

AUGMENTED REALITY-BASED VIRTUAL OBJECT ALLOCATION METHOD AND APPARATUS

ABSTRACT

An augmented reality-based virtual object allocation method is disclosed, is applied to an augmented reality client, and includes: performing image scanning on a target user, and initiating face recognition for a scanned image; obtaining, when a facial feature is recognized from the scanned image, an electronic certificate sent by an augmented reality server, and locally storing the obtained electronic certificate, where the electronic certificate is used to obtain a virtual object; determining whether the number of types of locally stored electronic certificates reaches a predetermined threshold; and sending a virtual object allocation request to the augmented reality server if the number of types of locally stored electronic certificates reaches the predetermined threshold, where the virtual object allocation request includes electronic certificates whose number of types is the predetermined threshold, so that the augmented reality server allocates a virtual object from a predetermined virtual object set based on the virtual object allocation request.

FIG. 1