

This is just a super quick guide for adding movable fingers to your VRChat avatar. In this document, I will teach you how to add bones for your fingers to your avatar's armature and rig them in Unity. We will not be covering custom gesture overrides in this guide. That lesson will be for another day (when I learn how to do that myself). Once you're done, you'll be able to do basic built-in movement with your avatar's fingers in VRChat such as pointing, doing a thumbs-up, or making a fist.

This guide assumes you've already read my [VRChat Avatar Creation](#) guide.

Finger bones

First, we'll need to add the bones for your fingers to your armature in Blender. You'll make 3 bones for each of the fingers on your model. The base bone of each finger will be parented to either the Left wrist or Right wrist bones in your armature.

The names for these bones don't need to be specific, but I recommend the following names/bone hierarchy for them:

Left wrist > Left thumb1 > Left thumb2 > Left thumb3

Left wrist > Left index1 > Left index2 > Left index3

Left wrist > Left middle1 > Left middle2 > Left middle3

Left wrist > Left ring1 > Left ring2 > Left ring3

Left wrist > Left pinkie1 > Left pinkie2 > Left pinkie3

Right wrist > Right thumb1 > Right thumb2 > Right thumb3

Right wrist > Right index1 > Right index2 > Right index3

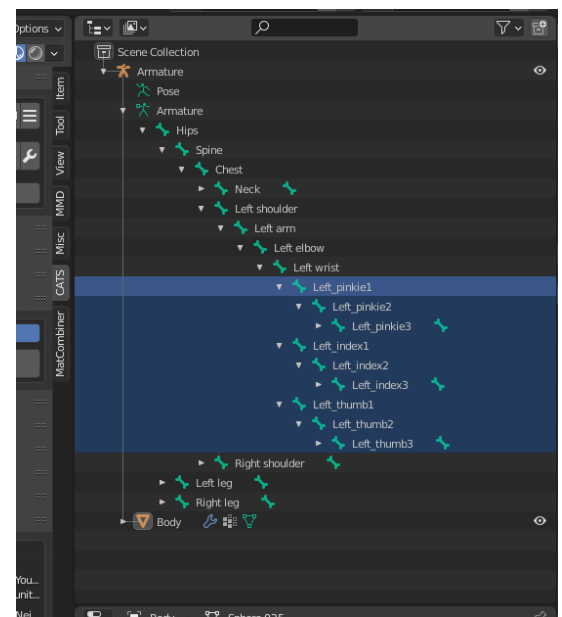
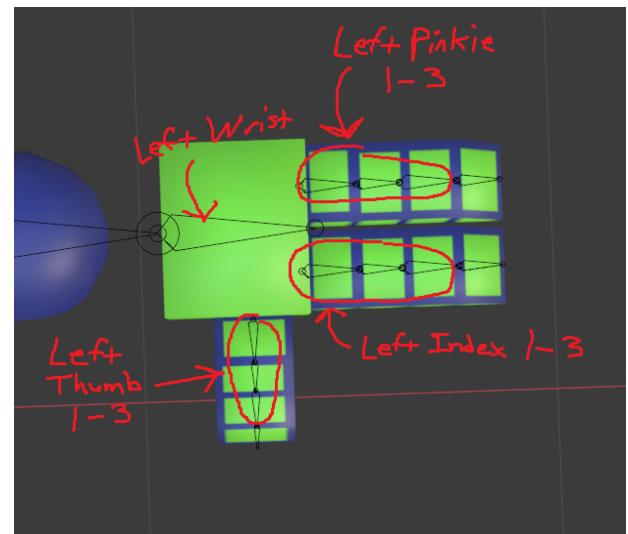
Right wrist > Right middle1 > Right middle2 > Right middle3

Right wrist > Right ring1 > Right ring2 > Right ring3

Right wrist > Right pinkie1 > Right pinkie2 > Right pinkie3

In the screenshots above, I created hands on my model that only have a thumb, index finger, and pinkie. Bones aren't required for fingers you don't have in your model. If you have more than 5 fingers on your model's hands, you could just weight the extra fingers to the nearest standard finger bones.

You may notice that in my screenshots, my example hand has a fourth bone for each finger. VRChat's humanoid rig only supports 3 finger bones, so you can disregard those fourth bones.



Rigging in Unity

Once you've got your model in Unity and you've rigged it to the **Humanoid** skeleton, go into the skeleton's **Configuration**. Notice that in the Inspector, there are **Left Hand** and **Right Hand** bone **Mapping** groups. Go into both of these, and make sure that the Unity finger bones are mapped to the correct finger bones in your armature.

The **proximal** bones correspond to bone 1, **intermediate** to bone 2, and **distal** to bone 3.

Once you've got your finger bones correctly mapped for each hand, click **Apply**, and then **Done**.

Congratulations! That's all there is to it! Once you've got the rest of your avatar set up in Unity, your fingers should work when you move them in VRChat.

