

## CLAIMS

1. A method for input based on a virtual reality scenario, the method comprising:
  - recognizing a three-dimensional gesture of a user in the virtual reality scenario that is output by a virtual reality client terminal comprising a three-dimensional input interface displayed in a virtual reality environment;
  - determining whether the recognized three-dimensional gesture is a preset three-dimensional gesture when the three-dimensional gesture of the user is recognized;
  - in response to determining that the recognized three-dimensional gesture is a preset three-dimensional gesture, providing a visual prompt to modify the three-dimensional gesture to conform to one or more preset three-dimensional gesture models;
  - in response to the visual prompt, receiving modified three-dimensional gesture data associated with a modified three-dimensional gesture;
  - recognizing that the received modified three-dimensional gesture data conforms with the one or more preset three-dimensional gesture models;
  - in response to the recognizing that the received modified three-dimensional gesture data conforms with the one or more preset three-dimensional gesture models, calculating an operation position of the modified three-dimensional gesture data corresponding to the three-dimensional input interface; and
  - selecting a virtual input element which is in the three-dimensional input interface and corresponds to the operation position; and
  - reading input information indicated by the virtual input element to complete input.
2. The method of claim 1, wherein the virtual reality scenario comprises a preset virtual trigger element.
3. The method of claim 2, wherein the virtual trigger element is used for triggering output of the three-dimensional input interface in the virtual reality scenario.
4. The method of claim 3, further comprising:
  - determining whether the recognized three-dimensional gesture is the preset three-

dimensional gesture when the three-dimensional gesture of the user is recognized;

determining an operation position of the three-dimensional gesture corresponding to the virtual reality scenario if the recognized three-dimensional gesture is the preset three-dimensional gesture; and

outputting the three-dimensional input interface when the operation position corresponds to a position where the virtual trigger element is located.

5. The method of claim 1, wherein recognizing the three-dimensional gesture of the user in the virtual reality scenario comprises:

tracking hand displacement of the user by using preset sensing hardware;

acquiring hand displacement data of the user collected by the sensing hardware;

calculating a rotation quantity and an offset of a hand of the user with respect to an X/Y/Z axis of the virtual reality scenario on the basis of the hand displacement data; and

performing three-dimensional modeling based on the rotation quantity and the offset to obtain the corresponding three-dimensional gesture.

6. The method of claim 1, before determining whether the recognized three-dimensional gesture is the preset three-dimensional gesture, further comprising:

calculating duration of the three-dimensional gesture;

judging whether the duration of the three-dimensional gesture is lower than a preset threshold; and

executing the operation of determining whether the recognized three-dimensional gesture is a preset three-dimensional gesture, if the duration of the three-dimensional gesture is lower than the preset threshold.

7. The method of claim 1, wherein the virtual reality scenario comprises an operation focus corresponding to the three-dimensional gesture.

8. The method of claim 7, wherein the operation focus comprises synchronous displacement with the three-dimensional gesture in the virtual reality scenario.

9. The method of claim 7, wherein the operation focus is an animation simulating the three-dimensional gesture.

10. The method of claim 1, further comprising:  
emphasizing the selected virtual input element in the three-dimensional input interface.

11. The method of claim 1, wherein the three-dimensional input interface is a three-dimensional virtual keyboard.

12. The method of claim 11, wherein the virtual input element is a virtual key in the three-dimensional virtual keyboard.

13. An apparatus for input based on a virtual reality scenario, the apparatus comprising a plurality of modules configured to perform the method of any one of claims 1 to 12.