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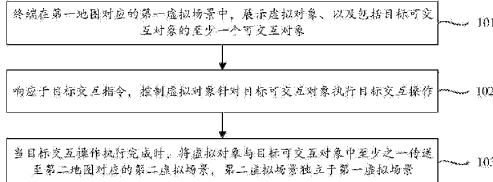
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(54) Title: INTERACTION METHOD AND APPARATUS IN VIRTUAL SCENE, ELECTRONIC DEVICE, COMPUTER-READABLE STORAGE MEDIUM, AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 虚拟场景中的交互方法、装置、电子设备、计算机可读存储介质及计算机程序产品

[图 7]



101 A terminal displays, in a first virtual scene corresponding to a first map, a virtual object and at least one interactive object comprising a target interactive object
102 In response to a target interaction instruction, control the virtual object to execute a target interaction operation for the target interactive object
103 When the execution of the target interaction operation is completed, transmit at least one of the virtual object and the target interactive object to a second virtual scene corresponding to a second map, wherein the second virtual scene is independent of the first virtual scene

(57) Abstract: An interaction method in a virtual scene, comprising: in a first virtual scene corresponding to a first map, displaying a virtual object and at least one interactive object comprising a target interactive object; in response to a target interaction instruction, controlling the virtual object to execute a target interaction operation for the target interactive object; and when the execution of the target interaction operation is completed, transmitting at least one of the virtual object and the target interactive object to a second virtual scene corresponding to a second map, wherein the second virtual scene is independent of the first virtual scene. Also provided are an interaction apparatus in a virtual scene, an electronic device, a computer-readable storage medium, and a computer program product. By means of the interaction method in a virtual scene, the similarity between the interaction process in the first virtual scene and the interaction process in the second virtual scene is reduced, that is, the number of times of repeatedly executing the same interaction operation in different virtual scenes is reduced, thereby improving the human-machine interaction efficiency and the hardware resource utilization rate of electronic devices.

(57) 摘要: 一种虚拟场景中的交互方法, 包括: 在第一地图对应的第一虚拟场景中, 展示虚拟对象、以及包括目标可交互对象的至少一个可交互对象; 响应于目标交互指令, 控制虚拟对象针对目标可交互对象执行目标交互操作; 当目标交互操作执行完成时, 将虚拟对象与目标可交互对象中至少之一传送到第二地图对应的第二虚拟场景, 第二虚拟场景独立于第一虚拟场景。还提供了虚拟场景中的交互装置、电子设备、计算机可读存储介质及计算机程序产品。通过该虚拟场景中的交互方法, 减少了在第一虚拟场景的交互过程与在第二虚拟场景的交互过程的相似性, 也即减少了在不同虚拟场景中重复执行相同交互操作的次数, 从而提高了人机交互效率以及电子设备的硬件资源利用率。

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根据细则4.17的声明:

- 关于申请人有权要求在先申请的优先权(细则4.17(iii))

本国际公布:

- 包括国际检索报告(条约第21条(3))。