

## ABSTRACT

This application discloses an ability aiming method and apparatus in a three-dimensional virtual environment, a device, and a storage medium, and belongs to the field of human-computer interaction. The method includes: displaying a user interface (UI) of an application program, the UI including a virtual environment picture and an ability aiming control, the virtual environment picture being a picture obtained by observing the three-dimensional virtual environment from the perspective of a third-person point of view, and the ability aiming control being a two-dimensional control that is located on an upper layer of the virtual environment picture and configured to cast an ability; receiving a drag operation on the ability aiming control, the drag operation including a first operating point and a second operating point that are located on the ability aiming control, the first operating point being an initial operating point of the drag operation, and the second operating point being a current operating point of the drag operation; and displaying a three-dimensional ability aiming indicator in the virtual environment picture in response to the drag operation, an ability aiming direction of the three-dimensional ability aiming indicator being parallel to a drag direction of the drag operation in the UI.

FIG. 3