

ABSTRACT

Disclosed in the present application are an animation data generation method and apparatus, and a related product. The present application can be applied in scenarios such as cloud technology, artificial intelligence, smart transportation, aided driving, digital human, virtual human, games, virtual reality and extended reality. A trajectory feature and a skeleton feature of a virtual object in a virtual scenario are acquired, and animation data of the virtual object is generated by means of a trained neural network and on the basis of the trajectory feature and the skeleton feature. The neural network increases the feature dimension of the virtual object on the basis of a query feature, and generates the animation data of the virtual object on the basis of a high-dimensional feature, thereby meeting the requirement for the generation of animation data. By means of the neural network, it is no longer necessary to store mass data in a memory and query a matched animation therefrom when animation data is generated, and only weight data related to the neural network needs to be stored in advance, such that the occupation of the memory is relatively small, thereby avoiding the problems of the occupation of the memory being large, and the query performance being poor when the animation data is generated.