## CLAIMS

1. A method for adding animation to a video, comprising:

detecting whether an object is held in a hand of a user, in a current video frame which is currently captured;

determining a target animation corresponding to the object, in response to the object being held; and

determining an animation adding area corresponding to the target animation on the current video frame, and adding the target animation in the animation adding area,

characterized by:

before the adding the target animation in the animation adding area, the method further comprises:

detecting whether a historical video frame with the object held in the hand of the user is comprised in a captured video frame before the current video frame;

acquiring a historical animation adding area and a historical target animation of the historical video frame, in response to the historical video frame comprised in the captured video frame; and

displaying the historical target animation in the historical animation adding area on the current video frame.

2. The method according to claim 1, wherein the determining the target animation corresponding to the object comprises:

extracting a preset image feature corresponding to the object; and

determining the target animation corresponding to the preset image feature.

3. The method according to claim 2, wherein the preset image feature comprises: at least one of a shape feature of the object, a color feature of the object, a size feature of the object, an object type of the object, a position feature of the object, and a gesture feature of the hand of the user holding the object.

4. The method according to claim 1, wherein the determining the animation adding area corresponding to the target animation on the current video frame comprises:

determining an image area where the object is located, as the animation adding area.

5. The method according to claim 1, wherein the determining the animation adding area corresponding to the target animation on the current video frame comprises:

determining an associated object of the object;

detecting whether the current video frame comprises the associated object; and

determining an area where the associated object is located as the animation adding area, in response to the current video frame comprising the associated object.

6. The method according to claim 1, wherein the determining the animation adding area corresponding to the target animation on the current video frame comprises:

determining an object type of the object; and

determining an entire image area of the current video frame as the animation adding area, in response to the object of a preset type.

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

detecting whether the object is detached from the hand of the user, in a video frame captured after the current video frame;

determining a motion track of the object after detached from the hand of the user on corresponding subsequent video frames, in response to the object detached from the hand of the user; and

determining a track animation corresponding to the object, and adding the track animation based on the motion track.

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

determining sound data corresponding to the target animation; and

playing the sound data while adding the target animation.

9. An electronic device, comprising:

a processor; and

a memory configured to store instructions executable by the processor,

wherein the processor is configured to read executable instructions from the memory, and execute the instructions to implement the method for adding the animation to the video according to any one of claims 1 to 8.

10. A computer readable storage medium storing a computer program thereon, wherein the computer program is configured to implement the method for adding the animation to the video according to any one of claims 1 to 8.