ABSTRACT

Virtual interaction is an activity that allows users in the real world to interact with something in the virtual world. Creating an interaction between real objects and virtual objects is an important aspect that needs to be considered in the development of virtual reality (VR) technology.

In this study, a Unity3D project is created to virtualize finger movements based on motion capture data, where the user uses a motion capture tool and the moves his finger. The movement data then used by Unty3D to move the fingers of the 3D model. User can interact by using the finger movements.

Based on the results of the research conducted, there is a 28.23 second delay in the virtual finger movement process, due to the process of sending data sequentially and also network traffic at the time of data retrieval. Virtual hands on Unity3D can imitate all real finger movements so that it has 100% accuracy in movement suitability.

Keywords: *Virtual Reality, Motion Capture, Unity3D.*