

**PET RECONSTRUCTION SYSTEM BASED ON A VIRTUAL
WORLD INFRASTRUCTURE AND METHOD FOR
IMPLEMENTING THEREOF**

ABSTRACT

The present disclosure relates to a pet reconstruction system based on a virtual world infrastructure and its implementation method. The system primarily comprises a server and one or more terminal devices. The server is in data communication with a model database, a customization database, a data processing module, a virtual pet generation module, an environment generation module, and a real-time analysis module. By analyzing the features of a particular animal and comparing them with models stored in the model database, a virtual identity corresponding to the particular animal is generated. Finally, the real-time analysis module receives at least one command, enabling the virtual identity to execute its model based on the received command. This allows real-time adjustment of the virtual pet's behavior, thereby recreating the emotional connection between the pet owner and the pet in a virtual environment.

Fig. 1