CLAIMS

1. A method for inputting a password in a virtual reality (VR) scene, the method comprising:

presenting an interactive input interface in a VR scene for a user of a VR device, wherein the interactive input interface comprises a plurality of input units used for overall input, and wherein each input unit comprises at least one input element;

determining that a user scene focus in the VR scene is on a selected input unit of the plurality of input units;

determining that the user scene focus performs a focus movement on the selected input unit;

determining whether a movement track of the focus movement satisfies an input condition, wherein the input condition defines a geometry of an input movement track relative to input elements of the selected input unit; and

in response to determining that the movement track of the focus movement satisfies the input condition, using the input elements in the selected input unit as a part of an input password.

2. The method according to claim 1, wherein the input elements comprise a digit, a character, or an image.

3. The method according to claim 1, wherein presenting the interactive input interface in a VR scene comprises:

presenting the plurality of input units used for overall input in a three-dimensional space of the VR scene based on a predetermined arrangement order.

4. The method according to claim 1, wherein determining that the movement track of the focus movement satisfies the input condition comprises:

determining that the movement track is a circular track around all the input elements in the selected input unit.

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

in a password input process, identifying that the user selects at least two input units, and obtaining combined input elements of the at least two input units; and

combining the combined input elements based on an order of obtaining the at least two input units, to obtain the input password.

6. The method according to claim 1, wherein the user scene focus comprises a gaze focus of the user or a device control focus controlled by using a VR input device.

7. The method according to claim 1, wherein the focus movement comprises a clockwise rotation, a counterclockwise rotation, or a drawing of a predetermined graphic around the selected input unit.

8. The method according to claim 1, wherein the movement track comprises at least one of a square track and a triangular track.

9. The method according to claim 1, wherein the input password is split into a plurality of segments, each of the plurality of segments being input through a single interaction.

10. A device for inputting a password in a virtual reality (VR) scene, the device comprising a plurality of modules configured to perform the method of any one of claims 1 to 9.