

OBJECT MODELING AND MOVEMENT METHOD AND APPARATUS, AND DEVICE

ABSTRACT

The present invention discloses an object modeling and movement method. The method is applied to a mobile terminal, and the mobile terminal includes a color camera and a depth camera.

5 The color camera and the depth camera are located on one side of the mobile terminal. The method includes: performing panoramic scanning on a target object by using the color camera and the depth camera, to obtain a 3D model of the target object; obtaining a target skeletal model; fusing the target skeletal model and the 3D model of the target object; obtaining a target movement manner; and controlling the target skeletal model in the target movement manner, to animate the
10 3D model of the target object in the target movement manner. This can implement integration from scanning, 3D reconstruction, skeletal rigging, to preset animation display for an object on one terminal, thereby implementing dynamization of a static object, and increasing interest in using the mobile terminal by a user.

15
Figure 2