

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号

WO 2022/227909 A1

(43) 国际公布日
2022 年 11 月 3 日 (03.11.2022)

- (51) 国际专利分类号:
H04N 5/265 (2006.01) *G06T 13/00* (2011.01)
H04N 5/262 (2006.01)
- (21) 国际申请号: PCT/CN2022/081313
- (22) 国际申请日: 2022 年 3 月 17 日 (17.03.2022)
- (25) 申请语言: 中文
- (26) 公布语言: 中文
- (30) 优先权:
202110450098.0 2021 年 4 月 25 日 (25.04.2021) CN
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(54) Title: METHOD AND APPARATUS FOR ADDING ANIMATION TO VIDEO, AND DEVICE AND MEDIUM

(54) 发明名称: 视频的动画添加方法、装置、设备及介质

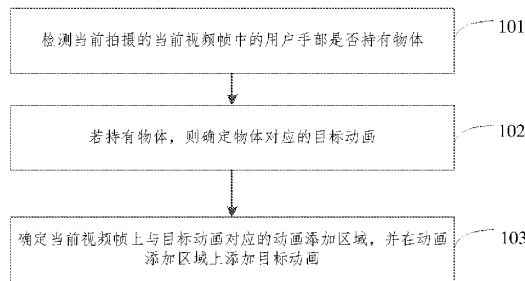


图 1

- 101 Detect whether the hand of a user in the current video frame, which is currently captured, holds an object
- 102 If so, determine a target animation corresponding to the object
- 103 Determine an animation addition area, which corresponds to the target animation, on the current video frame, and add the target animation to the animation addition area

(57) Abstract: The embodiments of the present disclosure relate to a method and apparatus for adding animation to a video, and a device and a medium; and relate to the technical field of video processing. The method comprises: detecting whether the hand of a user in the current video frame, which is currently captured, holds an object; if so, determining a target animation corresponding to the object; and determining an animation addition area, which corresponds to the target animation, on the current video frame, and adding the target animation to the animation addition area. Therefore, a corresponding animation special effect is added for an object held by a user in a video, such that the interaction between the user and the handheld object is visually reflected, thereby improving the interestingness of video filming, and providing technical support for improving the viscosity of the user with respect to a video product.

(57) 摘要: 本公开实施例涉及一种视频的动画添加方法、装置、设备及介质, 涉及视频处理技术领域, 其中该方法包括: 检测当前拍摄的当前视频帧中的用户手部是否持有物体; 若持有物体, 则确定与物体对应的目标动画; 确定当前视频帧上与目标动画对应的动画添加区域, 并在动画添加区域上添加目标动画。由此, 为视频中用户手持的物体添加对应的动画特效, 直观的体现了用户和手持物的交互, 提高了视频拍摄的趣味性, 且为提高用户和视频产品的粘性, 提供了技术支撑。

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WO 2022/227909 A1

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— 包括国际检索报告 (条约第21条(3))。