

ABSTRACT

Disclosed in the embodiments of the present application are a model rendering method and a related apparatus. The method comprises: for an initial three-dimensional model to be processed, simplifying the model structure of the initial three-dimensional model on the basis of a topological structure feature of the initial three-dimensional model, so as to obtain a simplified three-dimensional model, wherein the number of meshes comprised in the simplified three-dimensional model is less than the number of meshes comprised in the initial three-dimensional model, and the difference between the simplified three-dimensional model and the initial three-dimensional model meets a preset similarity requirement; by means of lighting simulation processing, determining a lighting intensity corresponding to a vertex in the simplified three-dimensional model when the simplified three-dimensional model is in a virtual environment; and on the basis of the simplified three-dimensional model and the lighting intensity corresponding to the vertex in the simplified three-dimensional model, rendering the simplified three-dimensional model, so as to obtain a model image for representing the simplified three-dimensional model. The method can automatically reconstruct and render a three-dimensional model, thereby improving the reconstruction efficiency of the three-dimensional model and reducing labor costs.