

ABSTRACT

A method of interaction based on a virtual character includes: when detecting of video is played on a client device, acquiring a target video emotion vector corresponding to a current
5 play time point of the video from a video emotion vector sequence generated offline; acquiring a user emotion vector collected in real time; and calling a preset AI language model to generate interaction information according to the target video emotion vector, the user emotion vector, and a prompt template for a video watching companion scenario, and sending the interaction information to the client device such that the interaction information is
10 provided by a virtual character on the client device.

[Fig. 2]