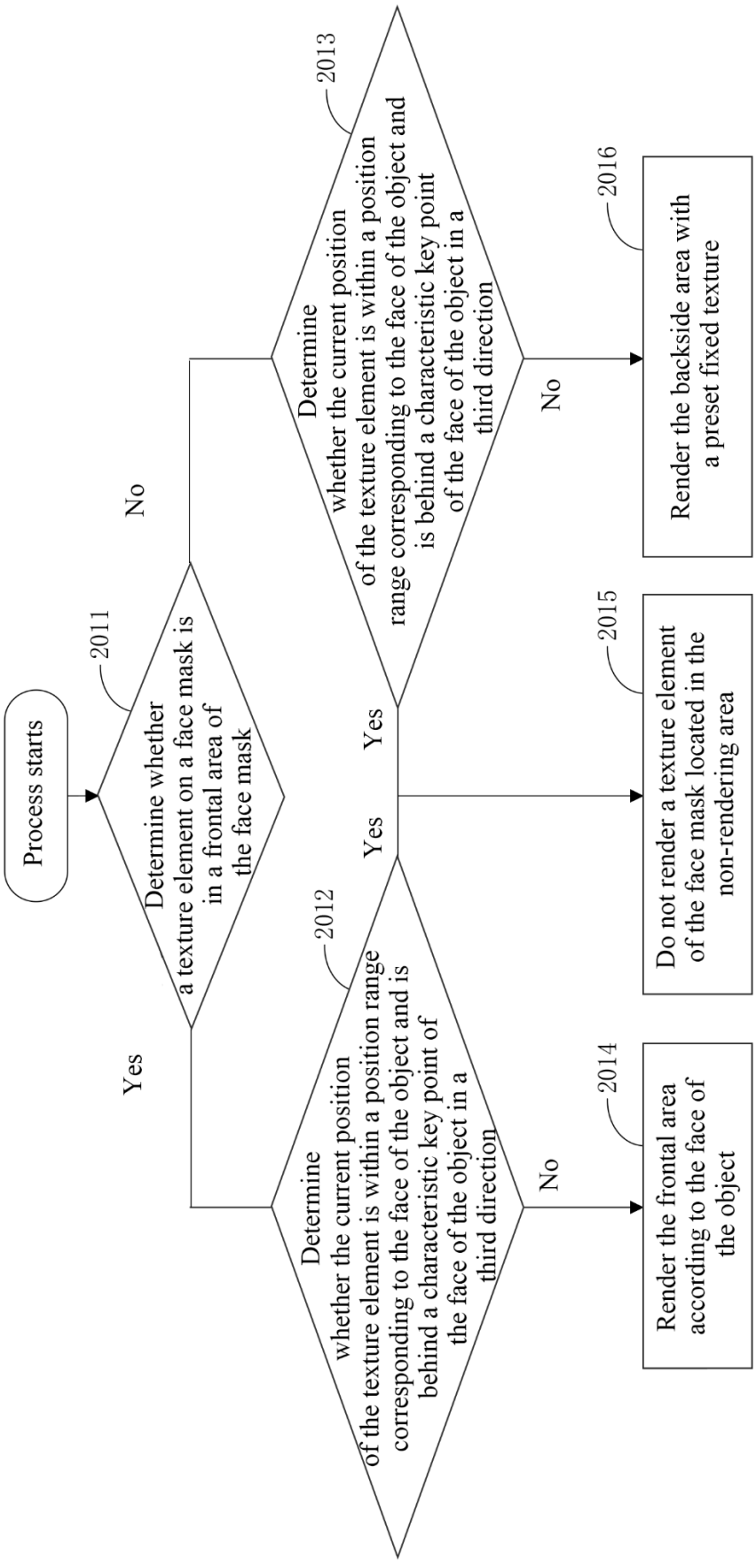

Process starts
2011
Determine whether a texture element on a face mask is in a frontal area of the face mask
No
Yes
2012
Determine whether the current position of the texture element is within a position range corresponding to the face of the object and is behind a characteristic key point of the face of the object in a third direction
Yes
No
2013
Determine whether the current position of the texture element is within a position range corresponding to the face of the object and is behind a characteristic key point of the face of the object in a third direction
Yes
No
2014
Render the frontal area according to the face of the object
2015
Do not render a texture element of the face mask located in the non-rendering area
2016
Render the backside area with a preset fixed texture

FIG. 7