CLAIMS

1. An interaction method, comprising:

obtaining, an image acquired by a camera, of a surrounding of a display device; wherein the display device displays an interactive object through a transparent display screen;

detecting one or more objects in the image;

in response to that at least two objects in the image are detected, selecting a target object from the at least two objects according to feature information of the at least two objects; and

driving the interactive object displayed on the transparent display screen of the display device to respond to the target object based on a detection result of the target object.

2. The method of claim 1, wherein the feature information comprises at least one of object posture information or object attribute information.

3. The method of claim 2, wherein selecting the target object from the at least two objects according to feature information of the at least two objects comprises:

selecting the target object from the at least two objects according to a posture matching degree between the object posture information of each of the at least two objects and a preset posture feature or an attribute matching degree between the object attribute information of each of the at least two objects and a preset attribute feature.

4. The method of claim 2, wherein selecting the target object from the at least two objects according to feature information of the at least two objects comprises:

selecting one or more first objects matching a preset posture feature according to the object posture information of each of the at least two objects;

when there are at least two first objects, driving the interactive object to guide the at least two first objects to respectively output preset information; and

determining the target object according to an order in which the at least two first objects respectively output the preset information.

5. The method of claim 2, wherein selecting the target object from the at least two objects according to feature information of the at least two objects comprises:

selecting one or more first objects matching a preset posture feature according to the object posture information of each of the at least two objects;

when there are at least two first objects, determining an interaction response priority for each of the at least two first objects according to the object attribute information of each of the at least two first objects; and

determining the target object according to the interaction response priority.

6. The method of any of claims 1 to 5, further comprising:

after the target object is selected from the at least two objects, driving the interactive object to output confirmation information to the target object.

7. The method of any of claims 1 to 6, further comprising:

in response to that no object is detected in the image at a current time, and no object is detected and tracked in the image within a preset time period before the current time, determining that an object to be interacted with the interactive object is empty, and driving the display device to enter a waiting for object state.

8. The method of any of claims 1 to 6, further comprising:

in response to that no object is detected in the image at a current time, and an object is detected and tracked in the image within a preset time period before the current time, determining that an object to be interacted with the interactive object is the object who interacted with the interactive object most recently.

9. The method of any of claims 1 to 8, wherein the display device displays a reflection of the interactive object through the transparent display screen, or displays the reflection of the interactive object on a base plate.

10. An interaction apparatus, comprising:

an image obtaining unit, configured to obtain, an image acquired by a camera, of a surrounding of a display device; wherein the display device displays an interactive object through a transparent display screen;

a detection unit, configured to detect one or more objects in the image;

an object selection unit, configured to, in response to that at least two objects in the image are detected, select a target object from the at least two objects according to feature information of the at least two objects; and

a driving unit, configured to drive the interactive object displayed on the transparent display screen of the display device to respond to the target object based on a detection result of the target object.

11. The apparatus of claim 10, wherein the feature information comprises at least one of object posture information or object attribute information.

12. The apparatus of claim 11, wherein the object selection unit is configured to:

select the target object from the at least two objects according to a posture matching degree between the object posture information of each of the at least two objects and a preset posture feature or an attribute matching degree between the object attribute information of each of the at least two objects and a preset attribute feature.

13. The apparatus of claim 11, wherein the object selection unit is configured to:

select one or more first objects matching a preset posture feature according to the object posture information of each of the at least two objects;

when there are at least two first objects, drive the interactive object to guide the at least two first objects to output preset information respectively and determine the target object according to an order in which the at the least two first objects respectively output the preset information.

14. The apparatus of claim 11, wherein the object selection unit is configured to:

select one or more first objects matching a preset posture feature according to the object posture information of each of the at least two objects;

when there are at least two first objects, determine an interaction response priority for each of the at least two first objects according to the object attribute information of each of the at least two first objects, and determine the target object according to the interaction response priority.

15. The apparatus of any of claims 10 to 14, wherein the apparatus further comprises a confirmation unit, configured to:

in response to that the object selection unit selecting the target object from the at least two objects, drive the interactive object to output confirmation information to the target object.

16. The apparatus of any of claims 10 to 15, wherein the apparatus further comprises a waiting state unit, configured to:

in response to that no object is detected in the image at a current time, and no object is detected and tracked in the image within a preset time period before the current time, determine that an object to be interacted with the interactive object is empty, and driving the display device to enter a waiting for object state.

17. The apparatus of any of claims 10 to 15, wherein the apparatus further comprises an ending state unit, configured to:

in response to that no object is detected in the image at a current time, and an object is detected and tracked in the image within a preset time period before the current time, determine that an object to be interacted with the interactive object is the object who interacted with the interactive object most recently.

18. The apparatus of any of claims 10 to 17, wherein the display device displays a reflection of the interactive object through the transparent display screen, or displays the reflection of the interactive object on a base plate.

19. An interaction device, comprising:

a processor, and

a memory for storing instructions executable by the processor;

wherein when the instructions are executed, the processor is configured to implement the method of any of claims 1 to 9.

20. A computer-readable storage medium storing a computer program that, when executed by a processor, the processor implements the method of any of claims 1 to 9.