
Display dynamically a face mask sequence in accordance with a preset motion mode at a preset relative position of a face of an object
101
In response to a trigger instruction acting on a target face mask, fuse the target face mask to the face of the object for display
102

FIG. 1

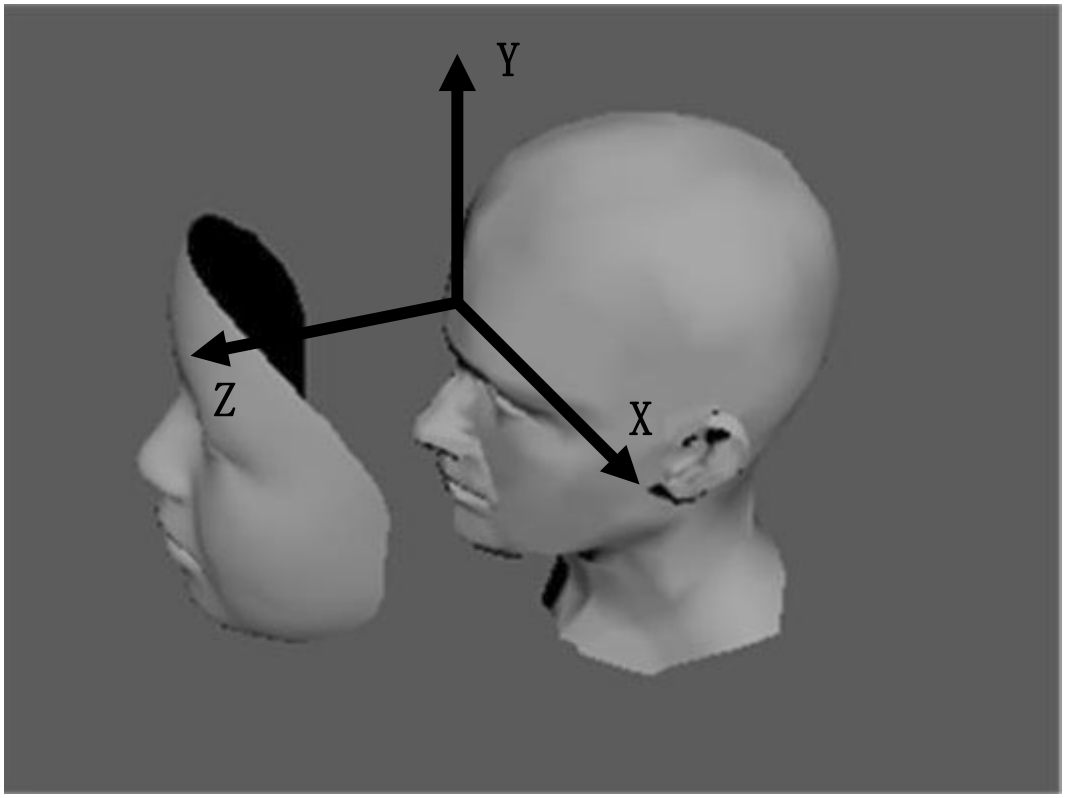

Y
Z
X

FIG. 2

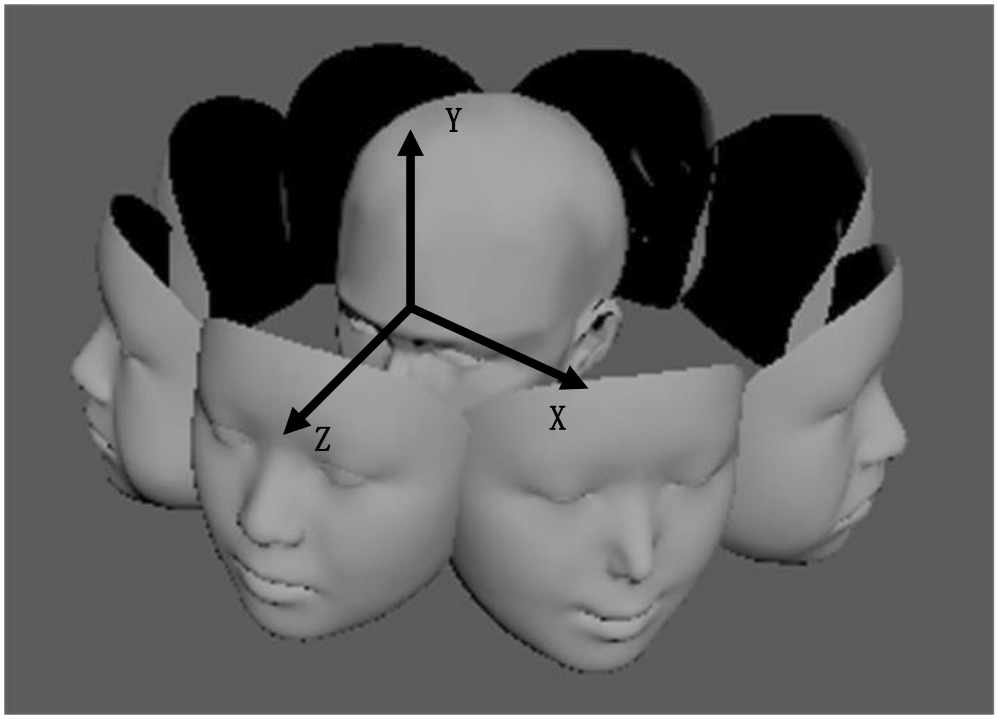


FIG. 3

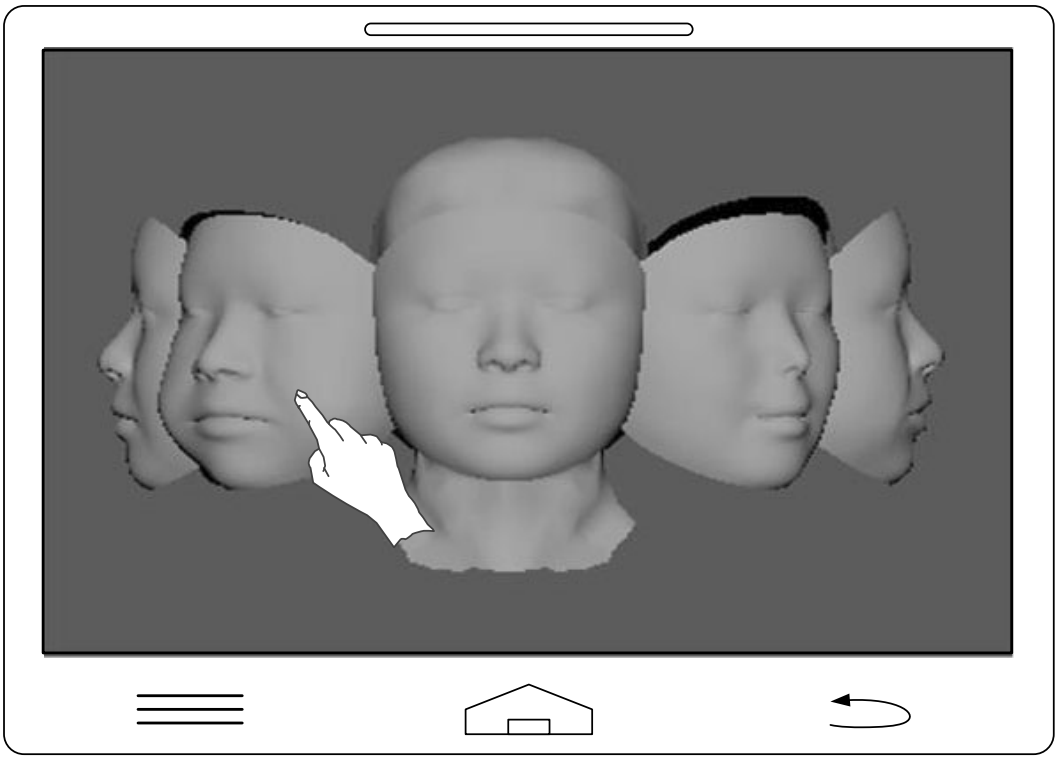


FIG. 4

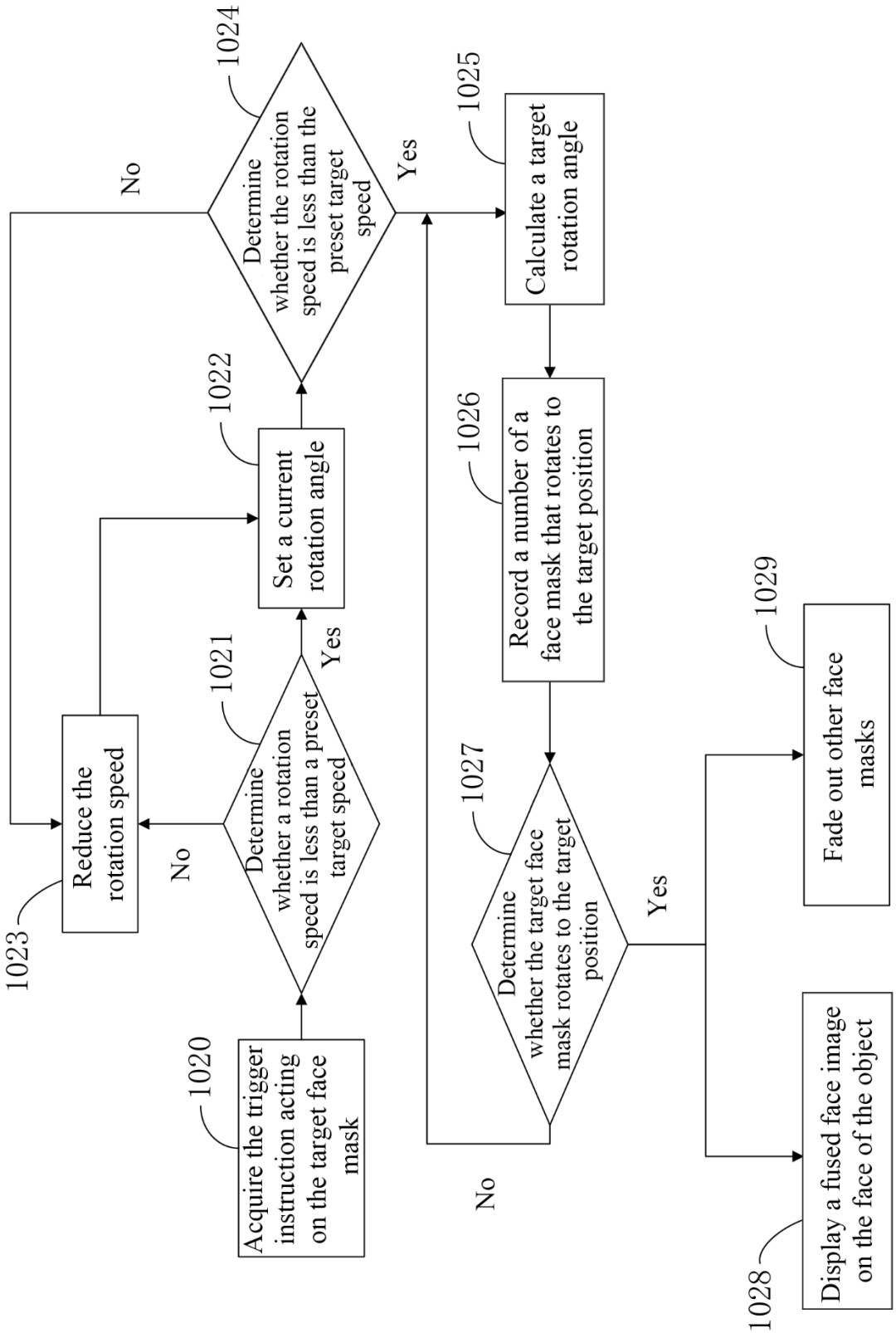

1020
Acquire the trigger instruction acting on the target face mask
1021
Determine whether a rotation speed is less than a preset target speed
Yes
No
1022
Set a current rotation angle
1023
Reduce the rotation speed
1024
Determine whether the rotation speed is less than the preset target speed
Yes
No
1025
Calculate a target rotation angle
1026
Record a number of a face mask that rotates to the target position
1027
Determine whether the target face mask rotates to the target position
Yes
No
1028
Display a fused face image on the face of the object
1029
Fade out other face masks

FIG. 5

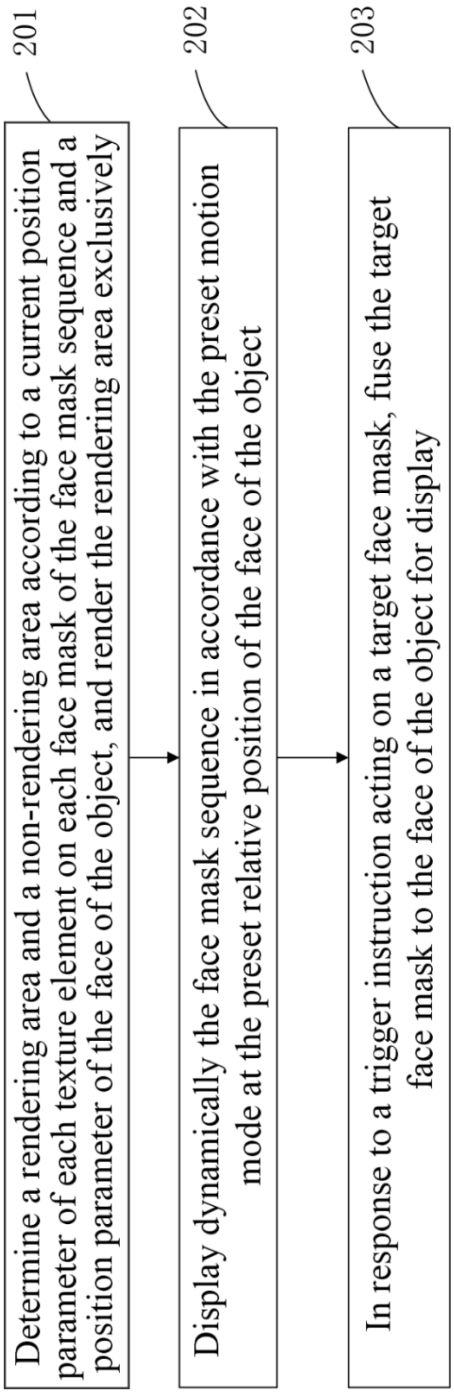

201
Determine a rendering area and a non-rendering area according to a current position parameter of each texture element on each face mask of the face mask sequence and a position parameter of the face of the object, and render the rendering area exclusively
202
Display dynamically the face mask sequence in accordance with the preset motion mode at the preset relative position of the face of the object
203
In response to a trigger instruction acting on a target face mask, fuse the target face mask to the face of the object for display

FIG. 6

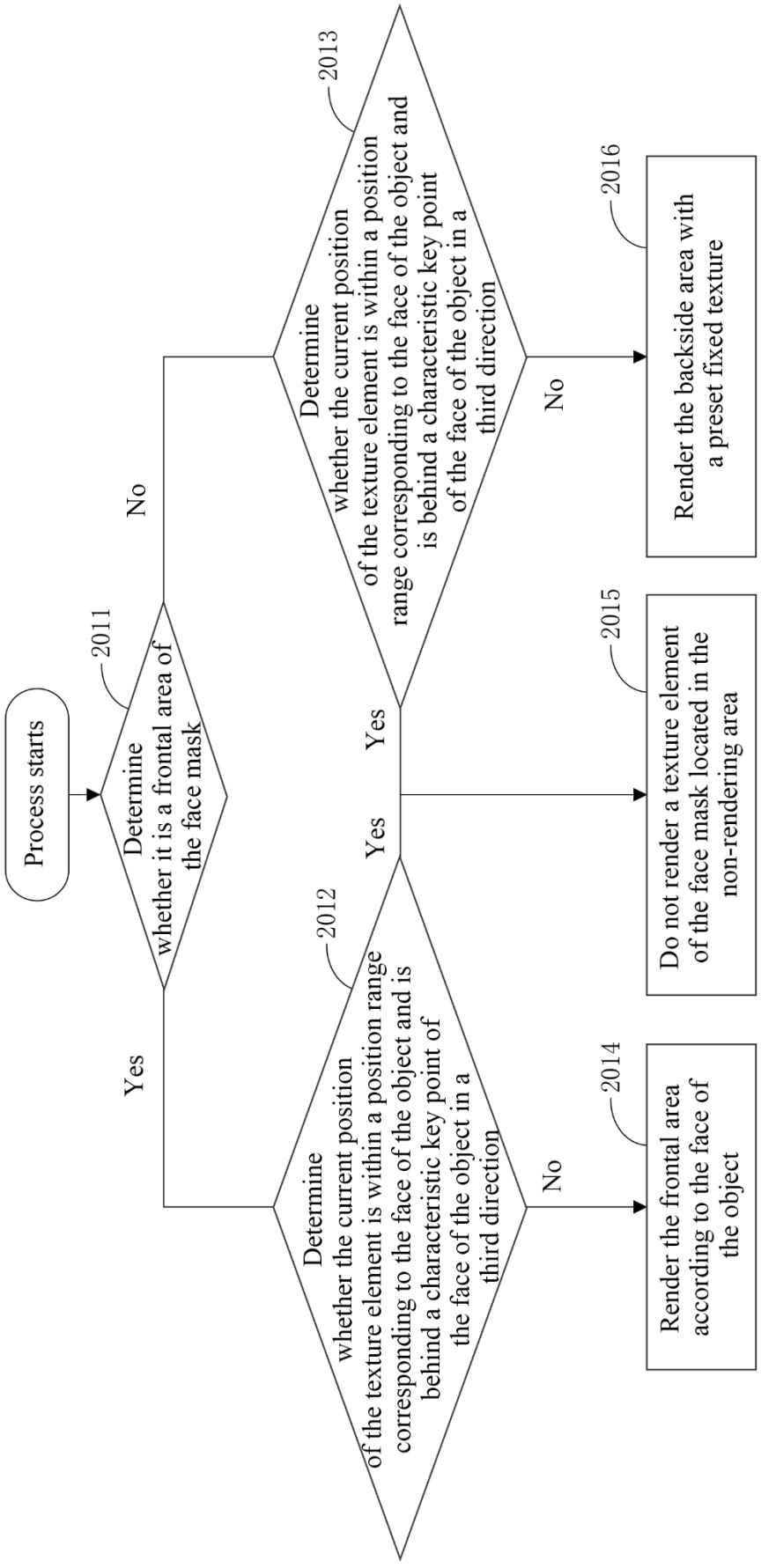

Process starts
2011
Determine whether it is a frontal area of the face mask
Yes
No
2012
Determine whether the current position of the texture element is within a position range corresponding to the face of the object and is behind a characteristic key point of the face of the object in a third direction
Yes
No
2013
Determine whether the current position of the texture element is 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
Yes
No
2014
Render the frontal area according to the face of the object
2015
Do not render a texture element of the face mask located in the non-rendering area
2016
Render the backside area with a preset fixed texture

FIG. 7

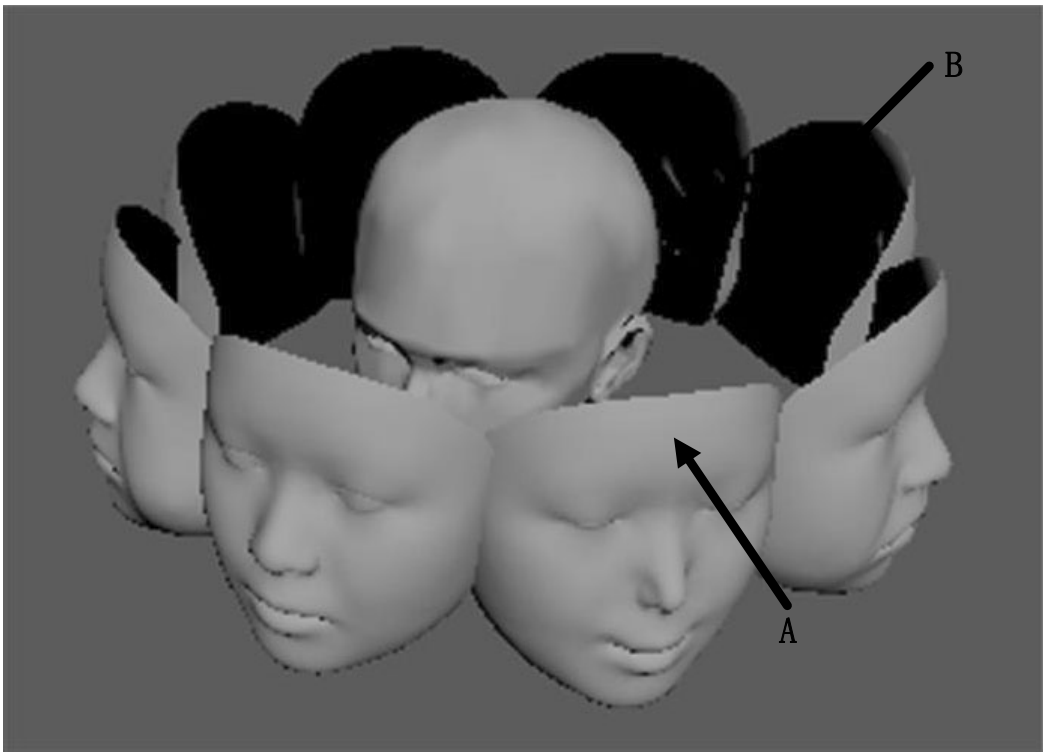

B
A

FIG. 8

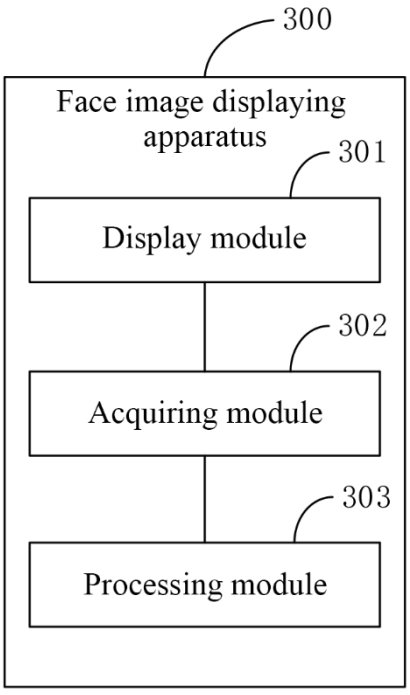

300
Face image displaying apparatus
301
Display module
302
Acquiring module
303
Processing module

FIG. 9

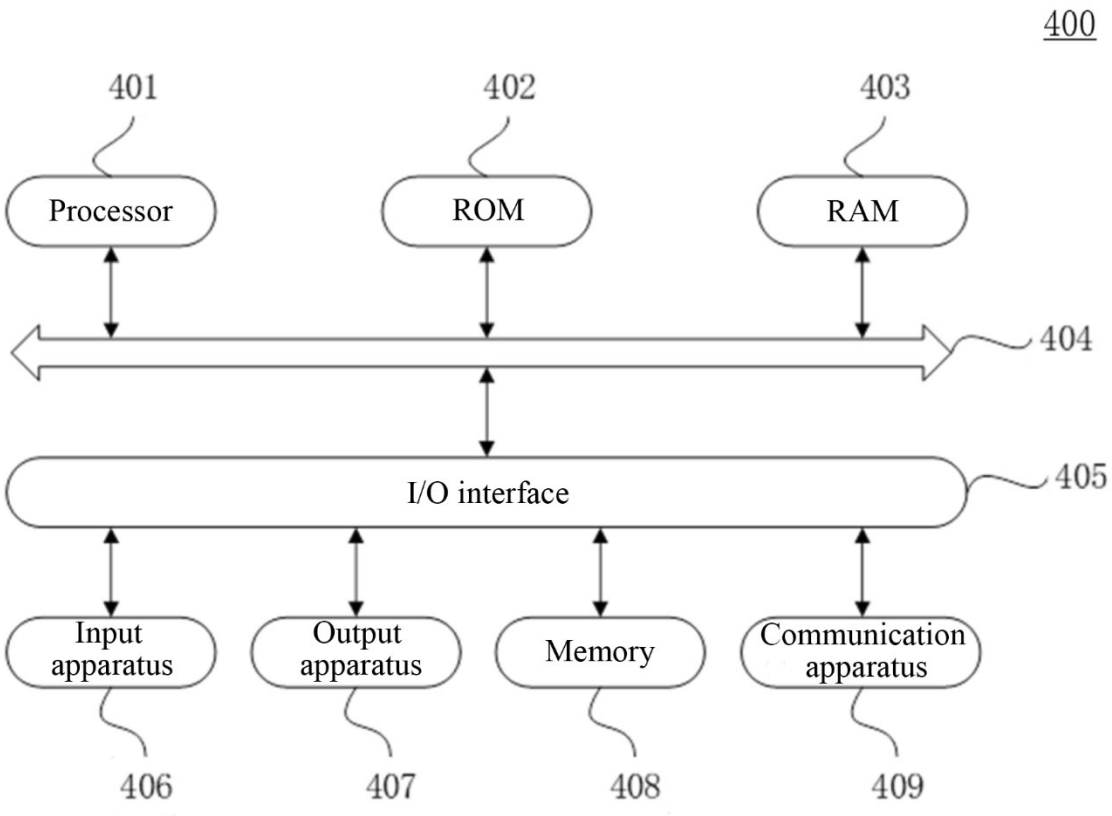

400
401
402
403
Processor
ROM
RAM
404
I/O interface
405
Input apparatus
Output apparatus
Memory
Communication apparatus
406
407
408
409

FIG. 10