

ABSTRACT

Disclosed in the embodiments of the present application are a motion control method, apparatus and device for a virtual character, and a storage medium. The method comprises: acquiring original motion data, wherein the original motion data is position data of a plurality of skeleton joint points of an original model when the original model executes a target motion; according to the original motion data, determining initial position data of the plurality of skeleton joint points of a virtual character; constructing a target function by using the initial position data and the original motion data; generating a collision constraint between the plurality of skeleton joint points of the virtual character and profile joint points of the virtual character, and using an unchanged distance between adjacent skeleton joint points among the plurality of skeleton joint points of the virtual character as a length constraint; solving the minimum distance of the target function under the length constraint and the collision constraint, so as to obtain target position data of the plurality of skeleton joint points of the virtual character; and controlling the plurality of skeleton joint points of the virtual character to move to positions indicated by the target position data, so as to drive the virtual character to execute the target motion.

Fig. 2