

ABSTRACT

Embodiments of the present application provide a modeling method for a metaverse scene material, used for automatically generating an obtained object to be modeled into an object model which can be customized and edited by a user, so that the personalized requirements of the user is met while the material generation efficiency is improved. The method in the embodiments of the present application comprises: obtaining an image of an object to be modeled; performing edge detection on the object in the image to extract edge contour lines of the object in the image; performing vectorization processing on the edge contour lines of the object in the image to obtain an edge contour line vector graphic of the object in the image; and editing vector lines in the vector graphic and a closed region formed by the vector lines to obtain a model of the object in the image.

Fig. 2