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(54) **PARTIAL PASSTHROUGH IN VIRTUAL REALITY**

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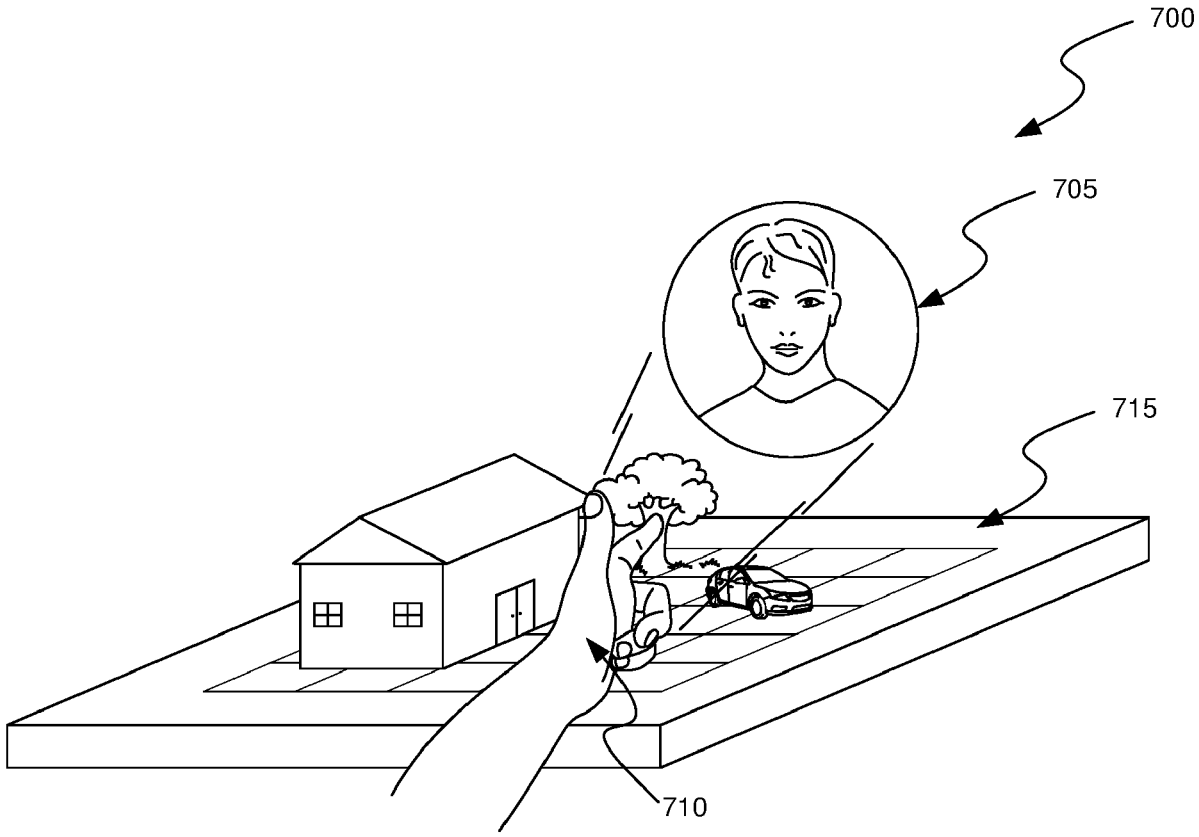
(57) **ABSTRACT**

Systems and methods for providing partial passthrough video to a user of a virtual reality device are disclosed herein. Providing the partial passthrough video can include detecting a hand passthrough trigger event and identifying a hand passthrough video feed. Providing partial passthrough video can further include aligning the hand passthrough video feed with a virtual environment presented to a user by the virtual environment and, based on the aligning of the hand passthrough video feed with the virtual environment, overlaying the hand passthrough video feed on the virtual environment.