
Hero A
Wearing a complete skin set model 1
Wearing a complete skin set model 2

FIG. 1

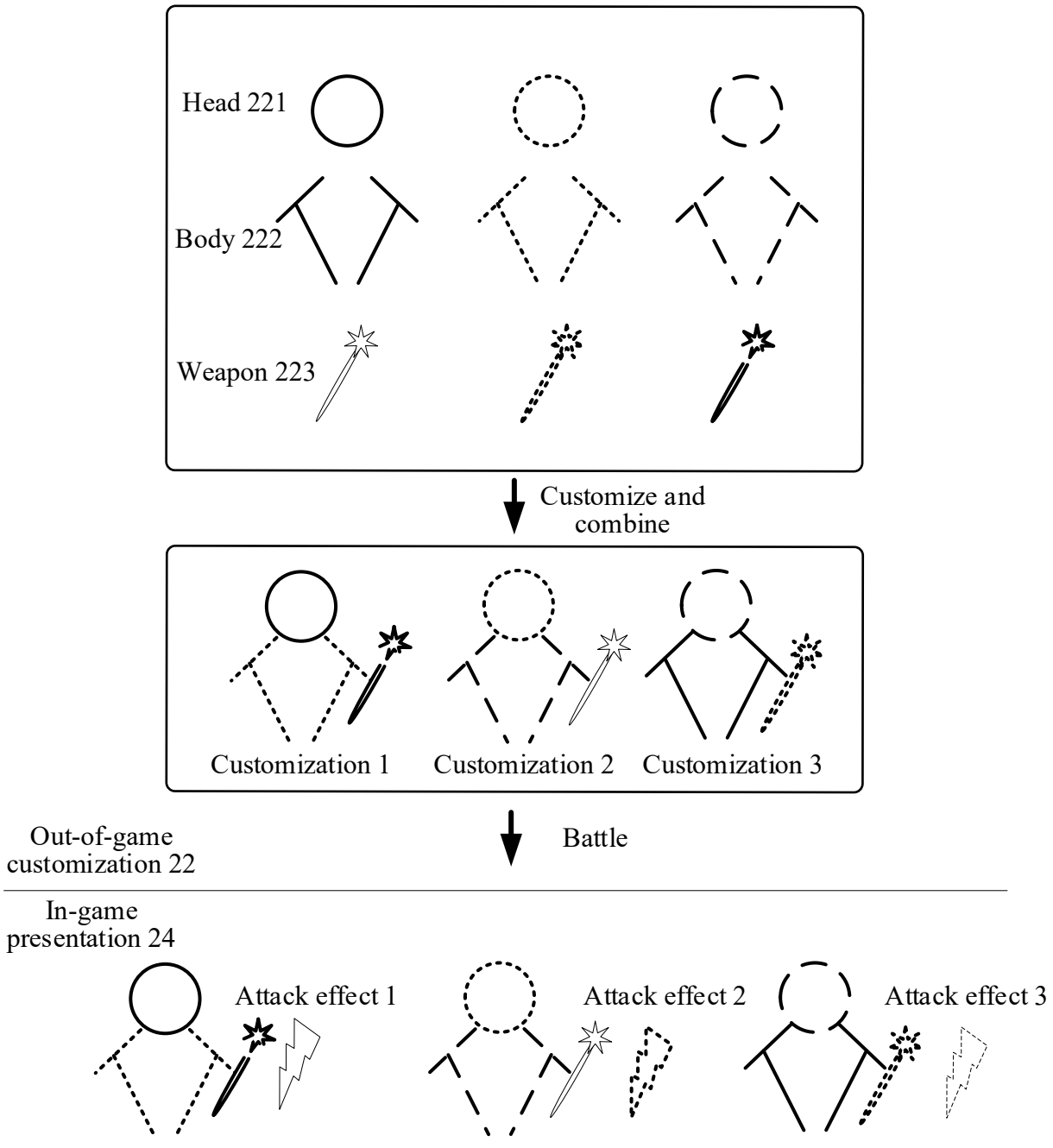

Head 221
Body 222
Weapon 223
Customize and combine
Customization 1
Customization 2
Customization 3
Out-of-game customization 22
Battle
In-game presentation 24
Attack effect 1
Attack effect 2
Attack effect 3

FIG. 2

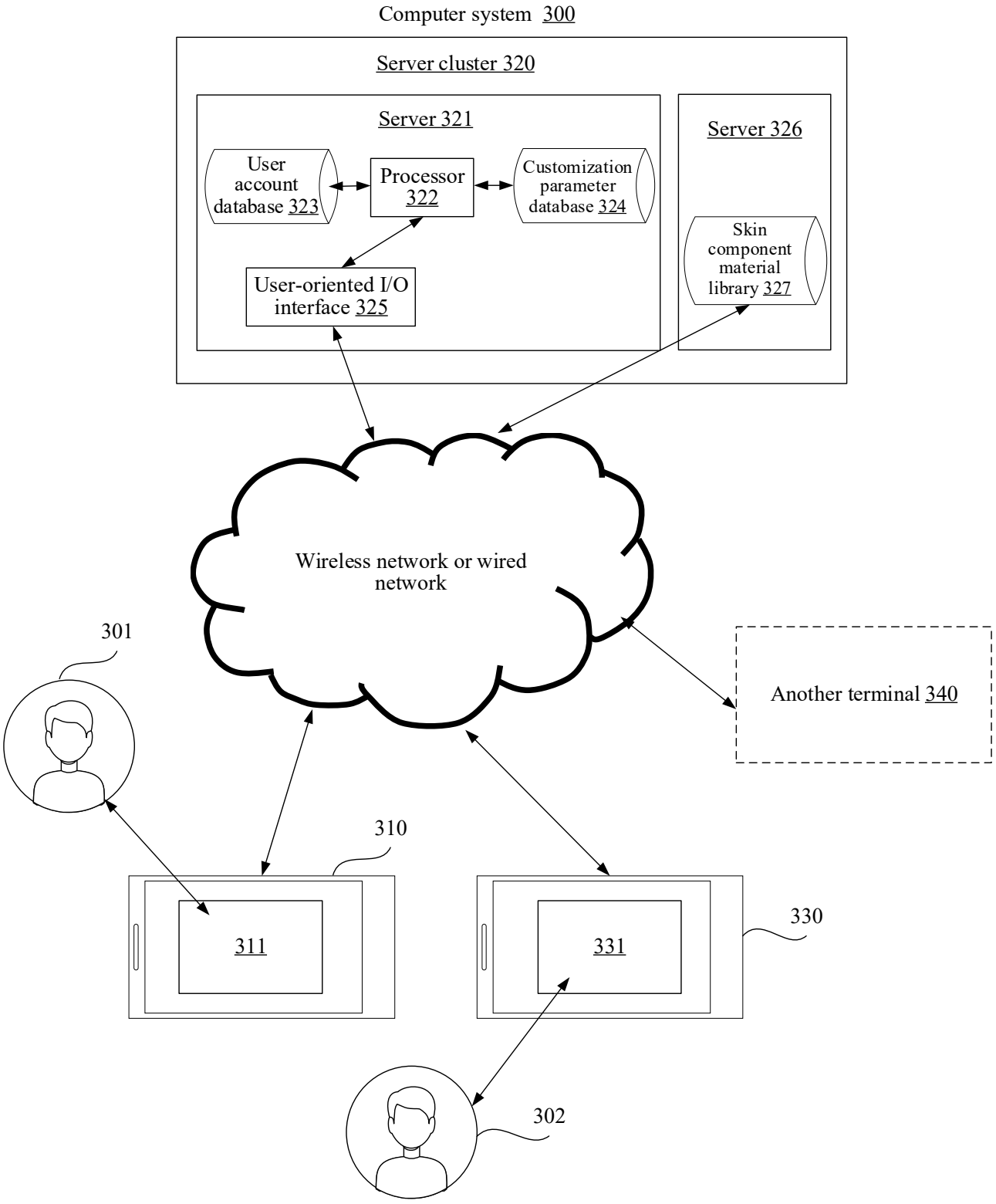

Computer system 300
Server cluster 320
Server 321
User account database 323
Processor 322
Customization parameter database 324
User-oriented I/O interface 325
Server 326
Skin component material library 327
Wireless network or wired network
301
Another terminal 340
310
311
330
331
302

FIG. 3

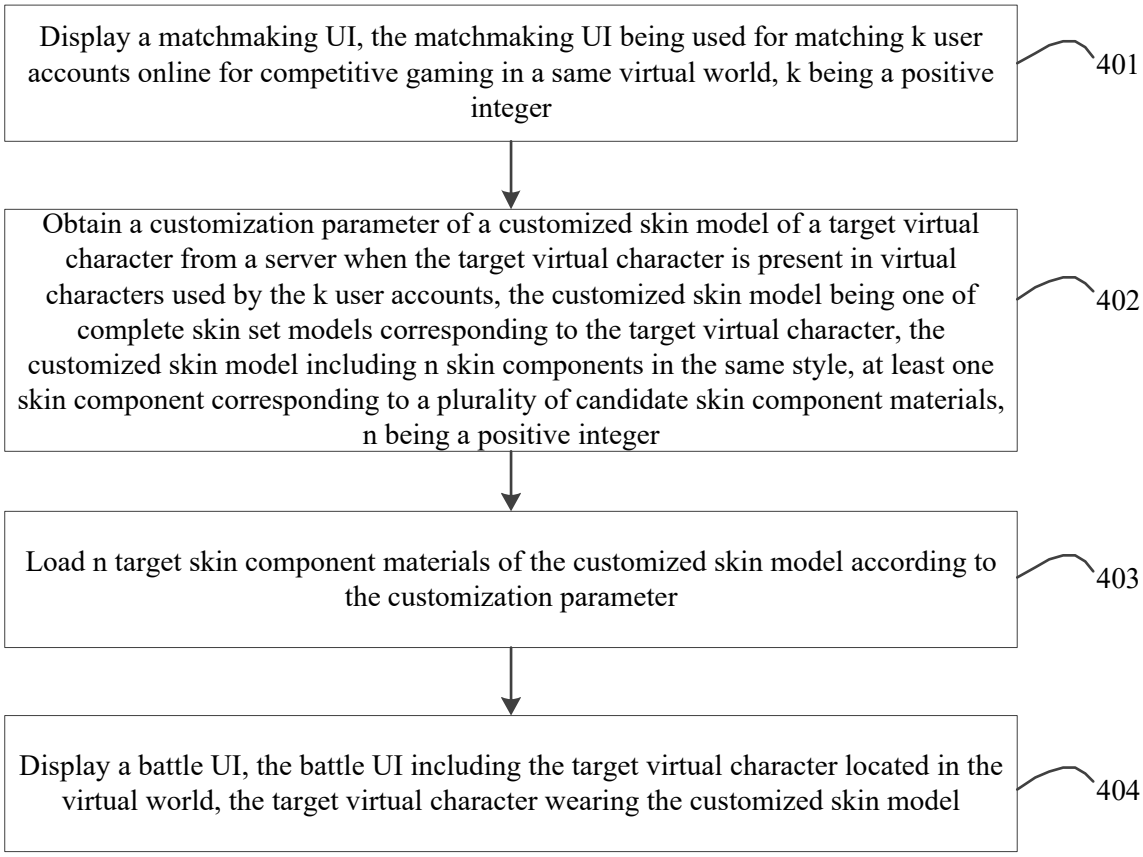

Display a matchmaking UI, the matchmaking UI being used for matching k user accounts online for competitive gaming in a same virtual world, k being a positive integer
401
Obtain a customization parameter of a customized skin model of a target virtual character from a server when the target virtual character is present in virtual characters used by the k user accounts, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model including n skin components in the same style, at least one skin component corresponding to a plurality of candidate skin component materials, n being a positive integer
402
Load n target skin component materials of the customized skin model according to the customization parameter
403
Display a battle UI, the battle UI including the target virtual character located in the virtual world, the target virtual character wearing the customized skin model
404

FIG. 4

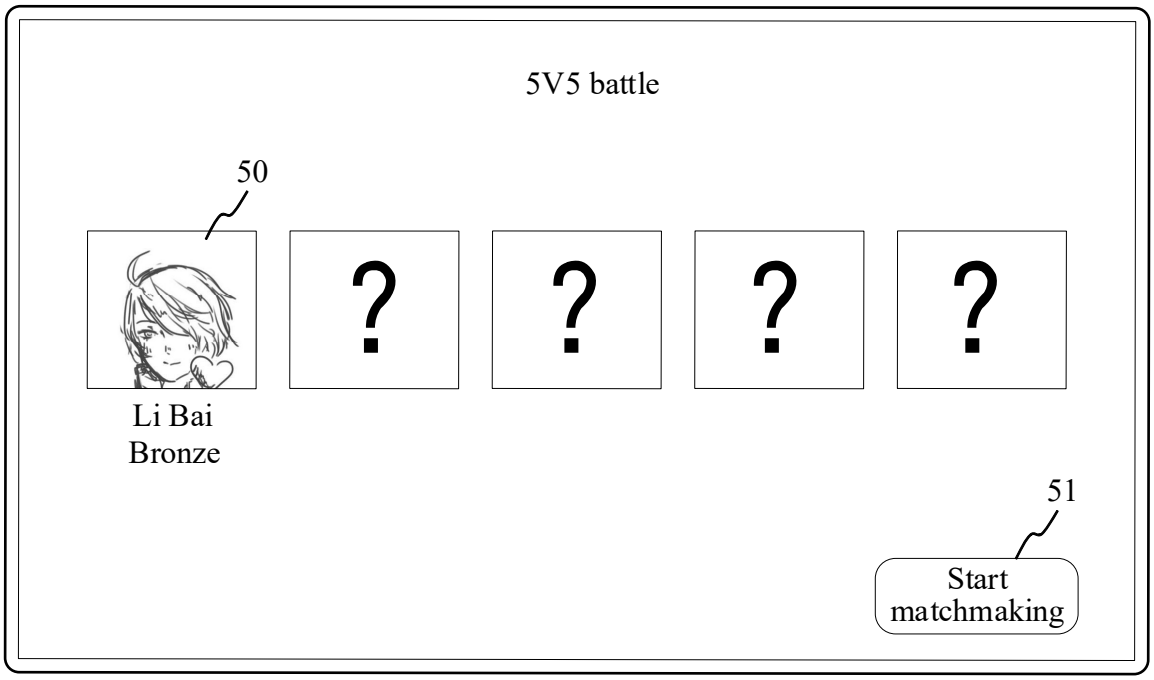

5V5 battle
50
?
?
?
?
Li Bai
Bronze
51
Start
matchmaking

FIG. 5

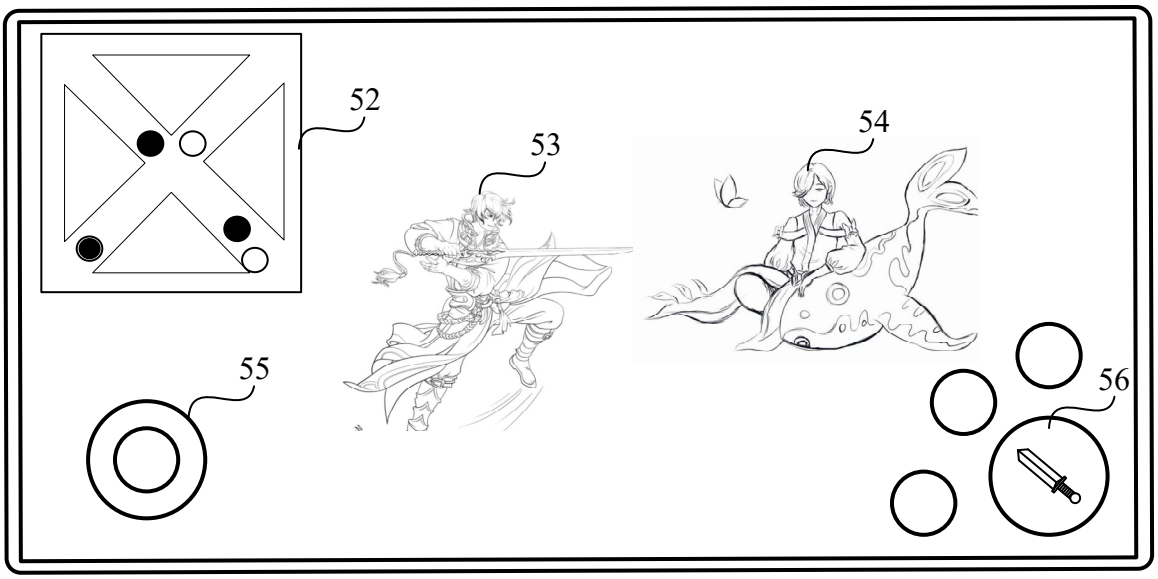

52
53
54
55
56

FIG. 6

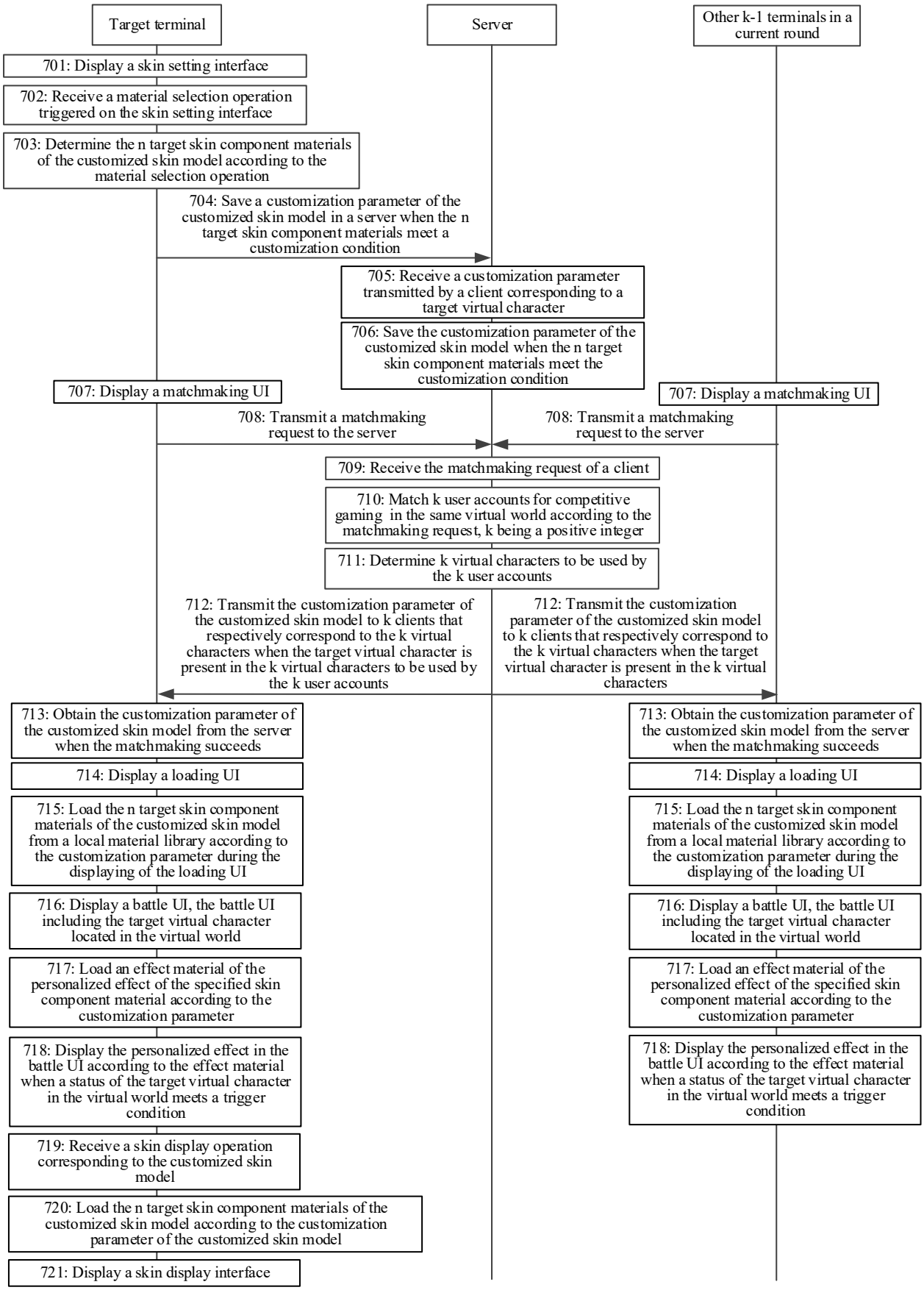

Target terminal
Server
Other k-1 terminals in a current round
701: Display a skin setting interface
702: Receive a material selection operation triggered on the skin setting interface
703: Determine the n target skin component materials of the customized skin model according to the material selection operation
704: Save a customization parameter of the customized skin model in a server when the n target skin component materials meet a customization condition
705: Receive a customization parameter transmitted by a client corresponding to a target virtual character
706: Save the customization parameter of the customized skin model when the n target skin component materials meet the customization condition
707: Display a matchmaking UI
707: Display a matchmaking UI
708: Transmit a matchmaking request to the server
708: Transmit a matchmaking request to the server
709: Receive the matchmaking request of a client
710: Match k user accounts for competitive gaming in the same virtual world according to the matchmaking request, k being a positive integer
711: Determine k virtual characters to be used by the k user accounts
712: Transmit the customization parameter of the customized skin model to k clients that respectively correspond to the k virtual characters when the target virtual character is present in the k virtual characters to be used by the k user accounts
712: Transmit the customization parameter of the customized skin model to k clients that respectively correspond to the k virtual characters when the target virtual character is present in the k virtual characters
713: Obtain the customization parameter of the customized skin model from the server when the matchmaking succeeds
713: Obtain the customization parameter of the customized skin model from the server when the matchmaking succeeds
714: Display a loading UI
714: Display a loading UI
715: Load the n target skin component materials of the customized skin model from a local material library according to the customization parameter during the displaying of the loading UI
715: Load the n target skin component materials of the customized skin model from a local material library according to the customization parameter during the displaying of the loading UI
716: Display a battle UI, the battle UI including the target virtual character located in the virtual world
716: Display a battle UI, the battle UI including the target virtual character located in the virtual world
717: Load an effect material of the personalized effect of the specified skin component material according to the customization parameter
717: Load an effect material of the personalized effect of the specified skin component material according to the customization parameter
718: Display the personalized effect in the battle UI according to the effect material when a status of the target virtual character in the virtual world meets a trigger condition
718: Display the personalized effect in the battle UI according to the effect material when a status of the target virtual character in the virtual world meets a trigger condition
719: Receive a skin display operation corresponding to the customized skin model
720: Load the n target skin component materials of the customized skin model according to the customization parameter of the customized skin model
721: Display a skin display interface

FIG. 7

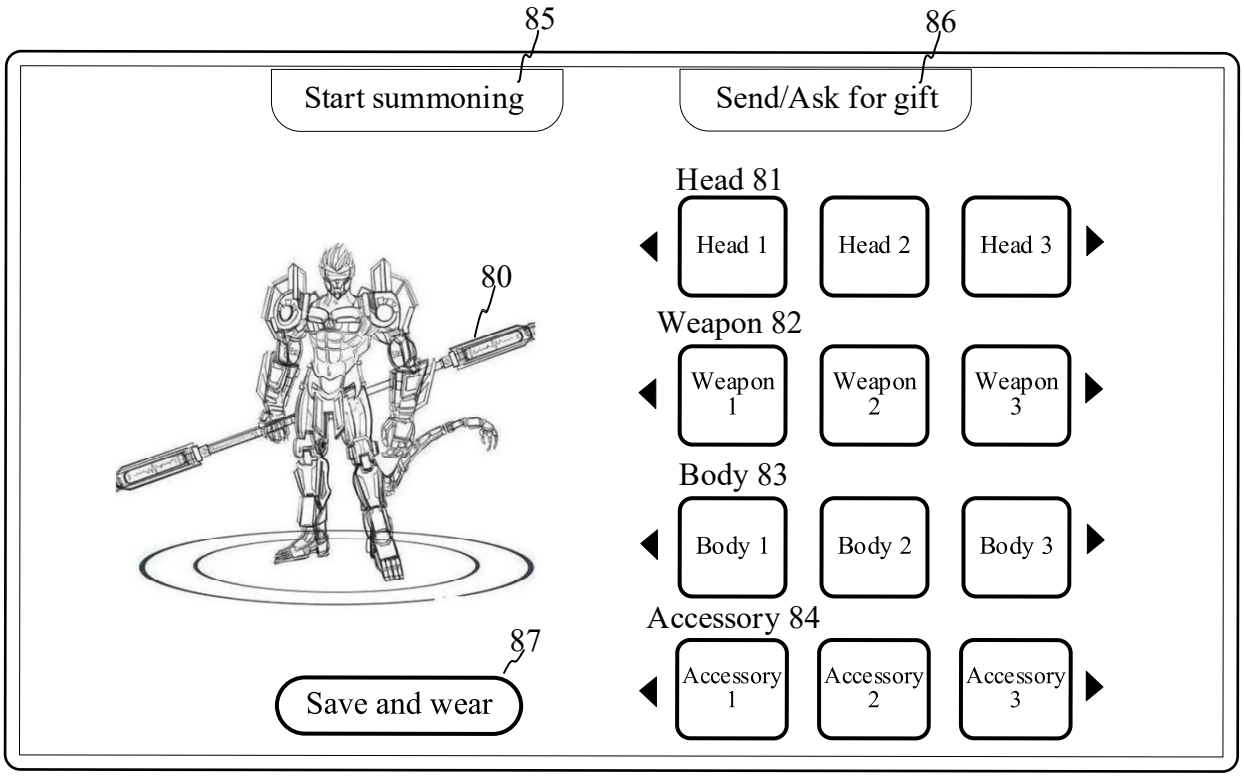

85
86
Start summoning
Send/Ask for gift
Head 81
Head 1
Head 2
Head 3
80
Weapon 82
Weapon 1
Weapon 2
Weapon 3
Body 83
Body 1
Body 2
Body 3
Accessory 84
87
Accessory 1
Accessory 2
Accessory 3
Save and wear

FIG. 8

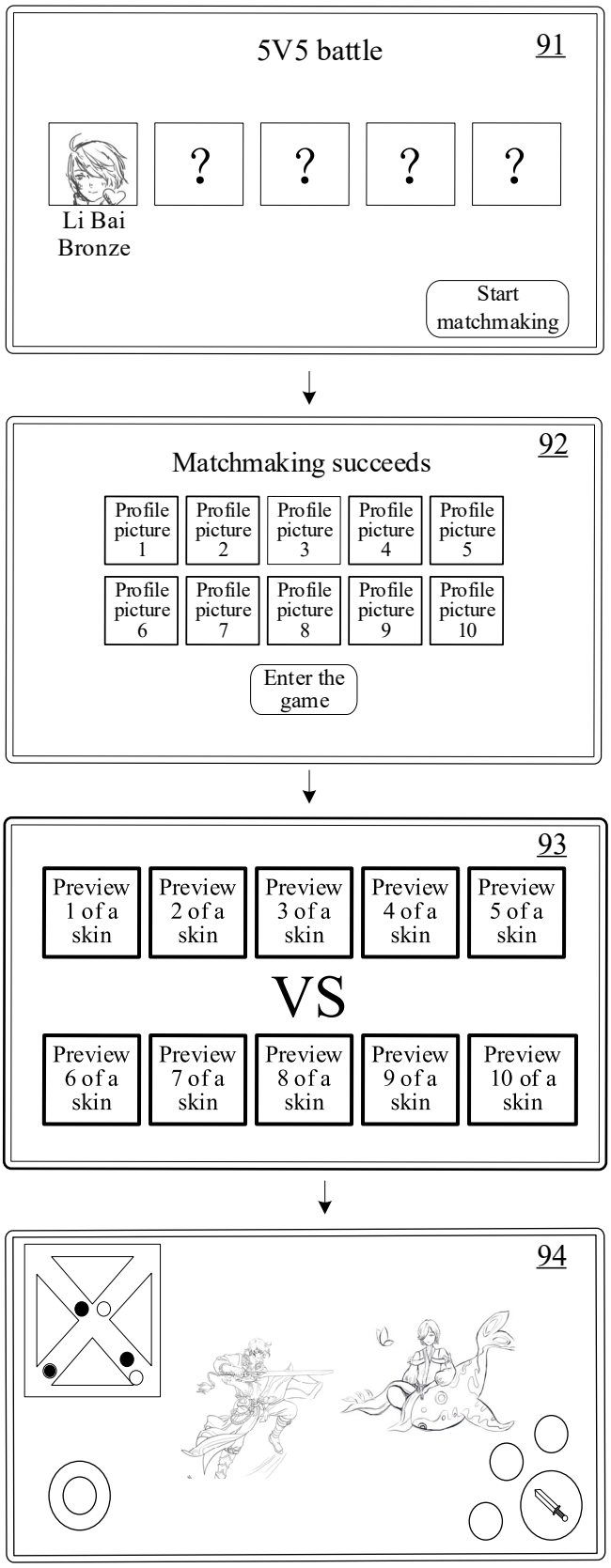

5V5 battle
91
?
?
?
?
Li Bai
Bronze
Start matchmaking
92
Matchmaking succeeds
Profile picture 1
Profile picture 2
Profile picture 3
Profile picture 4
Profile picture 5
Profile picture 6
Profile picture 7
Profile picture 8
Profile picture 9
Profile picture 10
Enter the game
93
Preview 1 of a skin
Preview 2 of a skin
Preview 3 of a skin
Preview 4 of a skin
Preview 5 of a skin
VS
Preview 6 of a skin
Preview 7 of a skin
Preview 8 of a skin
Preview 9 of a skin
Preview 10 of a skin
94

FIG. 9

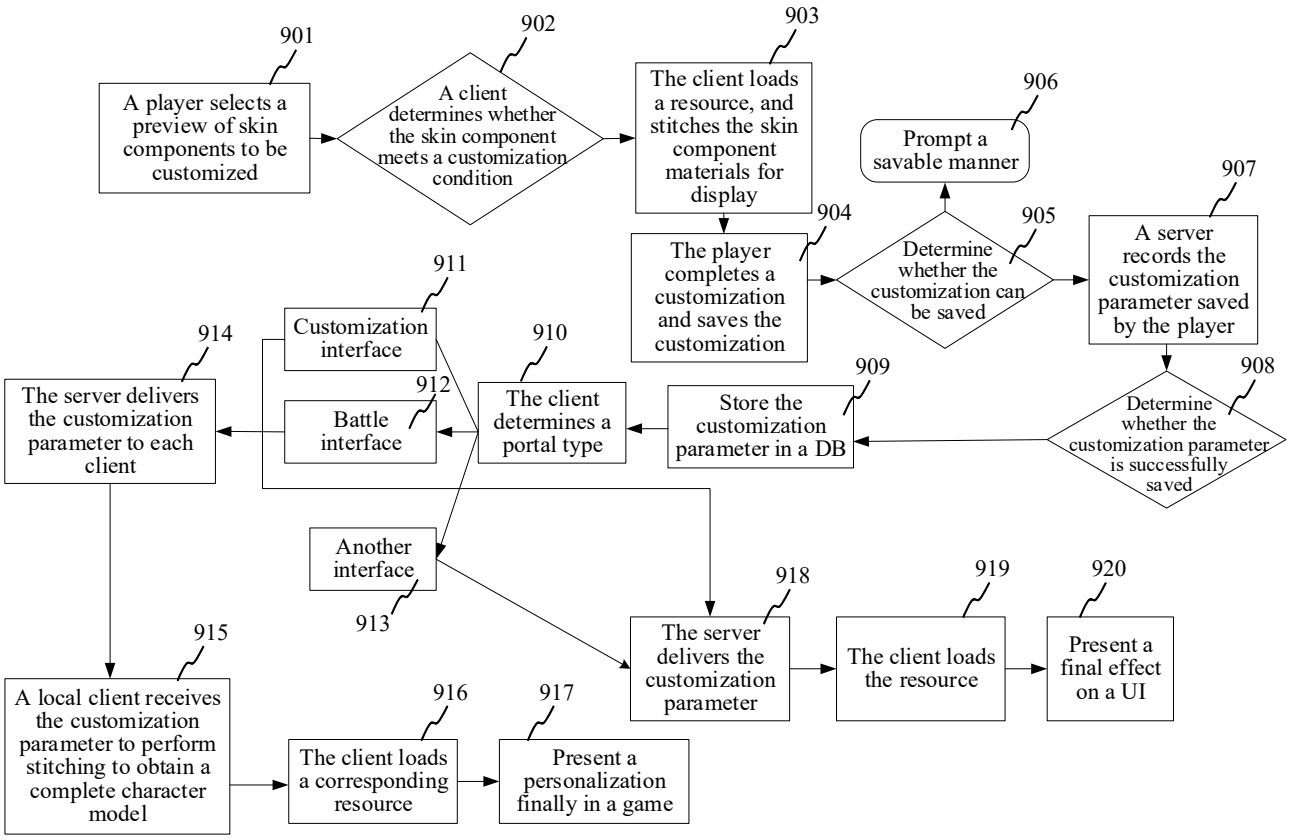


FIG. 10

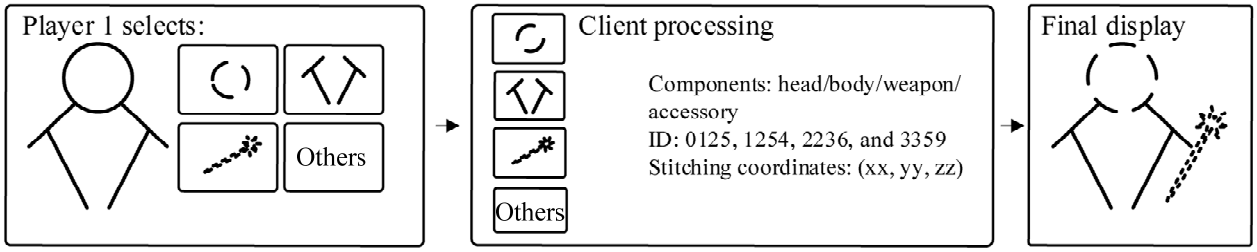


FIG. 11

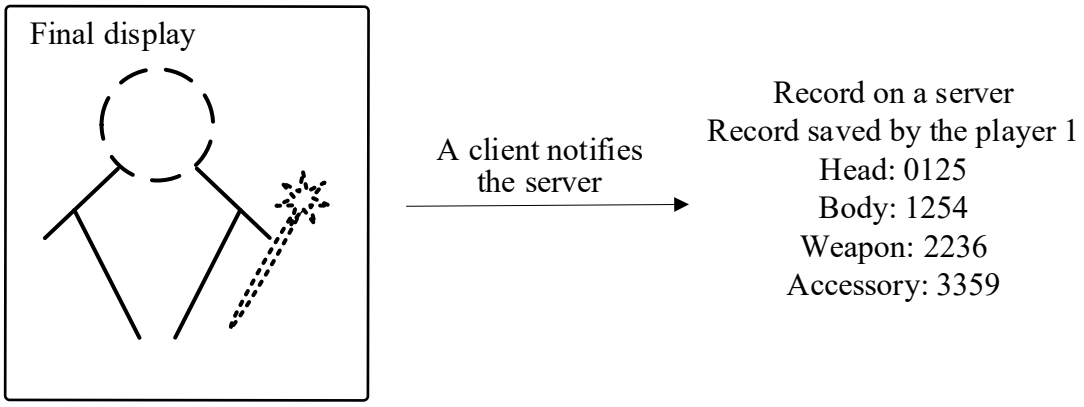


FIG. 12

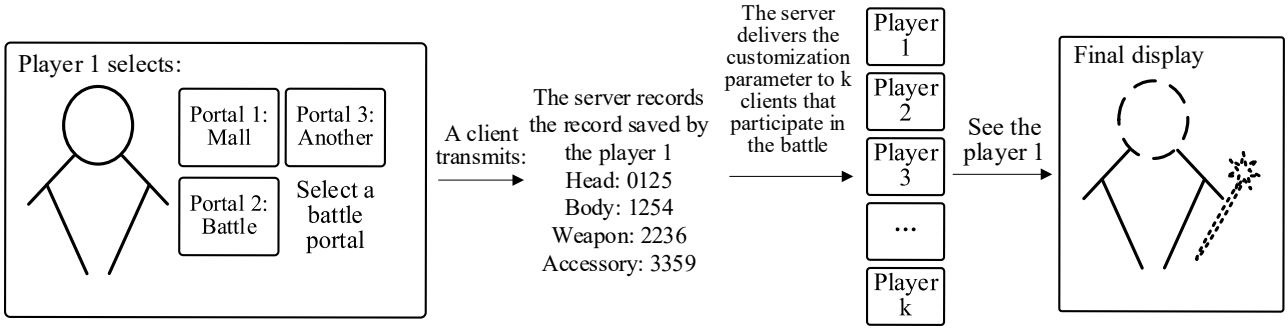


FIG. 13

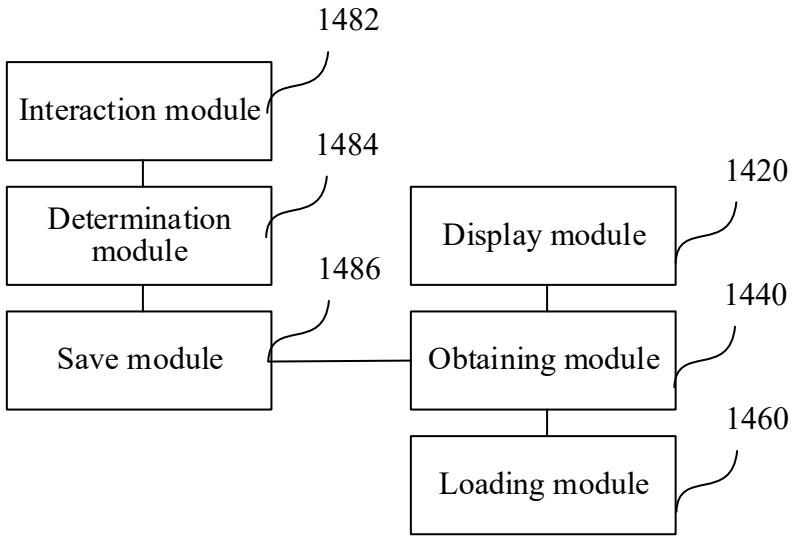


FIG. 14

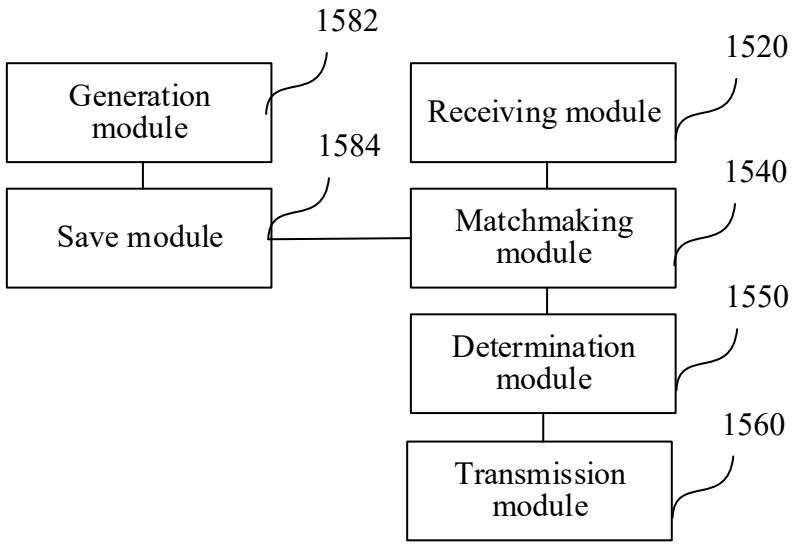


FIG. 15

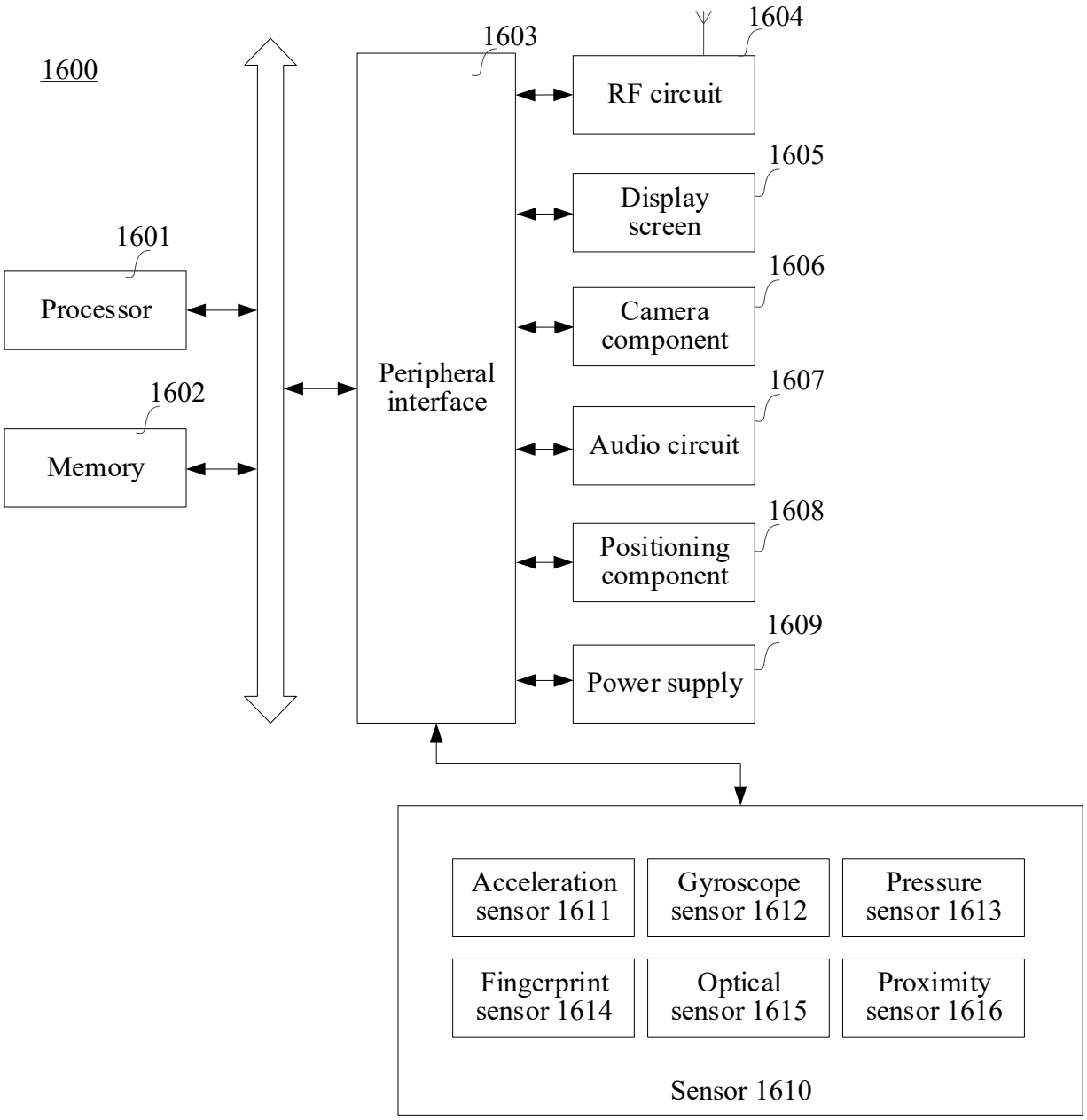

1600
1601
Processor
1602
Memory
1603
Peripheral interface
1604
RF circuit
1605
Display screen
1606
Camera component
1607
Audio circuit
1608
Positioning component
1609
Power supply
Acceleration sensor 1611
Gyroscope sensor 1612
Pressure sensor 1613
Fingerprint sensor 1614
Optical sensor 1615
Proximity sensor 1616
Sensor 1610

FIG. 16

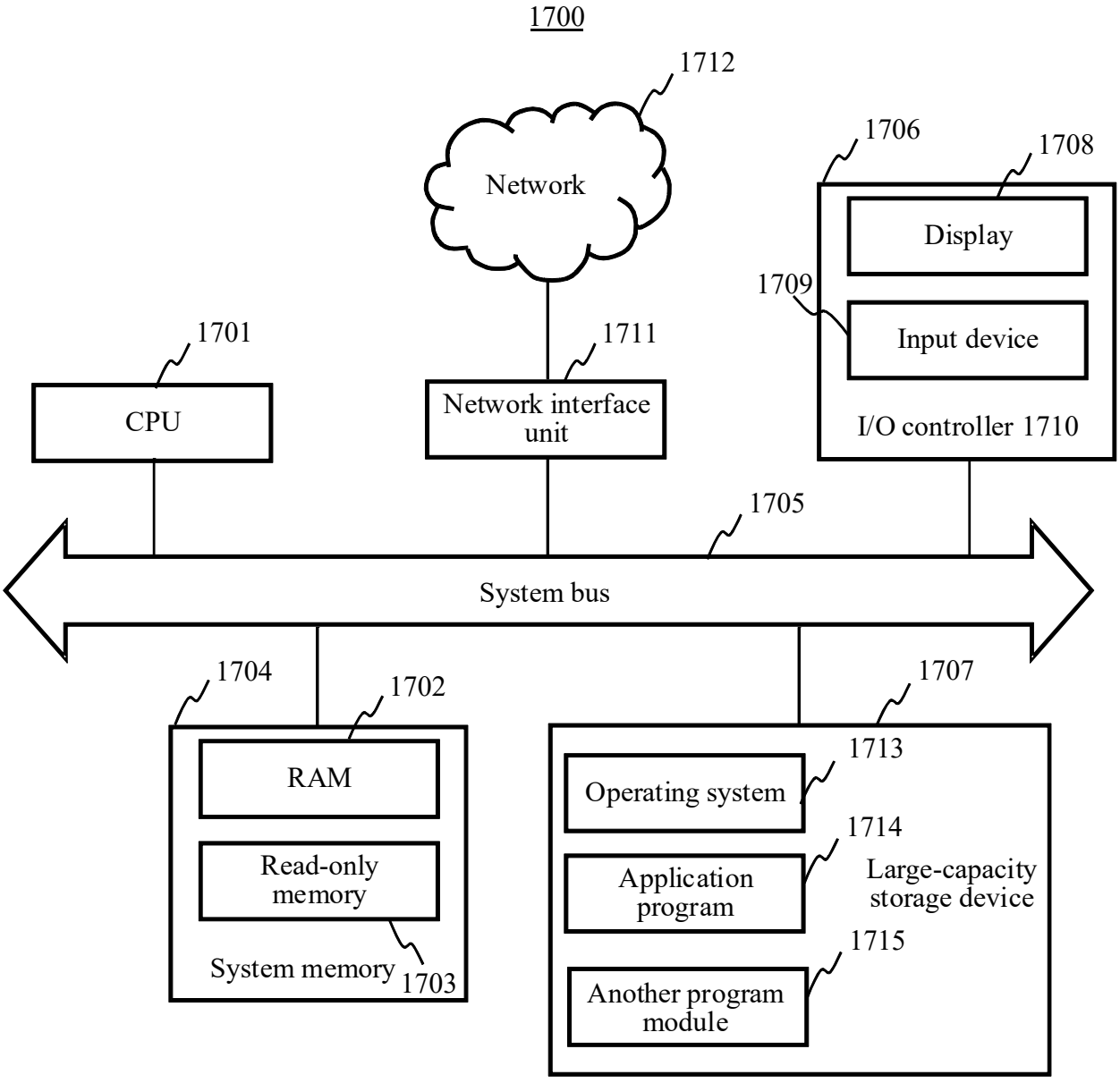

1700
1712
Network
1706
1708
Display
1709
Input device
I/O controller 1710
1701
CPU
1711
Network interface unit
1705
System bus
1704
1702
RAM
Read-only memory
System memory
1703
1707
1713
Operating system
1714
Application program
Large-capacity storage device
1715
Another program module

FIG. 17