CLAIMS

What is claimed is:

1. A virtual object control method, performed by a mobile terminal, the method comprising:

displaying a user interface (UI), the UI comprising an operation control configured to control a posture of a virtual object to switch between different postures in a virtual environment;

receiving a touch operation signal corresponding to the operation control;

obtaining attribute information of the touch operation signal;

determining, according to a first posture of the virtual object and the attribute information, a second posture to which the virtual object is to be switched; and

controlling the virtual object to switch from the first posture to the second posture, comprising:

when the virtual object is currently in a standing posture, determining that the virtual object is currently in a running posture, and directly controlling the virtual object to switch to a sliding tackle posture without detecting the attribute information, wherein a second display style of the operation control is a red-highlighted icon representing squatting;

automatically ending the sliding tackle posture and switching to the standing posture within a time range, wherein a first display style of the operation control is a grey icon representing squatting.

2. The method according to claim 1, wherein the determining, according to a first posture of the virtual object and the attribute information, a second posture to which the virtual object is to be switched comprises:

when the first posture is a standing posture, determining the second posture as a squatting posture when the attribute information is first attribute information, and determining the second posture as a prone posture when the attribute information is second attribute information;

when the first posture is a squatting posture, determining the second posture as a standing posture when the attribute information is the first attribute information, and determining the second posture as a prone posture when the attribute information is the second attribute information; and

when the first posture is a prone posture, determining the second posture as a squatting posture when the attribute information is the first attribute information, and determining the second posture as a standing posture when the attribute information is the second attribute information.

~~3. The method according to claim 1, further comprising:~~

~~determining, when the first posture is a running posture, that the second posture to which the virtual object is to be switched is a sliding tackle posture.~~

~~4~~3. The method according to claim 1, wherein the attribute information comprises at least one of the following: a touch duration, a touch pressure, a quantity of times of touch, and a swipe direction.

~~5~~4. The method according to claim 1, wherein after the receiving a touch operation signal corresponding to the operation control, the method further comprises:

obtaining scene information corresponding to the virtual object, the scene information being used for indicating a virtual scene in which the virtual object is located; and

the determining, according to a first posture of the virtual object and the attribute information, a second posture to which the virtual object is to be switched comprises:

determining, according to the first posture, the attribute information, and the scene information, the second posture to which the virtual object is to be switched.

~~6~~5. The method according to claim ~~5~~4, wherein the determining, according to the first posture, the attribute information, and the scene information, the second posture to which the virtual object is to be switched comprises:

obtaining a posture mapping relationship corresponding to the scene information from a posture mapping relationship library, the posture mapping relationship library comprising at least one posture mapping relationship, each posture mapping relationship corresponding to one type of scene information; and

determining, from the posture mapping relationship corresponding to the scene information, a posture that corresponds to the first posture and the attribute information as the second posture to which the virtual object is to be switched.

~~7. The method according to any one of claims 1 to 6, wherein the operation control comprises a posture icon, and~~

~~the method further comprises:~~

~~controlling, when the virtual object is switched from the first posture to the second posture, the posture icon to switch from a first display style to a second display style.~~

~~8~~6. The method according to any one of claims 1 to ~~6~~5, wherein after the determining, according to a first posture of the virtual object and the attribute information, a second posture to which the virtual object is to be switched, the method further comprises:

detecting, according to position information of the virtual object, whether the virtual object satisfies a condition for switching to the second posture;

performing, when the virtual object satisfies the condition for switching to the second posture, an operation of controlling the virtual object to switch from the first posture to the second posture; and

controlling, when the virtual object does not satisfy the condition for switching to the second posture, the virtual object to maintain the first posture.

~~9~~7. The method according to any one of claims 1 to ~~6~~5, wherein the controlling the virtual object to switch from the first posture to the second posture comprises:

displaying, in the UI, by adjusting a three-dimensional model of the virtual object and a viewing angle of a virtual camera in the virtual environment, a switching process of switching the virtual object from the first posture to the second posture.

~~10~~8. A virtual object control apparatus, comprising:

an interface display module, configured to display a user interface (UI), the UI comprising an operation control configured to control a posture of a virtual object to switch between different postures in a virtual environment;

a signal receiving module, configured to receive a touch operation signal corresponding to the operation control;

an information obtaining module, configured to obtain attribute information of the touch operation signal;

a posture determining module, configured to determine, according to a first posture of the virtual object and the attribute information, a second posture to which the virtual object is to be switched; and

a posture switching module, configured to control the virtual object to switch from the first posture to the second posture, the controlling comprising:

when the virtual object is currently in a standing posture, determining that the virtual object is currently in a running posture, and directly controlling the virtual object to switch to a sliding tackle posture without detecting the attribute information, wherein a second display style of the operation control is a red-highlighted icon representing squatting;

automatically ending the sliding tackle posture and switching to the standing posture within a time range, wherein a first display style of the operation control is a grey icon representing

squatting.

~~11~~9. The apparatus according to claim ~~8~~10, wherein the posture determining module is configured to:

when the first posture is a standing posture, determine the second posture as a squatting posture when the attribute information is first attribute information, and determine the second posture as a prone posture when the attribute information is second attribute information; and

when the first posture is a squatting posture, determine the second posture as a standing posture when the attribute information is the first attribute information, and determine the second posture as a prone posture when the attribute information is the second attribute information; and

when the first posture is a prone posture, determine the second posture as a squatting posture when the attribute information is the first attribute information, and determine the second posture as a standing posture when the attribute information is the second attribute information.

~~12. The apparatus according to claim 10, wherein~~

~~the posture determining module is further configured to determine, when the first posture is a running posture, that the second posture to which the virtual object is to be switched is a sliding tackle posture.~~

1~~3~~0. The apparatus according to claim ~~10~~8, further comprising:

a scene obtaining module, configured to obtain scene information corresponding to the virtual object, the scene information being used for indicating a virtual scene in which the virtual object is located; and

the posture determining module is further configured to determine, according to the first posture, the attribute information, and the scene information, the second posture to which the virtual object is to be switched.

~~14~~11. A mobile terminal, comprising:

a processor, a communication interface, a memory, and a communication bus,

the processor, the communication interface, and the memory communicating with each other by using the communication bus, the communication interface being an interface of a communication module;

the memory being configured to store program code, and transmit the program code to the processor,

the processor being configured to call instructions of the program code in the memory to perform the virtual object control method according to any one of claims 1 to ~~9~~7.

~~15~~12. A non-transitory computer-readable storage medium, configured to store a computer program, the computer program, when run on a computing device, causing the computing device to perform the virtual object control method according to any one of claims 1 to ~~9~~7.

~~16~~13. A computer program product, comprising instructions, the computer program product, when run on a computing device, causing the computing device to perform the virtual object control method according to any one of claims 1 to ~~9~~7.