CLAIMS

What is claimed is:

1. A computer-implemented method, comprising:

presenting an interactive input interface in a virtual reality (VR) scene for a user of a VR device, wherein the interactive input interface comprises a plurality of input units used for an overall input, and wherein each input unit of the plurality of input units comprises one or more input elements;

in a password input process, identifying that the user selects at least two input units of the plurality of input units;

obtaining input elements in the at least two input units of the plurality of input units;

combining, based on an order of obtaining the at least two input units of the plurality of input units, the input elements in the at least two input units of the plurality of input units to obtain an input password;

determining that a user scene focus in the VR scene is on a selected input unit of the plurality of input units, wherein the user scene focus comprises a gaze focus of the user, and wherein the gaze focus comprises an object drawn in the VR scene that is moveable by the user;

determining that a movement track of the user scene focus on the selected input unit of the plurality of input units satisfies an input condition; and

in response to determining that the movement track of the user scene focus on the selected input unit of the plurality of input units satisfies the input condition, using the input elements in the selected input unit of the plurality of input units as a part of the input password.

2. The computer-implemented method of claim 1, wherein each input unit of the plurality of input units comprises at least three input elements.

3. The computer-implemented method of claim 1, wherein an input element of the one or more input elements includes at least one of a digit, a character, or an image.

4. The computer-implemented method of claim 1, wherein the input password is split into a plurality of segments, and wherein each segment of the plurality of segments is input through a single interaction.

5. The computer-implemented method of claim 1, wherein presenting the interactive input interface in the VR scene comprises:

presenting the plurality of input units used for the overall input in a three-dimensional space of the VR scene based on a predetermined arrangement order.

6. The computer-implemented method of claim 1, wherein the movement track includes at least one of a circular track, a square track, a triangular track, and a drawing of a predetermined graphic.

7. The computer-implemented method of claim 1, wherein determining that the movement track of the user scene focus on the selected input unit of the plurality of input units satisfies the input condition comprises:

determining that the movement track is a circular track around all the input elements in the selected input unit of the plurality of input units, wherein the circular track is a clockwise track or a counterclockwise track.

8. The computer-implemented method of claim 1, wherein the user scene focus comprises a device control focus controlled by using an input device of the VR device.

9. A device for inputting a password in a virtual reality (VR) scene, the device comprising a plurality of modules configured to perform the method of any one of claims 1 to 8.