CLAIMS

~~What is claimed is:~~

1. A virtual environment display method, performed by a terminal, the method comprising:

displaying a first interface, the first interface comprising object display pages of a plurality of virtual objects belonging to a first group and object display pages of a plurality of virtual objects belonging to a second group, wherein at least one virtual object has ~~having~~ a skin displayed on a corresponding object display page;

switching, in response to ~~that~~ skins that are owned by the plurality of virtual objects in ~~the~~ a same group and that belong to ~~the~~ a same skin series meet a trigger condition, a specified environment element in a virtual environment to a virtual environment element corresponding to the skin series, wherein to switch a scene of the virtual environment, the virtual environment is used for providing a battle environment for at least two virtual objects, the virtual environment element comprising at least one of an automatically controlled virtual role in each group, a neutral role that does not belong to any group in the virtual environment, or a virtual map element, and wherein different skin series corresponds to different virtual environment elements ~~the virtual environment being a virtual place for the plurality of virtual objects belonging to the first group and the plurality of virtual objects belonging to the second group to perform a movement; and~~

displaying a second interface, the second interface comprising a picture acquired from the virtual environment, wherein the virtual environment comprising the virtual environment element corresponding to the skin series,

wherein the switching of the specified environment element in the virtual environment to the virtual environment element corresponding to the skin series comprises:

switching, in response to the quantity of skins owned by the plurality of virtual objects in the first group and that belong to the first skin series reaching an i^{th} level first threshold, from a first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first skin series, wherein i is a positive integer;

switching, in response to the quantity of skins owned by the plurality of virtual objects in the first group and that belong to the first skin series reaching an $(i+1)^{th}$ level first

threshold, from a first specified environment element belonging to a second set in the virtual environment to the first virtual environment element corresponding to the first skin series;

switching, in response to the quantity of skins owned by the plurality of virtual objects in the second group and that belong to a second skin series reaching a second threshold, from a second specified environment element in the virtual environment to a second virtual environment element corresponding to the second skin series;

switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to the quantity of skins owned by some virtual objects in the first group and that belong to the first skin series reaching the first threshold, a quantity of skins owned by other virtual objects in the first group and that belong to a third skin series reaching a third threshold, and a priority of the first skin series is higher than a priority of the third skin series; or switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to the quantity of skins owned by some virtual objects in the first group and that belong to the first skin series reaching the first threshold, wherein a quantity of skins owned by other virtual objects in the first group and that belong to the third skin series reaching the third threshold, and wherein the first threshold is greater than the third threshold;

wherein the first threshold has at least two levels, the i^{th} level first threshold is greater than the $(i+1)^{th}$ level first threshold, a quantity of first specified environment elements in the first set is greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment elements in the first set are more than the types of first specified environment elements in the second set, and wherein the virtual environment comprises a first map region owned by the first group and a second map region owned by the second group, wherein the first specified environment element is a virtual environment element belonging to the first map region; and the second specified environment element is a virtual environment element belonging to the second map region.

2. The method according to claim 1, wherein the switching, in response to that skins that are owned by the plurality of virtual objects in the same group and that belong to the same skin series meet a trigger condition, a specified environment element in a virtual environment to a virtual environment element corresponding to the skin series comprises:

obtaining a skin list of the plurality of virtual objects in the same group, the same group

comprising the first group or the second group;

matching the skin list of the plurality of virtual objects in the same group with skin series in a positive feedback configuration list, the positive feedback configuration list being used for indicating a correspondence between a quantity of skins belonging to the same skin series and triggering of positive feedback, the positive feedback being used for switching the specified environment element in the virtual environment; and

switching, in response to that a quantity of skins that are owned by the plurality of virtual objects in the same group and that belong to the same skin series reaches a threshold of triggering the positive feedback, the specified environment element in the virtual environment to the virtual environment element corresponding to the skin series.

3. The method according to claim 2, wherein the switching, in response to that a quantity of skins that are owned by the plurality of virtual objects in the same group and that belong to the same skin series reaches a threshold of triggering the positive feedback, the specified environment element in the virtual environment to the virtual environment element corresponding to the skin series comprises:

obtaining, in response to that the quantity of skins that are owned by the plurality of virtual objects in the same group and that belong to the same skin series reaches the threshold of triggering the positive feedback, a second resource path of the virtual environment element corresponding to the skin series from the positive feedback configuration list;

switching a first resource path corresponding to the specified environment element to the second resource path;

loading the virtual environment element corresponding to the skin series according to the second resource path; and

switching the specified environment element to the virtual environment element corresponding to the skin series.

~~4. The method according to any one of claims 1 to 3, wherein: the switching, in response to that skins that are owned by the plurality of virtual objects in the same group and that belong to the same skin series meet a trigger condition, a specified environment element in a virtual environment to a virtual environment element corresponding to the skin series comprises:~~

~~switching, in response to that a quantity of skins that are owned by the plurality of~~

virtual objects in the first group and that belong to a first skin series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first skin series;

and/or

switching, in response to that a quantity of skins that are owned by the plurality of virtual objects in the second group and that belong to a second skin series reaches a second threshold, a second specified environment element in the virtual environment to a second virtual environment element corresponding to the second skin series.

5. The method according to claim 4, wherein the virtual environment comprises a first map region owned by the first group and a second map region owned by the second group;

the first specified environment element is a virtual environment element belonging to the first map region; and

the second specified environment element is a virtual environment element belonging to the second map region.

6. The method according to claim 4, wherein the first threshold has at least two levels, and the switching, in response to that a quantity of skins that are owned by the plurality of virtual objects in the first group and that belong to a first skin series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first skin series comprises:

switching, in response to that the quantity of skins that are owned by the plurality of virtual objects in the first group and that belong to the first skin series reaches an i^{th} level first threshold, the first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first skin series, i being a positive integer; and

switching, in response to that the quantity of skins that are owned by the plurality of virtual objects in the first group and that belong to the first skin series reaches an $(i+1)^{th}$ level first threshold, the first specified environment element belonging to a second set in the virtual environment to the first virtual environment element corresponding to the first skin series,

the i^{th} level first threshold being greater than the $(i+1)^{th}$ level first threshold, a quantity of first specified environment elements in the first set being greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment

~~elements in the first set being more than types of first specified environment elements in the second set.~~

~~7. The method according to claim 4, wherein the switching, in response to that a quantity of skins that are owned by the plurality of virtual objects in the first group and that belong to a first skin series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first skin series comprises:~~

~~switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to that a quantity of skins that are owned by some virtual objects in the first group and that belong to the first skin series reaches the first threshold, a quantity of skins that are owned by other virtual objects in the first group and that belong to a third skin series reaches a third threshold, and a priority of the first skin series is higher than a priority of the third skin series;~~

~~or~~

~~switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to that a quantity of skins that are owned by some virtual objects in the first group and that belong to the first skin series reaches the first threshold, a quantity of skins that are owned by other virtual objects in the first group and that belong to a third skin series reaches a third threshold, and the first threshold is greater than the third threshold.~~

~~8~~4. The method according to any one of claims 1 to 3, wherein the virtual environment element further comprises at least one of ~~an automatically controlled virtual role in each group, a neutral role that does not belong to any group in the virtual environment~~, a virtual decoration unit, a virtual map element, a background music element, a voice broadcast element, a control broadcast element, and an interface control element.

~~9~~5. A virtual environment display method, performed by a terminal, the method comprising:

displaying a first interface, the first interface comprising object display pages of a plurality of virtual objects belonging to a first group and object display pages of a plurality of virtual objects belonging to a second group;

obtaining map fragments owned by the plurality of virtual objects belonging to the first

group and map fragments owned by the plurality of virtual objects belonging to the second group;

switching, in response to ~~that~~ a quantity of map fragments that are owned by the plurality of virtual objects in ~~the~~ a same group and that belong to ~~the~~ a same environment series reachinges ~~es~~ a threshold, a specified environment element in a virtual environment to a virtual environment element corresponding to the same environment series, wherein to switch a scene of the virtual environment, the virtual environment is used for providing a battle environment for at least two virtual objects, the virtual environment element comprising at least one of an automatically controlled virtual role in each group, a neutral role that does not belong to any group in the virtual environment, or a virtual map element; and wherein different environment series corresponds to different virtual environment elements;

~~the virtual environment being a virtual place for the plurality of virtual objects belonging to the first group and the plurality of virtual objects belonging to the second group to perform a movement; and~~

displaying a second interface, the second interface comprising a picture acquired from the virtual environment, wherein the virtual environment comprising the virtual environment element corresponding to the environment series~~,~~.

~~10. The method according to claim 9,~~ wherein the switching~~, in response to that a quantity of map fragments that are owned by the plurality of virtual objects in the same group and that belong to the same environment series reaches a threshold, a~~ of the specified environment element in ~~a~~ the virtual environment to ~~a~~ the virtual environment element corresponding to the environment series comprises:

switching, in response to the quantity of map fragments owned by the plurality of virtual objects in the first group and that belong to a first environment series reaching an i^{th} level first threshold, from a first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first environment series, wherein i is a positive integer;

switching, in response to the quantity of map fragments owned by the plurality of virtual objects in the first group and that belong to the first environment series reaching an $(i+1)^{th}$ level first threshold, from a first specified environment element belonging to a second set in the virtual environment to the first virtual environment element corresponding to the first environment series;

~~switching, in response to that a quantity of map fragments that are owned by the plurality of virtual objects in the first group and that belong to a first environment series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first environment series;~~

~~and/or~~

switching, in response to ~~that~~ the ~~-~~quantity of map fragments ~~that are~~ owned by the plurality of virtual objects in the second group and that belong to a second environment series reachinges a second threshold, from a second specified environment element in the virtual environment to a second virtual environment element corresponding to the second environment series; ~~.~~

switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to a quantity of map fragments owned by some virtual objects in the first group and that belong to the first environment series reaching the first threshold, and a quantity of map fragments owned by other virtual objects in the first group and that belong to a third environment series reaching a third threshold, and a priority of the first environment series is higher than a priority of the third environment series; or switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to the quantity of map fragments owned by some virtual objects in the first group and that belong to the first environment series reaching the first threshold, wherein a quantity of map fragments owned by other virtual objects in the first group and that belong to the third environment series reaching the third threshold, and the first threshold is greater than the third threshold,

wherein the first threshold has at least two levels, the i^{th} level first threshold is greater than the $(i+1)^{th}$ level first threshold, a quantity of first specified environment elements in the first set is greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment elements in the first set are more than types of first specified environment elements in the second set, and wherein the virtual environment comprises a first map region owned by the first group and a second map region owned by the second group, wherein the first specified environment element is a virtual environment element belonging to the first map region; and the second specified environment element is a virtual environment element belonging to the second map region.

11. The method according to claim 10, wherein the first threshold has at least two levels, and the switching, in response to that a quantity of map fragments that are owned by the plurality of virtual objects in the first group and that belong to a first environment series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first environment series comprises:

switching, in response to that the quantity of map fragments that are owned by the plurality of virtual objects in the first group and that belong to the first environment series reaches an i^{th} level first threshold, the first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first environment series, i being a positive integer; and

switching, in response to that the quantity of map fragments that ar owned by the plurality of virtual objects in the first group and that belong to the first environment series reaches an $(i+1)^{th}$ level first threshold, the first specified environment element belonging to a second set in the virtual environment to the first virtual environment element corresponding to the first environment series,

the i^{th} level first threshold being greater than the $(i+1)^{th}$ level first threshold, a quantity of first specified environment elements in the first set being greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment elements in the first set being more than types of first specified environment elements in the second set.

12. The method according to claim 10, wherein the switching, in response to that a quantity of map fragments that are owned by the plurality of virtual objects in the first group and that belong to a first environment series reaches a first threshold, a first specified environment element in the virtual environment to a first virtual environment element corresponding to the first environment series comprises:

switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to that a quantity of map fragments that are owned by some virtual objects in the first group and that belong to the first environment series reaches the first threshold, a quantity of map fragments that are owned by other virtual objects in the first group and that belong to a third environment series reaches a third threshold, and a priority of the first environment series is

~~higher than a priority of the third environment series;~~

~~or~~

~~switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to that a quantity of map fragments that are owned by some virtual objects in the first group and that belong to the first environment series reaches the first threshold, a quantity of map fragments that are owned by other virtual objects in the first group and that belong to a third environment series reaches a third threshold, and the first threshold is greater than the third threshold.~~

~~13~~6. A virtual environment display apparatus, comprising:

a first display module, configured to display a first interface, the first interface comprising object display pages of a plurality of virtual objects belonging to a first group and object display pages of a plurality of virtual objects belonging to a second group, at least one virtual object having a skin on a corresponding object display page; ~~and~~

a first element switching module, configured to switch, in response to that skins ~~that are~~ owned by the plurality of virtual objects in ~~the~~ a same group and that belong to ~~the~~ a same skin series meet a trigger condition, a specified environment element in a virtual environment to a virtual environment element corresponding to the skin series, wherein to switch a scene of the virtual environment, the virtual environment is used for providing a battle environment for at least two virtual objects and the virtual environment element comprising at least one of an automatically controlled virtual role in each group, a neutral role that does not belong to any group in the virtual environment, or a virtual map element, and wherein different skin series corresponds to different virtual environment elements, the virtual environment being a virtual place for the plurality of virtual objects belonging to the first group and the plurality of virtual objects belonging to the second group to perform a movement, ~~and~~

the first display module, configured to display a second interface, the second interface comprising a picture acquired from the virtual environment, wherein the virtual environment comprises ~~ing~~ the virtual environment element corresponding to the skin series;~~.~~

wherein the first element switching module is further configured to:

switch, in response to the quantity of skins owned by the plurality of virtual objects in the first group and that belong to the first skin series reaching an i^{th} level first threshold, from a first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first skin series, wherein i is a positive integer;

switch, in response to the quantity of skins owned by the plurality of virtual objects in the first group and that belong to the first skin series reaching an $(i+1)^{th}$ level first threshold, from a first specified environment element belonging to a second set in the virtual environment to the first virtual environment element corresponding to the first skin series;

switch the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to a quantity of skins owned by some virtual objects in the first group and that belong to the first skin series reaching the first threshold, a quantity of skins owned by other virtual objects in the first group and that belong to a third skin series reaching a third threshold, and a priority of the first skin series is higher than a priority of the third skin series; or switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first skin series in response to the quantity of skins owned by some virtual objects in the first group and that belong to the first skin series reaching the first threshold, wherein a quantity of skins owned by other virtual objects in the first group and that belong to the third skin series reaching the third threshold, and wherein the first threshold is greater than the third threshold; and

wherein the first threshold has at least two levels, the i^{th} level first threshold is greater than the $(i+1)^{th}$ level first threshold, a quantity of first specified environment elements in the first set is greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment elements in the first set are more than the types of first specified environment elements in the second set, and wherein the virtual environment comprises a first map region owned by the first group and a second map region owned by the second group, wherein the first specified environment element is a virtual environment element belonging to the first map region; and the second specified environment element is a virtual environment element belonging to the second map region.

~~14~~7. A virtual environment display apparatus, comprising:

a ~~second~~ display module, configured to display a first interface, the first interface

comprising object display pages of a plurality of virtual objects belonging to a first group and object display pages of a plurality of virtual objects belonging to a second group;

an ~~second~~ obtaining module, configured to obtain map fragments owned by the plurality of virtual objects belonging to the first group and map fragments owned by the plurality of virtual objects belonging to the second group; and

an ~~second~~ element switching module, configured to switch, in response to a quantity of map fragments owned by the plurality of virtual objects in a same group and that belong to a same environment series reaching a threshold, a specified environment element in a virtual environment to a virtual environment element corresponding to the same environment series, wherein to switch a scene of the virtual environment, the virtual environment is used for providing a battle environment for at least two virtual objects, the virtual environment element comprises at least one of an automatically controlled virtual role in each group, a neutral role that does not belong to any group in the virtual environment, or a virtual map element; and wherein different environment series corresponds to different virtual environment elements; ~~in response to that a quantity of map fragments that are owned by the plurality of virtual objects in the same group and that belong to the same environment series reaches a threshold, a specified environment element in a virtual environment to a virtual environment element corresponding to the environment series,~~ the virtual environment being a virtual place for the plurality of virtual objects belonging to the first group and the plurality of virtual objects belonging to the second group to perform a movement, and

the ~~second~~ display module, configured to display a second interface, the second interface comprising a picture acquired from the virtual environment, wherein the virtual environment comprising the virtual environment element corresponding to the environment series;~~.~~

wherein the element switching module is further configured to:

switch, in response to the quantity of map fragments owned by the plurality of virtual objects in the first group and that belong to a first environment series reaching an i^{th} level first threshold, from a first specified environment element belonging to a first set in the virtual environment to the first virtual environment element corresponding to the first environment series, wherein i is a positive integer;

switch, in response to the quantity of map fragments owned by the plurality of virtual objects in the first group and that belong to the first environment series reaching an $(i+1)^{th}$ level first threshold, from a first specified environment element belonging to a second set in

the virtual environment to the first virtual environment element corresponding to the first environment series;

switch, in response to the quantity of map fragments owned by the plurality of virtual objects in the second group and that belong to a second environment series reaching a second threshold, from a second specified environment element in the virtual environment to a second virtual environment element corresponding to the second environment series;

switch the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to a quantity of map fragments owned by some virtual objects in the first group and that belong to the first environment series reaching the first threshold, a quantity of map fragments that are owned by other virtual objects in the first group and that belong to a third environment series reaching a third threshold, and a priority of the first environment series is higher than a priority of the third environment series; or switching the first specified environment element in the virtual environment to the first virtual environment element corresponding to the first environment series in response to the quantity of map fragments owned by some virtual objects in the first group and that belong to the first environment series reaching the first threshold, wherein a quantity of map fragments owned by other virtual objects in the first group and that belong to a third environment series reaching a third threshold, and wherein the first threshold is greater than the third threshold;

wherein the first threshold has at least two levels, the i^{th} level first threshold is greater than the $(i+1)^{th}$ level first threshold, and where a quantity of first specified environment elements in the first set is greater than a quantity of first specified environment elements in the second set, and/or types of first specified environment elements in the first set are more than types of first specified environment elements in the second set, and wherein the virtual environment comprises a first map region owned by the first group and a second map region owned by the second group, wherein the first specified environment element is a virtual environment element belonging to the first map region; and the second specified environment element is a virtual environment element belonging to the second map region.

~~15~~8. A computer device, comprising: a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the virtual environment display method according to

any one of claims 1 to ~~12~~5.

~~16~~9. A computer-readable storage medium, comprising: at least one instruction, at least one program, a code set or an instruction set, the at least one instruction, the at least one program, the code set or the instruction set being loaded and executed by a processor to implement the virtual environment display method according to any one of claims 1 to ~~12~~5.