CLAIMS

1. A method for determining an effect video, comprising:

in response to an effect triggering operation, adding a virtual effect model for a target object, wherein the virtual effect model comprises a human model, an animal model, a cartoon pattern model or a landscape model; and

based on audio information collected, controlling a target virtual part of a virtual effect model corresponding to the target object to move, and adjusting a target entity part of the target object to a preset state to obtain a target effect video.

2. The method according to claim 1, wherein the in response to an effect triggering operation comprises at least one of:

detecting that the target object is included in a capture screen;

detecting that a control corresponding to a target effect prop is triggered;

detecting that a body movement of the target object in the capture screen is consistent with a body movement for adding an effect; or

detecting that voice information triggers a wake-up word for adding an effect.

3. The method according to claim 1, before the adding a virtual effect model for a target object, further comprising:

determining a virtual effect model corresponding to the target object from a virtual effect library,

wherein the virtual effect library comprises at least one virtual effect model to be selected.

4. The method according to claim 3, wherein the determining a virtual effect model corresponding to the target object from a virtual effect library comprises:

based on the basic attribute information of the target object, determining the virtual effect model corresponding to the target object.

5. The method according to claim 1, before the adding a virtual effect model for a target object, further comprising:

acquiring a to-be-processed image which is pre-uploaded, and determining the virtual effect model based on at least one display object in the to-be-processed image.

6. The method according to claim 1, wherein a number of the target objects comprises at least one, and the adding a virtual effect model for a target object comprises:

respectively adding a corresponding virtual effect model for each of the at least one target object; or

adding a virtual effect model for a target object meeting a preset condition among the at least one target object; and

determining a target object corresponding to the audio information, adding the virtual effect model for the target object, and transparently displaying virtual effect models corresponding to other target objects among the at least one target object.

7. The method according to claim 1, wherein the adding a virtual effect model for a target object comprises:

determining an effect adding position corresponding to the target object and adding the virtual effect model to the effect adding position,

wherein the effect adding position comprises any position on a limb and a trunk of the target object or any position in a preset neighborhood centered on the target object.

8. The method according to claim 7, wherein the determining an effect adding position corresponding to the target object and adding the virtual effect model to the effect adding position, comprises:

determining hand information of the target object, and determining that the effect adding position is a hand part in response to the hand information being consistent with preset hand posture information; and

adding the virtual effect model at the hand part.

9. The method according to claim 1, wherein the based on audio information collected, controlling a target virtual part of a virtual effect model corresponding to the target object to move, comprises:

in response to the audio information being collected, controlling the target virtual part of the virtual effect model corresponding to the target object to move; or

in response to the audio information being detected to comprise triggering motion content, controlling the target virtual part of the virtual effect model corresponding to the target object to move.

10. The method according to claim 1 or 9, wherein the controlling a target virtual part of a virtual effect model corresponding to the target object to move comprises:

hiding the target virtual part from display, and migrating the target entity part to the target virtual part based on a pre-trained entity part migration model, wherein motion information of the target virtual part corresponds to mouth shape information of the target entity part.

11. The method according to claim 1 or 9, wherein the controlling a target virtual part of a virtual effect model corresponding to the target object to move comprises:

acquiring mouth shape information of the target entity part and controlling the target virtual part to move based on the mouth shape information,

wherein motion information of the target virtual part is consistent with the mouth shape information.

12. The method according to claim 1, wherein the virtual effect model is located at a hand part of the target object, and the controlling a target virtual part of a virtual effect model corresponding to the target object to move comprises:

acquiring motion information of the hand part, and controlling the target virtual part to move based on the motion information.

13. The method according to claim 12, further comprising:

in response to not obtaining the motion information of the hand part, controlling the target virtual part to move based on the audio information,

wherein motion information of the target virtual part corresponds to mouth information of the audio information.

14. The method according to claim 1, wherein the adjusting a target entity part of the target object to a preset state comprises:

based on an entity part adjustment model corresponding to the preset state, adjusting the target entity part from a first state to the preset state.

15. The method according to claim 1, wherein the target entity part is a mouth part of the target object, the target virtual part is a mouth part of the virtual effect, and the preset state is a closed state or a smiling state of the mouth part.

16. An apparatus for determining an effect video, comprising:

an effect model adding module, configured to add a virtual effect model for a target object in response to an effect triggering operation, wherein the virtual effect model comprises a human model, an animal model, a cartoon pattern model or a landscape model; and

a target effect video determining module, configured to, based on audio information collected, control a target virtual part of a virtual effect model corresponding to the target object to move, and adjust a target entity part of the target object to a preset state to obtain a target effect video.

17. An electronic device, comprising:

at least one processor; and

a storage apparatus configured to store at least one program,

wherein the at least one program upon being executed by the at least one processor, causes the at least one processor to implement the method for determining the effect video according to any one of claims 1 to 15.

18. A storage medium, comprising computer-executable instructions, wherein the computer-executable instructions, upon being executed by a computer processor, perform the method for determining the effect video according to any one of claims 1-15.