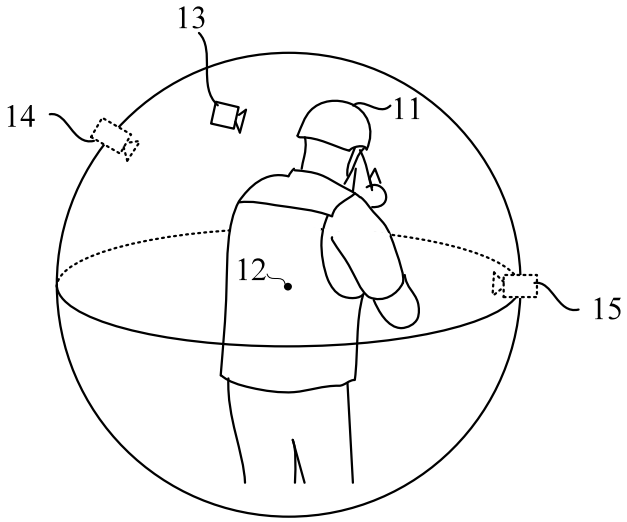


FIG. 1

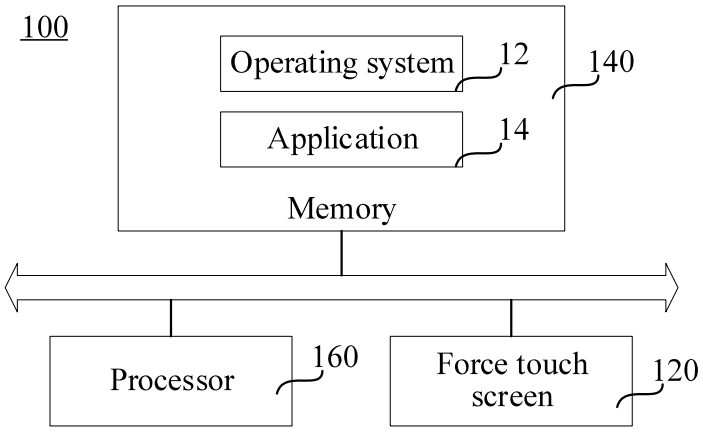


FIG. 2

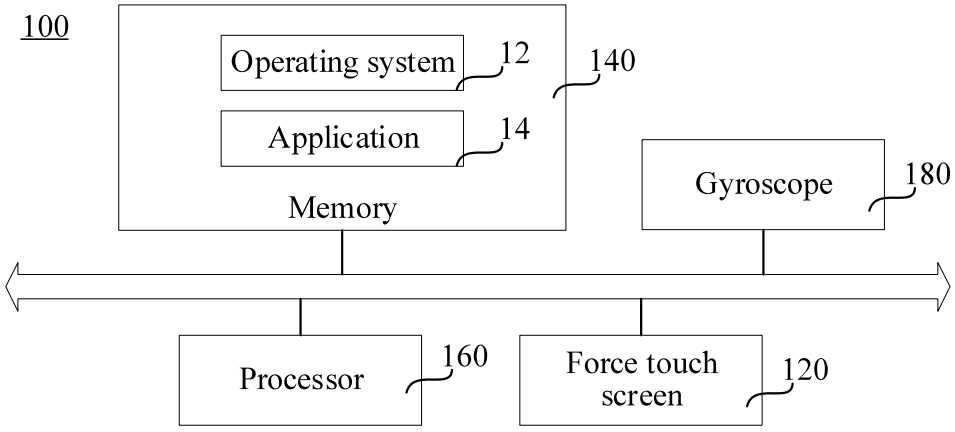


FIG. 3

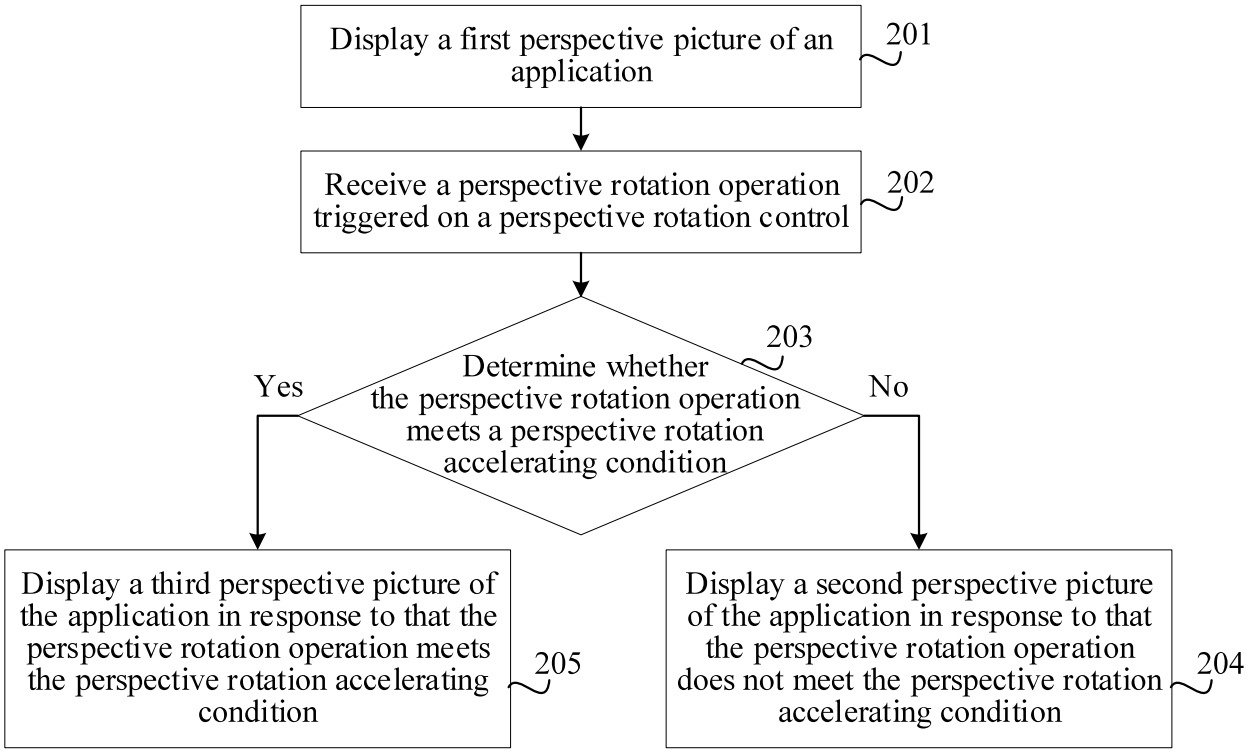

Display a first perspective picture of an application
201
Receive a perspective rotation operation triggered on a perspective rotation control
202
Determine whether the perspective rotation operation meets a perspective rotation accelerating condition
203
Yes
No
Display a third perspective picture of the application in response to that the perspective rotation operation meets the perspective rotation accelerating condition
205
Display a second perspective picture of the application in response to that the perspective rotation operation does not meet the perspective rotation accelerating condition
204

FIG. 4

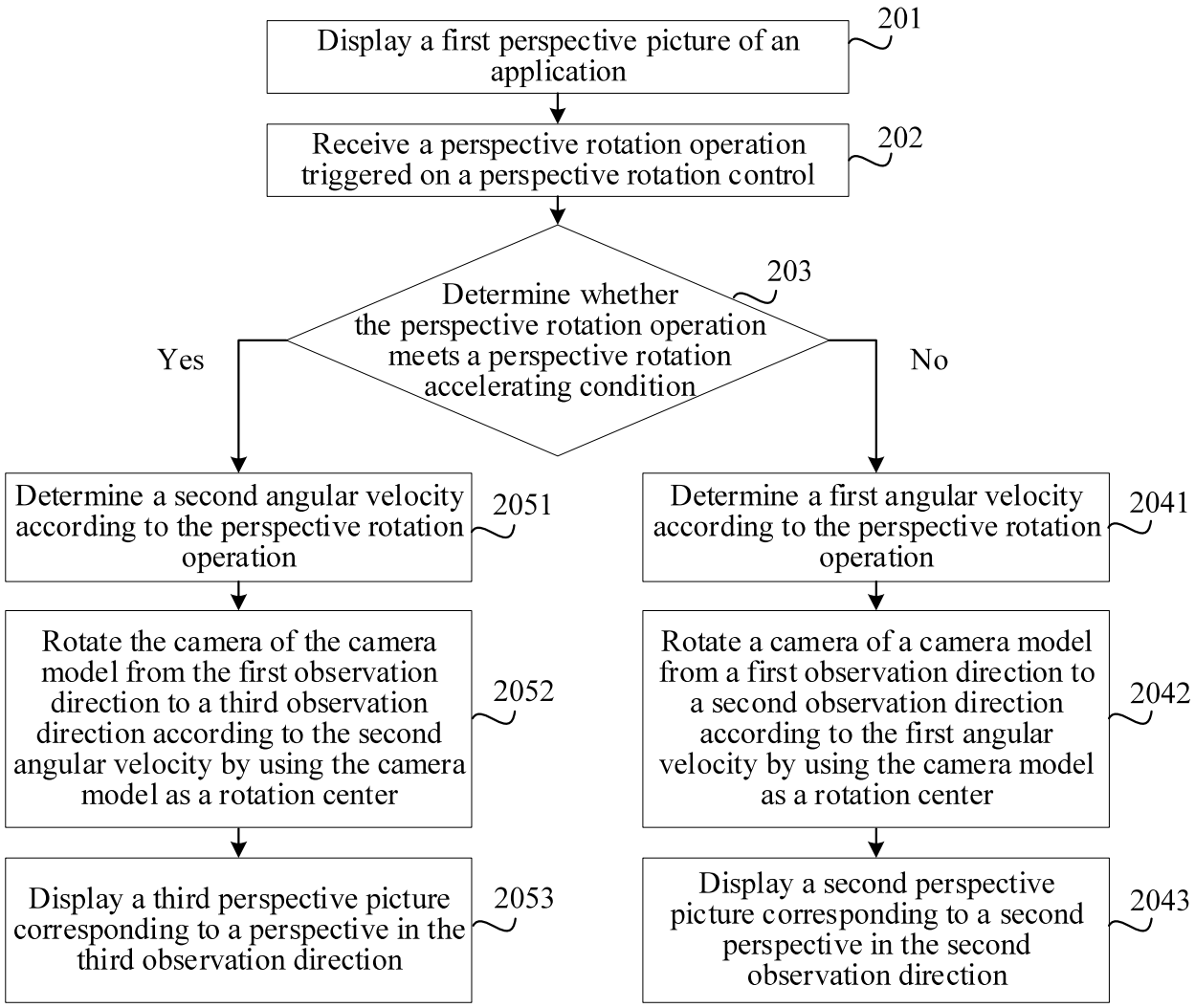

Display a first perspective picture of an application
201
Receive a perspective rotation operation triggered on a perspective rotation control
202
Determine whether the perspective rotation operation meets a perspective rotation accelerating condition
203
Yes
No
Determine a second angular velocity according to the perspective rotation operation
2051
Rotate the camera of the camera model from the first observation direction to a third observation direction according to the second angular velocity by using the camera model as a rotation center
2052
Display a third perspective picture corresponding to a perspective in the third observation direction
2053
Determine a first angular velocity according to the perspective rotation operation
2041
Rotate a camera of a camera model from a first observation direction to a second observation direction according to the first angular velocity by using the camera model as a rotation center
2042
Display a second perspective picture corresponding to a second perspective in the second observation direction
2043

FIG. 5

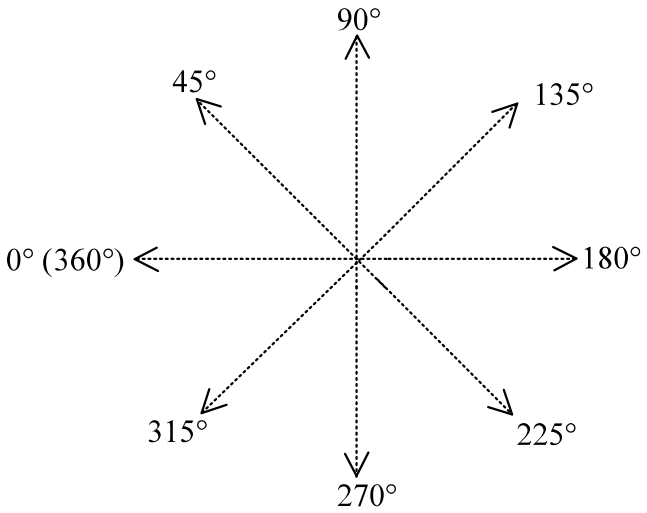


FIG. 6

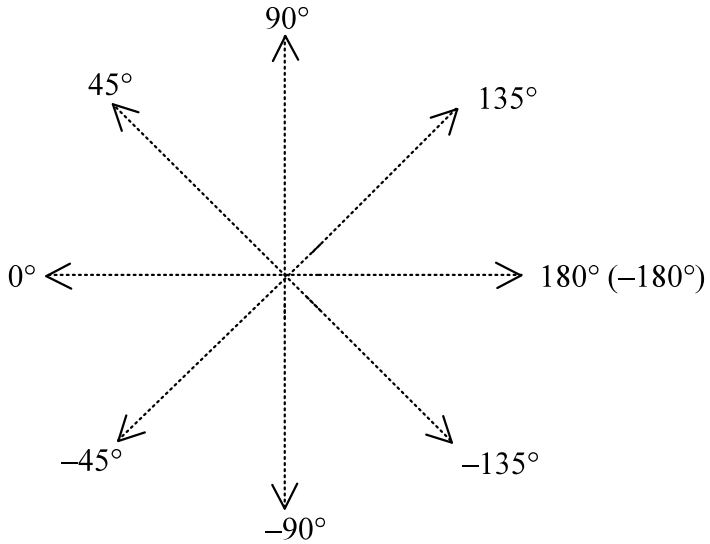


FIG. 7

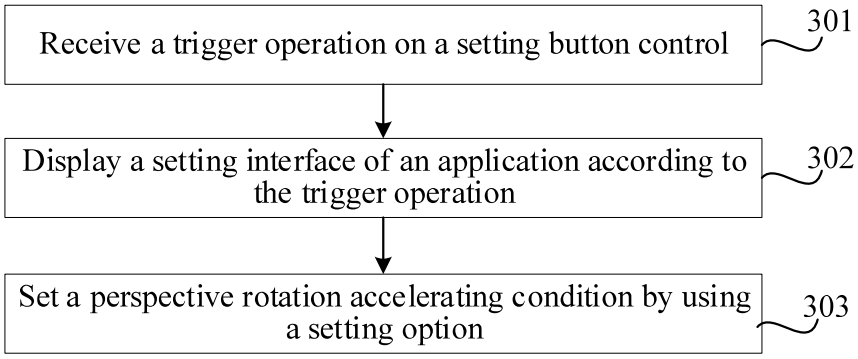


FIG. 8

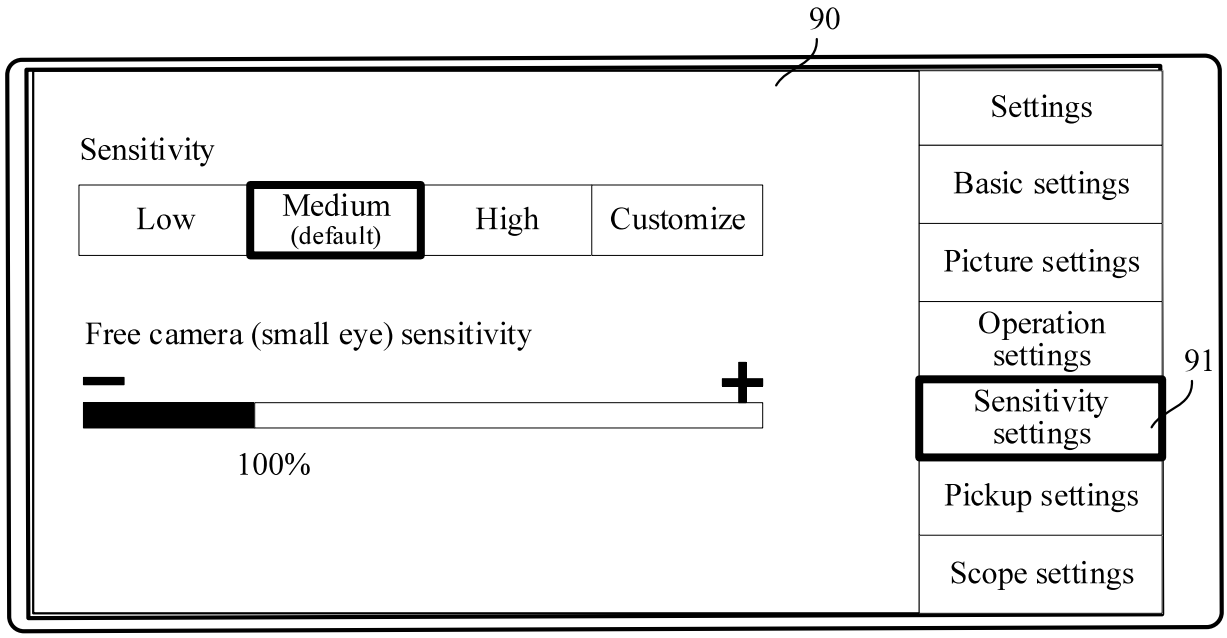

90
Settings
Sensitivity
Low
Medium
(default)
High
Customize
Basic settings
Picture settings
Operation settings
Free camera (small eye) sensitivity
91
Sensitivity settings
100%
Pickup settings
Scope settings

FIG. 9

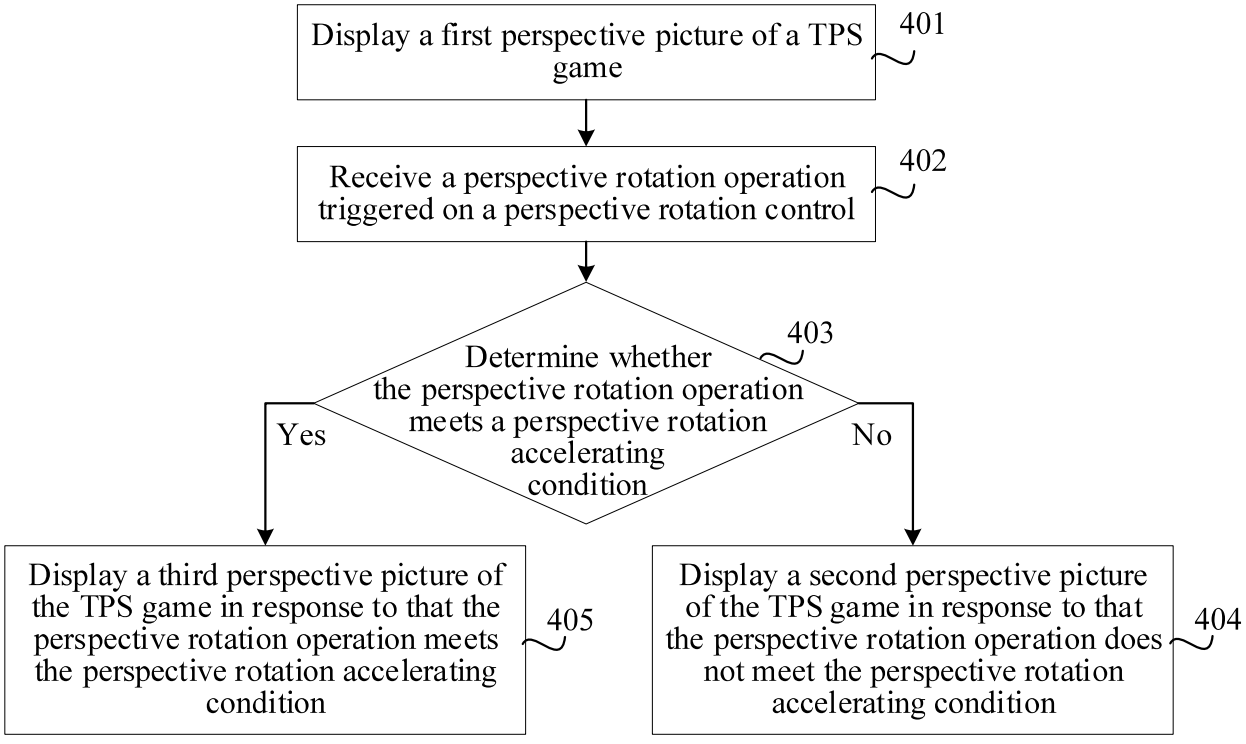

Display a first perspective picture of a TPS game
401
Receive a perspective rotation operation triggered on a perspective rotation control
402
Determine whether the perspective rotation operation meets a perspective rotation accelerating condition
403
Yes
No
Display a third perspective picture of the TPS game in response to that the perspective rotation operation meets the perspective rotation accelerating condition
405
Display a second perspective picture of the TPS game in response to that the perspective rotation operation does not meet the perspective rotation accelerating condition
404

FIG. 10

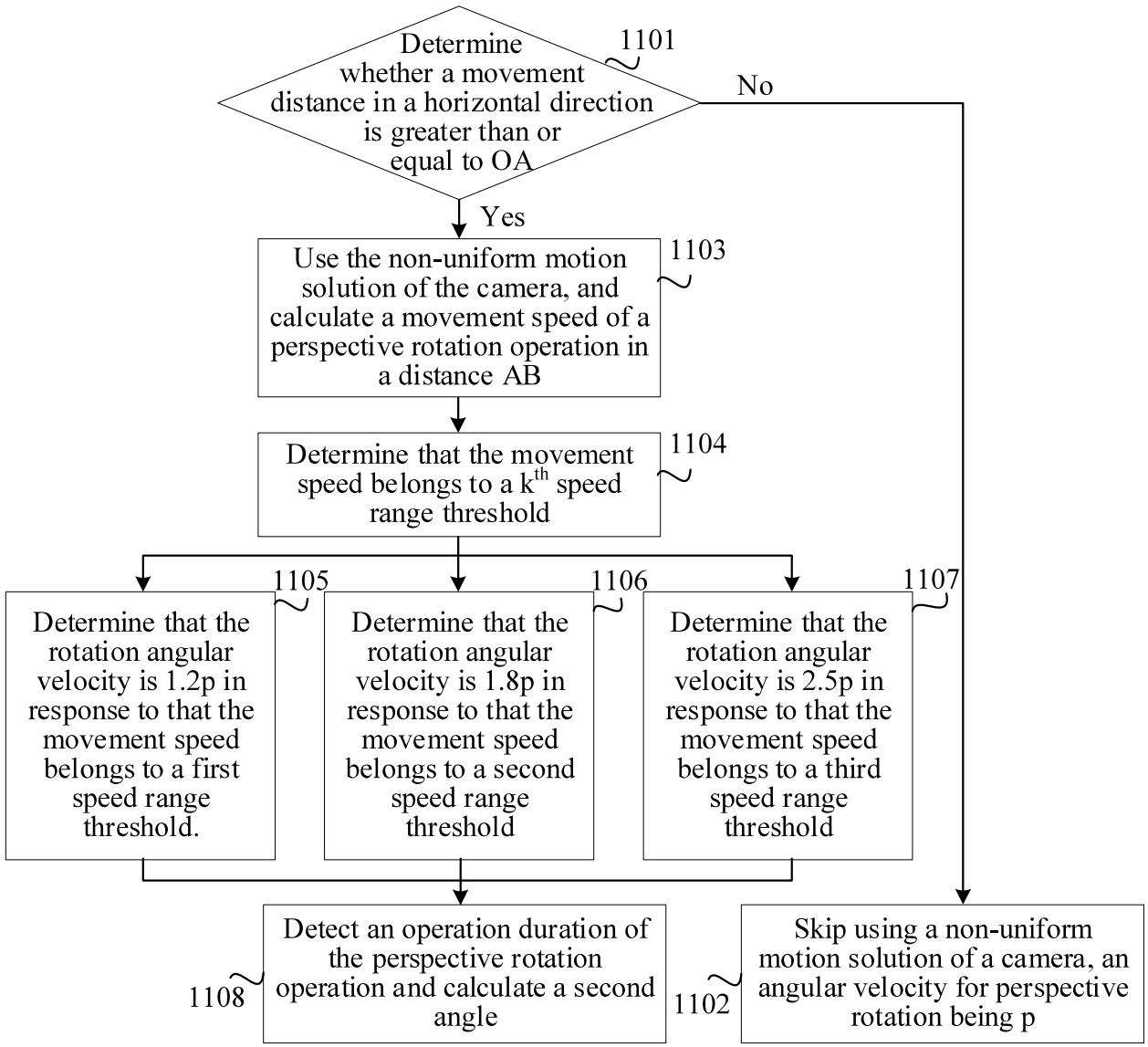

Determine whether a movement distance in a horizontal direction is greater than or equal to OA
1101
No
Yes
Use the non-uniform motion solution of the camera, and calculate a movement speed of a perspective rotation operation in a distance AB
1103
Determine that the movement speed belongs to a k^th speed range threshold
1104
Determine that the rotation angular velocity is 1.2p in response to that the movement speed belongs to a first speed range threshold.
1105
Determine that the rotation angular velocity is 1.8p in response to that the movement speed belongs to a second speed range threshold
1106
Determine that the rotation angular velocity is 2.5p in response to that the movement speed belongs to a third speed range threshold
1107
Detect an operation duration of the perspective rotation operation and calculate a second angle
1108
Skip using a non-uniform motion solution of a camera, an angular velocity for perspective rotation being p
1102

FIG. 11

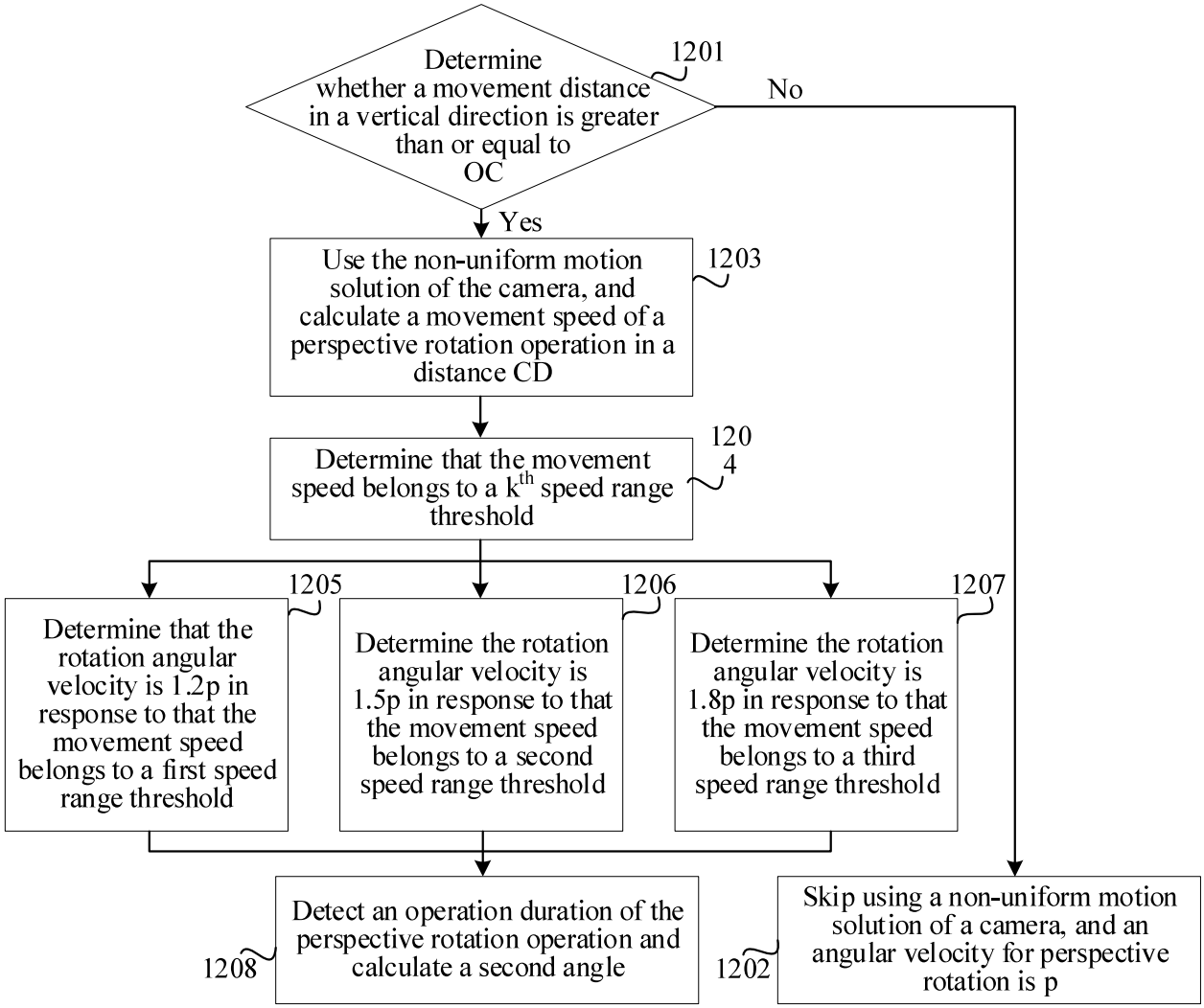

Determine whether a movement distance in a vertical direction is greater than or equal to OC
1201
No
Yes
Use the non-uniform motion solution of the camera, and calculate a movement speed of a perspective rotation operation in a distance CD
1203
Determine that the movement speed belongs to a k^th speed range threshold
1204
Determine that the rotation angular velocity is 1.2p in response to that the movement speed belongs to a first speed range threshold
1205
Determine the rotation angular velocity is 1.5p in response to that the movement speed belongs to a second speed range threshold
1206
Determine the rotation angular velocity is 1.8p in response to that the movement speed belongs to a third speed range threshold
1207
Detect an operation duration of the perspective rotation operation and calculate a second angle
1208
Skip using a non-uniform motion solution of a camera, and an angular velocity for perspective rotation is p
1202

FIG. 12

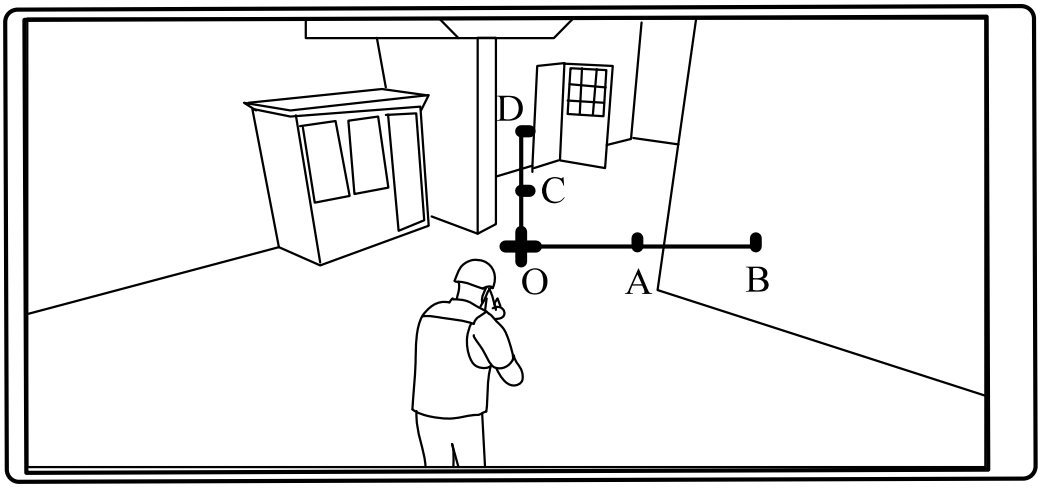

D
C
O
A
B

FIG. 13

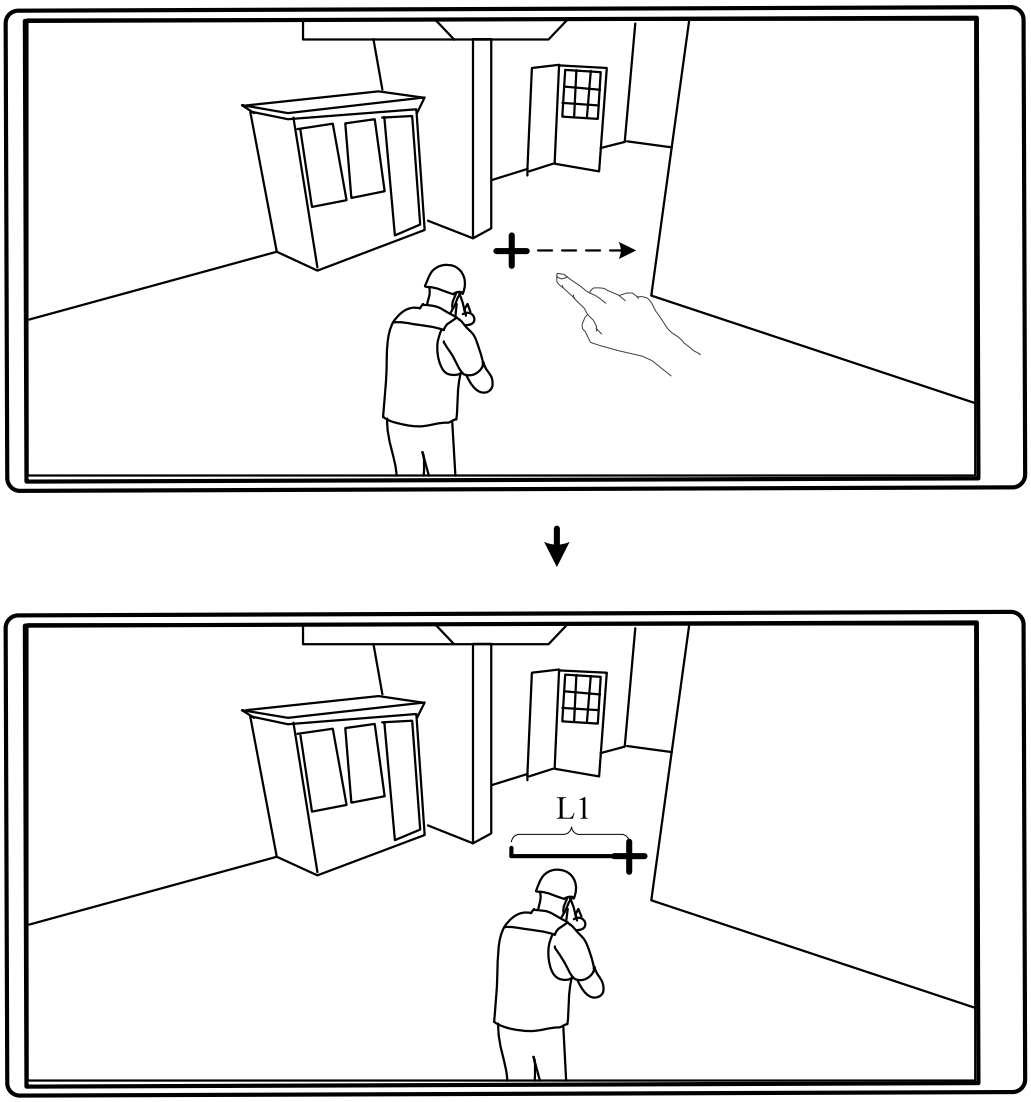


FIG. 14

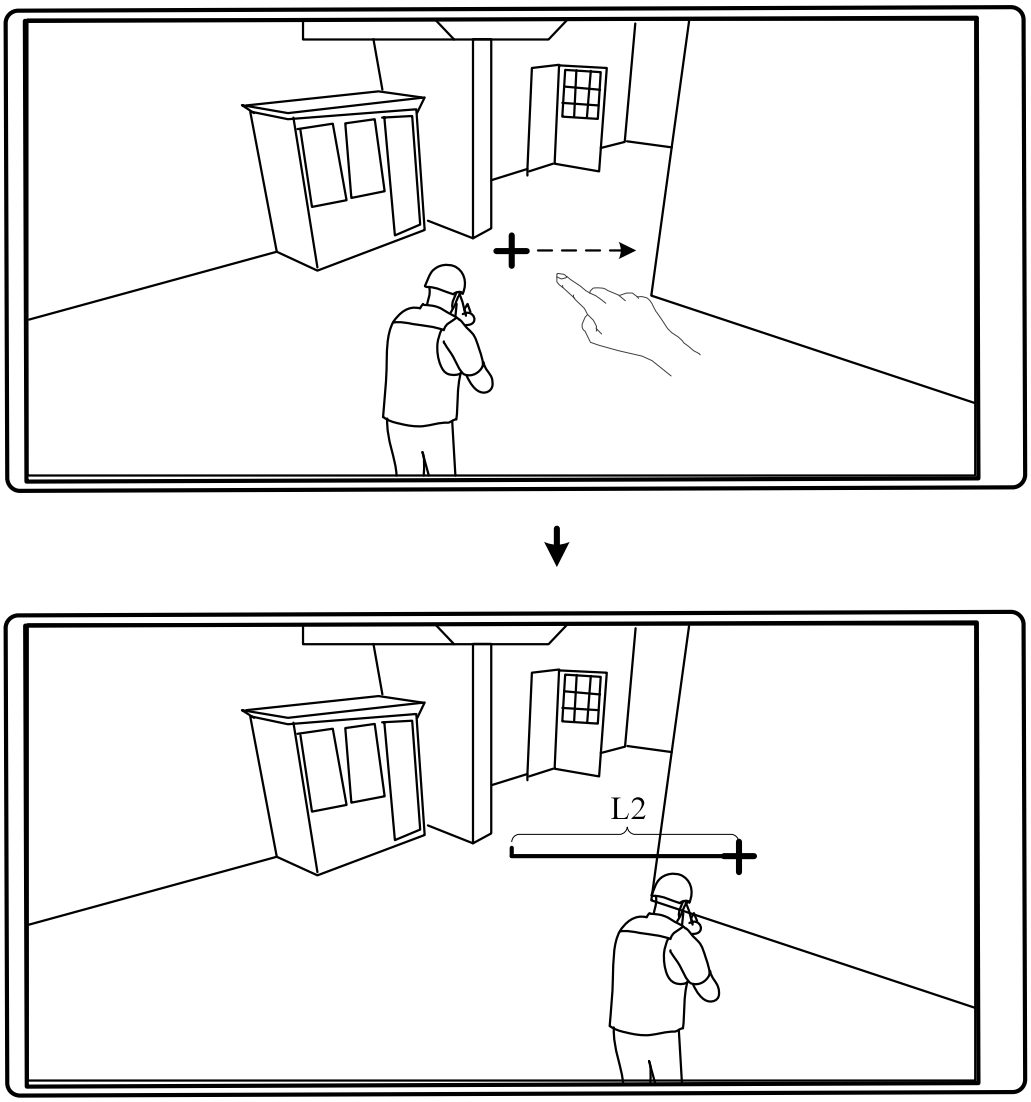


FIG. 15

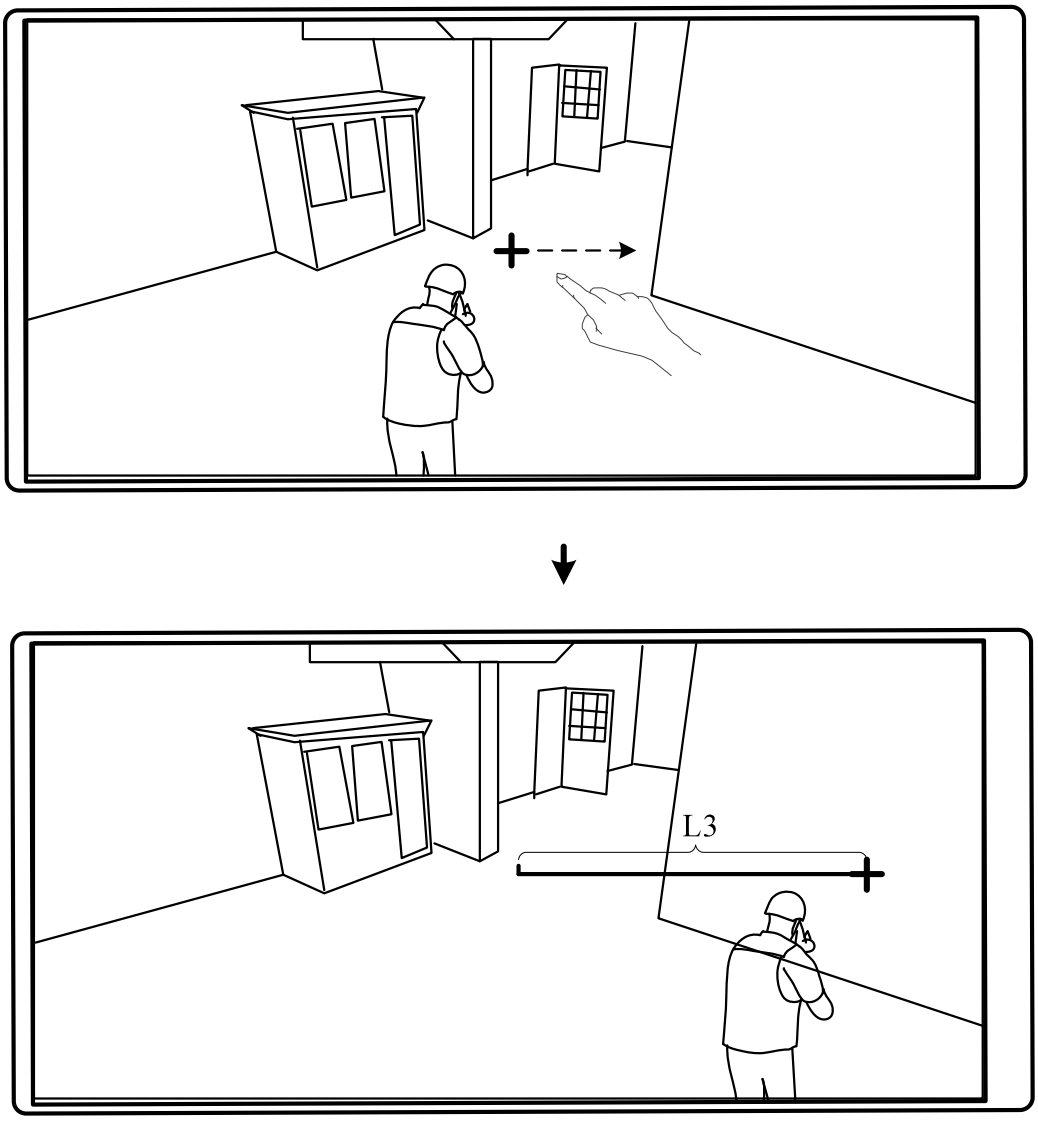


FIG. 16

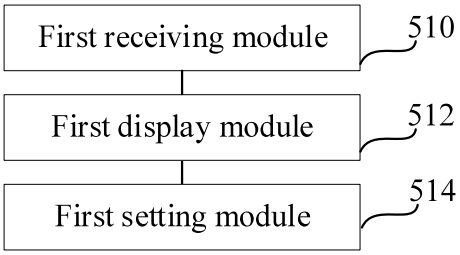

First receiving module
510
First display module
512
First setting module
514

FIG. 17

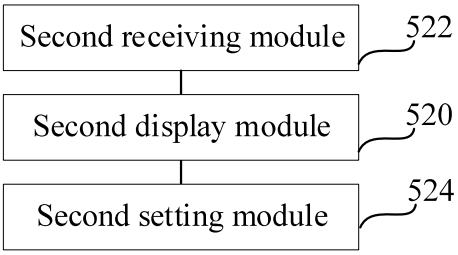

Second receiving module
522
Second display module
520
Second setting module
524

FIG. 18

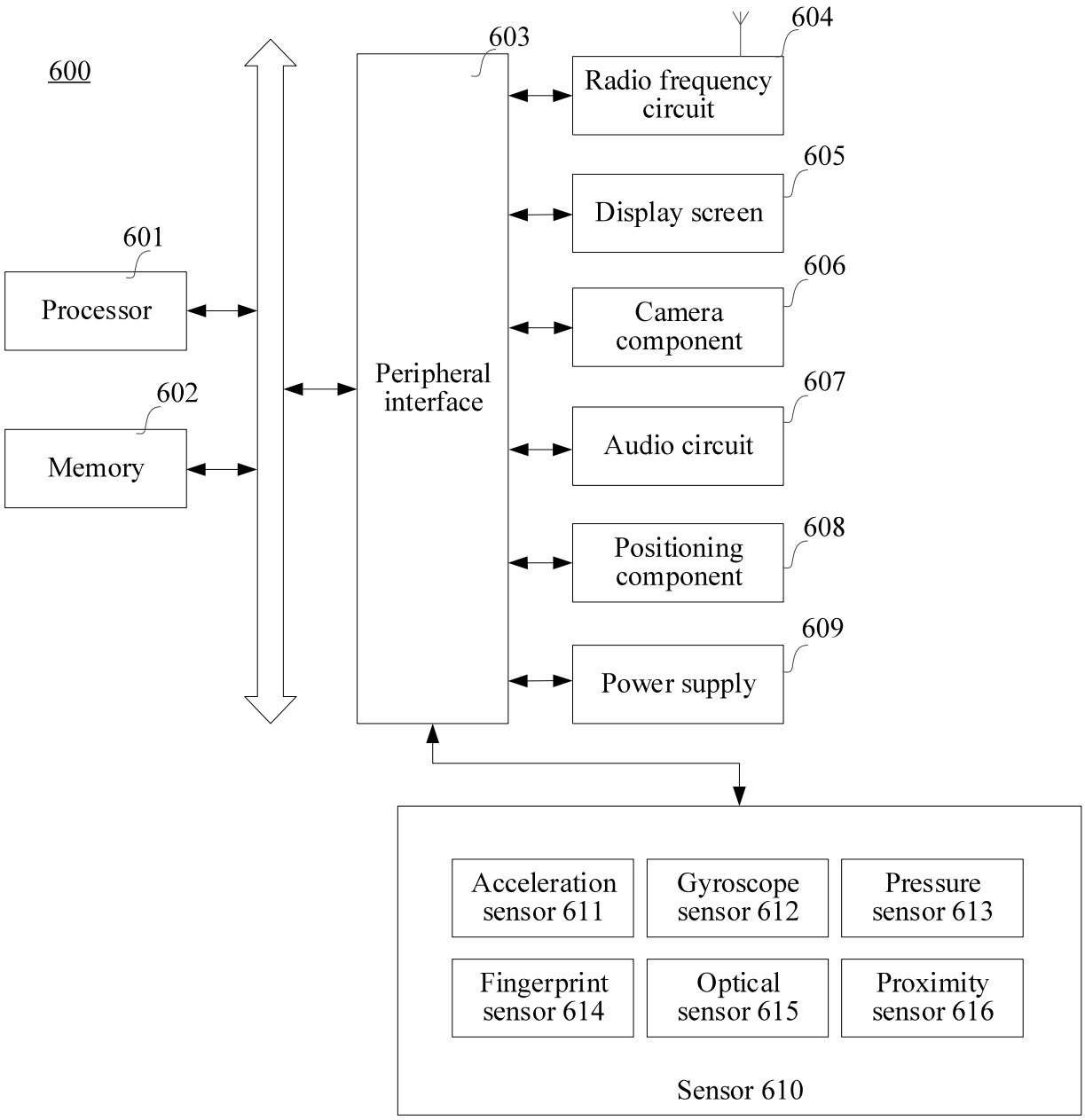

600
601
Processor
602
Memory
603
Peripheral interface
604
Radio frequency circuit
605
Display screen
606
Camera component
607
Audio circuit
608
Positioning component
609
Power supply
Acceleration sensor 611
Gyroscope sensor 612
Pressure sensor 613
Fingerprint sensor 614
Optical sensor 615
Proximity sensor 616
Sensor 610

FIG. 19