

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2022/105523 A1

(43) 国际公布日
2022 年 5 月 27 日 (27.05.2022)

(51) 国际专利分类号:
G06F 3/0481 (2022.01) *A63F 13/57* (2014.01)

(21) 国际申请号: PCT/CN2021/125203

(22) 国际申请日: 2021 年 10 月 21 日 (21.10.2021)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202011301713.3 2020 年 11 月 19 日 (19.11.2020) CN

(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 杨泽锋 (YANG, Zefeng); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 潘佳琦 (PAN, Jiaqi); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京派特恩知识产权代理有限公司 (CHINA PAT INTELLECTUAL PROPERTY OFFICE); 中国北京市海淀区海淀南路 21 号中关村知识产权大厦 B 座 2 层, Beijing 100080 (CN)。

(81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, IT, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK,

(54) Title: VIRTUAL OBJECT CONTROL METHOD AND APPARATUS, AND DEVICE, STORAGE MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 虚拟对象的控制方法、装置、设备、存储介质及程序产品

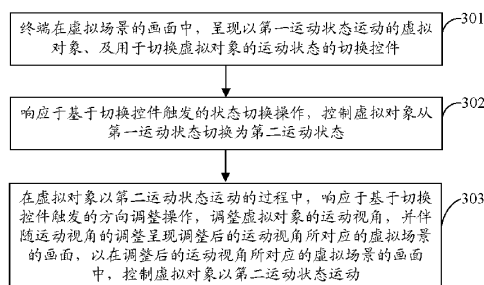


图 3

- 301 A terminal presents, in a picture of a virtual scene, a virtual object which moves in a first motion state, and a switching control for switching the motion state of the virtual object
- 302 In response to a state switching operation triggered on the basis of the switching control, control the virtual object to switch from the first motion state to a second motion state
- 303 During the process of the virtual object moving in the second motion state, in response to a direction adjustment operation triggered on the basis of the switching control, adjust the motion angle of view of the virtual object, and along with the adjustment of the motion angle of view, present a picture of the virtual scene corresponding to the adjusted motion angle of view, so as to control, in the picture of the virtual scene corresponding to the adjusted motion angle of view, the virtual object to move in the second motion state

(57) Abstract: A virtual object control method and apparatus, and a device, a computer-readable storage medium and a computer program product. The method comprises: presenting, in a picture of a virtual scene, a virtual object which moves in a first motion state, and a switching control for switching the motion state of the virtual object; in response to a state switching operation triggered on the basis of the switching control, controlling the virtual object to switch from the first motion state to a second motion state; and during the process of the virtual object moving in the second motion state, in response to a direction adjustment operation triggered on the basis

[见续页]

LR, LS, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX,
MY, MZ, NA, NG, NI, NO, NZ, OM, PA, 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。

- (84) 指定国 (除另有指明, 要求每一种可提供的地区
保护): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ,
NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM,
AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG,
CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU,
IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT,
RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI,
CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

本国际公布:

— 包括国际检索报告 (条约第21条(3))。

of the switching control, adjusting the motion angle of view of the virtual object, and along with the adjustment of the motion angle of view, presenting a picture of the virtual scene corresponding to the adjusted motion angle of view, so as to control, in the picture of the virtual scene corresponding to the adjusted motion angle of view, the virtual object to move in the second motion state.

(57) 摘要: 一种虚拟对象的控制方法、装置、设备、计算机可读存储介质及计算机程序产品; 方法包括: 在虚拟场景的画面中, 呈现以第一运动状态运动的虚拟对象、及用于切换虚拟对象的运动状态的切换控件; 响应于基于切换控件触发的状态切换操作, 控制虚拟对象从第一运动状态切换为第二运动状态; 在虚拟对象以第二运动状态运动的过程中, 响应于基于切换控件触发的方向调整操作, 调整虚拟对象的运动视角, 并伴随运动视角的调整, 呈现调整后的运动视角所对应的虚拟场景的画面, 以在调整后的运动视角所对应的虚拟场景的画面中, 控制虚拟对象以第二运动状态运动。