CLAIMS

1. A method for displaying an interactive prop, applicable to a terminal, the method comprising:

when a perspective prop is in an assembled state, detecting whether an occluded interactive prop is comprised within a viewing angle range of a controlled virtual object in a virtual scene, the perspective prop being used for displaying the occluded interactive prop in a perspective manner;

when the occluded interactive prop is comprised within the viewing angle range, detecting whether the occluded interactive prop meets a perspective condition, the perspective condition representing that the occluded interactive prop is visible relative to the perspective prop, wherein the perspective condition comprises one of following: at least one component of a prefab of the occluded interactive prop comprises a target component whose material is not semi-transparent, all components of the prefab of the occluded interactive prop are the target components whose material is not semi-transparent, and the occluded interactive prop is any prop in a pivotable list; and

when the occluded interactive prop meets the perspective condition, displaying the occluded interactive prop in a perspective manner in the virtual scene.

2. The method according to claim 1, wherein the displaying the occluded interactive prop in the perspective manner in the virtual scene comprises:

displaying an outline of the occluded interactive prop on a target object of the virtual scene, the target object being an object occluding the interactive prop.

3. The method according to claim 2, wherein the displaying the outline of the occluded interactive prop comprises:

among at least one component of a prefab of the occluded interactive prop, determining a target component of the occluded interactive prop whose material is not semi-transparent; and

setting a display state of the target component to an occlusion culling state, and setting a rendering manner of the target component to allow a perspective effect.

4. The method according to claim 1, wherein the displaying the occluded interactive prop in the perspective manner in the virtual scene comprises:

on a target object of the virtual scene, highlighting a mapping region in which the occluded interactive prop is mapped to the target object, the target object being an object occluding the interactive prop.

5. The method according to claim 1, wherein the detecting whether the occluded interactive prop is comprised within the viewing angle range of the controlled virtual object in the virtual scene comprises:

detecting whether an interactive prop is within the viewing angle range;

when the interactive prop is within the viewing angle range, obtaining a distance between the controlled virtual object and the interactive prop;

when the distance is less than a distance threshold, detecting whether a target object is between the controlled virtual object and the interactive prop, the target object being an object occluding the interactive prop; and

when the target object is detected between the controlled virtual object and the interactive prop, determining that the occluded interactive prop is within the viewing angle range; or otherwise, determining that the occluded interactive prop is not within the viewing angle range.

6. The method according to claim 1, wherein after displaying the occluded interactive prop in the perspective manner in the virtual scene, the method further comprises:

when an interactive attribute value of the controlled virtual object or the occluded interactive prop is lower than an attribute threshold, canceling display of the occluded interactive prop in the virtual scene.

7. The method according to claim 2, wherein the displaying the outline of the occluded interactive prop on the target object of the virtual scene further comprises:

adding a special highlighting effect for the occluded interactive prop on the target object of the virtual scene according to the outline of the occluded interactive prop, the special highlighting effect being corresponding to at least one display parameter of an edge color, a highlighting width, luminous intensity, a luminous range, and a highlighting type.

8. An apparatus for displaying an interactive prop, the apparatus comprising:

a detection module, configured to, when a perspective prop is in an assembled state, detect whether an occluded interactive prop is comprised within a viewing angle range of a controlled virtual object in a virtual scene, the perspective prop being used for displaying the occluded interactive prop in a perspective manner,

the detection module being further configured to, when the occluded interactive prop is comprised within the viewing angle range, detect whether the occluded interactive prop meets a perspective condition, the perspective condition representing that the occluded interactive prop is

visible relative to the perspective prop, wherein the perspective condition comprises one of following: at least one component of a prefab of the occluded interactive prop comprises a target component whose material is not semi-transparent, all components of the prefab of the occluded interactive prop are the target components whose material is not semi-transparent, and the occluded interactive prop is any prop in a pivotable list; and

a perspective display module, configured to, when the occluded interactive prop meets the perspective condition, display the occluded interactive prop in a perspective manner in the virtual scene.

9. The apparatus according to claim 8, wherein the perspective display module comprises:

an outline display unit, configured to display an outline of the occluded interactive prop on a target object of the virtual scene, the target object being an object occluding the interactive prop.

10. The apparatus according to claim 9, wherein the outline display unit is configured to:

among at least one component of a prefab of the occluded interactive prop, determine a target component of the occluded interactive prop whose material is not semi-transparent; and

set a display state of the target component to an occlusion culling state, and set a rendering manner of the target component to allow a perspective effect.

11. The apparatus according to claim 8, wherein the perspective display module is configured to:

on a target object of the virtual scene, highlight a mapping region in which the occluded interactive prop is mapped to the target object, the target object being an object occluding the interactive prop.

12. The apparatus according to claim 8, wherein the detection module is configured to:

detect whether an interactive prop is within the viewing angle range;

when the interactive prop is within the viewing angle range, obtain a distance between the controlled virtual object and the interactive prop;

when the distance is less than a distance threshold, detect whether a target object is between the controlled virtual object and the interactive prop, the target object being an object occluding the interactive prop; and

when the target object is detected between the controlled virtual object and the interactive prop, determine that the occluded interactive prop is within the viewing angle range; or otherwise,

determine that the occluded interactive prop is not within the viewing angle range.

13. A terminal, comprising one or more processors and one or more memories, the one or more memories storing at least one program code, the at least one program code, when loaded and executed by the one or more processors, cause the one or more processors to perform the method for displaying an interactive prop according to any one of claims 1 to 7.

14. A storage medium for storing at least one program code, the at least one program code, when loaded and executed by a processor, causes the processor to perform the method for displaying an interactive prop according to any one of claims 1 to 7.