

ABSTRACT

An animation frame display method and apparatus, a device, and a storage medium, relating to the technical field of computers. The method comprises: obtaining a resource consumption index on the basis of an initial animation update frequency of at least one virtual model, the resource consumption index being used for indicating the quantity of resources needing to be consumed for updating an animation according to the initial animation update frequency of the at least one virtual model (201); obtaining a target animation update frequency of the at least one virtual model on the basis of the resource consumption index and the initial animation update frequency (202); and displaying, according to the target animation update frequency, animation frames corresponding to the at least one virtual model (203). By using the method, apparatus, device and storage medium above, resource consumption can be effectively and globally controlled, thereby facilitating improvement of the display fluency of animation frames, and improvement of the human-computer interaction rate.

Fig. 2