CLAIMS

1. A method for interaction with a virtual element based on virtual reality, the method comprising:

determining, based on movement sensed by a virtual reality client terminal, an operational focus in a virtual reality scenario, the virtual reality scenario comprising a virtual element;

generating a trajectory of the operational focus based on the movement sensed by the virtual reality client terminal;

triggering a selection event as the trajectory of the operational focus passes across one or more boundaries of an effective interaction region (EIR) where the virtual element is located a threshold number of times, wherein the EIR is less than an area of the virtual element and is defined to reduce a probability that a selection of the virtual element is unintentional;

determining that the selection event is detected;

when the selection event is detected, selecting the virtual element; and

triggering an operation corresponding to the virtual element.

2. The method of claim 1, further comprising:

tracking movement of a head or a hand of a user by using preset sensing hardware;

acquiring movement data of the head or the hand of the user collected by the preset sensing hardware; and

controlling, based on the movement data of the head or the hand, the trajectory of the operational focus in the virtual reality scenario.

3. The method of claim 1, further comprising:

determining that the selection event is detected, when the trajectory of the operational focus passes across the one or more boundaries of the EIR the threshold number of times in a first direction and again in a second direction.

4. The method of claim 3, further comprising:

determining that the selection event is detected, when the trajectory of the operational focus passes across the one or more boundaries of the EIR the threshold number of times in the first

direction and again in the second direction within a preset duration.

5. The method of claim 3, wherein the first direction and the second direction are different.

6. The method of claim 1, wherein determining that the selection event is detected comprises:

calculating a target proportion of an area of a target region of the EIR.

7. The method of claim 6, wherein calculating the target proportion comprises:

calculating the target proportion of the area of the target region of the EIR to a total area of the EIR, the target region being formed when the trajectory of the operational focus passes across the one or more boundaries of the EIR.

8. The method of claim 6, wherein calculating the target proportion comprises:

calculating the target proportion of the area of the target region to an area of the EIR when a region where the virtual element is located comprises the EIR, the target region being formed when the trajectory of the operational focus passes across the one or more boundaries of the EIR.

9. The method of claim 6, further comprising:

determining whether the target proportion reaches a preset threshold; and

determining that the selection event is detected when the target proportion reaches the preset threshold.

10. An apparatus for interaction with a virtual element based on virtual reality, the apparatus comprising a plurality of modules configured to perform the method of any one of claims 1 to 9.