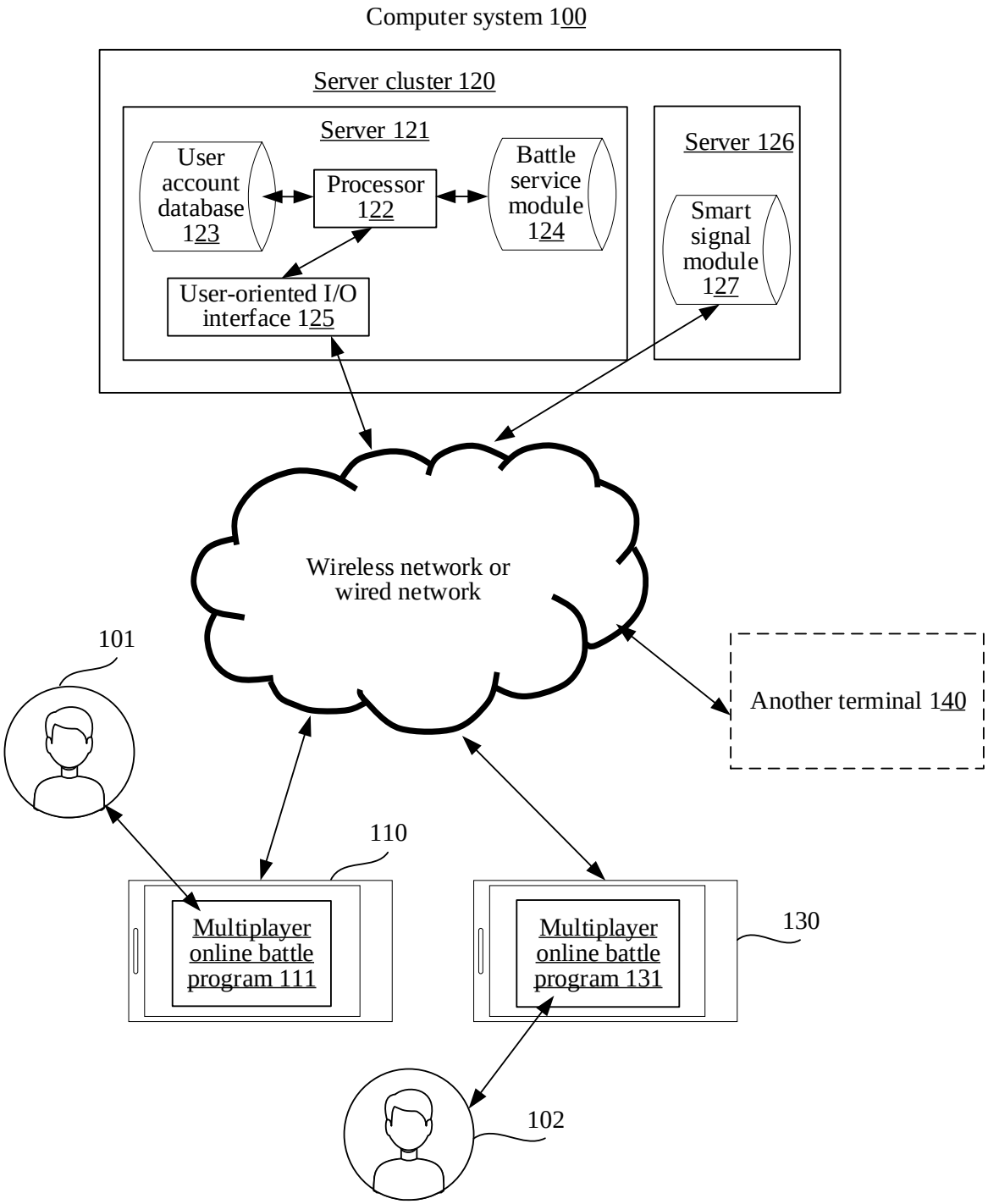

Computer system 100
Server cluster 120
Server 121
User account database 123
Processor 122
Battle service module 124
User-oriented I/O interface 125
Server 126
Smart signal module 127
Wireless network or wired network
101
Another terminal 140
110
Multiplayer online battle program 111
Multiplayer online battle program 131
130
102

FIG. 1

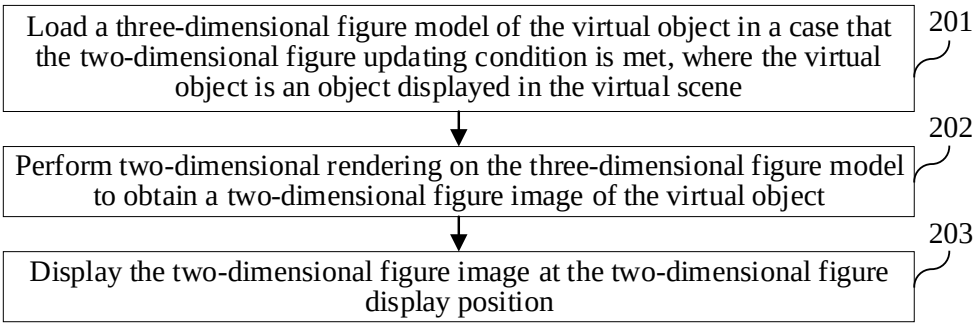

Load a three-dimensional figure model of the virtual object in a case that the two-dimensional figure updating condition is met, where the virtual object is an object displayed in the virtual scene
201
Perform two-dimensional rendering on the three-dimensional figure model to obtain a two-dimensional figure image of the virtual object
202
Display the two-dimensional figure image at the two-dimensional figure display position
203

FIG. 2

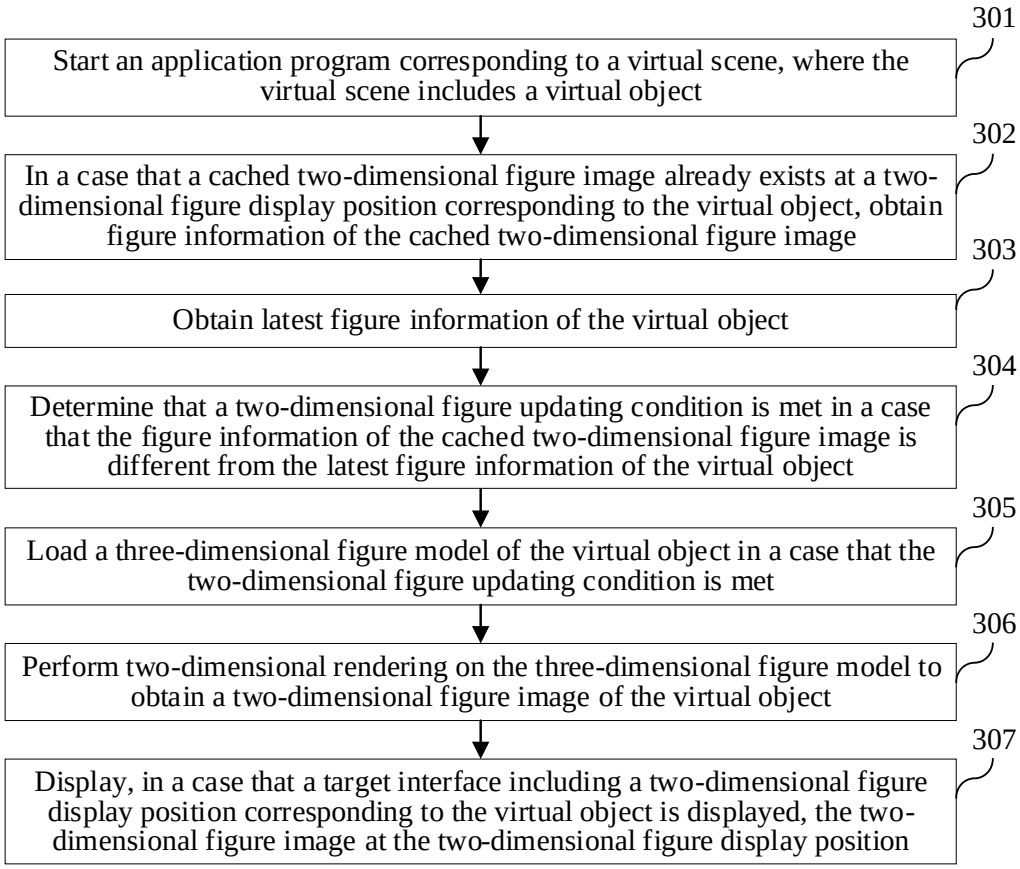

301
Start an application program corresponding to a virtual scene, where the virtual scene includes a virtual object
302
In a case that a cached two-dimensional figure image already exists at a two-dimensional figure display position corresponding to the virtual object, obtain figure information of the cached two-dimensional figure image
303
Obtain latest figure information of the virtual object
304
Determine that a two-dimensional figure updating condition is met in a case that the figure information of the cached two-dimensional figure image is different from the latest figure information of the virtual object
305
Load a three-dimensional figure model of the virtual object in a case that the two-dimensional figure updating condition is met
306
Perform two-dimensional rendering on the three-dimensional figure model to obtain a two-dimensional figure image of the virtual object
307
Display, in a case that a target interface including a two-dimensional figure display position corresponding to the virtual object is displayed, the two-dimensional figure image at the two-dimensional figure display position

FIG. 3

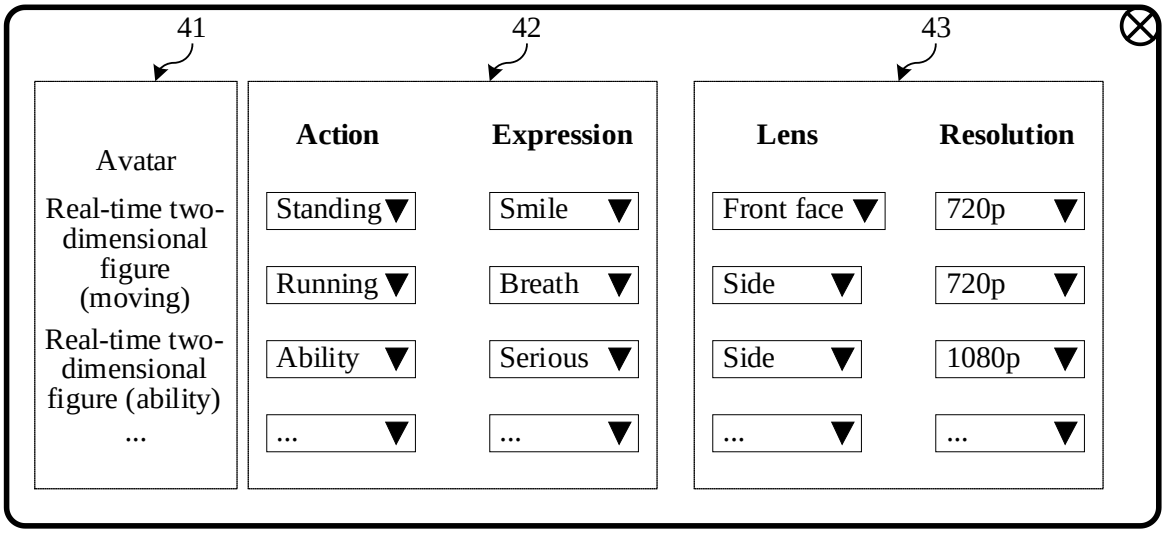

41
42
43
Avatar
Real-time two-dimensional figure (moving)
Real-time two-dimensional figure (ability)
...
Action
Expression
Standing
Smile
Running
Breath
Ability
Serious
...
...
Lens
Resolution
Front face
720p
Side
720p
Side
1080p
...
...

FIG. 4

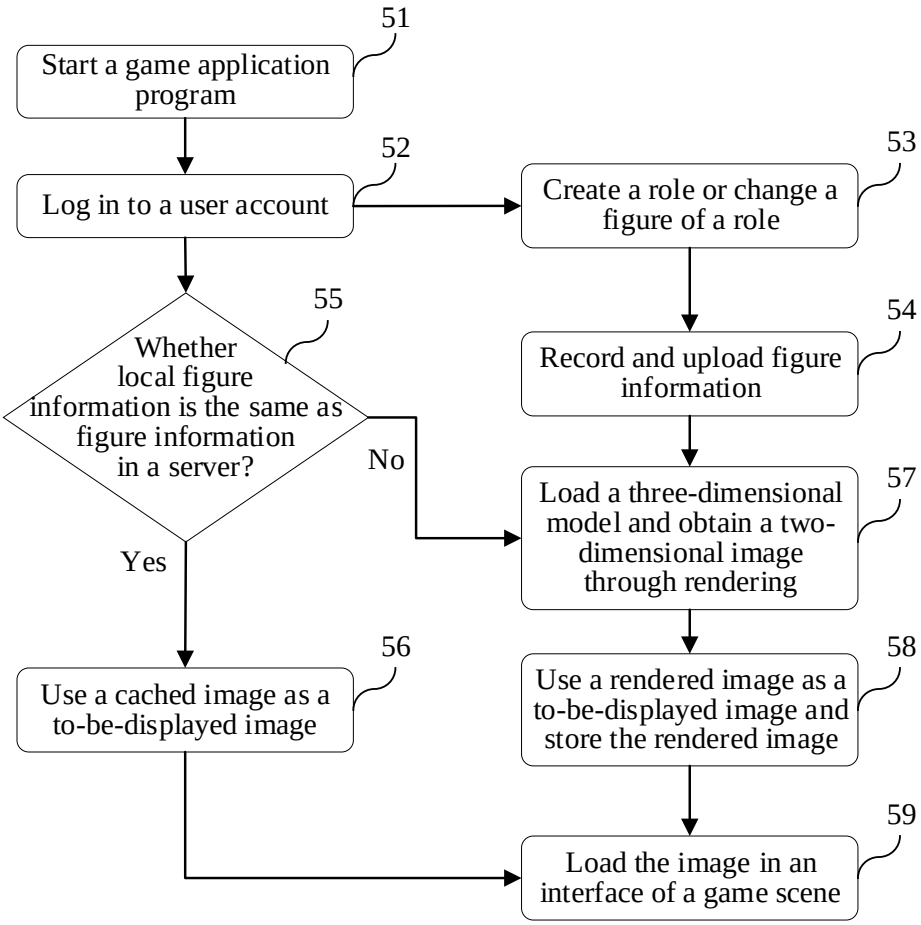

51
Start a game application program
52
Log in to a user account
53
Create a role or change a figure of a role
54
Record and upload figure information
55
Whether local figure information is the same as figure information in a server?
No
Yes
57
Load a three-dimensional model and obtain a two-dimensional image through rendering
56
Use a cached image as a to-be-displayed image
58
Use a rendered image as a to-be-displayed image and store the rendered image
59
Load the image in an interface of a game scene

FIG. 5

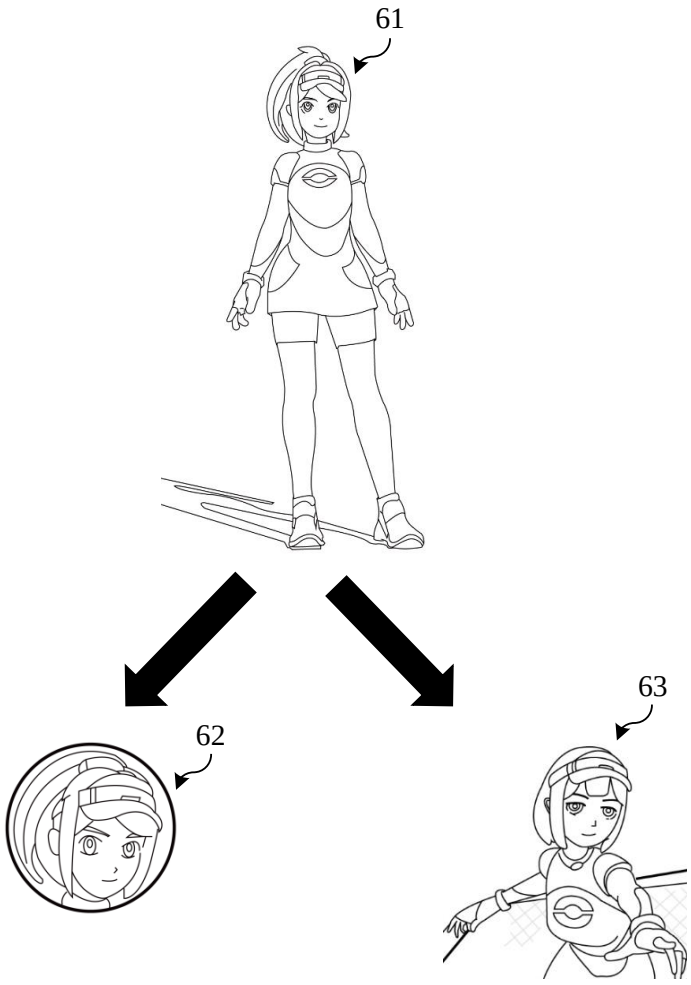


FIG. 6

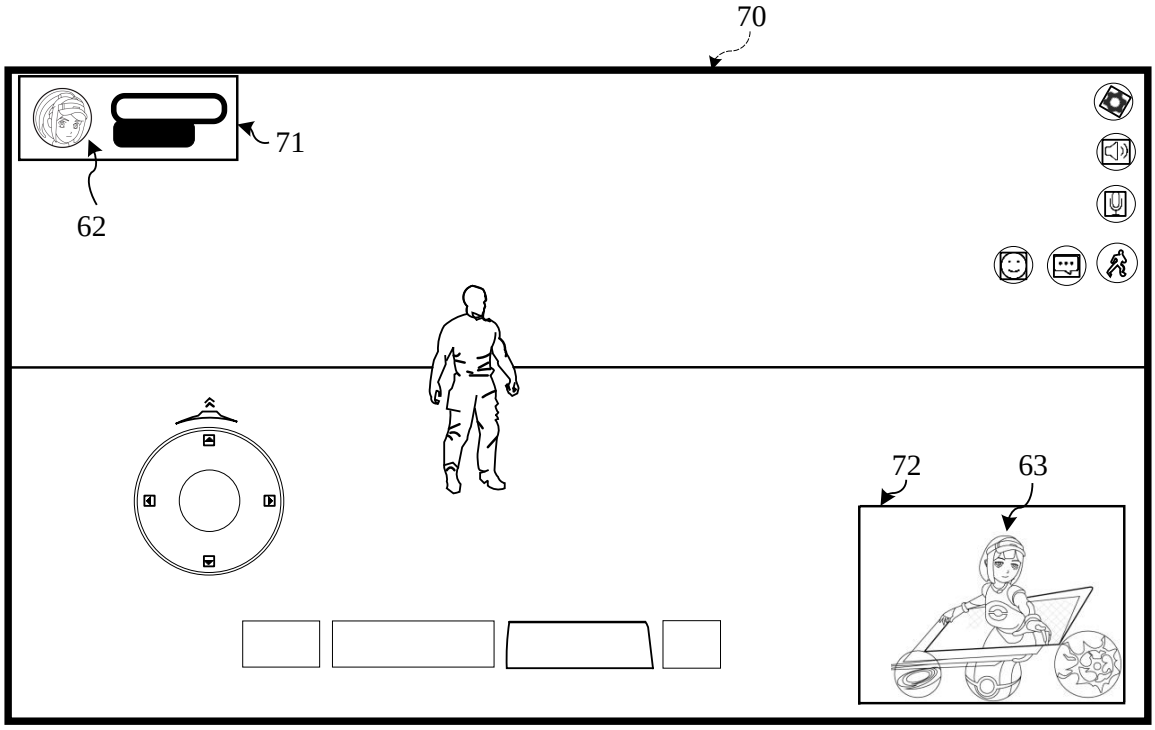

70
71
62
72
63

FIG. 7

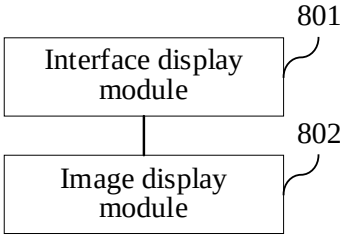

801
Interface display module
802
Image display module

FIG. 8

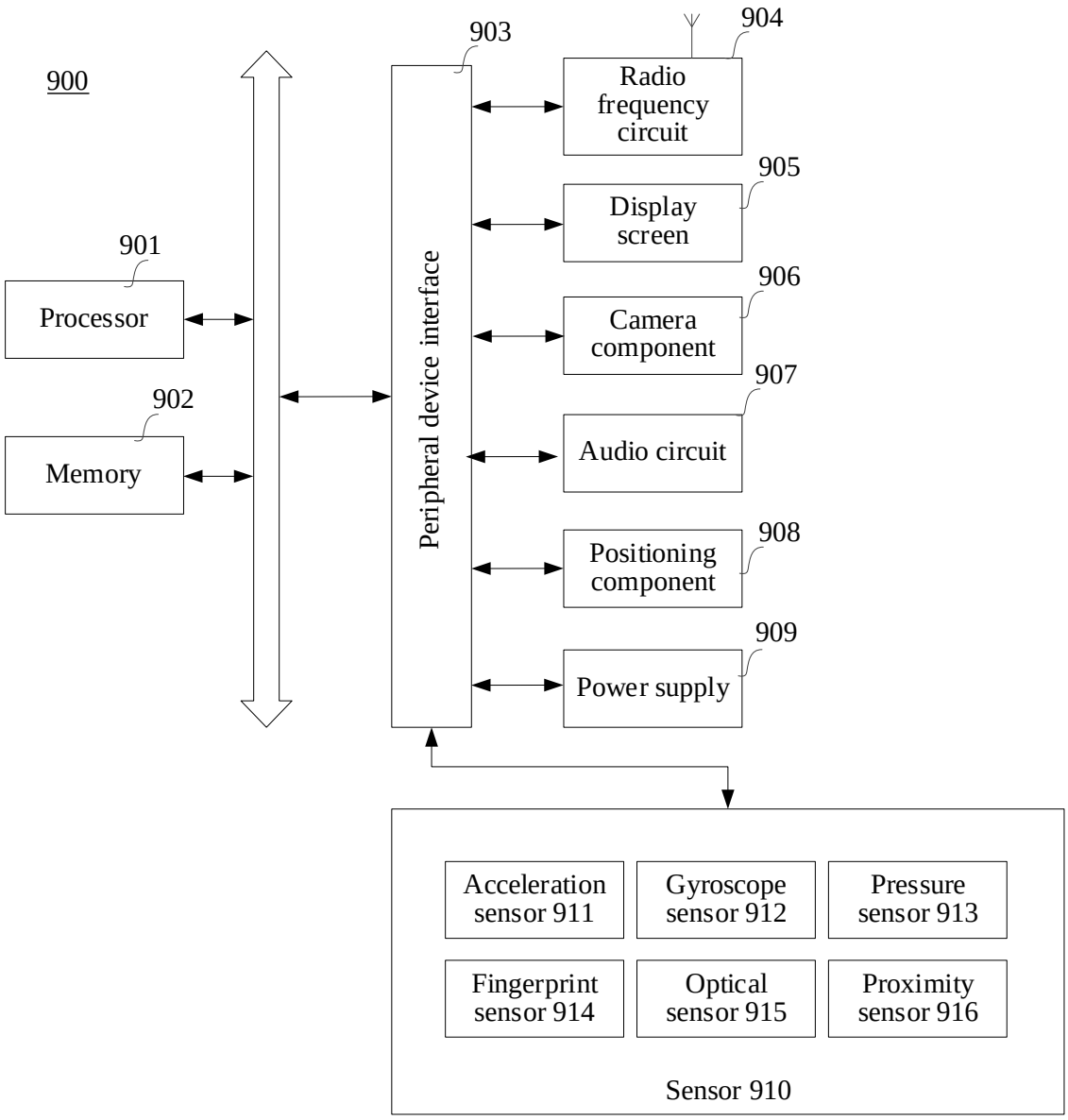

900
903
904
Radio frequency circuit
905
Display screen
901
Processor
906
Camera component
902
Memory
907
Audio circuit
Peripheral device interface
908
Positioning component
909
Power supply
Acceleration sensor 911
Gyroscope sensor 912
Pressure sensor 913
Fingerprint sensor 914
Optical sensor 915
Proximity sensor 916
Sensor 910

FIG. 9