

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2024/152670 A1

(43) 国际公布日
2024 年 7 月 25 日 (25.07.2024)

(51) 国际专利分类号:
G06T 19/00 (2011.01) **A63F 13/86** (2014.01)

(21) 国际申请号: PCT/CN2023/128969

(22) 国际申请日: 2023 年 11 月 1 日 (01.11.2023)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202310100803.3 2023 年 1 月 19 日 (19.01.2023) CN

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(54) Title: VIRTUAL VENUE GENERATION METHOD AND APPARATUS, DEVICE, MEDIUM, AND PROGRAM PRODUCT

(54) 发明名称: 虚拟场馆的生成方法、装置、设备、介质及程序产品

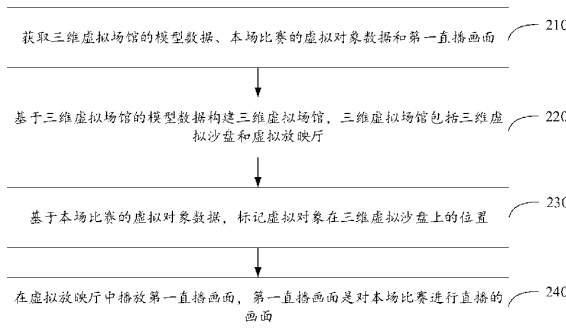


图 2

- 210 Obtain model data of a three-dimensional virtual venue, virtual object data of the present competition, and a first live broadcast image
- 220 On the basis of the model data of the three-dimensional virtual venue, construct the three-dimensional virtual venue, the three-dimensional virtual venue comprising a three-dimensional virtual sandbox and a virtual screening room
- 230 On the basis of the virtual object data of the present competition, mark the location of a virtual object on the three-dimensional virtual sandbox
- 240 Play back the first live broadcast image in the virtual screening room, the first live broadcast image being an image for performing live broadcast of the present competition

(57) Abstract: A virtual venue generation method and apparatus, a device, a medium, and a program product. The method comprises: obtaining model data of a three-dimensional virtual venue, virtual object data of the present competition, and a first live broadcast image; on the basis of the model data of the three-dimensional virtual venue, constructing the three-dimensional virtual venue, the three-dimensional virtual venue comprising a three-dimensional virtual sandbox and a virtual screening room; on the basis of the virtual object data of the present competition, marking the location of a virtual object on the three-dimensional virtual sandbox; and playing

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TD, TG)。

本国际公布:

— 包括国际检索报告(条约第21条(3))。

back the first live broadcast image in the virtual screening room, the first live broadcast image being an image for performing live
broadcast of the present competition. A combination of the three-dimensional virtual sandbox and the virtual screening room enables an
audience to see a match situation of the virtual object and the match situation of a competitor more three-dimensionally and more vividly.

(57) 摘要: 一种虚拟场馆的生成方法、装置、设备、介质及程序产品。包括: 获取三维虚拟场馆的模型数据、
本场比赛的虚拟对象数据和第一直播画面; 基于三维虚拟场馆的模型数据构建三维虚拟场馆, 三维虚拟场馆
包括三维虚拟沙盘和虚拟放映厅; 基于本场比赛的虚拟对象数据, 标记虚拟对象在三维虚拟沙盘上的位置;
在虚拟放映厅中播放第一直播画面, 第一直播画面是对本场比赛进行直播的画面。将三维虚拟沙盘和虚拟
放映厅相结合, 让观赛者更加立体更加形象的看到虚拟对象的对局情况与参赛选手的对局情况。