

CLAIMS

1. A method for input based on a virtual reality scenario, the method comprising:
 - recognizing a three-dimensional gesture of a user in the virtual reality scenario that is output by a virtual reality client terminal comprising a three-dimensional input interface displayed in a virtual reality environment;
 - determining whether the recognized three-dimensional gesture is a preset three-dimensional gesture when the three-dimensional gesture of the user is recognized;
 - calculating an operation position of the three-dimensional gesture corresponding to the three-dimensional input interface if the recognized three-dimensional gesture is the preset three-dimensional gesture; and
 - selecting a virtual input element which is in the three-dimensional input interface and corresponds to the operation position, and reading input information indicated by the virtual input element to complete input.
2. The method of claim 1, wherein the virtual reality scenario comprises a preset virtual trigger element.
3. The method of claim 2, wherein the virtual trigger element is used for triggering output of the three-dimensional input interface in the virtual reality scenario.
4. The method of claim 3, further comprising:
 - determining whether the recognized three-dimensional gesture is the preset three-dimensional gesture when the three-dimensional gesture of the user is recognized;
 - determining an operation position of the three-dimensional gesture corresponding to the virtual reality scenario if the recognized three-dimensional gesture is the preset three-dimensional gesture; and
 - outputting the three-dimensional input interface when the operation position corresponds to a position where the virtual trigger element is located.
5. The method of claim 1, wherein recognizing the three-dimensional gesture of the user in

the virtual reality scenario comprises:

- tracking hand displacement of the user by using preset sensing hardware;
- acquiring hand displacement data of the user collected by the sensing hardware;
- calculating a rotation quantity and an offset of a hand of the user with respect to an X/Y/Z axis of the virtual reality scenario on the basis of the hand displacement data; and
- performing three-dimensional modeling based on the rotation quantity and the offset to obtain the corresponding three-dimensional gesture.

6. The method of claim 1, before determining whether the recognized three-dimensional gesture is the preset three-dimensional gesture, further comprising:

- calculating duration of the three-dimensional gesture;
- judging whether the duration of the three-dimensional gesture is lower than a preset threshold; and
- executing the operation of determining whether the recognized three-dimensional gesture is a preset three-dimensional gesture, if the duration of the three-dimensional gesture is lower than the preset threshold.

7. The method of claim 1, wherein the virtual reality scenario comprises an operation focus corresponding to the three-dimensional gesture.

8. The method of claim 7, wherein the operation focus comprises synchronous displacement with the three-dimensional gesture in the virtual reality scenario.

9. The method of claim 7, wherein the operation focus is an animation simulating the three-dimensional gesture.

10. The method of claim 1, further comprising:

- emphasizing the selected virtual input element in the three-dimensional input interface.

11. The method of claim 1, wherein the three-dimensional input interface is a three-dimensional virtual keyboard.

12. The method of claim 11, wherein the virtual input element is a virtual key in the three-dimensional virtual keyboard.

13. An apparatus for input based on a virtual reality scenario, the apparatus comprising a plurality of modules configured to perform the method of any one of claims 1 to 12.