

METHODS, APPARATUSES, AND DEVICES FOR DISPLAYING RICH TEXT ON 3D MODEL

ABSTRACT

Implementations of the present specification provide methods, apparatuses, and
5 devices for displaying a rich text on a 3D model. A target rich text is obtained; a
rendering tool corresponding to a file format of the target rich text is invoked, and the
target rich text is rendered to obtain a result page; and a graphical programming
interface is invoked to display the result page in a to-be-displayed area of a 3D model
by using a texture mapping method. As such, a rich text can be rendered by using an
10 existing API in a terminal device, and the rich text can be displayed on a 3D model.

FIG. 1