

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2024/114160 A1

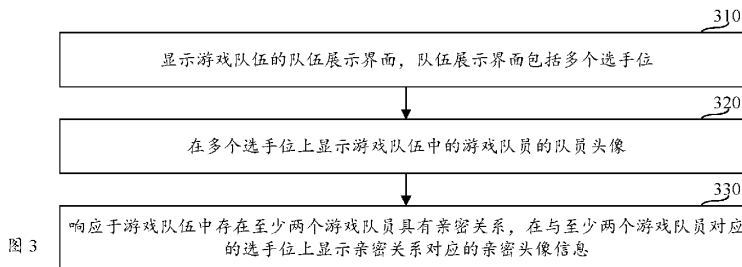
(43) 国际公布日
2024 年 6 月 6 日 (06.06.2024)

- (51) 国际专利分类号:
A63F 13/52 (2014.01) **A63F 13/79** (2014.01)
- (21) 国际申请号: PCT/CN2023/125556
- (22) 国际申请日: 2023 年 10 月 20 日 (20.10.2023)
- (25) 申请语言: 中文
- (26) 公布语言: 中文
- (30) 优先权:
202211512764.X 2022 年 11 月 28 日 (28.11.2022) CN
- (71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

- (72) 发明人: 高放 (GAO, Fang); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。姜巍 (JIANG, Wei); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。张嘉璐 (ZHANG, Jialu); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。张俊 (ZHANG, Jun); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。
- (74) 代理人: 北京三高永信知识产权代理有限责任公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区上地信息产业基地三街 1 号楼四层 C 段 457, Beijing 100085 (CN)。
- (81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG,

(54) **Title:** AVATAR PROCESSING METHOD AND APPARATUS BASED ON INTIMACY RELATIONSHIP, AND DEVICE, MEDIUM AND PRODUCT

(54) 发明名称: 基于亲密关系的头像处理方法、装置、设备、介质和产品



310 DISPLAY A TEAM PRESENTATION INTERFACE OF A GAME TEAM, WHEREIN THE TEAM PRESENTATION INTERFACE COMPRISES A PLURALITY OF PLAYER SITES
320 DISPLAY, AT THE PLURALITY OF PLAYER SITES, PLAYER AVATARS OF GAME PLAYERS IN THE GAME TEAM
330 IN RESPONSE TO AT LEAST TWO GAME PLAYERS IN THE GAME TEAM HAVING AN INTIMACY RELATIONSHIP, DISPLAY, AT THE PLAYER SITES CORRESPONDING TO THE AT LEAST TWO GAME PLAYERS, INTIMACY AVATAR INFORMATION CORRESPONDING TO THE INTIMACY RELATIONSHIP

(57) **Abstract:** The present application belongs to the field of human-machine interaction. Disclosed are an avatar processing method and apparatus based on an intimacy relationship, and a device, a medium and a product. The method comprises: displaying a team presentation interface of a game team, wherein the team presentation interface comprises a plurality of player sites (310); displaying, at the plurality of player sites, player avatars of game players in the game team (320); and in response to at least two game players in the game team having an intimacy relationship therebetween, displaying, at the player sites corresponding to the at least two game players, intimacy avatar information corresponding to the intimacy relationship (330). By means of the solution, when at least two game players have an intimacy relationship therebetween, intimacy avatar information corresponding to the intimacy relationship is displayed, such that player avatars are dynamically switched and displayed as intimacy avatar information. Therefore, regions other than player avatars are not occupied, so as to save on the display space, and reduce the possibility of an intimacy relationship between game players being ignored by other game players.

[见续页]

BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CV, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IQ, IR, IS, IT, JM, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, MG, MK, MN, MU, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW。

- (84) 指定国(除另有指明, 要求每一种可提供的地区保护): ARIPO (BW, CV, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SC, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM, AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

根据细则4.17的声明:

- 关于申请人有权要求在先申请的优先权(细则4.17(iii))

本国际公布:

- 包括国际检索报告(条约第21条(3))。

(57) 摘要: 本申请公开了一种基于亲密关系的头像处理方法、装置、设备、介质和产品, 属于人机交互领域。该方法包括: 显示游戏队伍的队伍展示界面, 队伍展示界面包括多个选手位(310); 在多个选手位上显示游戏队伍中的游戏队员的队员头像(320); 响应于游戏队伍中存在至少两个游戏队员具有亲密关系, 在与至少两个游戏队员对应的选手位上显示亲密关系对应的亲密头像信息(330)。上述方案通过在至少两个游戏队员具有亲密关系的情况下, 显示亲密关系对应的亲密头像信息, 实现了将队员头像动态切换显示为亲密头像信息。不占用队员头像以外的区域, 节约了显示空间, 并且降低了游戏队员间的亲密关系被其他游戏队员忽略的可能性。