

VIRTUAL REALITY ENVIRONMENT-BASED IDENTITY AUTHENTICATION METHOD AND APPARATUS

ABSTRACT

The present application provides a VR environment-based identity authentication
5 method, where the method is applied to a VR terminal device and includes the following:
receiving a user identity authentication request; outputting a prompt interface that is used to
notify a user that collection of an eye physiological feature is completed in a virtual reality
environment, where the prompt interface includes a virtual eye model, and when the user's
eye moves, the virtual eye model simulates an eye action of the user; collecting the eye
10 physiological feature of the user; and performing identity authentication on the user based
on the collected eye physiological feature. In the present application, precision of collecting
an eye physiological feature can be improved.

FIG. 1

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