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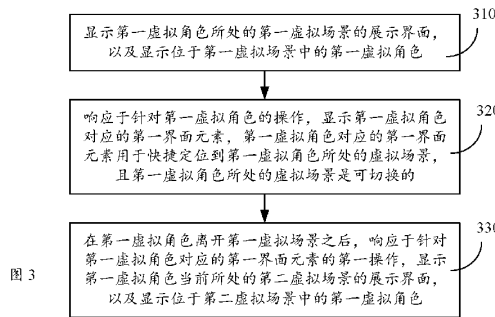
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(54) Title: VIRTUAL CHARACTER DISPLAY METHOD, APPARATUS, DEVICE AND STORAGE MEDIUM

(54) 发明名称: 虚拟角色的显示方法、装置、设备及存储介质



310 DISPLAY A DISPLAY INTERFACE OF A FIRST VIRTUAL SCENE WHERE A FIRST VIRTUAL CHARACTER IS LOCATED, AND DISPLAY THE FIRST VIRTUAL CHARACTER LOCATED IN THE FIRST VIRTUAL SCENE

320 IN RESPONSE TO AN OPERATION FOR THE FIRST VIRTUAL CHARACTER, DISPLAY A FIRST INTERFACE ELEMENT CORRESPONDING TO THE FIRST VIRTUAL CHARACTER, THE FIRST INTERFACE ELEMENT CORRESPONDING TO THE FIRST VIRTUAL CHARACTER BEING USED FOR QUICKLY POSITIONING THE VIRTUAL SCENE WHERE THE FIRST VIRTUAL CHARACTER IS LOCATED, AND THE VIRTUAL SCENE WHERE THE FIRST VIRTUAL CHARACTER IS LOCATED BEING SWITCHABLE

330 AFTER THE FIRST VIRTUAL CHARACTER LEAVES THE FIRST VIRTUAL SCENE, IN RESPONSE TO A FIRST OPERATION FOR THE FIRST INTERFACE ELEMENT CORRESPONDING TO THE FIRST VIRTUAL CHARACTER, DISPLAY A DISPLAY INTERFACE OF A SECOND VIRTUAL SCENE WHERE THE FIRST VIRTUAL CHARACTER IS CURRENTLY LOCATED, AND DISPLAY THE FIRST VIRTUAL CHARACTER LOCATED IN THE SECOND VIRTUAL SCENE

(57) Abstract: The present application relates to the technical field of computers and the Internet. Disclosed are a virtual character display method, an apparatus, a device and a storage medium. The method comprises: displaying a display interface of a first virtual scene where a first virtual character is located, and displaying the first virtual character located in the first virtual scene (310); in response to an operation for the first virtual character, displaying a first interface element corresponding to the first virtual character, the first interface element corresponding to the first virtual character being used for quickly positioning the virtual scene where the first

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PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW。

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virtual character is located (320); after the first virtual character leaves the first virtual scene, in response to a first operation for the first interface element corresponding to the first virtual character, displaying a display interface of a second virtual scene where the first virtual character is currently located, and displaying the first virtual character located in the second virtual scene (330). The present application improves the interaction efficiency between user accounts.

(57) 摘要: 本申请公开了一种虚拟角色的显示方法、装置、设备及存储介质, 涉及计算机和互联网技术领域。该方法包括: 显示第一虚拟角色所处的第一虚拟场景的展示界面, 以及显示位于第一虚拟场景中的第一虚拟角色(310); 响应于针对第一虚拟角色的操作, 显示第一虚拟角色对应的第一界面元素, 第一虚拟角色对应的第一界面元素用于快捷定位到第一虚拟角色所处的虚拟场景(320); 在第一虚拟角色离开第一虚拟场景之后, 响应于针对第一虚拟角色对应的第一界面元素的第一操作, 显示第一虚拟角色当前所处的第二虚拟场景的展示界面, 以及显示位于第二虚拟场景中的第一虚拟角色(330)。本申请提升了用户帐号之间的互动效率。