

Interaction Modes and Sequences

ONE-HANDED

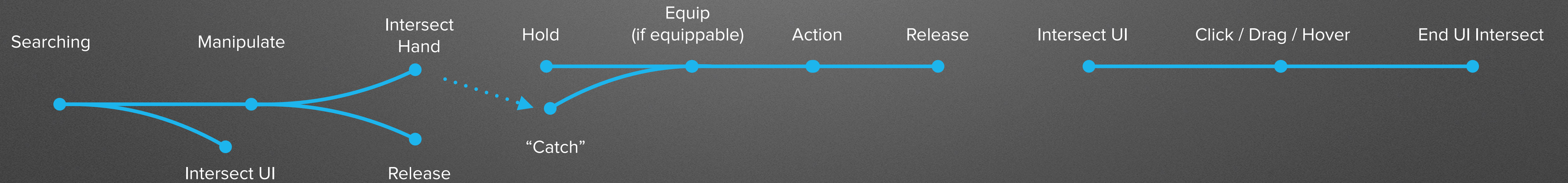
TWO-HANDED



“Far grab”

“Near Grab/Equip”

“UI Cursor”



“Navigation: Walk”

“Navigation: Fly”

“Navigation: Teleport”

