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(54) Title (EN): VIRTUAL PICTURE CONTROL METHOD, TERMINAL DEVICE AND STORAGE MEDIUM

(54) Title (FR): PROCÉDÉ DE COMMANDE D'IMAGE VIRTUELLE, DISPOSITIF TERMINAL ET SUPPORT D'INFORMATIONS

(54) Title (ZH): 虚拟画面的控制方法、终端设备及存储介质

(57) Abstract:

(EN): A virtual picture control method, comprising: acquiring relative spatial position information between a terminal device and an interactive device (2010); generating a virtual picture according to the relative spatial position information, the virtual picture comprising one or more user interface elements, and the overlapping positions of the user interface elements in a real space corresponding to the interactive device (2020); acquiring a pre-established rotating vector corresponding to the interactive device, and determining the spatial position of the rotating vector in a virtual space according to the relative spatial position information, the pointing direction of the rotating vector remaining unchanged (2030); and when the spatial position is located in a position zone corresponding to any user interface element in the virtual space, executing a corresponding control operation according to a user interface element corresponding to the position zone in which the spatial position is located (2040).

(FR): L'invention concerne un procédé de commande d'image virtuelle, qui consiste à : acquérir des informations de position spatiale relative entre un dispositif terminal et un dispositif interactif (2010) ; générer une image virtuelle selon les informations de position spatiale relative, l'image virtuelle comprenant un ou plusieurs élément(s) d'interface utilisateur, et les positions de chevauchement des éléments d'interface utilisateur dans un espace réel correspondant au dispositif interactif (2020) ; acquérir un vecteur de rotation préétabli correspondant au dispositif interactif, et déterminer la position spatiale du vecteur de rotation dans un espace virtuel en fonction des informations de position spatiale relative, la direction de pointage du vecteur de rotation restant inchangée (2030) ; et lorsque la position spatiale se situe dans une zone de position correspondant à n'importe quel élément

d'interface utilisateur dans l'espace virtuel, exécuter une opération de commande correspondante selon un élément d'interface utilisateur correspondant à la zone de position dans laquelle la position spatiale se situe (2040).

(ZH): 一种虚拟画面的控制方法,包括:获取终端设备与交互设备之间的相对空间位置信息(2010);根据所述相对空间位置信息,生成虚拟画面,所述虚拟画面包括一个或多个用户界面元素,所述用户界面元素在现实空间的叠加位置与所述交互设备对应(2020);获取预先建立的与所述交互设备对应的旋转向量,并根据所述相对空间位置信息确定所述旋转向量于虚拟空间中的空间位置,所述旋转向量的指向方向固定不变(2030);以及,当所述空间位置处于所述虚拟空间中任一所述用户界面元素对应的位置区域时,根据所处位置区域对应的用户界面元素执行相应的控制操作(2040)。

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