

## ABSTRACT

A three-dimensional model generation method. The method comprises: obtaining prompt information for describing an object category, and determining a target network model that matches the object category indicated by the prompt information (202), the target network model comprising a first sub-network model and a second sub-network model; obtaining a first generative intensity, a second generative intensity, and a generative seed, wherein the first generative intensity indicates a quantity of iteration rounds of performing first processing by the first sub-network model, the second generative intensity indicates a quantity of iteration rounds of performing second processing by the second sub-network model, and the generative seed is a random number generated randomly, wherein each round of the first processing comprises at least one instance of first encoding and decoding processing, each round of the second processing comprises at least one instance of second encoding and decoding processing, and the first encoding and decoding processing and the second encoding and decoding processing each comprise at least encoding processing and decoding processing (204); by means of the first sub-network model and on the basis of the first generative intensity and the generative seed, performing at least one round of the first processing, to obtain a three-dimensional rough model (206); and by means of the second sub-network model and on the basis of the second generative intensity and the three-dimensional rough model, performing at least one round of the second processing, to obtain a three-dimensional object model that meets a preset high resolution condition and pertains to the object category (208).