CLAIMS:

1. A shooting method, comprising:

displaying a first preset interface, in response to a first trigger operation for a preset control on a first shooting page, the first preset interface comprising a plurality of first template identifiers and a first shooting control;

applying, in response to a second trigger operation on a target template identifier, a shooting template associated with the target template identifier to a shooting object to display a preview effect corresponding to the shooting template, wherein the second trigger operation acts on the target template identifier selected from the plurality of first template identifiers;

hiding the first preset interface, displaying a second shooting page, and displaying a timing identifier on the second shooting page, in response to an operation on the first shooting control; and

shooting the shooting object based on the shooting template, in response to the timing identifier being updated to a preset identifier.

2. The shooting method according to claim 1, wherein a display area of the first shooting control on the first preset

interface is different from a display area of the plurality of first template identifiers on the first preset interface, and the first shooting control does not obscure any of the plurality of first template identifiers.

3. The shooting method according to claim 1, wherein a background of a display area of the plurality of first template identifiers on the first preset interface is transparent.

4. The shooting method according to claim 1, wherein the first shooting control is associated with first preset prompt information.

5. The shooting method according to claim 4, wherein the first preset prompt information is configured to prompt a user to enter a shooting state by triggering the first shooting control.

6. The shooting method according to claim 4, further comprising, in response to a shooting mode is a segmented shooting mode, after the shooting the shooting object based on the shooting template:

displaying a second preset interface, in response to a third trigger operation for a preset control on the first shooting

page, the second preset interface comprising a plurality of second template identifiers and a second shooting control, and the second shooting control being associated with second preset prompt information which is different from the first preset prompt information.

7. The shooting method according to claim 6, wherein the second preset prompt information is configured to prompt a user to continue shooting by triggering the second shooting control.

8. The shooting method according to claim 1, wherein the applying the shooting template associated with the target template identifier to the shooting object to display the preview effect corresponding to the shooting template on the first shooting page comprises:

editing the shooting object according to an image editing operation configured by the shooting template to make the shooting object edited present an image editing effect corresponding to the shooting template.

9. The shooting method according to claim 1, wherein the plurality of first template identifiers are determined based on the shooting object displayed on the first shooting page, and

the shooting method further comprises:

determining an attribute feature of the shooting object, in response to the shooting object being detected to appear on the first shooting page; and

determining the plurality of first template identifiers based on the attribute feature of the shooting object.

10. The shooting method according to claim 9, wherein the attribute feature comprises a category to which the subject belongs.

11. The shooting method according to claim 1, wherein the shooting template comprises description information of the shooting object, and the description information comprises at least one of a name or attribute information of the shooting object.

12. The shooting method according to claim 1, wherein the shooting template further comprises at least one of an audio resource, a prop resource or an interactive resource.

13. An electronic device, comprising:

one or more processors; and

a storage device configured to store one or more programs;

when the one or more programs are executed by the one or more processors, the one or more processors are caused to realize a shooting method comprising:

displaying a first preset interface, in response to a first trigger operation for a preset control on a first shooting page, the first preset interface comprising a plurality of first template identifiers and a first shooting control;

applying, in response to a second trigger operation on a target template identifier, a shooting template associated with the target template identifier to a shooting object to display a preview effect corresponding to the shooting template, wherein the second trigger operation acts on the target template identifier selected from the plurality of first template identifiers;

hiding the first preset interface, displaying a second shooting page, and displaying a timing identifier on the second shooting page, in response to an operation on the first shooting control; and

shooting the shooting object based on the shooting template, in response to the timing identifier being updated to a preset identifier.

14. A non-transitory computer-readable storage medium, on which a computer program is stored, and the computer program,

when executed by a processor, realizes a shooting method comprising:

displaying a first preset interface, in response to a first trigger operation for a preset control on a first shooting page, the first preset interface comprising a plurality of first template identifiers and a first shooting control;

applying, in response to a second trigger operation on a target template identifier, a shooting template associated with the target template identifier to a shooting object to display a preview effect corresponding to the shooting template, wherein the second trigger operation acts on the target template identifier selected from the plurality of first template identifiers;

hiding the first preset interface, displaying a second shooting page, and displaying a timing identifier on the second shooting page, in response to an operation on the first shooting control; and

shooting the shooting object based on the shooting template, in response to the timing identifier being updated to a preset identifier.

15. The electronic device according to claim 13, wherein a display area of the first shooting control on the first preset interface is different from a display area of the plurality of

first template identifiers on the first preset interface, and the first shooting control does not obscure any of the plurality of first template identifiers.

16. The electronic device according to claim 13, wherein a background of a display area of the plurality of first template identifiers on the first preset interface is transparent.

17. The electronic device according to claim 13, wherein the first shooting control is associated with first preset prompt information.

18. The electronic device according to claim 17, wherein the first preset prompt information is configured to prompt a user to enter a shooting state by triggering the first shooting control.

19. The electronic device according to claim 17, wherein the one or more processors are caused to implement a following step, in response to a shooting mode is a segmented shooting mode, after the shooting the shooting object based on the shooting template:

displaying a second preset interface, in response to a third trigger operation for a preset control on the first shooting

page, the second preset interface comprising a plurality of second template identifiers and a second shooting control, and the second shooting control being associated with second preset prompt information which is different from the first preset prompt information.

20. The electronic device according to claim 19, wherein the second preset prompt information is configured to prompt a user to continue shooting by triggering the second shooting control.