

## ABSTRACT

A virtual scene-based rendering method and apparatus, an electronic device, a computer-readable storage medium, and a computer program product. The virtual scene-based rendering method comprises: a graphics processor calculates vertex fluctuation data corresponding to each vertex to be rendered in a model to be rendered, to obtain a vertex fluctuation data set corresponding to said model; a central processing unit divides said model into a plurality of grids to be rendered, and calculates grid fluctuation data corresponding to each said grid, to obtain a grid fluctuation data set corresponding to a plurality of said grids; and the graphics processor renders a liquid surface to be rendered in a virtual scene on the basis of the vertex fluctuation data set, and the central processing unit renders, on the basis of the grid fluctuation data set, a virtual object interacted with said liquid surface.

FIG. 5