

ABSTRACT

Embodiments of this application provide a bone model combination method, apparatus and device, and a computer-readable storage medium. The method provided by the embodiments of this application determines several bone models corresponding to a same common bone from a plurality of to-be-combined bone models, and duplicates and binds final common bone chains for the bone models to build mappings respectively between pixel sets included in bone models having bone conflicts and corresponding common bones in a common skeleton, thereby achieving combination of a plurality of bone models having bone conflicts. By the method of the embodiments of this application, bone models can be efficiently and accurately combined in a case that the plurality of to-be-combined bone models have the bone conflicts, so as to achieve better picture animation displaying to improve the user experience. In addition, the method can also optimize the rendering performance and reduce the complexity of bone model combination.

Fig. 2A