METHOD AND APPARATUS FOR GENERATING SPECIAL EFFECT IN VIRTUAL ENVIRONMENT, DEVICE, AND STORAGE MEDIUM

RELATED APPLICATION

[0001] This application claims priority to Chinese Patent Application No. 202110591807.7, filed on May 28, 2021 and entitled "SPECIAL EFFECT DISPLAY METHOD AND APPARATUS, ELECTRONIC DEVICE, AND STORAGE MEDIUM", which is incorporated herein by reference in its entirety.

FIELD OF THE TECHNOLOGY

[0002] This application relates to the field of computer technologies, and in particular, to a method and an apparatus for generating a special effect in a virtual environment, a device, and a storage medium.

BACKGROUND OF THE DISCLOSURE

[0003] With the development of computer technologies and diversification of terminal functions, there are increasing types of games that can be run on a terminal. A multiplayer online battle arena (MOBA) game is a relatively popular game.

SUMMARY

[0004] Embodiments of this application provide a method and an apparatus for generating a special effect in a virtual environment, a device, and a storage medium, and the technical solutions are as follows:

[0005] According to an aspect, a method for generating a special effect for social interaction in a virtual environment of a game is provided, including:

displaying an object presentation interface of a target battle, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

receiving a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to the electronic device triggering the special effect; and

generating the special effect in the object presentation interface.

[0006] According to an aspect, a method for generating a special effect for social interaction in a virtual environment of a game is provided, including:

receiving at least one special effect triggering request, the special effect triggering request being used for requesting to trigger a special effect of a corresponding virtual object;

determining a first virtual object meeting a target condition in at least one virtual object corresponding to the at least one special effect triggering request; and

transmitting a special effect generating instruction for the first virtual object, the special effect generating instruction being used for instructing to generate the special effect based on the first virtual object.

[0007] According to an aspect, an apparatus for generating a special effect for social interaction in a virtual environment of a game is provided, including:

a first display module, configured to display an object presentation interface of a target battle, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

a receiving module, configured to receive a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to the electronic device triggering the special effect; and

a special effect generating module, configured to generate the special effect in the object presentation interface.

[0008] According to an aspect, an apparatus for generating a special effect for social interaction in a virtual environment of a game is provided, including:

a receiving module, configured to receive at least one special effect triggering request, the special effect triggering request being used for requesting to trigger a special effect of a corresponding virtual object;

a determining module, configured to determine a first virtual object meeting a target condition in at least one virtual object corresponding to the at least one special effect triggering request; and

[0065] The server 140 is an independent physical server, or is a server cluster or a distributed system formed by a plurality of physical servers, or is a cloud server that provides basic cloud computing services such as a cloud service, a cloud database, cloud computing, a cloud function, cloud storage, a network service, cloud communication, a middleware service, a domain name service, a security service, a content delivery network (CDN), big data, and an AI platform.

[0066] The first terminal 120 or the second terminal 160 is a smartphone, a smart handheld game console, a portable game device, a tablet computer, a notebook computer, a desktop computer, a smartwatch, or the like, but is not limited thereto.

[0067] The applications installed on the first terminal 120 and the second terminal 160 are the same, or the applications installed on the two terminals are the same type of applications on different operating system platforms. The first terminal 120 may be generally one of a plurality of terminals, and the second terminal 160 may be generally one of a plurality of terminals. In this embodiment, only the first terminal 120 and the second terminal 160 are used as examples for description. The device types of the first terminal 120 and the second terminal 160 may be the same or different. A person skilled in the art may learn that there may be more or fewer terminals. For example, there may be only one terminal, or there may be dozens of or hundreds of or more terminals. The quantity and the device type of the terminals are not limited in the embodiments of this application.

[0068] FIG. 12 is a flowchart of a method for generating a special effect for social interaction in a virtual environment of a game according to an embodiment of this application. Referring to FIG. 12, this embodiment is applied to an electronic device, description is made by using an example in which the electronic device is a terminal, and the terminal is the first terminal 120 or the second terminal 160 shown in FIG. 11. This embodiment includes the following steps:

[0069] 1201. The terminal displays an object presentation interface of a target battle, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle.

[0070] The target battle refers to any battle of any game involving participation of a plurality of virtual objects. For example, the game is any one of a MOBA game, an MMORPG, an FPS game, a third-person shooting game, a virtual reality application, a three-dimensional map program, a military simulation program, or a multiplayer gunfight survival game. The battle may be a battle in any arena mode, and different arena modes decide quantities of virtual objects participating in a target battle. For example, the arena modes are 2V2, 3V3, and 5V5, and quantities of virtual objects participating in the target battle are 4, 6, and 10 correspondingly. In some

CLAIMS

What is claimed is:

1. A method for generating a special effect for social interaction in a virtual environment of a game, performed by an electronic device, the method comprising:

displaying an object presentation interface of a target battle, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

receiving a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to the electronic device triggering the special effect; and

generating the special effect in the object presentation interface.

2. The method according to claim 1, wherein the special effect comprises a first special effect, the first special effect is a special effect of the first virtual object, and the generating the special effect in the object presentation interface comprises:

generating the first special effect on an identity picture of the first virtual object in the object presentation interface.

3. The method according to claim 1, wherein the special effect comprises a second special effect, the second special effect is a special effect of a camp to which the first virtual object belongs, and the generating the special effect in the object presentation interface comprises:

determining a second virtual object from the plurality of virtual objects, wherein the second virtual object and the first virtual object belong to the same camp; and

generating the second special effect in a background region in which identity pictures of the first virtual object and the second virtual object are located.

4. The method according to claim 1, further comprising:

displaying a count control of the special effect in the object presentation interface, wherein the count control of the special effect is used for recording a display duration of the special effect.

5. The method according to claim 1, wherein before the receiving a special effect generating instruction for a first virtual object of the plurality of virtual objects, the method further comprises:

displaying a triggering option of the special effect in the object presentation interface; and

transmitting a special effect triggering request in response to a triggering operation on the triggering option, wherein the special effect triggering request is used for requesting to trigger the special effect.

6. The method according to claim 5, wherein after the displaying a triggering option of the special effect, the method further comprises:

setting the triggering option to an inactive state when the special effect is successfully triggered based on the special effect triggering request.

7. The method according to claim 6, wherein after the setting the triggering option to an inactive state, the method further comprises:

setting the triggering option from the inactive state to an active state in response to a case that a display duration of the special effect exceeds a target duration.

8. The method according to claim 1, wherein after the generating the special effect in the object presentation interface, the method further comprises:

displaying an interaction option in the object presentation interface, wherein the interaction option is used for providing an interaction function for the special effect of the first virtual object; and

transmitting a special effect interaction request in response to a triggering operation on the interaction option, wherein the special effect interaction request is used for instructing to perform interaction with the special effect of the first virtual object.

9. The method according to claim 8, wherein after the displaying an interaction option in the object presentation interface, the method further comprises:

playing, when the interaction with the special effect succeeds based on the special effect interaction request, a feedback animation on the interaction option, and setting the interaction option to an inactive state, wherein the feedback animation is used for indicating that the interaction succeeds based on the special effect interaction request.

10. The method according to claim 1, wherein after the generating the special effect in the object presentation interface, the method further comprises:

receiving a target generating instruction for a third virtual object of the plurality of virtual objects, wherein the target generating instruction is used for instructing to generate a target special effect based on the third virtual object, and the third virtual object is a virtual object triggering to perform interaction with the special effect of the first virtual object; and

generating the target special effect in the object presentation interface, wherein the target special effect is a special effect of the third virtual object for performing interaction with the special effect of the first virtual object.

11. The method according to claim 10, further comprising:

displaying a count control of the target special effect in the object presentation interface, wherein the count control of the target special effect is used for recording a display duration of the target special effect.

12. The method according to claim 1, wherein the displaying an object presentation interface of a target battle comprises:

loading a virtual scene corresponding to the target battle in response to a battle start operation on the target battle; and

displaying the object presentation interface during loading of the virtual scene.

13. A method for generating a special effect for social interaction in a virtual environment of a game, performed by an electronic device, the method comprising:

receiving at least one special effect triggering request, the special effect triggering request being used for requesting to trigger a special effect of a corresponding virtual object;

determining a first virtual object meeting a target condition in at least one virtual object corresponding to the at least one special effect triggering request; and

transmitting a special effect generating instruction for the first virtual object, the special effect generating instruction being used for instructing to generate the special effect based on the first virtual object.

14. An apparatus for generating a special effect for social interaction in a virtual environment of a game, comprising:

a first display module, configured to display an object presentation interface of a target battle, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

a receiving module, configured to receive a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to the electronic device triggering the special effect; and

a special effect generating module, configured to generate the special effect in the object presentation interface.

15. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one computer program, the at least one computer program being loaded and executed by the one or more processors to implement the method for generating a special effect in a virtual environment according to any one of claims 1 to 12 or claim 13.

16. A storage medium, storing at least one computer program, the at least one computer program being loaded and executed by a processor to implement the method for generating a special effect in a virtual environment according to any one of claims 1 to 12 or claim 13.