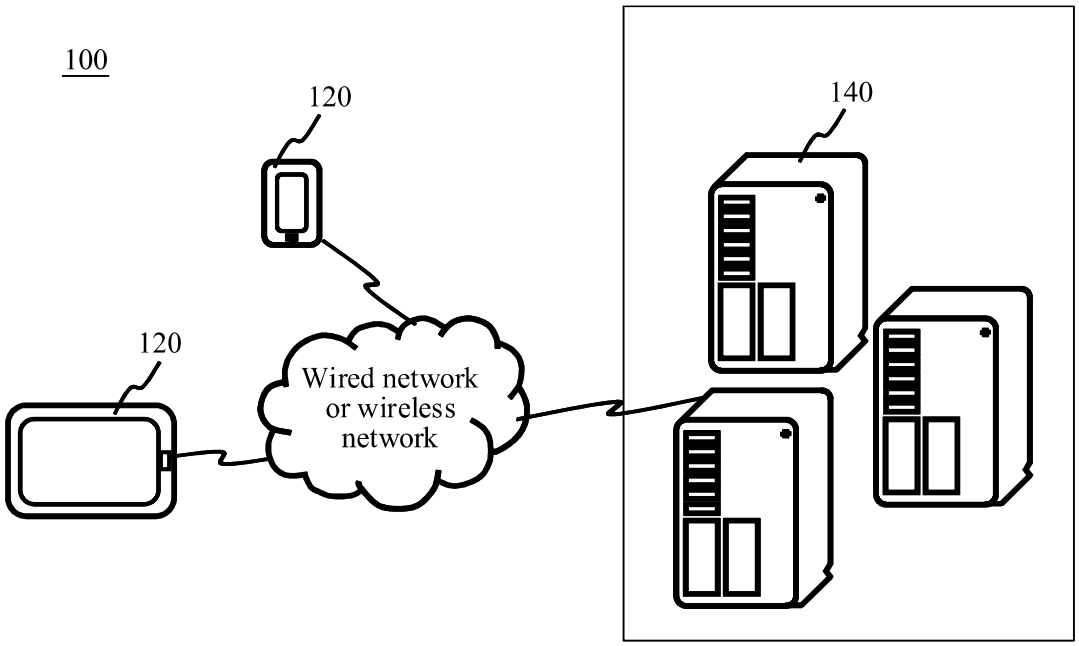


FIG. 1

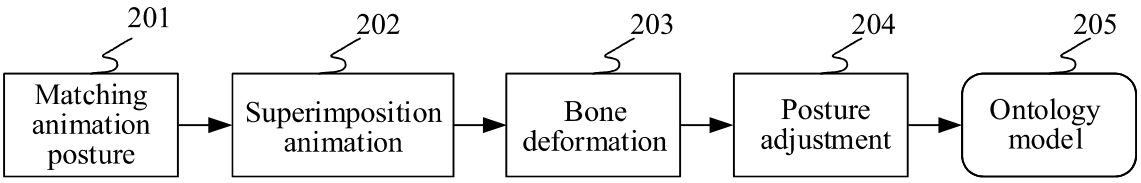


FIG. 2

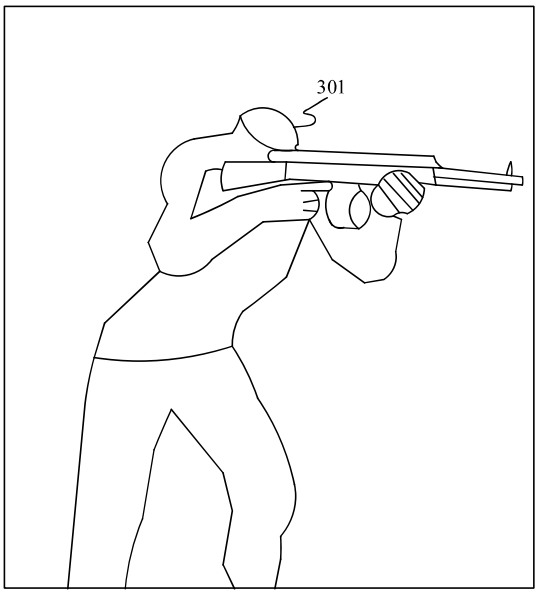


FIG. 3

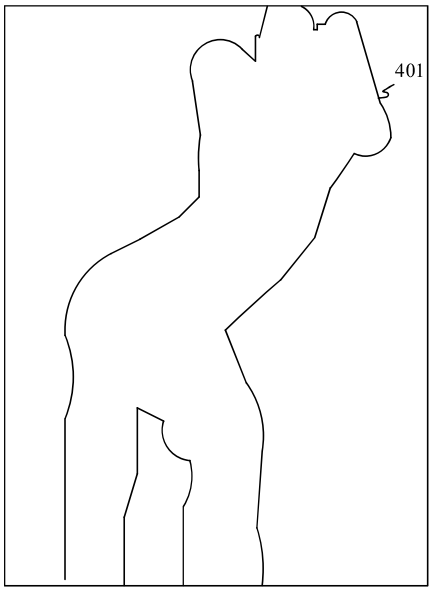


FIG. 4

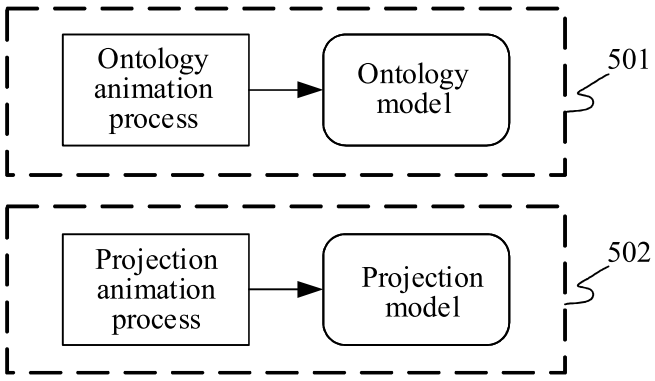


FIG. 5

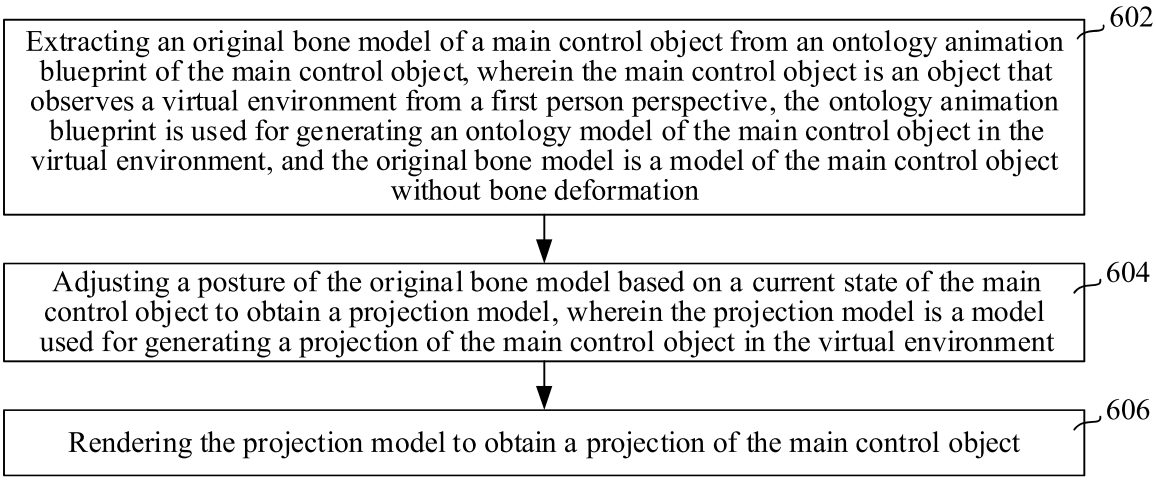


FIG. 6

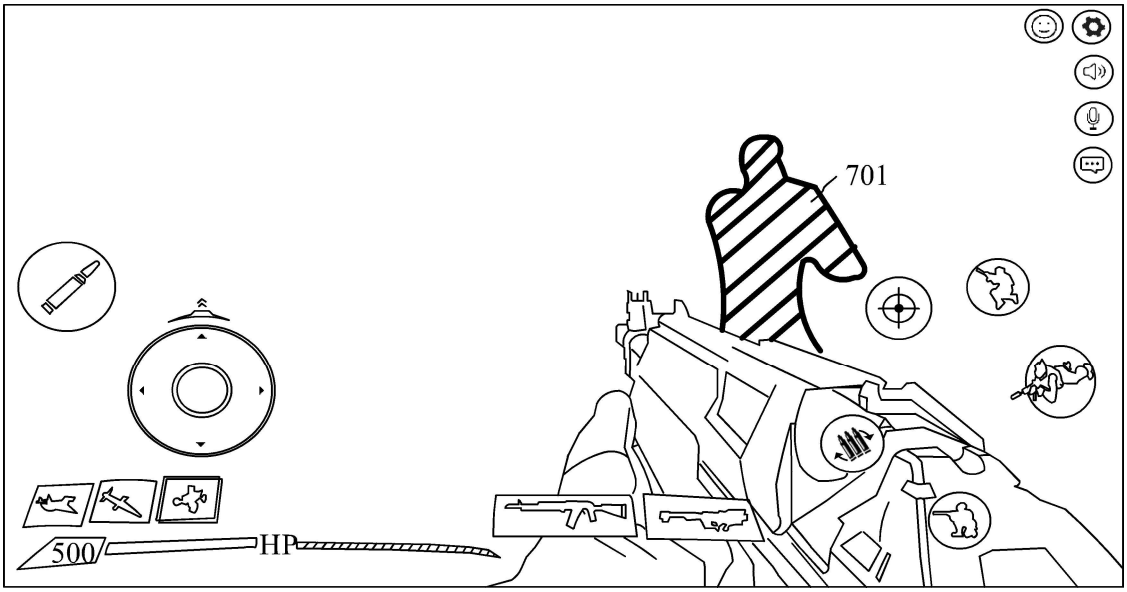


FIG. 7

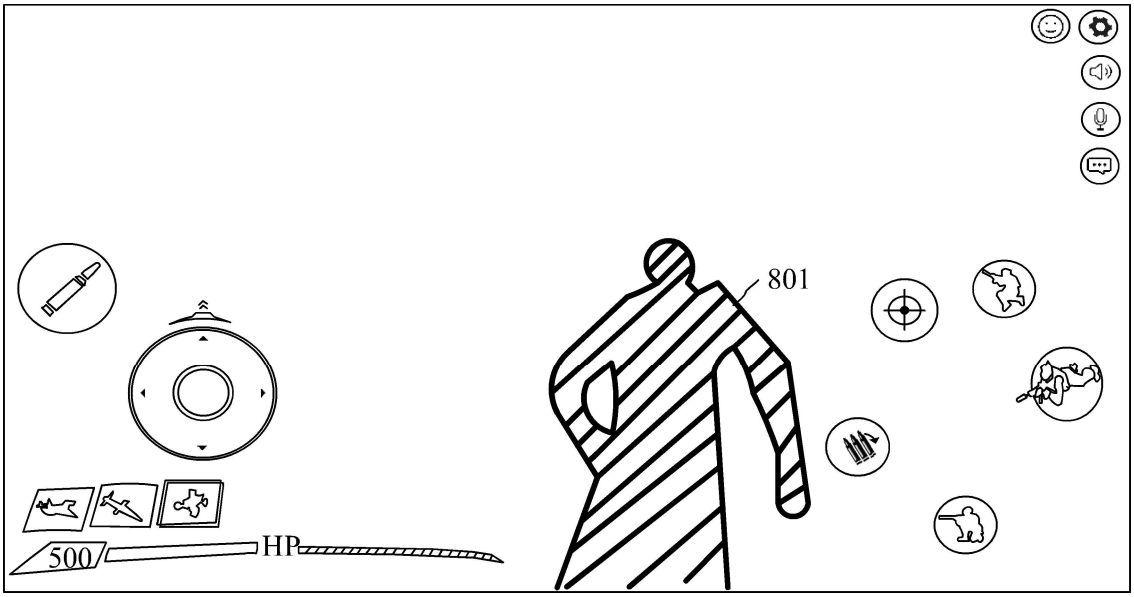


FIG. 8

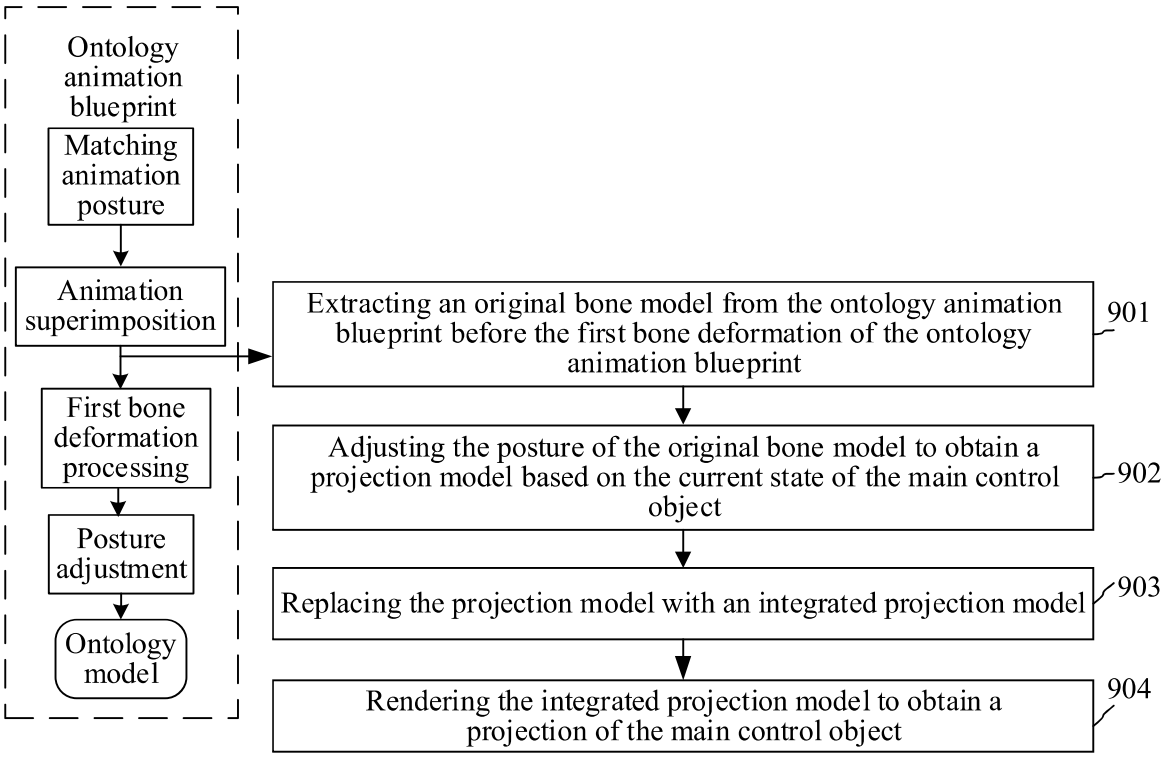

Ontology animation blueprint
Matching animation posture
Animation superimposition
First bone deformation processing
Posture adjustment
Ontology model
Extracting an original bone model from the ontology animation blueprint before the first bone deformation of the ontology animation blueprint
901
Adjusting the posture of the original bone model to obtain a projection model based on the current state of the main control object
902
Replacing the projection model with an integrated projection model
903
Rendering the integrated projection model to obtain a projection of the main control object
904

FIG. 9

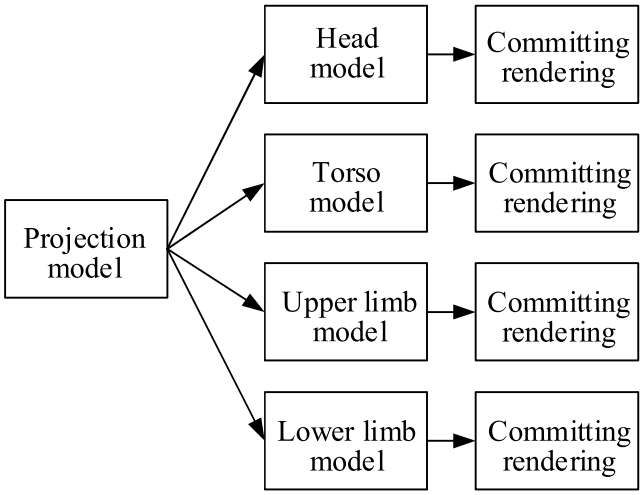

Projection model
Head model
Committing rendering
Torso model
Committing rendering
Upper limb model
Committing rendering
Lower limb model
Committing rendering

FIG. 10



FIG. 11

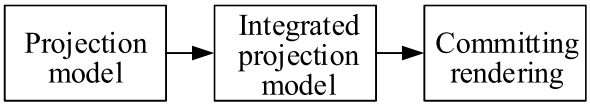


FIG. 12

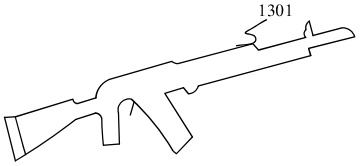


FIG. 13

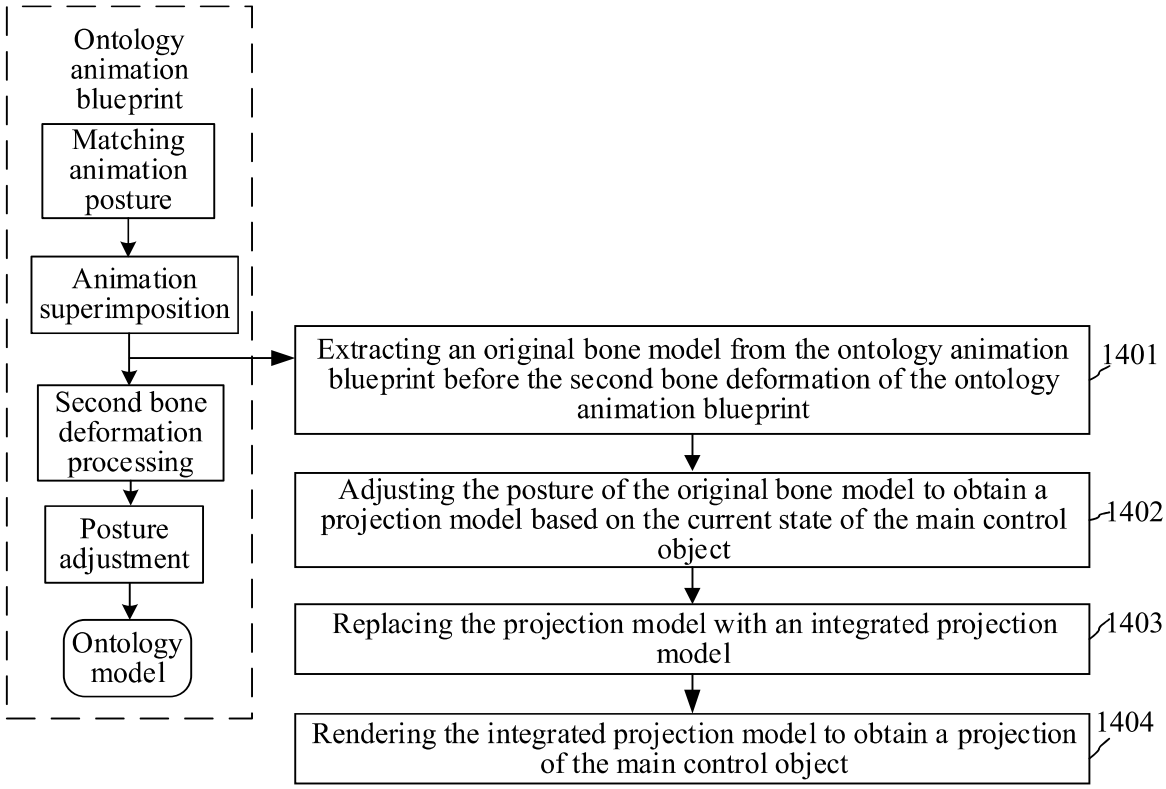

Ontology animation blueprint
Matching animation posture
Animation superimposition
Second bone deformation processing
Posture adjustment
Ontology model
Extracting an original bone model from the ontology animation blueprint before the second bone deformation of the ontology animation blueprint
1401
Adjusting the posture of the original bone model to obtain a projection model based on the current state of the main control object
1402
Replacing the projection model with an integrated projection model
1403
Rendering the integrated projection model to obtain a projection of the main control object
1404

FIG. 14

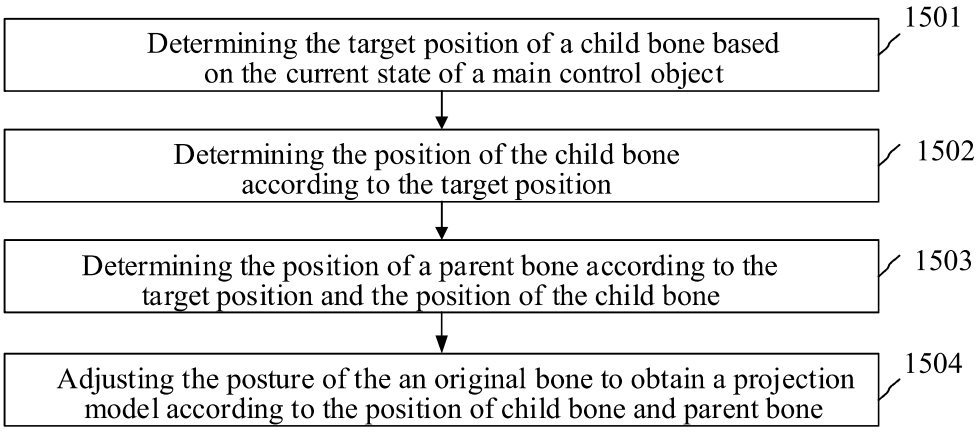

Determining the target position of a child bone based on the current state of a main control object
1501
Determining the position of the child bone according to the target position
1502
Determining the position of a parent bone according to the target position and the position of the child bone
1503
Adjusting the posture of the an original bone to obtain a projection model according to the position of child bone and parent bone
1504

FIG. 15

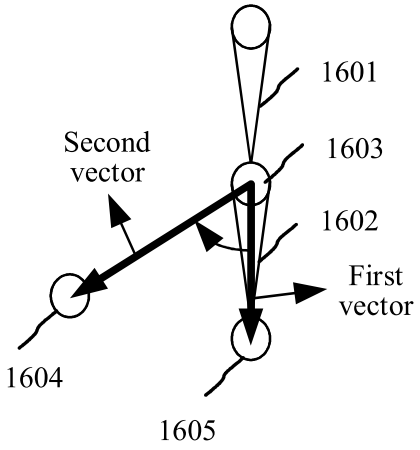


FIG. 16

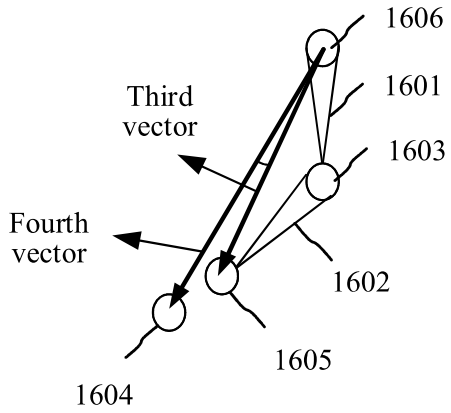


FIG. 17

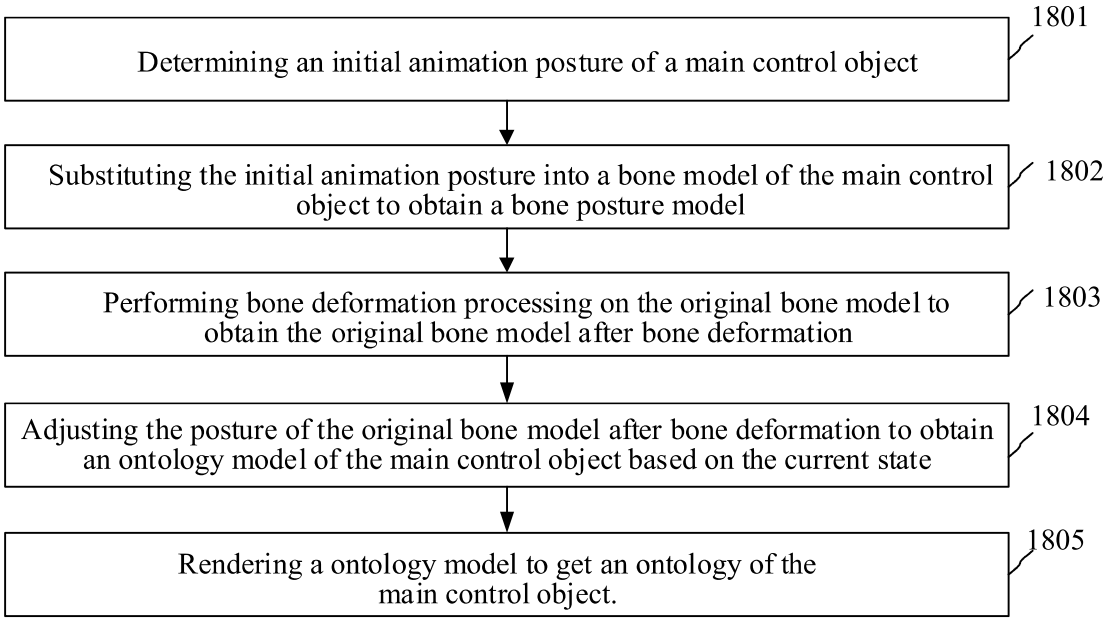


FIG. 18

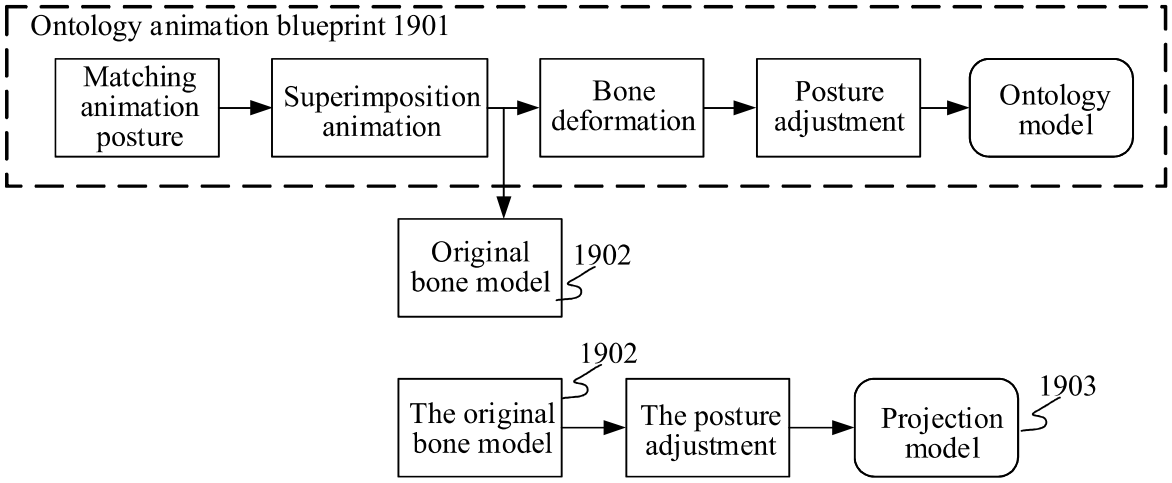

Ontology animation blueprint 1901
Matching animation posture
Superimposition animation
Bone deformation
Posture adjustment
Ontology model
Original bone model
1902
1902
The original bone model
The posture adjustment
Projection model
1903

FIG. 19

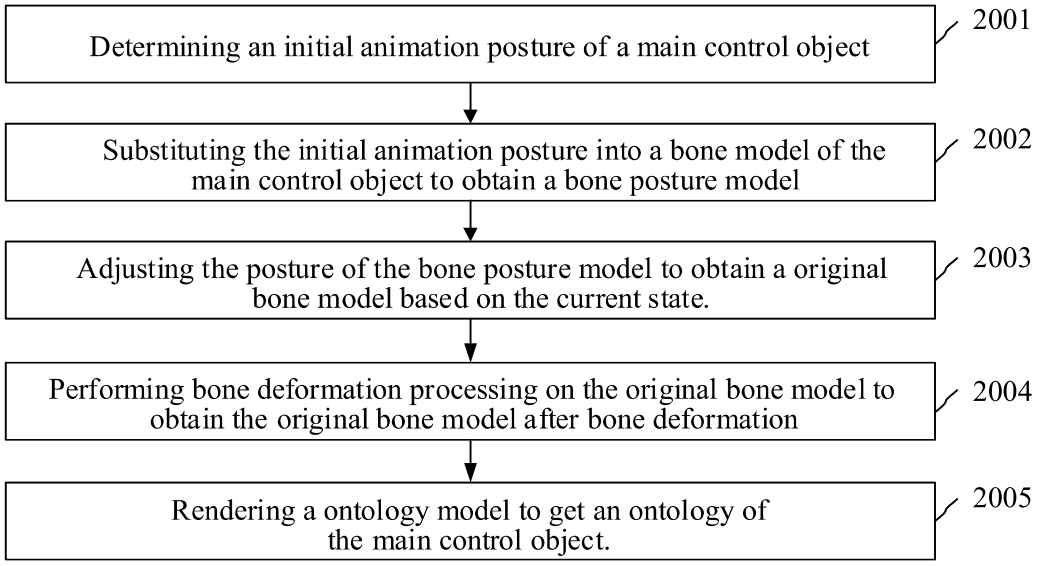

Determining an initial animation posture of a main control object
2001
Substituting the initial animation posture into a bone model of the main control object to obtain a bone posture model
2002
Adjusting the posture of the bone posture model to obtain a original bone model based on the current state.
2003
Performing bone deformation processing on the original bone model to obtain the original bone model after bone deformation
2004
Rendering a ontology model to get an ontology of the main control object.
2005

FIG. 20

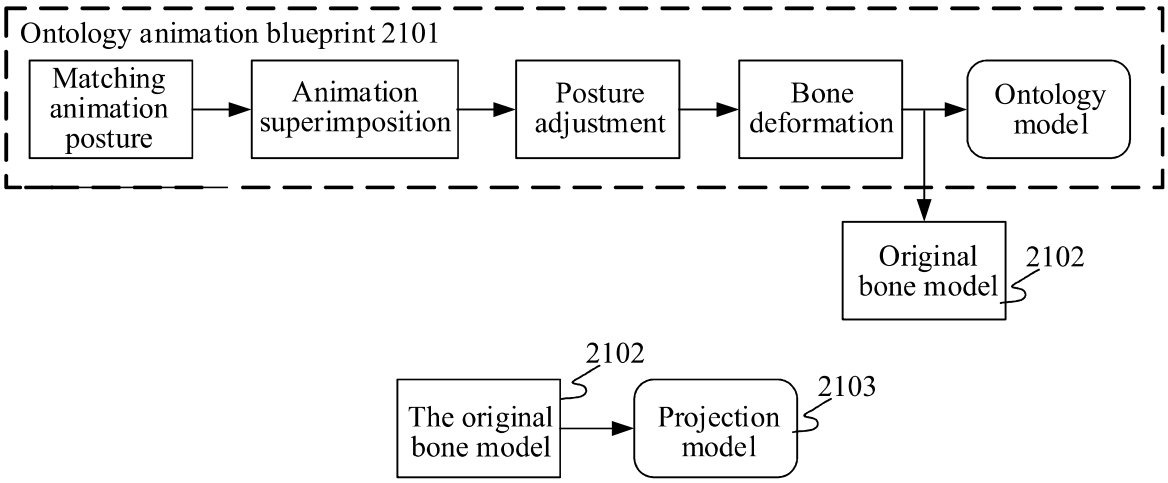

Ontology animation blueprint 2101
Matching animation posture
Animation superimposition
Posture adjustment
Bone deformation
Ontology model
Original bone model
2102
2102
The original bone model
Projection model
2103

FIG. 21

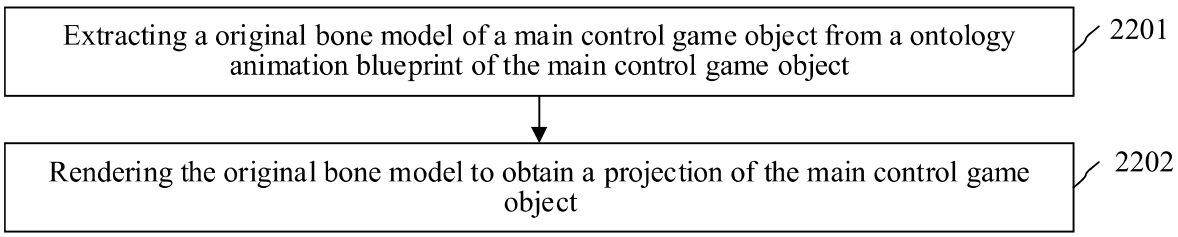

Extracting a original bone model of a main control game object from a ontology animation blueprint of the main control game object
2201
Rendering the original bone model to obtain a projection of the main control game object
2202

FIG. 22

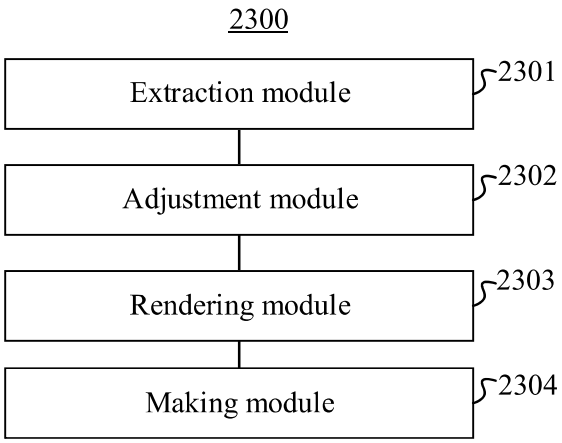

2300
Extraction module
2301
Adjustment module
2302
Rendering module
2303
Making module
2304

FIG. 23

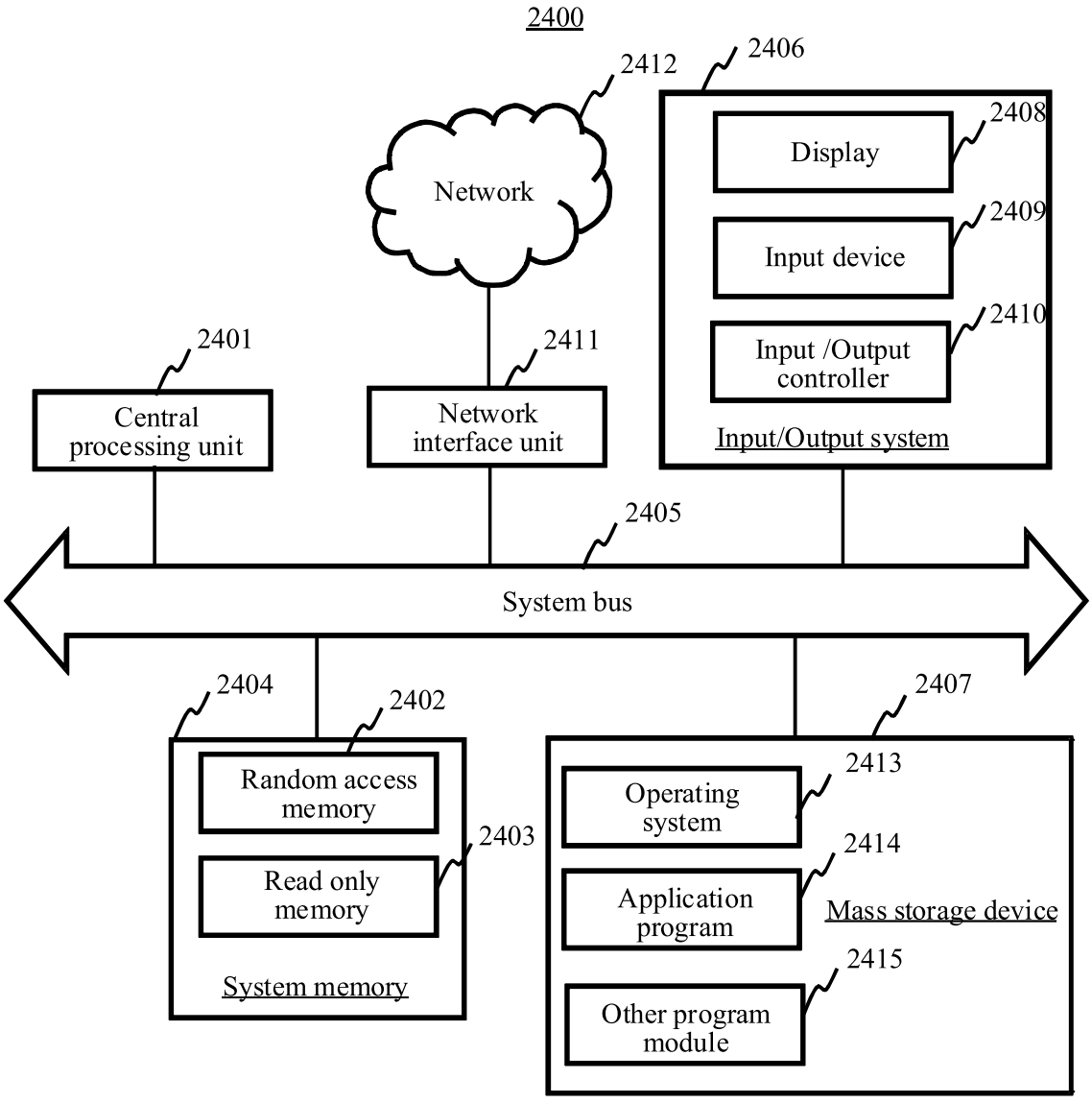

2400
2412
2406
Network
2408
Display
2409
Input device
2410
Input /Output controller
Input/Output system
2401
Central processing unit
2411
Network interface unit
2405
System bus
2404
2402
Random access memory
Read only memory
2403
System memory
2407
2413
Operating system
2414
Application program
Mass storage device
2415
Other program module

FIG. 24