

## ABSTRACT

This application provides a virtual object control method and apparatus, a device, a storage medium, and a computer program product. The method includes: displaying, when a virtual object in a virtual scene is in a first movement state, at least two switch controls including a target switch control in an interface of the virtual scene, a switching control of the at least two switch controls, other than the target switch control, being a control copy of the target switch control, and a display position of the control copy being different from a display position of the target switch control; and controlling, in response to a state switching operation triggered based on the control copy, the virtual object to be switched from the first movement state to a second movement state. According to this application, switching between the movement states can be implemented by using the control copy, thereby improving human-computer interaction efficiency.