

ABSTRACT

A sound prompting method and apparatus in a virtual world, and a device and a storage medium, which belong to the field of human-computer interaction. The method comprises: displaying a viewing angle picture of a first virtual character, wherein compass information is displayed on the viewing angle picture, and the compass information comprises an azimuth scale sequence (202); controlling the first virtual character to move in a virtual world (204); and during the movement process of the first virtual character in the virtual world, if there is a first sound source in the surrounding environment of the first virtual character, displaying a first sound indicator on the basis of a first azimuth scale in the compass information, wherein the first sound indicator is used for indicating a horizontal azimuth and a vertical azimuth that correspond to the first sound source (206). By means of the sound prompting method, only a first sound indicator corresponding to an azimuth scale sequence in compass information is used to perform sound prompting, and different visual expressions are superimposed on the same sound indicator to simultaneously indicate various pieces of sound information.

Fig. 2