

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2023/093231 A1

(43) 国际公布日
2023 年 6 月 1 日 (01.06.2023)

- (51) 国际专利分类号:
G06T 15/00 (2011.01)
- (21) 国际申请号: PCT/CN2022/119278
- (22) 国际申请日: 2022 年 9 月 16 日 (16.09.2022)
- (25) 申请语言: 中文
- (26) 公布语言: 中文
- (30) 优先权:
202111419447.9 2021 年 11 月 26 日 (26.11.2021) CN
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(54) **Title:** VIRTUAL SCENE-BASED RENDERING METHOD AND APPARATUS, ELECTRONIC DEVICE, COMPUTER-READABLE STORAGE MEDIUM AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 一种基于虚拟场景的渲染方法、装置、电子设备、计算机可读存储介质及计算机程序产品

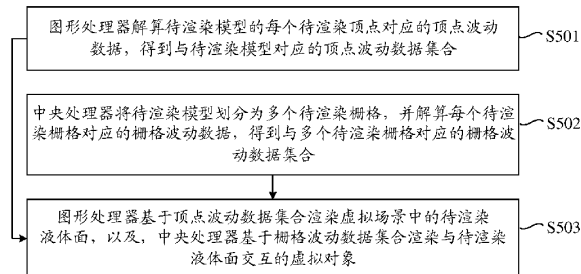


图 5

- S501 A graphics processor calculates vertex fluctuation data corresponding to each vertex to be rendered in a model to be rendered, to obtain a vertex fluctuation data set corresponding to said model
- S502 A central processing unit divides said model into a plurality of grids to be rendered, and calculates grid fluctuation data corresponding to each said grid, to obtain a grid fluctuation data set corresponding to a plurality of said grids
- S503 The graphics processor renders a liquid surface to be rendered in a virtual scene on the basis of the vertex fluctuation data set, and the central processing unit renders, on the basis of the grid fluctuation data set, a virtual object interacted with said liquid surface

(57) **Abstract:** A virtual scene-based rendering method and apparatus, an electronic device, a computer-readable storage medium, and a computer program product. The virtual scene-based rendering method comprises: a graphics processor calculates vertex fluctuation data corresponding to each vertex to be rendered in a model to be rendered, to obtain a vertex fluctuation data set corresponding to said model; a central processing unit divides said model into a plurality of grids to be rendered, and calculates grid fluctuation data

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corresponding to each said grid, to obtain a grid fluctuation data set corresponding to a plurality of said grids; and the graphics processor renders a liquid surface to be rendered in a virtual scene on the basis of the vertex fluctuation data set, and the central processing unit renders, on the basis of the grid fluctuation data set, a virtual object interacted with said liquid surface.

(57) 摘要: 一种基于虚拟场景的渲染方法、装置、电子设备、计算机可读存储介质及计算机程序产品; 该基于虚拟场景的渲染方法包括: 图形处理器解算待渲染模型中的每个待渲染顶点对应的顶点波动数据, 得到与待渲染模型对应的顶点波动数据集; 中央处理器将待渲染模型划分为多个待渲染栅格, 并解算每个待渲染栅格对应的栅格波动数据, 得到与多个待渲染栅格对应的栅格波动数据集; 图形处理器基于顶点波动数据集渲染虚拟场景中的待渲染液体面, 中央处理器基于栅格波动数据集渲染与待渲染液体面交互的虚拟对象。