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(54) Title: METHOD FOR INTERACTION WITH VIRTUAL OBJECT AND RELATED DEVICE

(54) 发明名称: 一种虚拟对象交互的方法以及相关装置

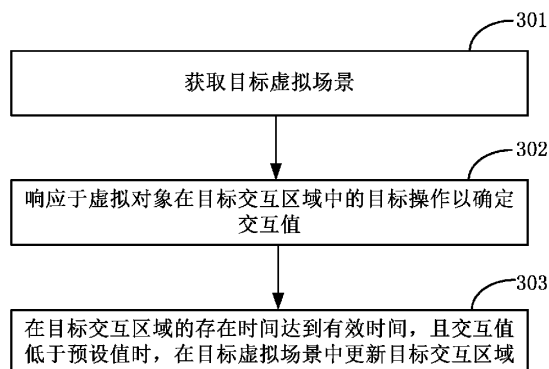


图 3

- 301 Acquire a target virtual scene
- 302 Respond to a target operation performed by a virtual object in a target interaction region so as to determine an interaction value
- 303 When the duration of existence of the target interaction region reaches an effective duration and when the interaction value is less than a pre-configured value, update the target interaction region in the target virtual scene

(57) Abstract: A method for interaction with a virtual object and a related device, applicable to shooting games. The method comprises: acquiring a target virtual scene, wherein the target virtual scene comprises a virtual object and a target interaction region, and the target interaction region has an effective duration; responding to a target operation performed by the virtual object in the target interaction region so as to determine an interaction value; and when the duration of existence of the target interaction region reaches the effective duration and when the interaction value is less than a pre-configured value, updating the target interaction region in the target virtual scene. In this manner, a continuous interaction process with a virtual element is achieved. In the virtual scene, interaction with a virtual

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object is guided only by means of switching between target interaction regions, without having to introduce a large number of virtual elements, thereby reducing resources occupied by the interaction with the virtual elements, and improving the stability of the interaction with the virtual object.

(57) 摘要: 一种虚拟对象交互的方法以及相关装置, 可以应用于射击游戏中。通过获取目标虚拟场景, 目标虚拟场景中包括虚拟对象和目标交互区域, 目标交互区域具有有效时间; 并响应于虚拟对象在目标交互区域中的目标操作以确定交互值; 然后在目标交互区域的存在时间达到有效时间, 且交互值低于预设值时, 在目标虚拟场景中更新目标交互区域。从而实现虚拟元素的持续交互过程, 由于虚拟场景中仅通过目标交互区域的切换来指引虚拟对象的交互, 并没有引入大量的虚拟元素, 减少了虚拟元素交互过程的资源占用, 提高了虚拟对象交互的稳定性。