## CLAIMS

1. A method for identity authentication in a virtual reality environment, the method comprising:

receiving, by a virtual reality terminal device, a user identity authentication request;

outputting a prompt interface that is used to notify a user that collection of an eye physiological feature is completed in a virtual reality environment, wherein the prompt interface comprises a virtual eye model, and wherein in response to determining that an eye of the user moves, the virtual eye model simulates an eye action of the user;

invoking a plurality of cameras to collect in parallel eye images of the user;

processing the eye images to extract the eye physiological feature of the user; and

performing an identity authentication on the user based on the eye physiological feature.

2. The method according to claim 1, wherein outputting the virtual eye model in a virtual reality environment comprises:

collecting eye action data of the user; and

adjusting the virtual eye model based on the eye action data.

3. The method according to claim 2, wherein collecting the eye action data of the user comprises:

extracting an eye feature point that corresponds to the eye action of the user from the eye images;

performing motion tracking on the eye feature point; and

collecting coordinate change data of the eye feature point.

4. The method according to claim 1, further comprising:

associating the virtual reality terminal device with a third-party terminal device; and

sending the prompt interface comprising the virtual eye model to the associated third-party terminal device, to synchronously output the prompt interface on the third-party terminal device.

5. The method according to claim 1, wherein the eye physiological feature comprises an eye print feature and an iris feature.

6. The method according to claim 1, wherein the eye comprises at least one of an eyelid, an eye corner, an iris, and a sclera.

7. The method according to claim 6, wherein the eye action comprises at least one of an eyeball rotation action, an eye blinking action, and an eye opening action.

8. The method according to claim 7, wherein an eye feature point that corresponds to an eyeball rotation action of the user comprises an iris feature point or a sclera feature point.

9. The method according to claim 8, wherein the eye feature point that corresponds to an eye blinking action and an eye opening action of the user comprises an eyelid feature point or an eye corner feature point.

10. The method according to claim 1, further comprising:

receiving a voice instruction to trigger a target service configured to generate the user identity authentication request.

11. The method according to claim 1, wherein the plurality of cameras comprises at least one of an RGB camera and an infrared camera.

12. The method according to claim 1, further comprising:

processing the eye images to determine a brightness value;

determine whether the brightness value is lower than a predetermined threshold; and

in response to determine whether the brightness value is lower than a predetermined threshold enable a light source to perform light compensation on at least one of the plurality of cameras.

13. An apparatus for identity authentication in a virtual reality environment, the apparatus

comprising a plurality of modules configured to perform the method of any one of claims 1 to 12.