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(54) Title: METHOD AND APPARATUS FOR GENERATING PROJECTION OF MAIN CONTROL OBJECT, DEVICE, AND MEDIUM

(54) 发明名称: 生成主控对象投影的方法、装置、设备及介质

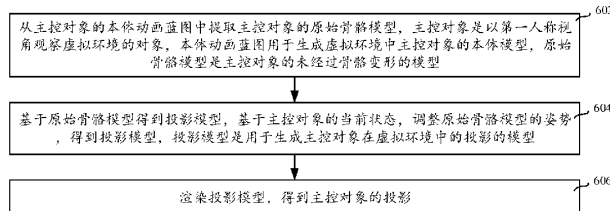


图 6

- 602 Extract an original skeleton model of a main control object from an ontology animation blueprint of the main control object, the main control object being an object for observing a virtual environment at a first-person perspective, the ontology animation blueprint being used for generating an ontology model of the main control object in the virtual environment, and the original skeleton model being a model of the main control object that is not subjected to skeleton deformation
- 604 Obtain a projection model on the basis of the original skeleton model, and adjust a posture of the original skeleton model on the basis of a current state of the main control object to obtain the projection model, the projection model being a model used for generating a projection of the main control object in the virtual environment
- 606 Render the projection model to obtain the projection of the main control object

(57) Abstract: The present application relates to the technical field of animation, and discloses a method and apparatus for generating a projection of a main control object, a device, and a medium. The method comprises: extracting an original skeleton model of a main control object from an ontology animation blueprint of the main control object, the main control object being an object for observing a virtual environment at a first-person perspective, the ontology animation blueprint being used for generating an ontology model of the main control object in the virtual environment, and the original skeleton model being a model of the main control object that is not subjected to skeleton deformation (602); adjusting a posture of the original skeleton model on the basis of a current state of the main control object to obtain a projection model, the projection model being a model used for generating a projection of the main control object in the virtual environment (604); and rendering the projection model to obtain the projection of the main control object (606). The present application can reduce the operation pressure of a computer device.

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本国际公布:

— 包括国际检索报告 (条约第21条(3))。

(57) 摘要: 本申请公开了一种生成主控对象投影的方法、装置、设备及介质, 涉及动画技术领域。
该方法包括: 从主控对象的本体动画蓝图中提取主控对象的原始骨骼模型, 主控对象是以第一人称
视角观察虚拟环境的对象, 本体动画蓝图用于生成虚拟环境中主控对象的本体模型, 原始骨骼模
型是主控对象的未经过骨骼变形的模型(602); 基于主控对象的当前状态, 调整原始骨骼模型的姿
势, 得到投影模型, 投影模型是用于生成主控对象在虚拟环境中的投影的模型(604); 渲染投影模
型, 得到主控对象的投影(606)。本申请可以降低计算机设备的运算压力。