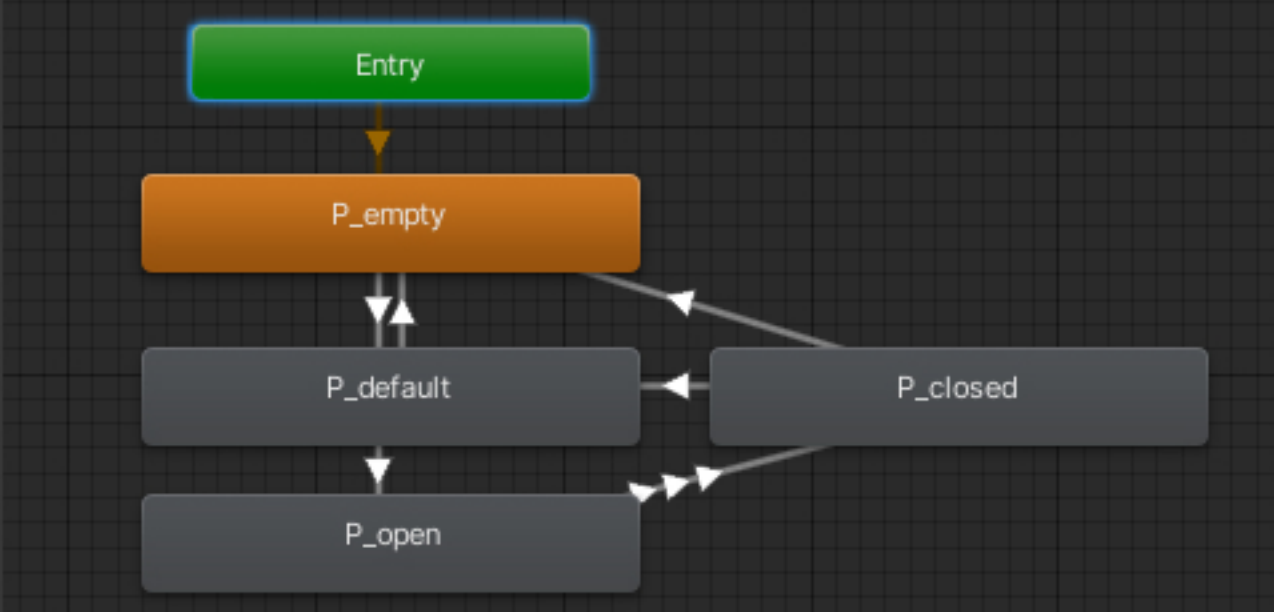
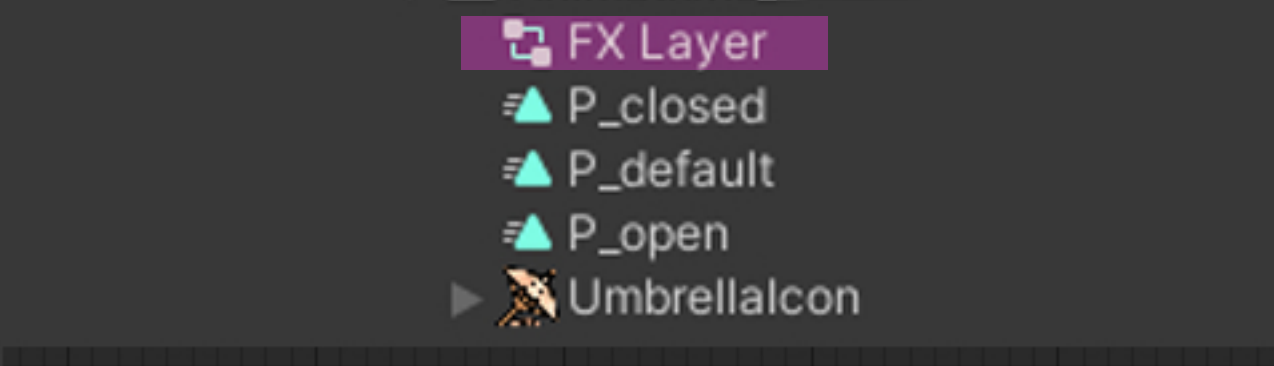
Drag the bone you want
to attach here.

Then Activate Parent.

Do not activate it before editing!
If you edit, then turn it off!

4

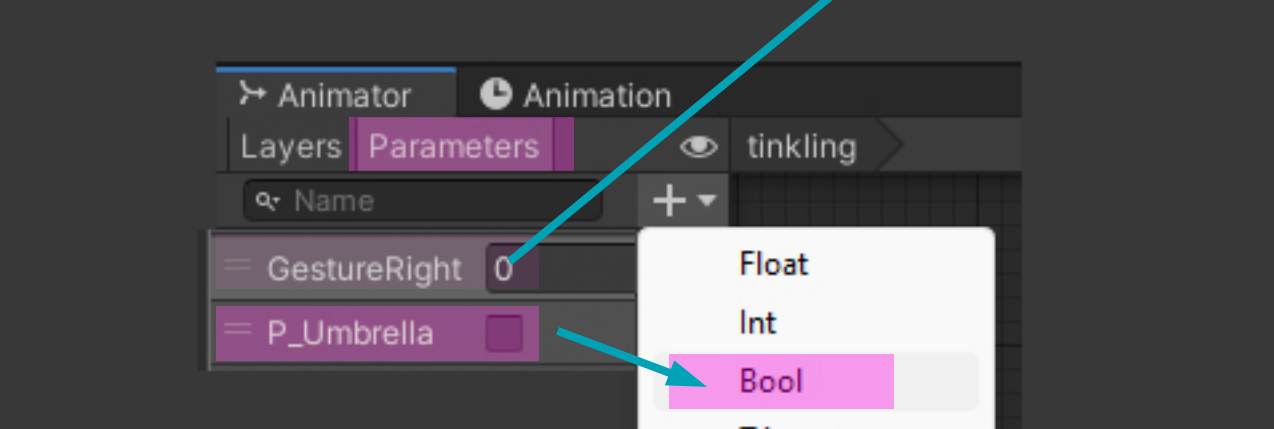
Copy the settings
of the 'FX Layer' layer in the
'Animations' folder to your own FX Layer.



5

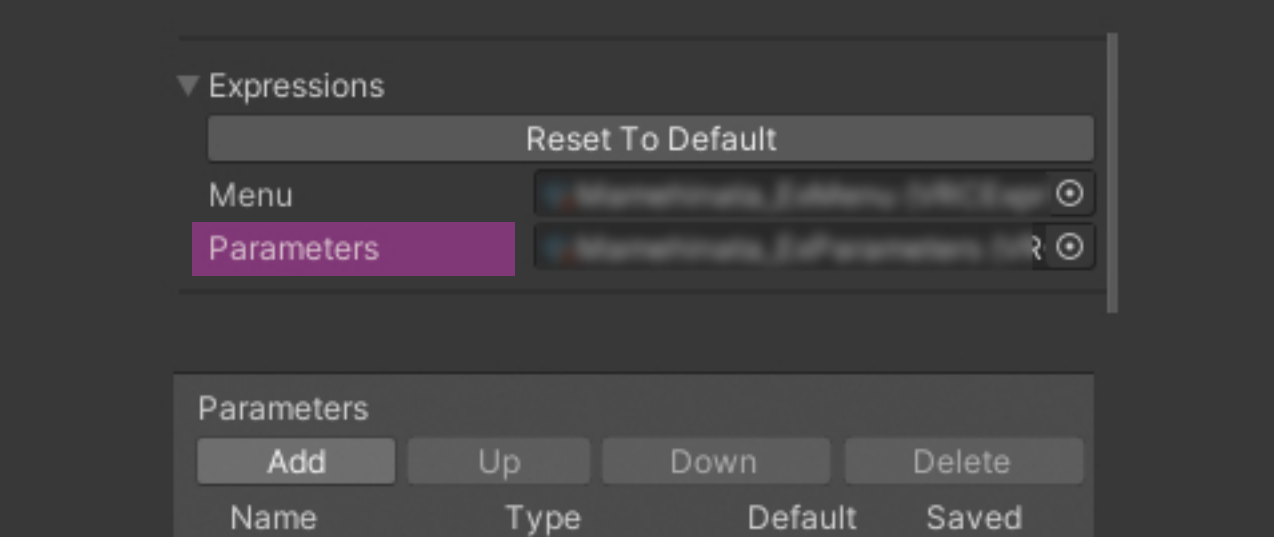
On the Parameters tab,
create a 'P_Umbrella' Bool value: 1.

If not on the Parameters tab,
create a 'GestureRight' Int value: 0.



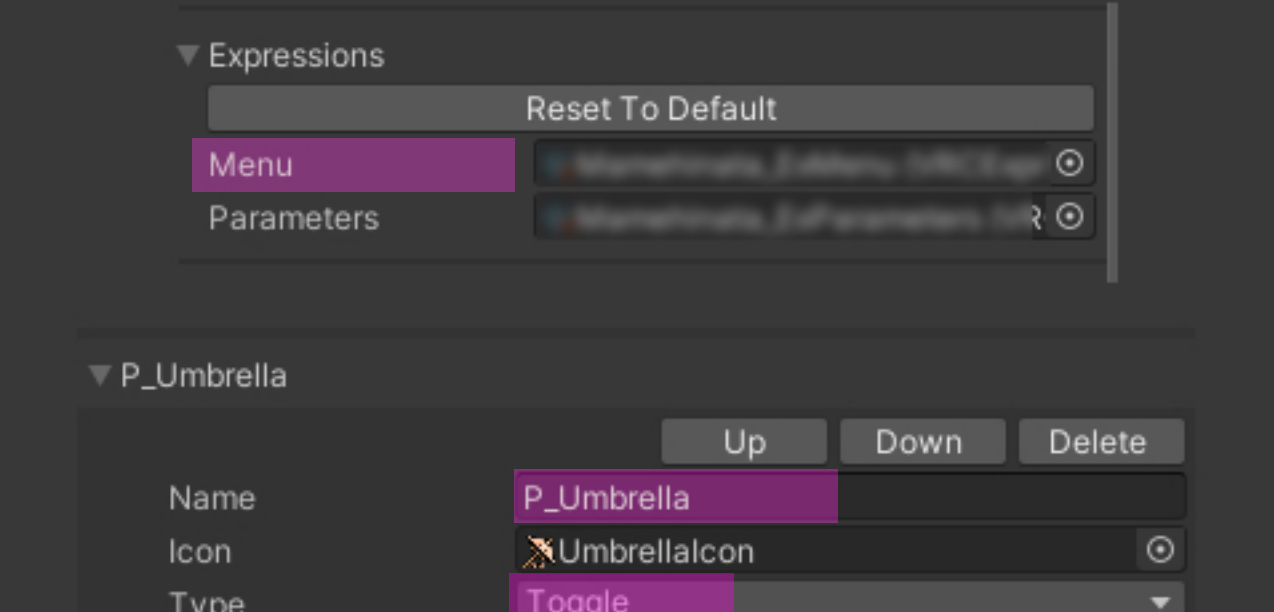
6

Create it in Expressions - Parameters:



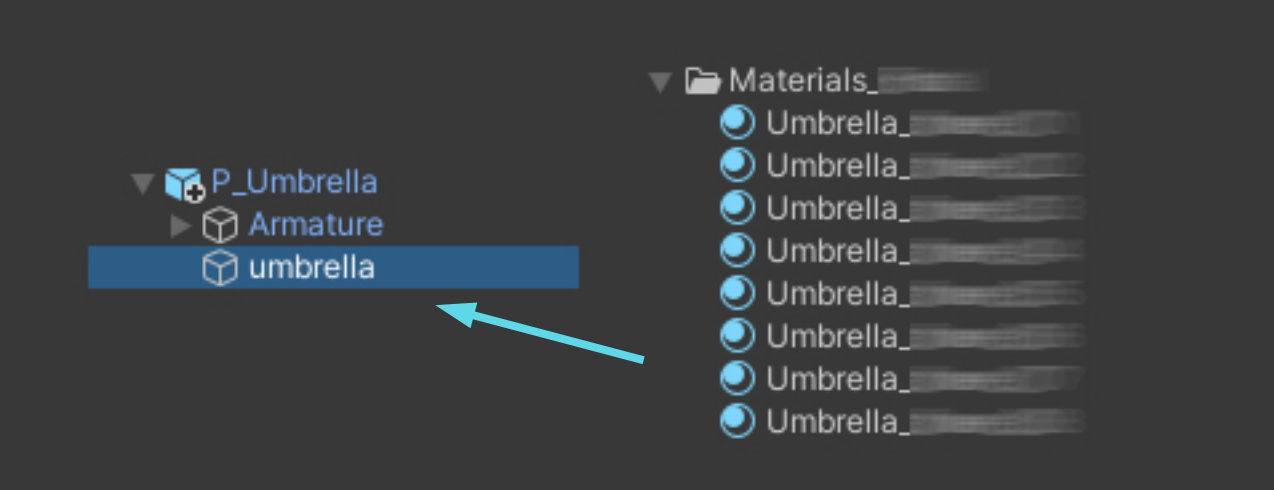
7

Create it in the Expressions - Menu:



8

Put on the material you like



9

When you're done with everything,
turn off its visibility:

