

Dev Log 5

I worked on controller presentation and comfort tuning in the forest scene.

The project already supported hand tracking, so I kept that mode in place. On top of that, I set up a separate controller mode visual where the player sees stylized hands instead of the default motion controller models. This makes the VR interactions feel more natural while still keeping the controller-based input system active.

To do that, I attached hand models to the left and right controllers, positioned them so they sit more naturally around the grip, and hid the default controller visuals. I also had to re-check the XR rig after some setup problems so the controller mode and the hand-tracking mode would still work together without breaking each other.

I also tuned the tunneling vignette comfort effect. The earlier values were either too strong or too hard to judge, so I adjusted the aperture and feathering until the movement vignette became visible but much softer. The goal was to keep the comfort help in place without making it too distracting during locomotion.

This stage improved the feel of the VR presentation even though it was not a new gameplay mechanic by itself. The hands now look better in controller mode, hand tracking remains available, and the comfort vignette is in a better place for testing movement in the main forest scene.

By the end of this stage, the project had a cleaner controller-hand presentation and a more subtle locomotion comfort effect, which makes the forest scene feel closer to the intended player experience.

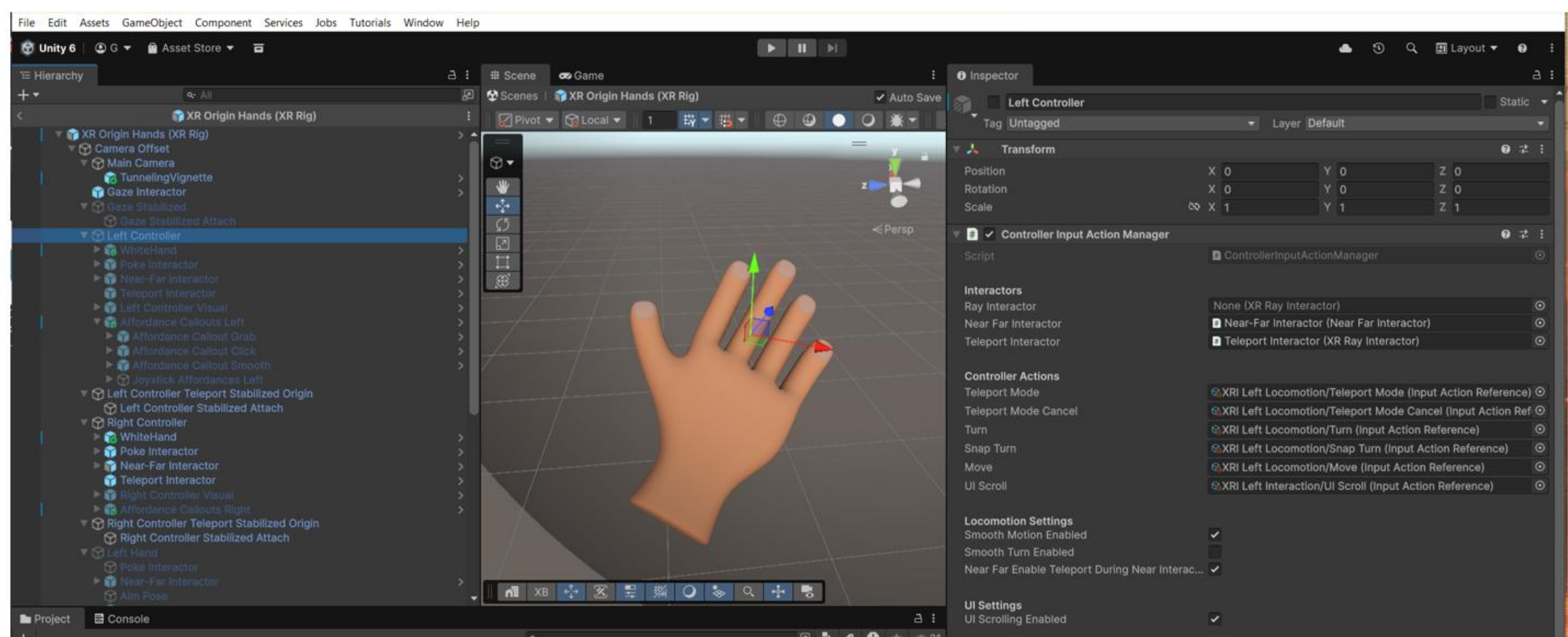


Figure 1. Stylized hand visual attached to the controller rig instead of the default controller mesh.