CLAIMS

What is claimed is:

1. A video frame rendering method, comprising:

acquiring, by a server, a first video frame corresponding to a first terminal, the first video frame being a video frame obtained by another server through rendering a target virtual scene from a perspective of a controlled virtual object in the target virtual scene, and the controlled virtual object being a virtual object controlled by the first terminal;

rendering, by the server, a target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal, the target virtual object being a virtual object to be re-rendered by the first terminal; and

transmitting, by the server, the second video frame to the first terminal, the first terminal being configured to display the second video frame.

2. The method according to claim 1, wherein the rendering, by the server, a target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal comprises:

acquiring, by the server, a first rendering parameter, in response to determining that the first video frame displays the target virtual object of the first terminal, the first rendering parameter being a rendering parameter corresponding to a first angle and a first distance in the first parameter, the first angle being an angle between the controlled virtual object and the target virtual object, and the first distance being a distance between the controlled virtual object and the target virtual object; and

rendering, by the server, the target virtual object in the first video frame based on the first rendering parameter to obtain the second video frame.

3. The method according to claim 2, wherein the rendering, by the server, the target virtual object in the first video frame based on the first rendering parameter to obtain the second video frame comprises:

determining, by the server, target pixel values of a plurality of target pixel points of the target

virtual object in the first video frame based on the first rendering parameter; and

updating, by the server, pixel values of the plurality of target pixel points in the first video frame by using the target pixel values to obtain the second video frame.

4. The method according to claim 1, wherein the rendering, by the server, a target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal comprises:

acquiring, by the server, a first rendering parameter and a second rendering parameter from the first parameter, in response to determining that the first video frame displays the target virtual object of the first terminal; and

rendering, by the server, the target virtual object and the controlled virtual object in the first video frame respectively by using the first rendering parameter and the second rendering parameter to obtain the second video frame.

5. The method according to claim 1, wherein the rendering, by the server, a target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal comprises:

determining, by the server, a position of the controlled virtual object in the target virtual scene , in response to determining that the first video frame displays the target virtual object of the first terminal; and

rendering, by the server, the target virtual object in the first video frame based on the first parameter to obtain the second video frame in a case that the controlled virtual object is located in a target sub-scene of the target virtual scene.

6. The method according to claim 5, further comprising:

determining, by the server, the first video frame as the second video frame in a case that the controlled virtual object is not located in the target sub-scene of the target virtual scene.

7. The method according to claim 1, wherein before the rendering, by the server, a target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal, the method further comprises:

performing, by the server, image recognition on the first video frame, to determine a type of the first video frame;

wherein the rendering, by the server, a target virtual object in the first video frame based on a first parameter to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal comprises:

rendering, by the server, the target virtual object based on the first parameter to obtain the second video frame, in response to determining that the type of the first video frame indicates that the first video frame displays the target virtual object.

8. The method according to claim 1, further comprising:

acquiring, by the server, a third video frame corresponding to the first terminal, the third video frame being a video frame obtained by rendering the target virtual scene from the perspective of the controlled virtual object after a target event occurs in the target virtual scene, and the target event indicating that the controlled virtual object defeats the first virtual object in the target virtual scene;

acquiring, by the server, a first animation corresponding to the target event and first audio corresponding to the target event, the first audio being audio of the first terminal;

determining, by the server, a region where the first virtual object is defeated in the third video frame;

adding, by the server, the first animation corresponding to the target event to the region to obtain a fourth video frame; and

transmitting, by the server, the fourth video frame and the first audio to the first terminal, the first terminal being configured to play the first audio while displaying the fourth video frame.

9. The method according to claim 1, wherein the target virtual scene further comprises a second virtual object, the second virtual object is a virtual object controlled by a second terminal, the second terminal and the first terminal are different terminals, and the method further comprises:

acquiring, by the server, a fifth video frame corresponding to the second terminal, the fifth video frame being a video frame obtained by rendering the target virtual scene from a perspective of the second virtual object;

performing, by the server, target processing on the fifth video frame to obtain a sixth video frame in a case that the fifth video frame displays the target virtual object; and

transmitting, by the server, the sixth video frame to the second terminal, the second terminal being configured to display the sixth video frame.

10. The method according to claim 9, wherein the performing, by the server, target processing on the fifth video frame to obtain a sixth video frame in a case that the fifth video frame displays the target virtual object comprises at least one of:

rendering, by the server, the target virtual object in the fifth video frame based on a second parameter of the second terminal to obtain the sixth video frame in a case that the fifth video frame displays the target virtual object;

rendering, by the server, the target virtual object in the fifth video frame based on the first parameter to obtain the sixth video frame in a case that the fifth video frame displays the target virtual object; and

adding, by the server, a second animation corresponding to the target virtual object to the fifth video frame to obtain the sixth video frame in a case that the fifth video frame displays the target virtual object.

11. The method according to claim 9, wherein both the controlled virtual object and the second virtual object are located in a target sub-scene of the target virtual scene; and wherein the performing, by the server, target processing on the fifth video frame to obtain a sixth video frame in a case that the fifth video frame displays the target virtual object comprises:

comparing, by the server, a virtual level of the controlled virtual object with a virtual level of the second virtual object in a case that the fifth video frame displays the target virtual object;

rendering, by the server, the target virtual object in the fifth video frame based on the first parameter to obtain the sixth video frame in a case that the virtual level of the controlled virtual object is higher than the virtual level of the second virtual object;

rendering, by the server, the target virtual object in the fifth video frame based on a second parameter of the second terminal to obtain the sixth video frame in a case that the virtual level of the controlled virtual object is lower than the virtual level of the second virtual object; and

rendering, by the server, the target virtual object in the fifth video frame based on a third parameter to obtain the sixth video frame in a case that the virtual level of the controlled virtual object is the same as the virtual level of the second virtual object.

12. The method according to claim 1, wherein after the rendering, by the server, a target

virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second video frame, in response to determining that the first video frame displays the target virtual object of the first terminal, the method further comprises:

acquiring, by the server, a second animation and second audio corresponding to the target virtual object;

adding, by the server, the second animation corresponding to the target virtual object to the second video frame to obtain a seventh video frame; and

transmitting, by the server, the seventh video frame and the second audio to the first terminal, the second terminal being configured to play the second audio while displaying the seventh video frame.

13. The method according to any one of claims 1 to 12, wherein after the transmitting, by the server, the second video frame to the first terminal, the first terminal being configured to display the second video frame, the method further comprises at least one of:

aggregating, by the server, a plurality of second video frames into a first video frame set, and transmitting the first video frame set to the first terminal, the first terminal being configured to share the first video frame set with other terminals;

stitching, by the server, the second video frame and the first video frame to obtain a stitched video frame; and aggregating, by the server, a plurality of stitched video frames into a second video frame set, and transmitting, by the server, the second video frame set to the first terminal, the first terminal being configured to share the second video frame set with other terminals.

14. A video frame rendering system, comprising:

a first terminal, a first server, and a second server, the first terminal, the first server, and the second server being in communication connection with each other; wherein

the first server is configured to render a target virtual scene from a perspective of a controlled virtual object in the target virtual scene to obtain a first video frame corresponding to the first terminal, and transmit the first video frame to the second server, wherein the controlled virtual object is a virtual object controlled by the first terminal;

the second server is configured to receive the first video frame;

the second server is further configured to render the target virtual object in the first video frame based on a first parameter of the first terminal to update the first video frame as a second

video frame, in response to determining that the first video frame displays the target virtual object of the first terminal;

the second server is further configured to transmit the second video frame to the first terminal; and

the first terminal is configured to display the second video frame in response to receiving the second video frame.

15. A server, comprising one or more processors and one or more memories, wherein the one or more memories storing at least one computer program, and the computer program being loaded and executed by the one or more processors to implement the video frame rendering method according to any one of claims 1 to 12.

16. A computer-readable storage medium storing at least one computer program, wherein the computer program being loaded and executed by a processor to implement the video frame rendering method according to any one of claims 1 to 12.

17. A computer program product comprising program code, wherein the program code is executed by a processor to implement the video frame rendering method according to any one of claims 1 to 12.