CLAIMS

~~What is claimed is:~~

1. A method for displaying a skin of a virtual character, performed by a terminal, the method comprising:

displaying a skin setting interface for configuring a customized skin model of a target virtual character, wherein the customized skin model is a complete skin set model having n skin components, n being a positive integer, and at least one skin component of the customized skin model corresponds to a plurality of candidate skin component materials;

determining n target skin component materials of the customized skin model in response to a material selection operation triggered on the skin setting interface;

saving a customization parameter corresponding to the n target skin component materials in a server when the n target skin component materials meet a customization condition;

displaying a matchmaking user interface (UI) for matching k user accounts online for ~~competitive~~ gaming in a ~~same~~ virtual world, k being a positive integer;

obtaining ~~a~~ the customization parameter of the~~a~~ customized skin model of the~~a~~ target virtual character from the~~a~~ server when the target virtual character is present in virtual characters used by the k user accounts~~, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in a same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, n being a positive integer~~;

loading the n target skin component materials of the customized skin model according to the customization parameter; and

displaying a ~~battle~~ gaming UI, the gaming ~~battle~~ UI comprising the target virtual character located in the virtual world, the target virtual character wearing the customized skin model.

2. The method according to claim 1, wherein the loading n target skin component materials of the customized skin model according to the customization parameter comprises:

displaying a loading UI for prompting that a resource is being loaded, a preview of the customized skin model being displayed on the loading UI; and

loading the n target skin component materials of the customized skin model from a local material library according to the customization parameter during the displaying of the loading UI.

3. The method according to claim 2, wherein the method further comprises:

obtaining the preview of the customized skin model corresponding to a specified parameter from the local material library when the specified parameter is present in the customization parameters;

or

obtaining the preview of the customized skin model from the server, the preview being generated by the server for the customized skin model according to the customization parameter.

4. The method according to claim 2, wherein the n target skin component materials includes at least one specified skin component ~~material~~ having a personalized effect, the personalized effect comprising at least one of a moving effect, an invisibility effect, an attack effect, a skill-casting effect, a town-portal effect, and an effect of being attacked; and

the method further comprises:

loading an effect material of the personalized effect of the specified skin component material according to the customization parameter; and

displaying the personalized effect in the gaming ~~battle~~ UI according to the effect material when a status of the target virtual character in the virtual world meets a trigger condition.

~~5. The method according to any one of claims 1 to 4, wherein the target virtual character is a virtual character controlled by a current client, and the method further comprises:~~

~~displaying a skin setting interface of the customized skin model for configuring the customized skin model of the target virtual character;~~

~~receiving a material selection operation triggered on the skin setting interface;~~

~~determining the n target skin component materials of the customized skin model according to the material selection operation; and~~

~~saving the customization parameter corresponding to the n target skin component materials in the server when the n target skin component materials meet a customization condition.~~

~~6~~5. The method according to claim ~~5~~1, wherein the customization condition comprises at least one of the following conditions:

a current user account has the permission to use the target skin component material;

a use time of the target skin component material is within a valid period; and

styles of the n target skin component materials meet a compatibility condition.

~~7~~6. The method according to claim ~~5~~1, wherein the method further comprises:

receiving a skin display operation of the customized skin model;

loading the n target skin component materials of the customized skin model from the server according to the customization parameter of the customized skin model; and

displaying a skin display interface for presenting the customized skin model, the customized skin model comprising the n target skin component materials.

~~8. A method for displaying a skin of a virtual character, performed by a server, the method comprising:~~

~~receiving a matchmaking request of a client;~~

~~matching k user accounts for competitive gaming in a same virtual world according to the matchmaking request, k being a positive integer;~~

~~determining k virtual characters to be used by the k user accounts; and~~

~~transmitting a customization parameter of a customized skin model to k clients that respectively correspond to the k virtual characters when a target virtual character having the customized skin model is present in the k virtual characters, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in the same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, the customization parameter being used for indicating n target skin component materials of the customized skin model, n being a positive integer.~~

~~9. The method according to claim 8, wherein the method further comprises:~~

~~receiving the customization parameter transmitted by a client corresponding to the target virtual character; and~~

~~saving the customization parameter corresponding to the n target skin component materials in a case that the n target skin component materials meet a customization condition.~~

~~10. The method according to claim 9, wherein the customization condition comprises at least one of the following conditions:~~

~~a current user account has the permission to use the target skin component material;~~

~~a use time of the target skin component material is within a valid period; and~~

~~styles of the n target skin component materials meet a compatibility condition.~~

11. The method according to claim 8, wherein the method further comprises:

generating a preview of the customized skin model according to the customization parameter; and

transmitting the preview of the customized skin model to the k clients.

12. The method according to claim 8, wherein the method further comprises:

receiving a material obtaining request transmitted by a client corresponding to the target virtual character;

extracting the customization parameter from the material obtaining request;

extracting the n target skin component materials of the customized skin model from a skin component material library according to the customization parameter; and

transmitting the n target skin component materials to the client.

13. An apparatus for displaying a skin of a virtual character, comprising:

a display module, configured to display a matchmaking UI for matching k user accounts online for competitive gaming in a same virtual world, k being a positive integer;

an obtaining module, configured to obtain a customization parameter of a customized skin model of a target virtual character from a server when the target virtual character is present in virtual characters to be used by the k user accounts, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in a same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, n being a positive integer; and

a loading module, configured to load n target skin component materials of the customized skin model according to the customization parameter,

a display module being further configured to display a battle UI, the battle UI comprising the target virtual character located in the virtual world, the target virtual character wearing the customized skin model.

14. The apparatus according to claim 13, wherein the display module is configured to display a loading UI, the loading UI being a UI used for prompting that a resource is being loaded, a preview of the customized skin model being displayed on the loading UI; and

the loading module is configured to load the n target skin component materials of the

~~customized skin model from a local material library according to the customization parameter during the displaying of the loading UI.~~

~~15. The apparatus according to claim 13, wherein the obtaining module is configured to: obtain a preview of the customized skin model corresponding to a specified parameter from the local material library in a case that the specified parameter is present in the customization parameters; or obtain a preview of the customized skin model from the server, the preview being generated by the server for the customized skin model according to the customization parameter.~~

~~16. An apparatus for displaying a skin of a virtual character, comprising:~~

~~a receiving module, configured to receive a matchmaking request of a client;~~

~~a matchmaking module, configured to match k user accounts for competitive gaming in a same virtual world according to the matchmaking request, k being a positive integer;~~

~~a determination module, configured to determine k virtual characters to be used by the k user accounts; and~~

~~a transmission module, configured to transmit a customization parameter of a customized skin model to k clients that respectively correspond to the k virtual characters in a case that a target virtual character having the customized skin model is present in the k virtual characters, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in a same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, the customization parameter being used for indicating n target skin component materials of the customized skin model, n being a positive integer.~~

~~17~~7. A terminal, comprising a memory and one or more processors, the memory storing computer-readable instructions, the computer-readable instructions, when executed by the one or more processors, causing the one or more processors to perform ~~the following~~a plurality of operations comprising:

displaying a skin setting interface for configuring a customized skin model of a target virtual character, wherein the customized skin model is a complete skin set model having n skin components, n being a positive integer, and at least one skin component of the customized skin model corresponds to a plurality of candidate skin component materials;

determining n target skin component materials of the customized skin model in response to a material selection operation triggered on the skin setting interface;

saving a customization parameter corresponding to the n target skin component materials in a server when the n target skin component materials meet a customization condition;

displaying a matchmaking user interface (UI) for matching k user accounts online for ~~competitive~~ gaming in a ~~same~~ virtual world, k being a positive integer;

obtaining ~~a~~ the customization parameter of ~~a~~ the customized skin model of ~~a~~ the target virtual character from ~~a~~ the server when the target virtual character is present in virtual characters~~ to be~~ used by the k user accounts~~, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in a same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, n being a positive integer~~;

loading the n target skin component materials of the customized skin model according to the customization parameter; and

displaying a gaming ~~battle~~ UI, the gaming ~~battle~~ UI comprising the target virtual character located in the virtual world, the target virtual character wearing the customized skin model.

8. The terminal according to claim 7, wherein the loading n target skin component materials of the customized skin model according to the customization parameter comprises:

displaying a loading UI for prompting that a resource is being loaded, a preview of the customized skin model being displayed on the loading UI; and

loading the n target skin component materials of the customized skin model from a local material library according to the customization parameter during the displaying of the loading UI.

9. The terminal according to claim 8, wherein the plurality of operations further comprises:

obtaining the preview of the customized skin model corresponding to a specified parameter from the local material library when the specified parameter is present in the customization parameters.

10. The terminal according to claim 8, wherein the plurality of operations further comprises:

obtaining the preview of the customized skin model from the server, the preview being generated by the server for the customized skin model according to the customization parameter.

11. The terminal according to claim 8, wherein the n target skin component materials includes at least one specified skin component having a personalized effect, the personalized effect comprising at least one of a moving effect, an invisibility effect, an attack effect, a skill-casting effect, a town-portal effect, and an effect of being attacked; and

the plurality of operations further comprises:

loading an effect material of the personalized effect of the specified skin component material according to the customization parameter; and

displaying the personalized effect in the gaming UI according to the effect material when a status of the target virtual character in the virtual world meets a trigger condition.

12. The terminal according to claim 7, wherein the customization condition comprises at least one of the following conditions:

a current user account has the permission to use the target skin component material;

a use time of the target skin component material is within a valid period; and

styles of the n target skin component materials meet a compatibility condition.

13. The terminal according to claim 7, wherein the plurality of operations further comprises:

receiving a skin display operation of the customized skin model;

loading the n target skin component materials of the customized skin model from the server according to the customization parameter of the customized skin model; and

displaying a skin display interface for presenting the customized skin model, the customized skin model comprising the n target skin component materials.

~~18. A server, comprising a memory and one or more processors, the memory storing computer-readable instructions, the computer-readable instructions, when executed by the one or more processors, causing the one or more processors to perform the following operations:~~

~~receiving a matchmaking request of a client;~~

~~matching k user accounts for competitive gaming in a same virtual world according to the matchmaking request, k being a positive integer;~~

~~determining k virtual characters to be used by the k user accounts; and~~

~~transmitting a customization parameter of a customized skin model to k clients that respectively correspond to the k virtual characters when a target virtual character having the customized skin model is present in the k virtual characters, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in the same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, the customization~~

~~parameter being used for indicating n target skin component materials of the customized skin model, n being a positive integer.~~

~~19~~14. One or more non-transitory ~~volatile~~ computer-readable storage media storing computer-readable instructions, the computer-readable instructions, when executed by one or more processors, causing the one or more processors to perform ~~the following~~a plurality of operations comprising:

displaying a skin setting interface for configuring a customized skin model of a target virtual character, wherein the customized skin model is a complete skin set model having n skin components, n being a positive integer, and at least one skin component of the customized skin model corresponds to a plurality of candidate skin component materials;

determining n target skin component materials of the customized skin model in response to a material selection operation triggered on the skin setting interface;

saving a customization parameter corresponding to the n target skin component materials in a server when the n target skin component materials meet a customization condition;

displaying a matchmaking user interface (UI) for matching k user accounts online for ~~competitive~~ gaming in a ~~same~~ virtual world, k being a positive integer;

obtaining ~~a~~ the customization parameter of the~~a~~ customized skin model of the~~a~~ target virtual character from the~~a~~ server when the target virtual character is present in virtual characters ~~to be~~ used by the k user accounts~~, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in a same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, n being a positive integer~~;

loading the n target skin component materials of the customized skin model according to the customization parameter; and

displaying a gaming ~~battle~~ UI, the gaming ~~battle~~ UI comprising the target virtual character located in the virtual world, the target virtual character wearing the customized skin model.

15. The storage media according to claim 14, wherein the loading n target skin component materials of the customized skin model according to the customization parameter comprises:

displaying a loading UI for prompting that a resource is being loaded, a preview of the customized skin model being displayed on the loading UI; and

loading the n target skin component materials of the customized skin model from a local

material library according to the customization parameter during the displaying of the loading UI.

16. The storage media according to claim 15, wherein the plurality of operations further comprises:

obtaining the preview of the customized skin model corresponding to a specified parameter from the local material library when the specified parameter is present in the customization parameters.

17. The storage media according to claim 15, wherein the plurality of operations further comprises:

obtaining the preview of the customized skin model from the server, the preview being generated by the server for the customized skin model according to the customization parameter.

18. The storage media according to claim 15, wherein the n target skin component materials includes at least one specified skin component having a personalized effect, the personalized effect comprising at least one of a moving effect, an invisibility effect, an attack effect, a skill-casting effect, a town-portal effect, and an effect of being attacked; and

the plurality of operations further comprises:

loading an effect material of the personalized effect of the specified skin component material according to the customization parameter; and

displaying the personalized effect in the gaming UI according to the effect material when a status of the target virtual character in the virtual world meets a trigger condition.

19. The storage media according to claim 15, wherein the customization condition comprises at least one of the following conditions:

a current user account has the permission to use the target skin component material;

a use time of the target skin component material is within a valid period; and

styles of the n target skin component materials meet a compatibility condition.

20. The storage media according to claim 15, wherein the plurality of operations further comprises:

receiving a skin display operation of the customized skin model;

loading the n target skin component materials of the customized skin model from the server according to the customization parameter of the customized skin model; and

displaying a skin display interface for presenting the customized skin model, the customized

skin model comprising the n target skin component materials.~~20. One or more non-volatile computer-readable storage media storing computer-readable instructions, the computer-readable instructions, when executed by one or more processors, causing the one or more processors to perform the following operations:~~

~~receiving a matchmaking request of a client;~~

~~matching k user accounts for competitive gaming in a same virtual world according to the matchmaking request, k being a positive integer;~~

~~determining k virtual characters to be used by the k user accounts; and~~

~~transmitting a customization parameter of a customized skin model to k clients that respectively correspond to the k virtual characters when a target virtual character having the customized skin model is present in the k virtual characters, the customized skin model being one of complete skin set models corresponding to the target virtual character, the customized skin model comprising n skin components in the same style, at least one skin component in the n skin components corresponding to a plurality of candidate skin component materials, the customization parameter being used for indicating n target skin component materials of the customized skin model, n being a positive integer.~~