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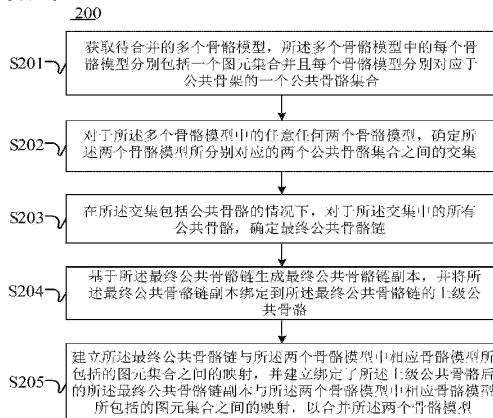
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(54) Title: BONE MODEL MERGING METHOD AND APPARATUS, AND DEVICE AND STORAGE MEDIUM

(54) 发明名称: 骨骼模型合并方法、装置、设备和存储介质

[图 2A]



- S201 Acquire a plurality of bone models to be merged, wherein each bone model among the plurality of bone models respectively comprises one primitive set, and each bone model respectively corresponds to one common bone set of a common skeleton
- S202 For any two bone models among the plurality of bone models, determine an intersection between two common bone sets respectively corresponding to the two bone models
- S203 When the intersection comprises common bones, determine a final common bone chain for all the common bones in the intersection
- S204 Generate a final common bone chain duplicate on the basis of the final common bone chain, and bind the final common bone chain duplicate to an upper-level common bone of the final common bone chain
- S205 Establish mapping between the final common bone chain and a primitive set comprised in a corresponding bone model of the two bone models, and establish mapping between the final common bone chain duplicate, which has been bound to the upper-level common bone, and the primitive set comprised in the corresponding bone model of the two bone models, so as to merge the two bone models

(57) Abstract: The embodiments of the present application provide a bone model merging method and apparatus, and a device and a computer-readable storage medium. In the method provided in the embodiments of the present application, several bone models, which correspond to the same common bone, among a plurality of bone models to be merged are determined, and final common bone chain duplication and binding are performed on these bone models, so as to establish mapping between primitive sets comprised in bone models having bone conflicts and respective corresponding common bones in a common skeleton, such that a plurality of bone models having bone conflicts are merged. By means of the method in the embodiments of the present application, efficient and accurate merging of bone models can be realized when a plurality of bone models to be merged have bone conflicts, such that better animation displaying of pictures is realized, thereby improving the user experience. In addition, the method can also optimize the rendering performance and reduce the complexity of bone model merging.

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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: 本申请的实施例提供了一种骨骼模型合并方法、装置、设备和计算机可读存储介质。本申请的实施例所提供的方法通过确定待合并的多个骨骼模型中与同一公共骨骼相对应的若干骨骼模型, 并针对这些骨骼模型进行最终公共骨骼链复制与绑定, 以建立存在骨骼冲突的骨骼模型所包括的图元集合分别与公共骨架中的相应公共骨骼之间的映射, 从而实现存在骨骼冲突的多个骨骼模型之间的合并。通过本申请的实施例的方法能够在待合并的多个骨骼模型中存在骨骼冲突的情况下实现对骨骼模型的高效且准确的合并, 以达到更优的画面动画显示, 从而提升用户体验。此外, 该方法还能够优化渲染性能, 降低骨骼模型合并的复杂度。