

## ABSTRACT

The present application belongs to the field of human-machine interaction. Disclosed are an avatar processing method and apparatus based on an intimacy relationship, and a device, a medium and a product. The method comprises: displaying a team presentation interface of a game team, wherein the team presentation interface comprises a plurality of player sites (310); displaying, at the plurality of player sites, player avatars of game players in the game team (320); and in response to at least two game players in the game team having an intimacy relationship therebetween, displaying, at the player sites corresponding to the at least two game players, intimacy avatar information corresponding to the intimacy relationship (330). By means of the solution, when at least two game players have an intimacy relationship therebetween, intimacy avatar information corresponding to the intimacy relationship is displayed, such that player avatars are dynamically switched and displayed as intimacy avatar information. Therefore, regions other than player avatars are not occupied, so as to save on the display space, and reduce the possibility of an intimacy relationship between game players being ignored by other game players.

Fig. 3