CLAIMS

1. A face image displaying method, comprising:

displaying dynamically a face mask sequence in accordance with a preset motion mode at a preset relative position of a face of an object, wherein the face mask sequence comprises a plurality of face masks corresponding to the face of the object;

in response to a trigger instruction acting on a target face mask, fusing the target face mask to the face of the object for display, wherein the target face mask is any face mask of the face mask sequence;

wherein the displaying dynamically the face mask sequence in accordance with the preset motion mode at the preset relative position of the face of the object comprises:

with the face of the object as a center and an overhead direction of the face of the object as a central axis, displaying dynamically the face mask sequence in a rotation motion mode, wherein the face masks of the face mask sequence are arranged in a preset circumferential direction;

wherein the displaying dynamically the face mask sequence in the rotation motion mode comprises:

acquiring a characteristic parameter of a target part on the face of the object;

determining a rotation speed of the rotation motion according to the characteristic parameter, and displaying dynamically the face mask sequence in accordance with the rotation speed.

2. The face image displaying method according to claim 1, wherein the face mask sequence comprises at least one deformed face mask corresponding to the face of the object.

3. The face image displaying method according to claim 1 or 2, wherein the face masks of the face mask sequence are scaled face masks corresponding to the face of the object.

4. The face image displaying method according to any one of claims 1 to 3, wherein the acquiring the characteristic parameter of the target part on the face of the object comprises:

acquiring a mouth characteristic parameter and an eye characteristic parameter of the face of the object, wherein the mouth characteristic parameter comprises a key point coordinate of an upper lip and a key point coordinate of a lower lip, and the eye characteristic parameter comprises a key point coordinate of a left eye and a key point coordinate of a right eye;

determining a first coordinate difference in a first direction according to the key point coordinate of the upper lip and the key point coordinate of the lower lip, and determining a second coordinate difference in a second direction according to the key point coordinate of the left eye and the key point coordinate of the right eye;

determining the characteristic parameter according to a ratio of the first coordinate difference to the second coordinate difference.

5. The face image displaying method according to claim 4, wherein the determining the rotation speed of the rotation motion according to the characteristic parameter comprises:

if the characteristic parameter is less than or equal to a preset first threshold, determining the rotation speed as a first preset speed;

if the characteristic parameter is greater than the preset first threshold and a sum of the first preset speed and an additional speed is less than a second preset speed, determining the rotation speed as a sum of the first preset speed and the additional speed, wherein the additional speed is proportional to a characteristic parameter difference, and the characteristic parameter difference is a difference between the characteristic parameter and the preset first threshold;

when the sum of the first preset speed and the additional speed is greater than or equal to the second preset speed, determining the rotation speed as the second preset speed.

6. The face image displaying method according to any one of claims 1 to 5, before the fusing the target face mask to the face of the object for display, further comprising:

determining whether the target face mask rotates to a target position, wherein the target position and the face of the object conform to a preset positional relationship.

7. The face image displaying method according to claim 6, wherein the target position is a position directly in front of the face of the object.

8. The face image displaying method according to claim 6 or 7, when the target face mask rotates to the target position, reducing a rotation speed of the rotation motion to a preset target speed.

9. The face image displaying method according to any one of claims 1 to 8, wherein the fusing the target face mask to the face of the object for display comprises:

conforming the target face mask to the face of the object in accordance with a preset path, and fusing the target face mask with the face of the object to generate a fused face image, wherein the preset path points from a first position to a second position, the first position is a position at which the target face mask is currently located in the face mask sequence, and the second position is a position at which the face of the object is currently located; and

displaying the fused face image on the face of the object.

10. The face image displaying method according to claim 9, wherein the fusing the target face mask to the face of the object for display further comprises:

fading out other face masks other than the target face mask of the face mask sequence in accordance with a preset transparency change rule.

11. The face image displaying method according to any one of claims 1 to 10, further comprising:

determining a rendering area and a non-rendering area according to a current position parameter of each texture element on each face mask of the face mask sequence and a position parameter of the face of the object, and rendering the rendering area exclusively.

12. The face image displaying method according to claim 11, wherein the determining the rendering area and the non-rendering area according to the current position parameter of each texture element on each face mask of the face mask sequence and the position parameter of the face of the object comprises:

if a current position of the texture element is located within a position range corresponding to the face of the object and is behind a characteristic key point of the face of the object in a third direction, determining that the texture element belongs to the non-rendering area.

13. The face image displaying method according to claim 12, wherein the rendering area comprises a frontal area and a backside area, and the rendering the rendering area comprises:

rendering the frontal area according to the face of the object;

rendering the backside area with a preset fixed texture.

14. A face image displaying apparatus, comprising:

a display module, configured to display dynamically a face mask sequence in accordance with a preset motion mode at a preset relative position of a face of an object, wherein the face mask sequence comprises a plurality of face masks corresponding to the face of the object;

an acquiring module, configured to acquire a trigger instruction acting on a target face mask; and

a processing module, configured to fuse the target face mask to the face of the object, wherein the target face mask is any face mask of the face mask sequence;

wherein the display module is further configured to display the face of the object to which the target face mask is fused;

wherein the display module is further configured to:

with the face of the object as a center and an overhead direction of the face of the object as a central axis, display dynamically the face mask sequence in a rotation motion mode, wherein the face masks of the face mask sequence are arranged in a preset circumferential direction;

acquire a characteristic parameter of a target part on the face of the object;

determine a rotation speed of the rotation motion according to the characteristic parameter, and display dynamically the face mask sequence in accordance with the rotation speed.

15. An electronic device, comprising:

at least one processor and a memory;

wherein the memory stores computer-executable instructions; and the at least one processor executes the computer-executable instructions stored in the memory, so that the face image displaying method according to any one of claims 1 to 13 is executed by the at least one processor.

16. A computer-readable storage medium, in which computer-executable instructions are stored, wherein the computer-executable instructions, when executed by a processor, implement the face image displaying method according to any one of claims 1 to 13.

17. A computer program product, comprising a computer program, wherein the computer program, when executed by a processor, implements the face image displaying method according to any one of claims 1 to 13.