

ABSTRACT

The present application relates to the technical field of animation, and discloses a method and apparatus for generating a projection of a main control object, a device, and a medium. The method comprises: extracting an original skeleton model of a main control object from an ontology animation blueprint of the main control object, the main control object being an object for observing a virtual environment at a first-person perspective, the ontology animation blueprint being used for generating an ontology model of the main control object in the virtual environment, and the original skeleton model being a model of the main control object that is not subjected to skeleton deformation (602); adjusting a posture of the original skeleton model on the basis of a current state of the main control object to obtain a projection model, the projection model being a model used for generating a projection of the main control object in the virtual environment (604); and rendering the projection model to obtain the projection of the main control object (606). The present application can reduce the operation pressure of a computer device.

Fig. 6