CLAIMS

~~What is claimed is:~~

1. A method for displaying a virtual scene, performed by a terminal, comprising:

displaying a virtual scene image on a screen of the terminal, the virtual scene image comprising a controlled virtual object in a virtual scene, the controlled virtual object being a virtual object currently controlled by the terminal;

controlling, in response to the controlled virtual object being located in a first region in the virtual scene, the controlled virtual object to be displayed at a first position on the screen of the terminal;

obtaining a target offset between the controlled virtual object and a lens anchor in a second region, in response to the controlled virtual object entering the second region in the virtual scene, wherein the target offset is related to a possible position of an enemy virtual object that does not belong to the same camp and has an adversarial relationship with the controlled virtual object in the second region;

determining a second scene position where the lens anchor is located, according to the target offset and a first scene position of the controlled virtual object currently located in the virtual scene; ~~and~~

controlling the lens anchor to move to the second scene position, so that the controlled virtual object is displayed at a second position on the screen of the terminal~~controlling, in response to the controlled virtual object entering a second region in the virtual scene, the controlled virtual object to be displayed at a second position on the screen of the terminal~~, there being an offset from the second position to the first position;

obtaining, in response to a movement operation of the controlled virtual object in the second region, a third scene position where the controlled virtual object is located after moving; and

updating the second scene position of the lens anchor according to the target offset and the third scene position, so that the controlled virtual object is always displayed at the second position on the screen of the terminal.

2. The method according to claim 1, wherein ~~the controlling, in response to the controlled virtual object entering a second region in the virtual scene, the controlled virtual object to be displayed at a second position on the screen of the terminal comprises:~~

~~obtaining a target offset corresponding to the second region in response to the controlled virtual object entering the second region in the virtual scene;~~

~~determining a second scene position according to the target offset and a first scene position of the controlled virtual object in the virtual scene; and~~

~~controlling a lens anchor to move to the second scene position, so that the controlled virtual object is displayed at the second position on the screen of the terminal,~~ the lens anchor ~~being~~ is a scene position corresponding to a central position of the screen of the terminal in the virtual scene.

3. The method according to claim ~~2~~1, wherein the determining a second scene position where the lens anchor is located, according to the target offset and a first scene position of the controlled virtual object currently located in the virtual scene~~determining a second scene position according to the target offset and a first scene position of the controlled virtual object in the virtual scene~~ comprises:

obtaining a sum of the target offset and the first scene position of the controlled virtual object in the virtual scene, and determining the sum as the second scene position.

4. The method according to claim ~~2~~1, wherein the controlling ~~a~~ the lens anchor to move to the second scene position comprises:

obtaining movement configuration information, the movement configuration information indicating a movement mode and a movement speed for moving the virtual scene image; and

controlling, according to the movement mode and the movement speed indicated by the movement configuration information, the lens anchor to move to the second scene position.

5. The method according to claim 1, wherein before the obtaining a target offset between the controlled virtual object and a lens anchor in a second region~~controlling, in response to the controlled virtual object entering a second region in the virtual scene, the controlled virtual object to be displayed at a second position on the screen of the terminal~~, the method further comprises:

dividing the virtual scene into a plurality of regions;

determining, in response to a movement operation of the controlled virtual object in the first region, ~~a~~ the first scene position of the controlled virtual object after moving in the virtual scene;

obtaining a third region corresponding to the first scene position; and

determining the third region as the second region in response to the third region being different from the first region.

6. The method according to claim 5, wherein the obtaining a third region corresponding to the first scene position comprises:

determining, according to the first scene position, a target grid where the first scene position is located, the target grid being any grid of a plurality of grids corresponding to the virtual scene; and

obtaining a region corresponding to the target grid as the third region according to a relationship between a grid identifier and a region identifier.

7. The method according to claim 6, wherein before the determining, according to the first scene position, a target grid where the first scene position is located, the method further comprises:

dividing the virtual scene into ~~a~~ the plurality of grids, one region of the virtual scene corresponding to at least one grid; and

establishing a relationship between a grid identifier of a grid and a region identifier of a region.

8. An apparatus for displaying a virtual scene, comprising:

a first display module, configured to display a virtual scene image on a screen of a terminal, the virtual scene image comprising a controlled virtual object in a virtual scene, the controlled virtual object being a virtual object currently controlled by the terminal;

a second display module, configured to control, in response to the controlled virtual object being located in a first region in the virtual scene, the controlled virtual object to be displayed at a first position on the screen of the terminal; ~~and~~

an obtaining unit, configured to obtain a target offset between the controlled virtual object and a lens anchor in a second region, in response to the controlled virtual object entering the second region in the virtual scene, wherein the target offset is related to a possible position of an enemy virtual object that does not belong to the same camp and has an adversarial relationship with the controlled virtual object in the second region;

a determining unit, configured to determine a second scene position where the lens anchor is located, according to the target offset and a first scene position of the controlled virtual object currently located in the virtual scene; and

a display unit, configured to control the lens anchor to move to the second scene position, so that the controlled virtual object is displayed at a second position on the screen of the terminal, there being an offset from the second position to the first position; obtain, in response to a movement operation of the controlled virtual object in the second region, a third scene position where the controlled virtual object is located after moving; and update the second scene position of the lens

anchor according to the target offset and the third scene position, so that the controlled virtual object is always displayed at the second position on the screen of the terminal~~a third display module, configured to control, in response to the controlled virtual object entering a second region in the virtual scene, the controlled virtual object to be displayed at a second position on the screen of the terminal, there being an offset from the second position to the first position~~.

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

~~an obtaining unit, configured to obtain a target offset corresponding to the second region in response to the controlled virtual object entering the second region in the virtual scene;~~

~~a determining unit, configured to determine a second scene position according to the target offset and a first scene position of the controlled virtual object in the virtual scene; and~~

~~a display unit, configured to control a lens anchor to move to the second scene position, so that the controlled virtual object is displayed at the second position on the screen of the terminal,~~ the lens anchor ~~being~~ is a scene position corresponding to a central position of the screen of the terminal in the virtual scene.

10. The apparatus according to claim ~~9~~8, wherein the determining unit is configured to obtain a sum of the target offset and the first scene position of the controlled virtual object in the virtual scene, and determine the sum as the second scene position.

11. The apparatus according to claim ~~9~~8, wherein the display unit is configured to obtain movement configuration information, the movement configuration information indicating a movement mode and a movement speed for moving the virtual scene image; and control, according to the movement mode and the movement speed indicated by the movement configuration information, the lens anchor to move to the second scene position.

12. The apparatus according to claim 8, further comprising:

a region division module, configured to divide the virtual scene into a plurality of regions;

a position determining module, configured to determine, in response to a movement operation of the controlled virtual object in the first region, ~~a~~ the first scene position of the controlled virtual object after moving in the virtual scene; and

a region obtaining module, configured to obtain a third region corresponding to the first scene position, and

the region obtaining module being further configured to determine the third region as the second region in response to the third region being different from the first region.

13. The apparatus according to claim 12, wherein the region obtaining module comprises:

a grid determining unit, configured to determine, according to the first scene position, a target grid where the first scene position is located, the target grid being any grid of a plurality of grids corresponding to the virtual scene; and

a region obtaining unit, configured to obtain a region corresponding to the target grid as the third region according to a relationship between a grid identifier and a region identifier.

14. 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 being loaded and executed by the one or more processors to implement the operations performed in the method for displaying a virtual scene according to any one of claims 1 to 7.

15. A storage medium, storing at least one program code, the at least one program code being loaded and executed by a processor to implement the operations performed in the method for displaying a virtual scene according to any one of claims 1 to 7.