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ELECTRONIC DEVICE FOR CONTROLLING VIRTUAL OBJECT BASED ON DISTANCE BETWEEN VIRTUAL OBJECTS AND METHOD THEREOF

Abstract

An electronic device includes: a communication circuit; a camera; a display; and a processor configured to: display, while providing virtual service, a first virtual object through the display; identify a distance between the first virtual object and a second virtual object corresponding to a user of the electronic device; based on identifying that the distance is equal to or less than a reference distance, activate the camera; identify a state of the user based on at least one image obtained by using the activated camera; and transmit, to an external electronic device through the communication circuit, data for changing a state of the second virtual object displayed through a display of the external electronic device, based on the identified state of the user.

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Background/Summary

CROSS-REFERENCE TO RELATED APPLICATIONS [0001] This application is a continuation application of U.S. patent application Ser. No. 18/408,207, filed Jan. 9, 2024, which is a by-pass continuation application of International Application No. PCT/KR2023/018861, filed on Nov. 22, 2023, which is based on and claims priority to Korean Patent Application No. 10-2023-0026052, filed on Feb. 27, 2023, in the Korean Intellectual Property Office, the disclosures of which are incorporated by reference herein their entireties.

BACKGROUND

1. Field

[0002] The disclosure relates to an electronic device for controlling a virtual object based on a distance between virtual objects and a method thereof.

2. Description of Related Art

[0003] In order to provide an enhanced user experience, an electronic device for providing augmented reality (AR), virtual reality (VR), extended reality (XR), video see-through (VST), or mixed reality (MR) services is configured to display computer-generated information in connection with an external object in the real-world.

SUMMARY

[0004] Provided are a method and a system to identify a distance (e.g., a virtual distance) between one user's avatar and the other user's avatar in a virtual environment, based on a ratio of the one user's avatar shown in a screen of the other user.

[0005] According to an embodiment, an electronic device may comprise a communication circuit, a camera, a display, and a processor. The processor may display, while providing virtual service, a first virtual object through the display. The processor may identify a distance between the first virtual object and a second virtual object corresponding to a user of the electronic device. The processor may activate the camera based on identifying that the distance is equal to or less than a reference distance. The processor may identify a state of the user based on at least one image obtained by using the activated camera. The processor may transmit, to an external electronic device through the communication circuit, data for changing a state of the second virtual object displayed through a display of the external electronic device based on the identified state of the user.

[0006] According to an embodiment, a method of an electronic device may comprise displaying, while providing virtual service, a first virtual object through a display of the electronic device. The method may comprise identifying a distance between the first virtual object and a second virtual object corresponding to a user of the electronic device. The method may comprise activating a camera based on identifying that the distance is equal to or less than a reference distance. The

method may comprise identifying a state of the user based on at least one image obtained by using the activated camera. The method may comprise transmitting, to an external electronic device through a communication circuit, data for changing a state of the second virtual object displayed through a display of the external electronic device, based on the state of the user.

[0007] According to an embodiment, a computer-readable storage medium storing one or more programs, wherein the one or more programs, when being executed by a processor of an electronic device, may cause the processor of the electronic device to display, while providing virtual service, a first virtual object through a display. The one or more programs, when being executed by the processor of the electronic device, may cause the processor of the electronic device to identify a distance between the first virtual object and a second virtual object corresponding to a user of the electronic device. The one or more programs, when being executed by the processor of the electronic device, may cause the processor of the electronic device to activate a camera based on identifying that the distance is equal to or less than a reference distance. The one or more programs, when being executed by the processor of the electronic device, may cause the processor of the electronic device to identify a state of the user based on at least one image obtained by using the activated camera. The one or more programs, when being executed by the processor of the electronic device, may cause the processor of the electronic device to transmit, to an external electronic device through a communication circuit, data for changing a state of the second virtual object corresponding to the user displayed through a display of the external electronic device based on the state of the user.

Description

BRIEF DESCRIPTION OF THE DRAWINGS

[0008] The above and other aspects, features, and advantages of certain embodiments of the disclosure will be more apparent from the following description taken in conjunction with the accompanying drawings, in which:

[0009] FIG. 1 illustrates an example related to distances between a first virtual object and a second virtual object corresponding to users of electronic devices, according to an embodiment;

[0010] FIG. 2 illustrates an example of an electronic device, according to an embodiment;

[0011] FIG. 3 illustrates an example of a screen (or a display) of an electronic device, according to an embodiment;

[0012] FIG. 4A illustrates an example related to virtual objects corresponding to users of electronic devices, according to an embodiment;

[0013] FIG. 4B illustrates an example related to virtual objects corresponding to users of electronic devices, according to an embodiment;

[0014] FIG. 4C illustrates an example related to virtual objects corresponding to users of electronic devices, according to an embodiment;

[0015] FIG. 5 illustrates an example of screens (or displays) of an electronic device, according to an embodiment;

[0016] FIG. 6A illustrates an example of a perspective view of a wearable device, according to an embodiment;

[0017] FIG. 6B illustrates an example of hardware components in a wearable device, according to an embodiment;

[0018] FIGS. 7A to 7B illustrate an example of the appearance of a wearable device, according to an embodiment;

[0019] FIG. 8 illustrates operations of an electronic device, according to an embodiment; and

[0020] FIG. 9 illustrates a network environment in which a metaverse service is provided through a server.

DETAILED DESCRIPTION

[0021] Hereinafter, various embodiments of the disclosure will be described with reference to the accompanying drawings.

[0022] The terms as used in the disclosure are provided to merely describe specific embodiments, not intended to limit the scope of other embodiments. Singular forms include plural referents unless the context clearly dictates otherwise. The terms and words as used herein, including technical or scientific terms, may have the same meanings as generally understood by those skilled in the art. The terms as generally defined in dictionaries may be interpreted as having the same or similar meanings as or to contextual meanings of the relevant art. Unless otherwise defined, the terms should not be interpreted as ideally or excessively formal meanings. Even though a term is defined in the disclosure, the term should not be interpreted as excluding embodiments of the disclosure under circumstances.

[0023] Before undertaking the detailed description below, it may be advantageous to set forth definitions of certain words and phrases used throughout the present disclosure. The term “couple” and the derivatives thereof refer to any direct or indirect communication between two or more elements, whether or not those elements are in physical contact with each other. The terms “transmit”, “receive”, and “communicate” as well as the derivatives thereof encompass both direct and indirect communication. The terms “include” and “comprise”, and the derivatives thereof refer to inclusion without limitation. The term “or” is an inclusive term meaning “and/or”. The phrase “associated with,” as well as derivatives thereof, refer to include, be included within, interconnect with, contain, be contained within, connect to or with, couple to or with, be communicable with, cooperate with, interleave, juxtapose, be proximate to, be bound to or with, have, have a property of, have a relationship to or with, or the like. The term “controller” refers to any device, system, or part thereof that controls at least one operation. Such a controller may be implemented in hardware or a combination of hardware and software and/or firmware. The functionality associated with any particular controller may be centralized or distributed, whether locally or remotely.

[0024] FIG. 1 illustrates an example related to distances between a first virtual object and a second virtual object corresponding to users of an electronic device, according to an embodiment.

[0025] According to an embodiment, an electronic device **101** may perform functions related to at least one virtual service like augmented reality (AR), mixed reality (MR), video see-through (VST), or virtual reality (VR). For example, the electronic device **101** may display a screen (or a display) related to the at least one virtual service. For example, within the at least one virtual service, the electronic device **101** may control a virtual object (e.g., an avatar) corresponding to the electronic device **101**. For example, the electronic device **101** may display a first virtual object **120** controlled by an external electronic device while providing the at least one virtual service. For example, the electronic device **101** and the external electronic device may provide the at least one virtual service based on a second external electronic device (e.g., a server) different from a first external electronic device.

[0026] In FIG. 1, according to an embodiment, the electronic device **101** may display the first virtual object **120** while providing the virtual services. For example, the first virtual object **120** may include an avatar corresponding to a user of the external electronic device. For example, the electronic device **101** may receive an input indicating to select the first virtual object while displaying the first virtual object **120**. The electronic device **101** may identify the input based on a controller **140** connected through a communication circuit. Based on the input, the electronic device **101** may identify a distance **130** between the first virtual object **120** corresponding to the input and a second virtual object **110** corresponding to the user **105** of the electronic device **101**. For example, the electronic device **101** may identify the distance **130** between the first virtual object **120** and the second virtual object **110**, based on a size of the first virtual object **120** displayed through the screen (or the display) of the electronic device **101**. For example, the electronic device **101** may identify the distance **130** between the first virtual object **120** and the

second virtual object **110**, based on a first coordinate value corresponding to the first virtual object **120** and a second coordinate value corresponding to the second virtual object **110**.

[0027] According to an embodiment, the electronic device **101** may identify whether the distance between the first virtual object **120** and the second virtual object **110** is within a reference distance (or a threshold distance) **132**. For example, the electronic device **101** may identify that the distance between the first virtual object **120** and the second virtual object **110** is within the reference distance **132**, based on identifying that the size of the first virtual object **120** displayed through the display is equal to or greater than a reference size. The operation of identifying the reference distance **132** based on the size of the first virtual object **120** will be described later with reference to FIG. 3. For example, the electronic device **101** may receive the first coordinate value of the first virtual object **120** from the external electronic device and/or a server. For example, the first coordinate value may be referred to as (x1, y1). The electronic device **101** may receive the second coordinate value of the second virtual object **110** corresponding to the user of the electronic device **101** through the communication circuit. For example, the second coordinate value may be referred to as (x2, y2). The electronic device **101** may identify the distance **130** between the first virtual object **120** and the second virtual object **110** based on the first coordinate value and the second coordinate value. For example, the distance **130** obtained based on the coordinate values may be referred to as [Equation 1] below.

$$[00001] \quad r = \sqrt{(x2 - x1)^2 + (y2 - y1)^2} \quad [\text{Equation 1}]$$

[0028] In the Equation 1, r may be the distance **130** between the first virtual object **120** and the second virtual object **110**. The electronic device **101** may identify that the distance **130** between the first virtual object **120** and the second virtual object **110** is within the reference distance **132**, based on the “r” value being identified as being within the reference value.

[0029] According to an embodiment, the electronic device **101** may identify the distance **130** between the first virtual object **120** and the second virtual object **110**. The electronic device **101** may identify that the distance **130** is within the reference distance **132**. The electronic device **101** may activate a camera based on identifying that the distance **130** is within the reference distance **132**. The electronic device **101** may obtain an image **150** by using the activated camera. The electronic device **101** may identify a state of the user **105** based on the image **150**. In an embodiment, the state of the user **105** may include a body motion of the user **105**. For example, the body motion of the user **105** may include information related to an arm motion of the user **105** or information related to a hand motion. However, it is not limited to this. For example, the state of the user **105** may include a face motion of the user **105**. For example, the face motion of the user **105** may include information related to a facial expression of the user **105**. For example, the face motion of the user **105** may include information related to blinking of the eyes of the user **105** or information related to a movement of the lips of the user **105**. However, embodiments are not limited to this. According to an embodiment, based on the identified state of the user **105**, the electronic device **101** may transmit data related to the state of the user **105** to the external electronic device through the communication circuit. For example, based on the identified state of the user **105**, the electronic device **101** may transmit data for changing a state of the second virtual object **110** corresponding to the user **105** displayed through the display of the external electronic device based on the state of the user **105**. For example, the state of the second virtual object **110** may be related to the display of the second virtual object **110**. For example, the external electronic device may change the display of the second virtual object **110** corresponding to the state of the user **105** based on the received data.

[0030] According to an embodiment, the electronic device **101** may identify that the distance **130** between the first virtual object **120** and the second virtual object **110** is outside the reference distance **132**. For example, when the distance **131** is outside the reference distance **132**, the electronic device **101** may control the second virtual object **110** based on the controller **140**. For

example, the electronic device **101** may control the movement of the second virtual object **110** and/or the motion of the second virtual object **110**. The electronic device **101** may control the second virtual object **110** based on the camera and the controller **140** when the second virtual object **110** is within the reference distance **132**. The electronic device **101** may transmit data for controlling the second virtual object **110** to the external electronic device. The external electronic device may display the second virtual object **110** corresponding to the data based on the received data. The external electronic device may activate the camera of the external electronic device when the second virtual object **110** is within the reference distance **132**. The external electronic device may transmit data for changing the state of the first virtual object **120** corresponding to the user of the external electronic device to the electronic device **101**, based on at least one image obtained by using the activated camera. The electronic device **101** may change the state of the first virtual object **120** based on the data transmitted from the external electronic device.

[0031] As described above, according to an embodiment, the electronic device **101** may provide the at least one virtual service through the display. The electronic device **101** may display the first virtual object **120** corresponding to the external electronic device while providing the at least one virtual service. The electronic device **101** may identify the distance **130** between the first virtual object **120** and the second virtual object **110** corresponding to the user of the electronic device **101**. The electronic device **101** may activate the camera of the electronic device **101** based on identifying that the distance **130** is within the reference distance **132**. Based on identifying that the distance between the first virtual object **120** and the second virtual object **110** is outside the reference distance **132**, the electronic device **101** may control the second virtual object **110** based on the controller **140**. Based on identifying that the distance between the first virtual object **120** and the second virtual object **110** is within the reference distance **132**, the electronic device **101** may control the second virtual object **110** based on the controller **140** and at least one image **150** obtained by using the activated camera. Based on the identified state of the user **105** and based on the at least one image **150** obtained by using the activated camera, the electronic device **101** may transmit data for changing the state of the second virtual object corresponding to the user displayed through the display of the external electronic device based on the state of the user **105**, to the external electronic device through the communication circuit. Based on identifying that the distance between the first virtual object **120** and the second virtual object **110** is within the reference distance **132**, the electronic device **101** may reduce power consumption of the electronic device **101** by activating the camera. Based on identifying that the distance between the first virtual object **120** and the second virtual object **110** is within the reference distance **132**, the electronic device **101** may receive data for changing the state of the first virtual object **120** from the external electronic device. The electronic device **101** may change the state of the first virtual object **120** based on the received data. The electronic device **101** may enhance the user experience of the electronic device **101** by changing the state of the first virtual object **120** based on the received data.

[0032] FIG. 2 illustrates an example of an electronic device, according to an embodiment. An electronic device **101** of FIG. 2 may correspond to the electronic device **101** of FIG. 1.

[0033] In FIG. 2, according to an embodiment, the electronic device **101** may include at least one of a processor **210**, a display **220**, a communication circuit **230**, or a camera **240**. The processor **210**, the display **220**, the communication circuit **230**, and the camera **240** may be electronically and/or operably coupled with each other by an electronic component such as a communication bus **205**. Hereinafter, that hardware is operably coupled with each other may mean that a direct connection or an indirect connection between hardware is established wired and/or wirelessly so that the second hardware is controlled by the first hardware among the hardware. Although illustrated based on different blocks, the embodiment is not limited thereto, and some (e.g., at least some of the processor **210** and the communication circuit **230**) of the hardware of FIG. 2 may be included in a single integrated circuit such as a system on a chip (SoC). The type and/or number of

hardware included in the electronic device **101** are not limited as illustrated in FIG. 2. For example, the electronic device **101** may include only some of the hardware components illustrated in FIG. 2. [0034] According to an embodiment, the processor **210** of the electronic device **101** may include hardware for processing data based on one or more instructions. The hardware for processing data may include, for example, an arithmetic and logic unit (ALU), a floating point unit (FPU), a field programmable gate array (FPGA), a central processing unit (CPU), and/or an application processor (AP). The processor **210** may have the structure of a single-core processor, or may have the structure of a multi-core processor such as a dual core, quad core, or hexa core. Hereinafter, operations of the electronic device **101** may be performed by the processor **210**.

[0035] According to an embodiment, the display (or the screen) **220** of the electronic device **101** may output visualized information to a user (e.g., the user **105** of FIG. 1). For example, the display **220** may output visualized information to the user, by being controlled by the processor **210** including a circuit such as a graphic processing unit (GPU). The display **220** may include a flat panel display (FPD) and/or electronic paper. The FPD may include a liquid crystal display (LCD), a plasma display panel (PDP), and/or one or more light emitting diodes (LEDs). The LED may include an organic LED (OLED).

[0036] According to an embodiment, the communication circuit **230** of the electronic device **101** may include a hardware component for supporting transmission or reception of electrical signals between the electronic device and an external electronic device. The communication circuit **230** may include, for example, at least one of a modem (MODEM), an antenna, and an optic/electronic (O/E) converter. The communication circuit **230** may support transmission and/or reception of electrical signals based on various types of protocols, such as Ethernet, local area network (LAN), wide area network (WAN), wireless fidelity (WiFi), Bluetooth, Bluetooth low energy (BLE), ZigBee, long term evolution (LTE) and 5G new radio (NR).

[0037] According to an embodiment, the camera **240** of the electronic device **101** may include one or more optical sensors (e.g., a charged coupled device (CCD) sensor and a complementary metal oxide semiconductor (CMOS) sensor) that generate electrical signals indicating the color and/or brightness of light. A plurality of optical sensors included in the camera **240** may be arranged in the form of a 2-dimensional array. The camera **240** may generate 2-dimensional frame data corresponding to light reaching the optical sensors of the 2-dimensional array by obtaining electrical signals of each of the plurality of optical sensors substantially simultaneously. For example, photo data captured by using the camera **240** may mean a 2-dimensional frame data obtained from the camera **240**. For example, video data captured by using the camera **240** may mean a sequence of a plurality of 2-dimensional frame data obtained from the camera **240** according to a frame rate. The camera **240** may be disposed toward a direction in which the camera **240** receives light and may further include a flash light for outputting light toward the direction. Although the camera **240** is illustrated based on a single block, the number of cameras **240** included in the electronic device **101** is not limited to the embodiment.

[0038] According to an embodiment, the electronic device **101** may provide at least one virtual service through the display **220**. The electronic device **101** may display a first virtual object (e.g., the first virtual object **120** of FIG. 1) corresponding to the external electronic device while providing the at least one virtual service. For example, the first virtual object may include an avatar corresponding to a user of the external electronic device. For example, the electronic device **101** may receive information related to a screen representing the at least one virtual service from a second external electronic device (e.g., a server) that is different from the external electronic device (a first external electronic device). For example, the electronic device **101** may receive data (or information) for displaying the first virtual object from the second external electronic device. The electronic device **101** may display a screen corresponding to the data and/or the information based on the received data and/or the information.

[0039] According to an embodiment, the electronic device **101** may identify a distance between the

first virtual object corresponding to the first external electronic device and a second virtual object (e.g., the second virtual object **110** of FIG. **1**) corresponding to the user of the electronic device **101**. For example, the distance may be identified based on a first coordinate value corresponding to the location of the first virtual object and a second coordinate value corresponding to the location of the second virtual object. For example, the distance may be identified based on a size of the first virtual object displayed through the display **220** of the electronic device **101**. According to an embodiment, the electronic device **101** may identify an input for selecting the first virtual object. For example, the electronic device **101** may identify the input for selecting the first virtual object by using a controller (e.g., the controller **140** of FIG. **1**). The electronic device **101** may identify the distance between the first virtual object and the second virtual object based on the selection of the first virtual object. For example, the electronic device **101** may establish a communication link with the controller through the communication circuit **230**. The electronic device **101** may establish the communication link with the controller, via wire or wirelessly. The electronic device **101** may control the second virtual object based on the controller with which the communication link is established.

[0040] According to an embodiment, the electronic device **101** may identify whether the distance between the first virtual object and the second virtual object is within a reference distance. For example, the electronic device **101** may activate the camera **240** based on identifying that the distance is within the reference distance. For example, the electronic device **101** may control the second virtual object based on the camera **240** and/or the controller in response to the distance within the reference distance. For example, the electronic device **101** may transmit data for controlling the second virtual object to the external electronic device. For example, the electronic device **101** may identify a state of the user of the electronic device **101** based on at least one image (e.g., the image **150** in FIG. **1**) obtained by using the activated camera **240**. For example, the state of the user may include a body motion of the user and/or a face motion of the user. For example, the body motion of the user may include information related to an arm motion of the user and/or information related to a hand motion of the user. For example, the face motion of the user may include information related to the blinking of the eyes of the user, and/or information related to the movement of the lips of the user. Based on the identified state of the user, the electronic device **101** may transmit data for changing the state of the second virtual object based on the state of the user, to the external electronic device through the communication circuit **230**. For example, the second virtual object may be displayed through the display of the external electronic device.

[0041] According to an embodiment, the electronic device **101** may identify a size of the first virtual object displayed through the display **220**. The electronic device **101** may identify that the distance between the first virtual object and the second virtual object is within the reference distance, based on identifying that the size of the first virtual object is greater than a reference size. A description related to the size of the first virtual object will be described later with reference to FIG. **3**.

[0042] According to an embodiment, the electronic device **101** may identify that the distance between the first virtual object and the second virtual object is outside the reference distance. For example, based on identifying that the distance outside the reference distance, the electronic device **101** may control the second virtual object by using the controller. The electronic device **101** may identify that the distance between the first virtual object and the second virtual object is within the reference distance. The electronic device **101** may control the second virtual object by using the camera **240** or the controller **140** based on identifying that the distance is within the reference distance. For example, the electronic device **101** may transmit, to the external electronic device, data for controlling the second virtual object.

[0043] As described above, according to an embodiment, the electronic device **101** may display the first virtual object corresponding to the user of the external electronic device while providing the at least one virtual service through the display **220**. The electronic device **101** may identify the

distance between the first virtual object and the second virtual object corresponding to the user of the electronic device **101**. The electronic device **101** may activate the camera **240** based on identifying that the distance is within the reference distance. The electronic device **101** may identify the state of the user of the electronic device **101** based on at least one image obtained by using the activated camera **240**. Based on the identified state of the user, the electronic device **101** may transmit data for changing the state of the second virtual object displayed through the display of the external electronic device based on the state of the user, to the external electronic device through the communication circuit **230**. Based on identifying that the distance between the first virtual object and the second virtual object is within the reference distance, the electronic device **101** may reduce power consumption by activating the camera **240**. Based on identifying that the distance between the first virtual object and the second virtual object is within the reference distance, the electronic device **101** may reduce a throughput of the processor **210** by activating the camera **240**. Based on identifying that the distance between the first virtual object and the second virtual object is within the reference distance, the electronic device **101** may enhance the user experience of the electronic device **101** by controlling the second virtual object by using the camera **240**.

[0044] FIG. **3** illustrates an example of a screen (or a display) of an electronic device, according to an embodiment. An electronic device **101** of FIG. **3** may correspond to the electronic device **101** of FIG. **1** and/or FIG. **2**. Operations of FIG. **3** may be performed by a processor **210** of FIG. **2**.

[0045] In FIG. **3**, according to an embodiment, the electronic device **101** may provide at least one virtual service through a display (e.g., the display **220** of FIG. **2**). For example, the electronic device **101** may display a screen **300** related to the at least one virtual service. The electronic device **101** may display a first virtual object **310** corresponding to a user of an external electronic device on the screen **300**. The electronic device **101** may identify a distance between the first virtual object **310** and a second virtual object corresponding to the user of the electronic device **101**. For example, the electronic device **101** may identify the distance based on a size of the first virtual object **310** displayed through the display. In FIG. **3**, the electronic device **101** may identify a height $h1$ of the screen **300** displayed on the display. For example, the height $h1$ may be identified based on pixels. For example, the electronic device **101** may identify a height $h2$ of the first virtual object **310** based on the size of the first virtual object **310** displayed on the screen **300**. For example, the size may include the width and height $h2$ of the first virtual object **310**. For example, the electronic device **101** may identify the height $h2$ based on pixels displaying the first virtual object **310**. The electronic device **101** may identify a ratio of the height $h2$ of the first virtual object **310** to the height $h1$ of the screen **300**. For example, the electronic device **101** may identify whether the ratio is greater than a reference ratio. For example, the ratio may be referred to as ‘the height $h2$ of the first virtual object **310**/the height $h1$ of the screen **300**’. For example, the reference ratio may be referred to as ‘ $2/3$ ’. For example, the electronic device **101** may control the second virtual object by using a controller, based on the fact that the ratio of the height $h2$ of the first virtual object **310** to the height $h1$ of the screen **300** is less than the reference ratio.

[0046] According to an embodiment, the electronic device **101** may identify that a distance between the first virtual object **310** and the second virtual object is within a reference distance, based on identifying that the ratio (the ratio of the height $h2$ of the first virtual object **310** to the height $h1$ of the screen **300**) is greater than the reference ratio. The electronic device **101** may activate a camera (e.g., a camera **240** of FIG. **2**), based on identifying that the distance between the first virtual object **310** and the second virtual object is within the reference distance. The electronic device **101** may identify a state of the user of the electronic device **101** based on at least one image obtained by using the activated camera. Based on the identified state of the user, the electronic device **101** may transmit data for changing the state of the second virtual object based on the identified state of the user, to the external electronic device through a communication circuit (e.g., the communication circuit **230** of FIG. **2**).

[0047] As described above, according to an embodiment, the electronic device **101** may display the screen **300** related to the at least one virtual service. The electronic device **101** may display the first virtual object **310** on the screen **300**. The electronic device **101** may identify the distance between the first virtual object **310** and the second virtual object corresponding to the user of the electronic device **101**. The electronic device **101** may identify the distance based on the size of the first virtual object **310**. The electronic device **101** may identify the distance within the reference distance based on identifying that the size is greater than the reference size. The electronic device **101** may activate the camera in response to the distance within the reference distance. The electronic device **101** may identify the state of the user of the electronic device **101** based on at least one image obtained by using the activated camera. Based on the identified state of the user, the electronic device **101** may transmit, to the external electronic device, data for changing the state of the second virtual object displayed through the display of the external electronic device based on the identified state of the user. The electronic device **101** may control the camera based on the size of the first virtual object **310**. The electronic device **101** may use power efficiently by controlling the camera based on the size of the first virtual object **310**.

[0048] FIG. **4A** illustrates an example related to virtual objects corresponding to users of electronic devices, according to an embodiment. FIG. **4B** illustrates another example related to virtual objects corresponding to users of electronic devices, according to an embodiment. FIG. **4C** illustrates yet another example related to virtual objects corresponding to users of electronic devices, according to an embodiment. An electronic device **101** of FIGS. **4A** to **4C** may correspond to the electronic device **101** of FIGS. **1**, **2**, and/or **3**. Operations of FIGS. **4A** to **4C** may be performed by the processor **210** of FIG. **2**.

[0049] In FIGS. **4A** to **4C**, according to an embodiment, the electronic device **101** may identify one or more virtual objects **430**. For example, the electronic device **101** may identify the virtual objects **430** corresponding to each of users of external electronic devices. The electronic device **101** may identify a distance between each of the virtual objects **430** and the virtual object **410** corresponding to the user of the electronic device **101**. For example, FIG. **4A** may be an example in which an input for selecting the virtual objects **430** corresponding to each user of the external electronic devices has not been received. For example, in a case that the electronic device **101** does not receive the input for selecting the virtual objects **430**, the electronic device **101** may maintain a state in which the camera is deactivated.

[0050] In FIG. **4B**, according to an embodiment, the electronic device **101** may identify the one or more virtual objects **430**. The electronic device **101** may identify an input for selecting a first virtual object **434** among the virtual objects **430**. For example, the electronic device **101** may identify a distance between the first virtual object **434** and a second virtual object **410** based on an input for selecting the first virtual object **434**, based on a controller. For example, the second virtual object **410** may be a virtual object corresponding to the user of the electronic device **101**. The electronic device **101** may identify that the first virtual object **434** is outside a reference range **420**. For example, the reference range **420** may be a range set around the second virtual object **410** corresponding to the user of the electronic device **101**. The electronic device **101** may deactivate the camera even if the electronic device **101** identifies a third virtual object **431** and/or a fourth virtual object **432** that is different from the first virtual object **434** within the reference range **420**. For example, the electronic device **101** may activate the camera based on identifying that a selected virtual object is within the reference range **420**. In the example of FIG. **4B**, the electronic device **101** may deactivate the camera by identifying the first virtual object **434** outside the reference range **420**.

[0051] In FIG. **4C**, according to an embodiment, the electronic device **101** may identify the one or more virtual objects **430**. The electronic device **101** may receive an input indicating to select the first virtual object **434** and the third virtual object **431** among the one or more virtual objects **430**. The electronic device **101** may identify a first distance between the first virtual object **434** and the

second virtual object **410** in response to the input. The electronic device **101** may identify a second distance between the third virtual object **431** and the second virtual object **410** in response to the input. The electronic device **101** may activate the camera based on identifying a distance within the reference range **420** that corresponds to the reference distance among the first distance and the second distance. In the example of FIG. **4C**, the electronic device **101** may activate the camera based on identifying that the second distance that is less than the reference distance. The electronic device **101** may transmit data for changing the state of the second virtual object **410**, based on the state of the user of the electronic device **101** identified based on at least one image obtained based on the activated camera. The electronic device **101** may transmit the data to the external electronic device that controls the third virtual object identified with the second distance.

[0052] As described above, according to an embodiment, the electronic device **101** may identify the one or more virtual objects **430** while providing the at least one virtual service. The electronic device **101** may receive an input for selecting at least one of the one or more virtual objects **430**. For example, the electronic device **101** may identify an input for selecting the first virtual object **434** and the third virtual object **431**. The electronic device **101** may identify the first distance between the first virtual object **434** and the second virtual object **410**. The electronic device **101** may identify the second distance between the third virtual object **431** and the second virtual object **410**. The electronic device **101** may activate the camera in response to the second distance within the reference distance. The electronic device **101** may identify the state of the user based on at least one image obtained by using the activated camera. The electronic device **101** may transmit data for changing the state of the second virtual object **410** corresponding to the user of the electronic device **101** displayed through the display of the external electronic device corresponding to the third virtual object **431** based on the state of the user, to the external electronic device through the communication circuit. The electronic device **101** may reduce power consumption by activating the camera in response to identifying the virtual object within the reference range **420** (or the reference distance). Based on identifying that the virtual object is within the reference range **420** (or the reference distance), the electronic device **101** may enhance the user experience of the electronic device **101** by transmitting data corresponding to the user's state obtained by using the camera.

[0053] FIG. **5** illustrates an example of screens (or displays) of an electronic device, according to an embodiment. An electronic device **101** of FIG. **5** may correspond to the electronic device **101** of FIGS. **1**, **2**, **3**, **4A**, **4B**, and/or **4C**. Operations of FIG. **5** may be performed by a processor **210** of FIG. **2**.

[0054] In FIG. **5**, according to an embodiment, the electronic device **101** may provide the at least one virtual service. For example, the electronic device **101** may display a first screen **500** related to the at least one virtual service. For example, the first screen **500** may be a screen in which the distance between a first virtual object **120** and a second virtual object corresponding to the user of the electronic device **101** is within a reference distance. The electronic device **101** may display the first virtual object **120** while displaying the first screen **500**. The electronic device **101** may display a first icon **520** and a second icon **530** respectively corresponding to hardware components for controlling the second virtual object corresponding to the user of the electronic device **101** within the first screen **500**. For example, the electronic device **101** may display the icons **520** and **530** on a partial area **510** of the screen **500**. For example, within the first screen **500**, the electronic device **101** may identify a size of the first virtual object **120**. The electronic device **101** may activate a camera (e.g., a camera **240** of FIG. **2**) in response to the fact that the size of the first virtual object **120** is greater than a reference size. For example, the operation of identifying the size of the first virtual object **120** that is greater than the reference size may correspond to the operation of identifying the first virtual object **120** within the reference distance. In response to activating the camera, the electronic device **101** may display the first icon **520** for notifying activation of the camera. The electronic device **101** may display the first icon **520** and the second icon **530** for indicating activation of the controller and the camera, which are hardware components for

controlling the second virtual object.

[0055] A second screen **505** of FIG. **5** may be a screen displaying the first virtual object **120** displayed at a distance between the first virtual object **120** and the second virtual object (for example, the second virtual object **110** in FIG. **1**) that is greater than the reference distance. For example, the electronic device **101** may identify the size of the first virtual object **120**. The electronic device **101** may identify that the size of the first virtual object **120** is equal to or less than the reference size. The electronic device **101** may control the second virtual object (for example, the second virtual object **110** in FIG. **1**) by using the controller, based on the size of the first virtual object **120** that is equal to or less than the reference size. The electronic device **101** may display the second icon **530** for indicating the activated controller.

[0056] As described above, according to an embodiment, the electronic device **101** may display one or more icons **520** and **530** for indicating a hardware component for controlling the second virtual object. The electronic device **101** may enhance the user experience of the electronic device **101** by displaying the one or more icons **520** and **530** indicating the hardware component for controlling the second virtual object.

[0057] FIG. **6A** illustrates an example of a perspective view of a wearable device **600** according to an embodiment. FIG. **6B** illustrates an example of hardware components in a wearable device according to an embodiment. The wearable device **600** of FIGS. **6A** to **6B** may correspond to the electronic device **101** of FIGS. **1**, **2**, **3**, **4A**, **4B**, **4C** and/or FIG. **5**. As shown in FIG. **6A**, according to an embodiment, the wearable device **600** may include at least one display **650** and a frame supporting the at least one display **650**.

[0058] According to an embodiment, the wearable device **600** may be wearable on a portion of the user's body. The wearable device **600** may provide the at least one virtual service such as augmented reality (AR), virtual reality (VR), or mixed reality (MR) combining the augmented reality and the virtual reality to a user wearing the wearable device **600**. For example, the wearable device **600** may output a virtual reality image to a user through the at least one display **650** in response to a user's preset gesture obtained through a motion recognition camera **640-2** of FIG. **6B**.

[0059] According to an embodiment, the at least one display **650** in the wearable device **600** may provide visual information to a user. The at least one display **650** may correspond to the display **220** of FIG. **2**. For example, the at least one display **650** may include a transparent or translucent lens. The at least one display **650** may include a first display **650-1** and/or a second display **650-2** spaced apart from the first display **650-1**. For example, the first display **650-1** and the second display **650-2** may be disposed at positions corresponding to the user's left and right eyes, respectively.

[0060] In FIG. **6B**, the at least one display **650** may provide another visual information, which is distinct from the visual information, together with the visual information included in the ambient light passing through the lens, a user wearing the wearable device **600**, by forming a displaying area on the lens. The lens may be formed based on at least one of a Fresnel lens, a pancake lens, or a multi-channel lens. For example, the displaying area formed by the at least one display **650** may be formed on the second surface **632** among the first surface **631** and the second surface **632** of the lens. When the user wears the wearable device **600**, the ambient light may be transmitted to the user by being incident on the first surface **631** and being penetrated through the second surface **632**. For another example, the at least one display **650** may display the virtual reality image to be combined with a real screen transmitted through the ambient light. The virtual reality image outputted from the at least one display **650** may be transmitted to the user's eyes through the one or more hardware (e.g., optical devices **682** and **684**, and/or at least one waveguides **633** and **634**)) included in the wearable device **600**.

[0061] According to an embodiment, the wearable device **600** may include the waveguides **633** and **634** that diffracts light transmitted from the at least one display **650** and relayed by the optical devices **682** and **684** and transmits it to the user. The waveguides **633** and **634** may be formed

based on at least one of glass, plastic, or polymer. A nano-pattern may be formed on at least a portion of the outside or inside of the waveguides **633** and **634**. The nano-pattern may be formed based on a grating structure having a polygonal or curved shape. Light incident to one end of the waveguides **633** and **634** may be propagated to the other end of the waveguides **633** and **634** by the nano-pattern. The waveguides **633** and **634** may include at least one of at least one diffraction element (e.g., a diffractive optical element (DOE), a holographic optical element (HOE)), and a reflection element (e.g., a reflection mirror). For example, the waveguides **633** and **634** may be disposed in the wearable device **600** to guide a screen displayed by the at least one display **650** to the user's eyes. For example, the screen may be transmitted to the user's eyes based on total internal reflection (TIR) generated in the waveguides **633** and **634**.

[0062] According to an embodiment, the wearable device **600** may analyze an object included in a real image collected through a photographing camera **640-1**, combine virtual object corresponding to an object that become a subject of augmented reality provision among the analyzed object, and display them on the at least one display **650**. The virtual object may include at least one of text and images for various information associated with the object included in the real image. The wearable device **600** may analyze the object based on a multi-camera such as a stereo camera. For the object analysis, the wearable device **600** may execute time-of-flight (ToF) and/or simultaneous localization and mapping (SLAM) supported by the multi-camera. The user wearing the wearable device **600** may watch an image displayed on the at least one display **650**.

[0063] According to an embodiment, the frame may be configured with a physical structure in which the wearable device **600** may be worn on the user's body. According to an embodiment, the frame may be configured so that when the user wears the wearable device **600**, the first display **650-1** and the second display **650-2** may be positioned corresponding to the user's left and right eyes. The frame may support the at least one display **650**. For example, the frame may support the first display **650-1** and the second display **650-2** to be positioned at positions corresponding to the user's left and right eyes.

[0064] In FIG. **6A**, according to an embodiment, the frame may include an area **620** at least partially in contact with the portion of the user's body in case that the user wears the wearable device **600**. For example, the area **620** in contact with the portion of the user's body of the frame may include an area contacting a portion of the user's nose, a portion of the user's ear, and a portion of the side of the user's face that the wearable device **600** contacts. According to an embodiment, the frame may include a nose pad **610** that is contacted on the portion of the user's body. When the wearable device **600** is worn by the user, the nose pad **610** may be contacted on the portion of the user's nose. The frame may include a first temple **604** and a second temple **605** that is contacted on another portion of the user's body that is distinct from the portion of the user's body.

[0065] For example, the frame may include a first rim **601** surrounding at least a portion of the first display **650-1**, a second rim **602** surrounding at least a portion of the second display **650-2**, a bridge **603** disposed between the first rim **601** and the second rim **602**, a first pad **611** disposed along a portion of the edge of the first rim **601** from one end of the bridge **603**, a second pad **612** disposed along a portion of the edge of the second rim **602** from the other end of the bridge **603**, the first temple **604** extending from the first rim **601** and fixed to a portion of the wearer's ear, and the second temple **605** extending from the second rim **602** and fixed to a portion of the ear opposite to the ear. The first pad **611** and the second pad **612** may be in contact with the portion of the user's nose, and the first temple **604** and the second temple **605** may be in contact with a portion of the user's face and the portion of the user's ear. The temples **604** and **605** may be rotatably connected to the rim through hinge units **606** and **607** of FIG. **6B**. The first temple **604** may be rotatably connected with respect to the first rim **601** through the first hinge unit **606** disposed between the first rim **601** and the first temple **604**. The second temple **605** may be rotatably connected with respect to the second rim **602** through the second hinge unit **607** disposed between the second rim **602** and the second temple **605**. According to an embodiment, the wearable device **600** may

identify an external object (e.g., a user's fingertip) touching the frame and/or a gesture performed by the external object by using a touch sensor, a grip sensor, and/or a proximity sensor formed on at least a portion of the surface of the frame.

[0066] According to an embodiment, the wearable device **600** may include hardware components (e.g., hardware described above based on the block diagram of FIG. 2) that perform various functions. For example, the hardware components may include a battery module **670**, an antenna module **675**, the optical devices **682** and **684**, the first speaker **692-1** and the second speaker **692-2**, microphones (the first microphone **694-1**, the second microphone **694-2**, and the third microphone **694-3**), a light emitting module, and/or a printed circuit board **690**. Various hardware may be disposed in the frame.

[0067] According to an embodiment, the microphone (the first microphone **694-1**, the second microphone **694-2**, and the third microphone **694-3**) of the wearable device **600** may obtain a sound signal, by being disposed on at least a portion of the frame. The first microphone **694-1** disposed on the nose pad **610**, the second microphone **694-2** disposed on the second rim **602**, and the third microphone **694-3** disposed on the first rim **601** are illustrated in FIG. 6B, but the number and disposition of the microphone **694** are not limited to an embodiment of FIG. 6B. In case that the number of the microphone **694** included in the wearable device **600** is two or more, the wearable device **600** may identify the direction of the sound signal by using a plurality of microphones disposed on different portions of the frame.

[0068] According to an embodiment, the optical devices **682** and **684** may transmit the virtual object transmitted from the at least one display **650** to the waveguides **633** and **634**. For example, the optical devices **682** and **684** may be a projector. The optical devices **682** and **684** may be disposed adjacent to the at least one display **650** or may be included in the at least one display **650** as portion of the at least one display **650**. The first optical device **682** may correspond to the first display **650-1**, and the second optical device **684** may correspond to the second display **650-2**. The first optical device **682** may transmit the light outputted from the first display **650-1** to the first waveguide **633**, and the second optical device **684** may transmit light outputted from the second display **650-2** to the second waveguide **634**.

[0069] In an embodiment, a camera **640** may include an eye tracking camera (ET CAM) **640-1**, the motion recognition camera **640-2**, and/or the photographing camera **640-3**. The photographing camera **640-3**, the eye tracking camera **640-1**, and the motion recognition camera **640-2** may be disposed at different positions on the frame and may perform different functions. The photographing camera **640-3**, the eye tracking camera **640-1**, and the motion recognition camera **640-2** may be an example of the camera **240** of FIG. 2. The eye tracking camera **640-1** may output data indicating the gaze of the user wearing the wearable device **600**. For example, the wearable device **600** may detect the gaze from an image including the user's pupil obtained through the eye tracking camera **640-1**. An example in which the eye tracking camera **640-1** is disposed toward the user's right eye is illustrated in FIG. 6B, but the embodiment is not limited thereto, and the eye tracking camera **640-1** may be disposed alone toward the user's left eye or may be disposed toward two eyes.

[0070] In an embodiment, the photographing camera **640-3** may photograph a real image or background to be matched with a virtual image in order to implement the augmented reality or mixed reality content. The photographing camera may capture an image of a specific object existing at a position viewed by the user and may provide the image to the at least one display **650**. The at least one display **650** may display one image in which a virtual image provided through the optical devices **682** and **684** is overlapped with information on the real image or background including an image of the specific object obtained by using the photographing camera. In an embodiment, the photographing camera may be disposed on the bridge **603** disposed between the first rim **601** and the second rim **602**.

[0071] In an embodiment, the eye tracking camera **640-1** may implement a more realistic

augmented reality by matching the user's gaze with the visual information provided on the at least one display **650** by tracking the gaze of the user wearing the wearable device **600**. For example, when the user looks at the front, the wearable device **600** may naturally display environment information associated with the user's front on the at least one display **650** at the position where the user is positioned. The eye tracking camera **640-1** may be configured to capture an image of the user's pupil in order to determine the user's gaze. For example, the eye tracking camera **640-1** may receive gaze detection light reflected from the user's pupil and may track the user's gaze based on the position and movement of the received gaze detection light. In an embodiment, the eye tracking camera **640-1** may be disposed at a position corresponding to the user's left and right eyes. For example, the eye tracking camera **640-1** may be disposed in the first rim **601** and/or the second rim **602** to face the direction in which the user wearing the wearable device **600** is positioned.

[0072] In an embodiment, the motion recognition camera **640-2** may provide a specific event to the screen provided on the at least one display **650** by recognizing the movement of the whole or portion of the user's body, such as the user's torso, hand, or face. The motion recognition camera **640-2** may obtain a signal corresponding to the gesture by recognizing the user's gesture, and may provide a display corresponding to the signal to the at least one display **650**. The processor may identify a signal corresponding to the operation and may perform a preset function based on the identification. In an embodiment, the motion recognition camera **640-2** may be disposed on the first rim **601** and/or the second rim **602**.

[0073] In an embodiment, the camera **640** included in the wearable device **600** is not limited to the above-described eye tracking camera (ET CAM) **640-1** and motion recognition camera **640-2**. For example, the wearable device **600** may identify an external object included in the FoV, by using the photographing camera **640-3** disposed toward the user's FoV. That the wearable device **600** identifies the external object may be performed based on a sensor for identifying a distance between the wearable device **600** and the external object, such as a depth sensor and/or a time of flight (ToF) sensor. The camera **640** disposed toward the FoV may support an autofocus function and/or an optical image stabilization (OIS) function. For example, the wearable device **600** may include the camera **640** (e.g., a face tracking (FT) camera) disposed toward the face, in order to obtain an image including the face of the user wearing the wearable device **600**.

[0074] In one embodiment, the wearable device **600** according to an embodiment may further include a light source (e.g., LED) that emits light toward a subject (e.g., user's eyes, face, and/or an external object in the FoV) photographed by using the camera **640**. The light source may include an LED having an infrared wavelength. The light source may be disposed on at least one of the frame, and the hinge units **606** and **607**.

[0075] According to an embodiment, the battery module **670** may supply power to electronic components of the wearable device **600**. In an embodiment, the battery module **670** may be disposed in the first temple **604** and/or the second temple **605**. For example, the battery module **670** may be a plurality of battery modules **670**. The plurality of battery modules **670**, respectively, may be disposed on each of the first temple **604** and the second temple **605**. In an embodiment, the battery module **670** may be disposed at an end of the first temple **604** and/or the second temple **605**.

[0076] In an embodiment, the antenna module **675** may transmit the signal or power to the outside of the wearable device **600** or may receive the signal or power from the outside. The antenna module **675** may be electronically and/or operably connected to a communication circuit (e.g., the communication circuit **230** of FIG. 2) of the wearable device **600**. In an embodiment, the antenna module **675** may be disposed in the first temple **604** and/or the second temple **605**. For example, the antenna module **675** may be disposed close to one surface of the first temple **604** and/or the second temple **605**.

[0077] In an embodiment, the first speaker **692-1** and the second speaker **692-2** may output a sound signal to the outside of the wearable device **600**. A sound output module may be referred to as a

speaker. In an embodiment, the first speaker **692-1** and the second speaker **692-2** may be disposed in the first temple **604** and/or the second temple **605** in order to be disposed adjacent to the ear of the user wearing the wearable device **600**. For example, the wearable device **600** may include the second speaker **692-2** disposed adjacent to the user's left ear by being disposed in the first temple **604**, and the first speaker **692-1** disposed adjacent to the user's right ear by being disposed in the second temple **605**.

[0078] In an embodiment, the light emitting module may include at least one light emitting element. The light emitting module may emit light of a color corresponding to a specific state or may emit light through an operation corresponding to the specific state in order to visually provide information on a specific state of the wearable device **600** to the user. For example, in case that the wearable device **600** needs charging, it may repeatedly emit red light at a preset timing. In an embodiment, the light emitting module may be disposed on the first rim **601** and/or the second rim **602**.

[0079] In FIG. **6B**, according to an embodiment, the wearable device **600** may include the printed circuit board (PCB) **690**. The PCB **690** may be included in at least one of the first temple **604** or the second temple **605**. The PCB **690** may include an interposer disposed between at least two sub PCBs. On the PCB **690**, one or more hardware (e.g., hardware illustrated by the blocks described above with reference to FIG. **2**) included in the wearable device **600** may be disposed. The wearable device **600** may include a flexible PCB (FPCB) for interconnecting the hardware.

[0080] According to an embodiment, the wearable device **600** may include at least one of a gyro sensor, a gravity sensor, and/or an acceleration sensor for detecting the posture of the wearable device **600** and/or the posture of a body part (e.g., a head) of the user wearing the wearable device **600**. Each of the gravity sensor and the acceleration sensor may measure gravity acceleration, and/or acceleration based on preset 6-dimensional axes (e.g., x-axis, y-axis, and z-axis) perpendicular to each other. The gyro sensor may measure angular velocity of each of preset 6-dimensional axes (e.g., x-axis, y-axis, and z-axis). At least one of the gravity sensor, the acceleration sensor, and the gyro sensor may be referred to as an inertial measurement unit (IMU). According to an embodiment, the wearable device **600** may identify the user's motion and/or gesture performed to execute or stop a specific function of the wearable device **600** based on the IMU.

[0081] As described above, according to an embodiment, the wearable device **600** may display a first virtual object corresponding to the user of the external electronic device, while providing a screen related to the virtual reality service, through the display **650**. The wearable device **600** may identify a distance between the first virtual object and a second virtual object corresponding to the user of the wearable device **600**. The wearable device **600** may activate cameras **640-1** and **640-2** based on the fact that the distance between the first virtual object and the second virtual object is within a reference distance. The wearable device **600** may identify the state of the user, based on at least one image obtained by using the activated cameras **640-1** and **640-2**. Based on the identified state of the user, the wearable device **600** may transmit data for changing the state of the second virtual object corresponding to the user of the wearable device **600** displayed through the display of the external electronic device based on the identified state of the user, to the external electronic device. The wearable device **600** may enhance the user experience of the wearable device **600** and the external electronic device by transmitting data for changing the state of the second virtual object based on the at least one image.

[0082] FIGS. **7A** to **7B** illustrate an example of the appearance of a wearable device according to an embodiment. A wearable device **700** of FIGS. **7A** to **7B** may correspond to the wearable device **101** of FIG. **1** and FIG. **2**. According to an embodiment, an example of an appearance of a first surface **710** of the housing of the wearable device **700** may be illustrated in FIG. **7A**, and an example of an appearance of a second surface **720** opposite to the first surface **710** may be illustrated in FIG. **7B**.

[0083] In FIG. 7A, according to an embodiment, the first surface **710** of the wearable device **700** may have an attachable shape on the user's body part (e.g., the user's face). In one embodiment, the wearable device **700** may further include a strap for being fixed on the user's body part, and/or one or more temples (e.g., a first temple **604** and/or a second temple **605** of FIGS. 3A to 3B). A first display **650-1** for outputting an image to the left eye among the user's two eyes and a second display **650-2** for outputting an image to the right eye among the user's two eyes may be disposed on the first surface **710**. The wearable device **700** may be formed on the first surface **710** and may further include rubber or silicon packing for preventing interference by light (e.g., ambient light) different from the light emitted from the first display **650-1** and the second display **650-2**.

[0084] According to an embodiment, the wearable device **700** may include cameras **740-3** and **740-4** for photographing and/or tracking two eyes of the user adjacent to each of the first display **650-1** and the second display **650-2**. The cameras **740-3** and **740-4** may be referred to as ET cameras. According to an embodiment, the wearable device **700** may include cameras **740-1** and **740-2** for photographing and/or recognizing the user's face. The cameras **740-1** and **740-2** may be referred to as FT cameras.

[0085] In FIG. 7B, a camera (e.g., cameras **740-5**, **740-6**, **740-7**, **740-8**, **740-9**, and **740-10**), and/or a sensor (e.g., a depth sensor **730**) for obtaining information associated with the external environment of the wearable device **700** may be disposed on the second surface **720** opposite to the first surface **710** of FIG. 7A. For example, the cameras **740-5**, **740-6**, **740-7**, **740-8**, **740-9**, and **740-10** may be disposed on the second surface **720** in order to recognize an external object different from the wearable device **700**. For example, by using cameras **740-9**, and **740-10**, the wearable device **700** may obtain an image and/or video to be transmitted to each of the user's two eyes. The camera **740-9** may be disposed on the second surface **720** of the wearable device **700** to obtain an image to be displayed through the second display **650-2** corresponding to the right eye among the two eyes. The camera **740-10** may be disposed on the second surface **720** of the wearable device **700** to obtain an image to be displayed through the first display **650-1** corresponding to the left eye among the two eyes.

[0086] According to an embodiment, the wearable device **700** may include the depth sensor **730** disposed on the second surface **720** in order to identify a distance between the wearable device **700** and the external object. By using the depth sensor **730**, the wearable device **700** may obtain spatial information (e.g., a depth map) about at least a portion of the FoV of the user wearing the wearable device **700**.

[0087] In one embodiment, a microphone for obtaining sound outputted from the external object may be disposed on the second surface **720** of the wearable device **700**. The number of microphones may be one or more depending on embodiments.

[0088] As described above, according to an embodiment, the wearable device **700** may display a screen related to the at least one virtual service (e.g., a VR service) through the display **650**. The wearable device **700** may display a first virtual object corresponding to the user of the external electronic device on the screen. The wearable device **700** may identify a distance between the first virtual object and a second virtual object corresponding to the user of the wearable device **700**. The wearable device **700** may activate the cameras **740**, based on the fact that the distance between the first virtual object and the second virtual object is within a reference distance. The wearable device **700** may identify the state of the user, based on at least one image obtained by using the activated cameras **740**. Based on the identified state of the user, the wearable device **700** may transmit data for changing the state of the second virtual object corresponding to the user of the wearable device **700** displayed through the display of the external electronic device, to the external electronic device. The wearable device **700** may enhance the user experience of the wearable device **700** and the external electronic device by transmitting data for changing the state of the second virtual object based on the at least one image.

[0089] FIG. 8 illustrates operations of an electronic device, according to an embodiment. The

electronic device of FIG. 8 may include an electronic device **101** of FIGS. 1, 2, 3, 4A, 4B, 4C, and/or 5. The electronic device of FIG. 8 may include a wearable device **600** of FIGS. 6A and 6B and/or a wearable device **700** of FIGS. 7A and 7B. Operations of FIG. 8 may be performed by a processor **210** of FIG. 2.

[0090] In FIG. 8, in operation **801**, according to an embodiment, the electronic device may provide a virtual reality service through a display (or a screen). The electronic device **101** may display a first virtual object (corresponding to an external electronic device) on the screen while displaying the screen related to the at least one virtual service through the display.

[0091] In operation **803**, according to an embodiment, the electronic device may identify a distance between the first virtual object and a second virtual object corresponding to a user (e.g., a user **105** of FIG. 1) of the electronic device. For example, the electronic device may identify a distance between the first virtual object and the second virtual object based on a size of the first virtual object displayed through the display. For example, the electronic device may identify the distance based on a first coordinate value of the first virtual object and a second coordinate value of the second virtual object. For example, the electronic device may identify the distance based on Equation 1 described in FIG. 1.

[0092] In operation **805**, according to an embodiment, the electronic device may identify the distance between the first virtual object and the second virtual object within a reference distance. The electronic device may activate a camera (e.g., a camera **240** of FIG. 2) based on identifying that the distance between the first virtual object and the second virtual object is within the reference distance. For example, the electronic device may activate the camera, based on identifying that the size of the first virtual object displayed through the display is greater than the reference size.

[0093] In operation **807**, according to an embodiment, the electronic device may obtain at least one image by using the activated camera. The electronic device may identify a state of the user of the electronic device based on the at least one image. In operation **809**, based on the identified state of the user, the electronic device may transmit data for changing the state of the second virtual object corresponding to the user displayed through the display of the external electronic device, to the external electronic device through a communication circuit (e.g., a communication circuit **230** of FIG. 2). For example, the identified state of the user may be related to a body motion of the user and/or a face motion of the user.

[0094] As described above, according to an embodiment, the electronic device may activate the camera based on identifying that the distance between the first virtual object and the second virtual object is within the reference distance. The electronic device may reduce power consumption by activating the camera in response to the distance within the reference distance. The electronic device may enhance the user experience of the electronic device and the external electronic device by transmitting the data for changing the state of the second virtual object based on the state of the user.

[0095] FIG. 9 illustrates a network environment **901** that receives at least one virtual service or a 'metaverse' service through a server **910**.

[0096] Metaverse is a combination of the English words Meta, which means "virtual" and "transcendence," and "Universe," which means the universe, and refers to a three-dimensional virtual world where social, economic, and cultural activities like the real world take place. Metaverse is a concept that has evolved one step further than virtual reality, and it is characterized by using avatars to not only enjoy games or virtual reality (VR, cutting-edge technology that enables people to experience real-life experiences in a computerized virtual world), but also social and cultural activities like real reality. Metaverse service may provide media content to enhance immersion in the virtual world, based on augmented reality (AR), virtual reality environment (VR), mixed environment (MR), and/or extended reality (XR).

[0097] For example, the media content provided by metaverse service may include social interaction content including a game, a concert, a party, and/or a conference based on an avatar. For

example, the media content may include information for economic activities such as advertising, user-created content, and/or sales of products and/or shopping. Ownership of the user-created content may be proved by a blockchain-based non-fungible token (NFT). The metaverse service may support economic activities based on real money and/or cryptocurrency. Virtual content linked to the real world, such as digital twin or life logging, may be provided by the metaverse service.

[0098] In FIG. 9, the network environment **901** may include a server **910**, a user terminal **920** (e.g., a first terminal **920-1** and a second terminal **920-2**), and a network connecting the server **910** and the user terminal **920**. In the network environment **901**, the server **910** may provide a metaverse service to the user terminal **920**. The network may be formed by at least one intermediate node **930** including an access point (AP) and/or a base station. The user terminal **920** may access the server **910** through a network and output a user interface (UI) associated with the metaverse service to the user of the user terminal **920**. Based on the UI, the user terminal **920** may obtain information to be inputted into the metaverse service from the user or output information associated with the metaverse service (e.g., multimedia content) to the user.

[0099] In this case, the server **910** provides a virtual space so that the user terminal **920** may perform activities in the virtual space. In addition, the user terminal **920** may represent information provided by the server **910** to the user or transmit information in which the user wants to represent in the virtual space to the server, by installing S/W agent to access a virtual space provided by the server **910**. The S/W agent may be provided directly through the server **910**, downloaded from a public server, or embedded and provided when purchasing a terminal.

[0100] In an embodiment, the metaverse service may be provided to the user terminal **920** and/or the user by using the server **910**. The embodiment is not limited thereto, and the metaverse service may be provided through individual contact between users. For example, within the network environment **901**, the metaverse service may be provided by a direct connection between the first terminal **920-1** and the second terminal **920-2**, independently of the server **910**. In FIG. 9, in the network environment **901**, the first terminal **920-1** and the second terminal **920-2** may be connected to each other through a network formed by at least one intermediate node **930**. In an embodiment where the first terminal **920-1** and the second terminal **920-2** are directly connected, any one user terminal of the first terminal **920-1** and the second terminal **920-2** may serve as the server **910**. For example, a metaverse environment may be configured only with a device-to-device connection (e.g., a peer-to-peer (P2P) connection).

[0101] In an embodiment, the user terminal **920** (or the user terminal **920** including the first terminal **920-1** and the second terminal **920-2**) may be made into various form factors, and may be characterized by including an input device for inputting information to the metaverse service and an output device that provides video and/or sound to the user. Examples of various form factors of the user terminal **920** include a smartphone (e.g., the second terminal **920-2**), an AR device (e.g., the first terminal **920-1**), a VR device, an MR device, a video see-through (VST) device, an optical see-through (OST) device, a smart lens, a smart mirror, a TV or a projector capable of input/output.

[0102] Network (e.g., a network formed by at least one intermediate node **930**) include various broadband networks including 3G, 4G, and 5G, a short-range networks including Wi-fi and BT (e.g., a wired network or a wireless network that directly connect the first terminal **920-1** and the second terminal **920-2**).

[0103] A method for strengthening the user experience of the electronic device **101** and reducing power consumption may be required. As described above, according to an embodiment, an electronic device may comprise a communication circuit **230**, a camera **240**, a display **220**, and a processor **210**. The processor **210** may display, while providing at least one virtual service, a first virtual object **120** through the display **220**. The processor **210** may identify a distance between the first virtual object **120** and a second virtual object **110** corresponding to a user of the electronic device **101**. The processor **210** may activate the camera **240** in response to the distance in a reference distance. The processor **210** may, in response to identifying a state of the user based on at

least one image **150** obtained by using the activated camera **240**, transmit, to an external electronic device **101** through the communication circuit **230**, data for changing a state of the second virtual object **110** corresponding to the user displayed through a display **220** of the external electronic device **101** based on the state of the user.

[0104] According to an embodiment, the processor **210** may identify a size of the first virtual object **120** displayed through the display **220**. The processor **210** may identify, based on identifying a size of the first virtual object greater than a reference size, the distance in the reference distance.

[0105] According to an embodiment, the processor **210** may identify, based on an input indicating to select the first virtual object **120**, the distance between the first virtual object **120** and the second virtual object **110**.

[0106] According to an embodiment, the processor **210** may identify the distance based on the input indicating to select the first virtual object **120** among one or more virtual objects.

[0107] According to an embodiment, the processor **210** may deactivate the activated camera **240** in response to the distance farther than the reference distance.

[0108] According to an embodiment, the processor **210** may identify, based on a first coordinate value indicating a location of the first virtual object **120** and a second coordinate value indicating a location of the second virtual object **110**, the distance.

[0109] According to an embodiment, the processor **210** may display a visual object representing activation of the camera **240** through the display **220** in response to activation of the camera **240**.

[0110] According to an embodiment, the processor **210** may control, based on identifying the distance farther than the reference distance, the second virtual object **110** based on a controller where a communication link is established through the communication circuit **230**.

[0111] As described above, according to an embodiment, a method of an electronic device **101** may comprise displaying, while providing at least one virtual service, a first virtual object **120** through a display **220**. The method may comprise identifying a distance between the first virtual object **120** and a second virtual object **110** corresponding to a user of the electronic device **101**. The method may comprise activating a camera **240** in response to the distance in a reference distance. The method may comprise, in response to identifying a state of the user based on at least one image **150** obtained by using the activated camera **240**, transmitting, to an external electronic device **101** through a communication circuit **230**, data for changing a state of the second virtual object **110** corresponding to the user displayed through a display **220** of the external electronic device **101** based on the state of the user.

[0112] According to an embodiment, the method may comprise identifying a size of the first virtual object **120** displayed through the display **220**. The method may comprise identifying, based on identifying a size of the first virtual object **120** greater than a reference size, the distance in the reference distance.

[0113] According to an embodiment, the method may comprise identifying, based on an input indicating to select the first virtual object **120**, the distance between the first virtual object **120** and the second virtual object **110**.

[0114] According to an embodiment, the method may comprise identifying the distance based on the input indicating to select the first virtual object **120** among one or more virtual objects.

[0115] According to an embodiment, the method may comprise deactivating the activated camera **240** in response to the distance farther than the reference distance.

[0116] According to an embodiment, the method may comprise identifying, based on a first coordinate value indicating a location of the first virtual object **120** and a second coordinate value indicating a location of the second virtual object **110**, the distance.

[0117] According to an embodiment, the method may comprise displaying a visual object representing activation of the camera **240** through the display **220** in response to activation of the camera **240**.

[0118] According to an embodiment, the method may comprise controlling, based on identifying

the distance farther than the reference distance, the second virtual object **110** based on a controller where a communication link is established through the communication circuit **230**.

[0119] As described above, according to an embodiment, a computer-readable storage medium storing one or more programs, wherein the one or more programs, when being executed by a processor **210** of an electronic device **101**, may cause the processor **210** of the electronic device **101** to display, while providing at least one virtual service, a first virtual object **120** through a display **220**. The one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to identify a distance between the first virtual object **120** and a second virtual object **110** corresponding to a user of the electronic device **101**. The one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to activate a camera **240** in response to the distance in a reference distance. The one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to, in response to identifying a state of the user based on at least one image **150** obtained by using the activated camera **240**, transmit, to an external electronic device **101** through a communication circuit **230**, data for changing a state of the second virtual object **110** corresponding to the user displayed through a display **220** of the external electronic device **101** based on the state of the user.

[0120] According to an embodiment, the one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to identify a size of the first virtual object **120** displayed through the display **220**. The one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to identify, based on identifying a size of the first virtual object **120** greater than a reference size, the distance in the reference distance.

[0121] According to an embodiment, the one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to identify, based on an input indicating to select the first virtual object **120**, the distance between the first virtual object **120** and the second virtual object **110**.

[0122] According to an embodiment, the one or more programs, when being executed by the processor **210** of the electronic device **101**, may cause the processor **210** of the electronic device **101** to identify the distance based on the input indicating to select the first virtual object **120** among one or more virtual objects.

[0123] The electronic device according to one or more embodiments disclosed in the disclosure may be various types of devices. The electronic device may include, for example, a portable communication device (e.g., a smartphone), a computer device, a portable multimedia device, a portable medical device, a camera, an electronic device, or a home appliance. The electronic device according to an embodiment of the disclosure is not limited to the above-described devices.

[0124] The one or more embodiments of the disclosure and terms used herein are not intended to limit the technical features described in the disclosure to specific embodiments, and should be understood to include various modifications, equivalents, or substitutes of the embodiment. In relation to the description of the drawings, a similar reference numeral may be used for a similar or related component. The singular form of the noun corresponding to the item may include one or a plurality of items unless explicitly indicated differently in the context involved. In the disclosure, each of the phrases such as “A or B”, “at least one of A and B”, “at least one of A or B”, “A, B or C”, “at least one of A, B and C”, and “at least one of A, B or C” may include any one among the items listed together with the corresponding phrase among the phrases, or all possible combinations thereof. Terms such as “1st”, “2nd”, or “the first”, or “the second” may be used simply to distinguish a corresponding component from another corresponding component, and do not limit the corresponding component to other aspects (e.g., importance or order). It is to be understood that if an element (e.g., a first element) is referred to, with or without the term “operatively” or

“communicatively”, as “coupled with,” “coupled to,” “connected with,” or “connected to” another element (e.g., a second element), it means that the element may be coupled with the other element directly (e.g., wiredly), wirelessly, or via a third element.

[0125] The term “module” used in one or more embodiments of the disclosure may include units implemented in hardware, software, or firmware, and may be used interchangeably with terms such as logic, logic block, component, or circuit, for example. The module may be an integrally configured component or a minimum unit of the component or a part thereof that performs one or more functions. For example, according to an embodiment, the module may be implemented in the form of an application-specific integrated circuit (ASIC).

[0126] One or more embodiments of the disclosure may be implemented as a software (e.g., a program) including one or more instructions stored in a storage medium (e.g., an internal memory or an external memory) that may be read by a machine (e.g., an electronic device **101**). For example, a processor (e.g., the processor **210**) of the machine (e.g., the electronic device **101**) may call at least one instruction among one or more instructions stored from the storage medium and execute it. This makes it possible for the machine to be operated to perform at least one function according to the at least one instruction called. The one or more instructions may include code generated by a compiler or code that may be executed by an interpreter. The machine-readable storage medium may be provided in the form of a non-transitory storage medium. Here, ‘non-transitory’ only means that the storage medium is a tangible device and does not include a signal (e.g., electromagnetic waves), and this term does not distinguish between a case where data is semi-permanently stored in the storage medium and a case where data is temporarily stored.

[0127] According to an embodiment, a method according to one or more embodiments disclosed in the disclosure may be included in a computer program product and provided. The computer program product may be traded between a seller and a buyer as a product. The computer program product may be distributed in the form of machine-readable storage medium (e.g., compact disc read only memory (CD-ROM)), or may be distributed (e.g., downloaded or uploaded) online, through an application store (e.g., Play Store™) or directly between two user devices (e.g., smartphones). In case of the online distribution, at least a portion of the computer program product may be at least temporarily stored or temporarily generated in the machine-readable storage medium, such as the memory of a manufacturer's server, an application store's server, or a relay server.

[0128] According to one or more embodiments, each component (e.g., module or program) of the above-described components may include a single or plural entity, and some of the plurality of entities may be separately disposed in other components. According to one or more embodiments, one or more components among the above-described corresponding components or operations may be omitted, or one or more other components or operations may be added. Alternatively or additionally, a plurality of components (e.g., module or program) may be integrated into one component. In this case, the integrated component may perform one or more functions of each component of the plurality of components identically or similarly to those performed by the corresponding component among the plurality of components prior to the integration. According to one or more embodiments, the operations performed by a module, program, or other component may be executed sequentially, in parallel, iteratively, or heuristically, or one or more of the above operations may be executed in a different order, omitted, or one or more other operations may be added.

Claims

1. A head-wearable electronic device comprising: communication circuitry; at least one display configured to be positioned in front of eyes of a user wearing the head-wearable electronic device; at least one camera configured to obtain an image usable for identifying a user gesture; memory

comprising one or more storage media storing instructions; and at least one processor comprising processing circuitry, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to: display, via the at least one display, a first avatar corresponding to another user different from the user of the head-wearable electronic device; identify a size of the first avatar displayed in the at least one display; based on the size of the first avatar being identified as larger than a reference size, transmit, to an electronic device of the other user, information indicating the user gesture to cause the electronic device of the other user to display a second avatar which corresponds to the user and represents the user gesture; and based on the size of the first avatar being identified as smaller than the reference size, transmit, to the electronic device of the other user, another information to cause the electronic device of the other user to control motion of the second avatar, wherein the other information is generated based on a controller coupled through the communication circuitry.

2. The head-wearable electronic device of claim 1, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to: receive a user input indicating to select the first avatar; and based on the user input, identify the size of the first avatar displayed in the at least one display.

3. The head-wearable electronic device of claim 2, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to, based on the user input indicating to select the first avatar from among a plurality of avatars, identify the size of the first avatar from among the plurality of avatars.

4. The head-wearable electronic device of claim 1, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to: based on the size of the first avatar being identified as larger than the reference size, activate the at least one camera to obtain the information; and based on the size of the first avatar being identified as smaller than the reference size, deactivate the at least one camera.

5. The head-wearable electronic device of claim 4, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to, based on the at least one camera being activated, display, through the at least one display, an icon indicating that the at least one camera is activated.

6. The head-wearable electronic device of claim 1, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to, identify the size of the first avatar displayed in the at least one display, based on a first coordinate value indicating a first location of the first avatar and a second coordinate value indicating a second location of the second avatar.

7. The head-wearable electronic device of claim 1, wherein the instructions, when executed by the at least one processor individually or collectively, cause the head-wearable electronic device to, based on the size of the first avatar being identified as smaller than the reference size, control the second avatar based on the controller.

8. A non-transitory computer readable storage medium storing instructions, wherein the instructions, when executed by a head-wearable electronic device including communication circuitry, at least one display, and at least one camera, cause the head-wearable electronic device to: display, via the at least one display, a first avatar corresponding to another user different from a user of the head-wearable electronic device; identify a size of the first avatar displayed in the at least one display; based on the size of the first avatar being identified as larger than a reference size, transmit, to an electronic device of the other user, information indicating a user gesture to cause the electronic device of the other user to display a second avatar which corresponds to the user and represents the user gesture; and based on the size of the first avatar being identified as smaller than the reference size, transmit, to the electronic device of the other user, another information to cause the electronic device of the other user to control motion of the second avatar, wherein the other information is generated based on a controller coupled through the

communication circuitry.

- 9.** The non-transitory computer readable storage medium of claim 8, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to: receive a user input indicating to select the first avatar; and based on the user input, identify the size of the first avatar displayed in the at least one display.
- 10.** The non-transitory computer readable storage medium of claim 9, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to, based on the user input indicating to select the first avatar from among a plurality of avatars, identify the size of the first avatar from among the plurality of avatars.
- 11.** The non-transitory computer readable storage medium of claim 8, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to: based on the size of the first avatar being identified as larger than the reference size, activate the at least one camera to obtain the information; and based on the size of the first avatar being identified as smaller than the reference size, deactivate the at least one camera.
- 12.** The non-transitory computer readable storage medium of claim 11, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to, based on the at least one camera being activated, display, through the at least one display, an icon indicating that the at least one camera is activated.
- 13.** The non-transitory computer readable storage medium of claim 8, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to, identify the size of the first avatar displayed in the at least one display, based on a first coordinate value indicating a first location of the first avatar and a second coordinate value indicating a second location of the second avatar.
- 14.** The non-transitory computer readable storage medium of claim 8, wherein the instructions, when executed by the head-wearable electronic device, cause the head-wearable electronic device to, based on the size of the first avatar being identified as smaller than the reference size, control the second avatar based on the controller.
- 15.** A method of a head-wearable electronic device including communication circuitry, at least one display, and at least one camera, the method comprising: displaying, via the at least one display, a first avatar corresponding to another user different from a user of the head-wearable electronic device; identifying a size of the first avatar displayed in the at least one display; based on the size of the first avatar being identified as larger than a reference size, transmitting, to an electronic device of the other user, information indicating a user gesture to cause the electronic device of the other user to display a second avatar which corresponds to the user and represents the user gesture; and based on the size of the first avatar being identified as smaller than the reference size, transmitting, to the electronic device of the other user, another information to cause the electronic device of the other user to control motion of the second avatar, wherein the other information is generated based on a controller coupled through the communication circuitry.
- 16.** The method of claim 15, wherein the identifying comprising: receiving a user input indicating to select the first avatar; and based on the user input, identifying the size of the first avatar displayed in the at least one display.
- 17.** The method of claim 16, wherein the receiving comprising: based on the user input indicating to select the first avatar from among a plurality of avatars, identifying the size of the first avatar from among the plurality of avatars.
- 18.** The method of claim 15, further comprising: based on the size of the first avatar being identified as larger than the reference size, activating the at least one camera to obtain the information; and based on the size of the first avatar being identified as smaller than the reference size, deactivating the at least one camera.
- 19.** The method of claim 18, wherein the activating comprising: based on the at least one camera being activated, displaying, through the at least one display, an icon indicating that the at least one

camera is activated.

20. The method of claim 15, wherein the identifying comprising identifying the size of the first avatar displayed in the at least one display, based on a first coordinate value indicating a first location of the first avatar and a second coordinate value indicating a second location of the second avatar.
