

ABSTRACT

This application discloses a 3-dimension (3D) model rendering method and apparatus, an electronic device, and a storage medium, and belong to the field of image processing technologies. The method includes: acquiring a cross-section dataset, the cross-section dataset being constructed based on submodels of a 3D model and including cross-section data used for indicating a cross section of an envelope box of at least one submodel; acquiring texture maps corresponding to the cross-section data in the cross-section dataset, the texture maps corresponding to the cross-section data being determined according to texture data of submodels corresponding to the cross-section data; and rendering the 3D model based on the cross-section data in the cross-section dataset and the corresponding texture maps. Since the texture maps represent texture data obtained by projecting the texture data of the submodels corresponding to the cross-section data onto cross sections indicated by the cross-section data, the texture maps can reflect textures and shapes of the submodels, so that a rendering effect can be improved during rendering based on the cross-section data and the corresponding texture maps.

Fig. 2