ABSTRACT

METHOD AND DEVICE FOR ALLOCATING AUGMENTED REALITY-BASED VIRTUAL OBJECTS

This application discloses an interactive mode combining an online requirement of distributing a virtual object to a user based on augmented reality (AR) technology, and an offline image scanning operation performed by a user on an AR client. A user can actively perform, using the AR client, image scanning on an offline preset pattern identifier, to trigger an AR server to transmit to the AR client electronic certificates for obtaining virtual objects, and receive, using the AR client, the electronic certificates transmitted by the AR server. When a category count of electronic certificates received by the user reaches a predetermined threshold, the user can obtain permission of distributing the virtual objects. The AR client can actively send to the AR server a virtual object distribution request containing a plurality of electronic certificates having a category count equal to the predetermined threshold. The AR server distributes an object from a preset virtual object set to the user, thereby significantly increasing interactivity and an entertaining value of distribution of virtual objects.

FIG. 1