CLAIMS

1. A method for interaction based on virtual reality, the method comprising:

tracking, by a virtual reality client terminal, displacement of an operation focus in a virtual reality scenario that is output by the virtual reality client terminal, the virtual reality scenario comprising a preset virtual element;

generating a displacement track based on the displacement;

triggering a selection event as the displacement track passes through a region where the preset virtual element is located, wherein the region is defined to reduce a probability that a selection of the preset virtual element is unintentional;

determining whether the selection event is detected;

if the selection event is detected, selecting the preset virtual element; and

triggering an operation corresponding to the preset virtual element.

2. The method of claim 1, further comprising:

tracking displacement of a head or a hand of a user by using preset sensing hardware;

acquiring displacement data of the head or the hand of the user collected by the preset sensing hardware; and

controlling, based on the displacement data of the head or the hand, the operation focus to have synchronous displacement in the virtual reality scenario.

3. The method of claim 1, wherein the region where the preset virtual element is located comprises a preset target zone.

4. The method of claim 3, wherein determining whether the selection event is detected comprises:

judging whether the displacement track passes through the preset target zone in the region where the preset virtual element is located; and

if the displacement track passes through the preset target zone, determining that the selection event, which is triggered as the displacement track passes through the region where the preset virtual element is located, is detected.

5. The method of claim 4, further comprising:

determining that the selection event is detected, if the displacement track passes through the preset target zone in a first direction and passes through the preset target zone again in a second direction.

6. The method of claim 5, further comprising:

determining that the selection event is detected, if the displacement track passes through the preset target zone in the first direction and passes through the preset target zone again in the second direction within a preset duration.

7. The method of claim 5, wherein the first direction and the second direction are different.

8. The method of claim 4, wherein determining whether the selection event is detected comprises:

calculating a target proportion of an area of a sub-region of the region.

9. The method of claim 8, wherein calculating the target proportion comprises:

calculating the target proportion of the area of the sub-region to a total area of the region where the preset virtual element is located, the sub-region being formed when the displacement track passes through the region where the preset virtual element is located.

10. The method of claim 8, wherein calculating the target proportion comprises:

calculating the target proportion of the area of the sub-region to an area of the preset target zone when the region where the preset virtual element is located comprises the preset target zone, the sub-region being formed when the displacement track passes through the preset target zone.

11. The method of claim 8, further comprising:

judging whether the target proportion reaches a preset threshold; and

determining that the selection event, which is triggered as the displacement track passes through the region where the preset virtual element is located, is detected if the target proportion

reaches the preset threshold.

12. An apparatus for interaction based on virtual reality, the apparatus comprising a plurality of modules configured to perform the method of any one of claims 1 to 11.