CLAIMS

1. A virtual scene display method, applicable to an electronic device, the method comprising:

obtaining an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation;

obtaining, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a first rotation speed of a viewing angle of a virtual scene according to the viewing-angle adjustment operation;

obtaining a second rotation speed of the viewing angle of the virtual scene according to a location of the aiming point and a location of the target virtual object, wherein a direction of the second rotation speed is from the aiming point toward the target virtual object;

obtaining a target rotation speed of the viewing angle of the virtual scene based on the first rotation speed and the second rotation speed; and

displaying a target virtual scene based on the target rotation speed of the viewing angle.

2. The method according to claim 1, wherein the obtaining the first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation comprises:

obtaining, in response to a determination that the aiming point is located in a first adsorption region of the target virtual object, a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation;

obtaining, in response to a determination that the aiming point is located in a second adsorption region of the target virtual object, a second preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the second preset rotation speed being less than the first preset rotation speed; and

obtaining, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, a third preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the third preset rotation speed being less than the first preset rotation speed, and the third preset rotation speed being different from the second preset rotation speed;

wherein the first adsorption region surrounds the second adsorption region, and the second adsorption region surrounds the third adsorption region.

3. The method according to claim 1, wherein the obtaining the second rotation speed of the

viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen; or

obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between the target virtual object and the aiming point in the virtual scene; or

obtaining the second rotation speed of the viewing angle of the virtual scene according to an angle between a direction of a line connecting a virtual object currently controlled by the terminal to the target virtual object and a direction of the aiming point.

4. The method according to claim 3, wherein the second rotation speed is in a negative correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen; or the second rotation speed is in a negative correlation with the distance between the target virtual object and the aiming point in the virtual scene; or the second rotation speed is in a negative correlation with the angle.

5. The method according to claim 3, wherein the method further comprises:

obtaining a distance between the virtual object currently controlled by the terminal and the target virtual object; and

correspondingly, the obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and according to the distance between the projections of the target virtual object and the aiming point on the terminal screen, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object; or

correspondingly, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the target virtual object and the aiming point in the virtual scene comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the

distance between the virtual object currently controlled by the terminal and the target virtual object and according to the distance between the target virtual object and the aiming point in the virtual scene, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

6. The method according to claim 1, wherein the method further comprises:

performing, in response to a determination that the aiming point is located in a first adsorption region or a second adsorption region of the target virtual object, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object; and

using, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, the first rotation speed as the target rotation speed of the viewing angle of the virtual scene.

7. The method according to claim 1, wherein the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and an operation direction of the viewing-angle adjustment operation.

8. The method according to claim 7, wherein the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the operation direction of the viewing-angle adjustment operation comprises:

obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves toward the target virtual object, a third rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a first parameter; and

obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves in a direction opposite to the target virtual object, a fourth rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a second parameter, the fourth rotation speed being less than the third rotation speed.

9. The method according to claim 1, wherein the method further comprises:

obtaining a display mode of the virtual scene in response to detecting that the viewing-angle adjustment operation is received;

performing, in response to a determination that the virtual scene is in a display mode based on an aiming tool, the obtaining the adsorption region of the target virtual object; and

obtaining, in response to a determination that the virtual scene is not in the display mode based on the aiming tool, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

10. The method according to claim 1, wherein the method further comprises:

selecting, in response to a determination that the aiming point is located in adsorption regions of a plurality of candidate virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; and

performing, based on the selected target virtual object, the obtaining the target rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the viewing-angle adjustment operation.

11. The method according to claim 10, wherein the selecting the candidate virtual object from the plurality of candidate virtual objects as the target virtual object comprises:

randomly selecting a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or

selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or

selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or

selecting, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

12. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one instruction, the at least one instruction being loaded and executed by the one or more processors to perform the virtual scene display method according to any one of claims 1 to 11.

13. A computer-readable storage medium, storing at least one instruction, the instruction being loaded and executed by a processor to perform operations performed in the virtual scene display method according to any one of claims 1 to 11.