CLAIMS

1. A method for displaying a heat map, comprising:

acquiring coordinate data of a heat point position, and transmitting the coordinate data to a graphics processing unit (GPU);

converting a point primitive set corresponding to the coordinate data into a patch primitive set by using the GPU, the patch primitive set comprising patch primitives corresponding to the coordinate data, the patch primitives being used for combining to generate a heat point region in a heat map;

shading and rendering the patch primitive set by using the GPU, to obtain a heat map; and

displaying the heat map corresponding to the heat point position,

wherein the heat map is used for representing a blocking arrangement of a target virtual object in a virtual environment; and

the acquiring coordinate data of a heat point position comprises:

acquiring historical blocking coordinate data of the target virtual object in the virtual environment, the historical blocking coordinate data comprising blocking coordinates of the target virtual object in at least one virtual battle round.

2. The method according to claim 1, wherein the shading and rendering the patch primitive set by using the GPU, to obtain a heat map comprises:

obtaining a grayscale map corresponding to the patch primitive set by using the GPU; and

shading the grayscale map by using a shader, to obtain a color heat map corresponding to the heat point position.

3. The method according to claim 2, wherein the obtaining a grayscale map corresponding to the patch primitive set by using the GPU comprises:

performing translucence processing on patch primitives in the patch primitive set by using the GPU, to obtain the grayscale map corresponding to the patch primitive set.

4. The method according to claim 2, wherein the shading the grayscale map by using a shader, to obtain a color heat map corresponding to the heat point position comprises:

obtaining a reference color texture, the reference color texture comprising a color arrangement that is positively correlated with a heat point situation in the heat map; and

shading the grayscale map by using a shader with reference to the reference color texture, to obtain the color heat map corresponding to the heat point position.

5. The method according to claim 1, wherein the acquiring historical blocking coordinate data of the target virtual object in the virtual environment comprises:

acquiring position information of the target virtual object in the virtual environment every specified duration, to obtain the historical blocking coordinate data.

6. The method according to claim 1, wherein before the acquiring historical blocking coordinate data of the target virtual object in the virtual environment, the method further comprises:

displaying a heat map query interface, the heat map query interface being used for querying for a blocking heat map of a virtual object participating in a target battle in the virtual environment, and the heat map query interface comprising at least one candidate virtual object; and

receiving a selection operation performed on the target virtual object in the heat map query interface, the selection operation being used for querying for the blocking heat map of the target virtual object.

7. The method according to claim 1, wherein the displaying the heat map corresponding to the heat point position comprises:

displaying the heat map corresponding to the heat point position in a map display region corresponding to the virtual environment.

8. An apparatus for displaying a heat map, comprising:

an obtaining module, configured to acquire coordinate data of a heat point position, and transmit the coordinate data to a graphics processing unit (GPU);

a conversion module, configured to convert a point primitive set corresponding to the coordinate data into a patch primitive set by using the GPU, the patch primitive set comprising patch primitives corresponding to the coordinate data, the patch primitives being used for combining to generate a heat point region in a heat map;

a rendering module, configured to shade and render the patch primitive set by using the GPU, to obtain a heat map; and

a display module, configured to display the heat map corresponding to the heat point position,

wherein the heat map is used for representing a blocking arrangement of a target virtual object

in a virtual environment; and

the obtaining module is further configured to acquire historical blocking coordinate data of the target virtual object in the virtual environment, the historical blocking coordinate data comprising blocking coordinates of the target virtual object in at least one virtual battle round.

9. The apparatus according to claim 8, wherein the obtaining module is further configured to obtain a grayscale map corresponding to the patch primitive set by using the GPU; and

the rendering module is further configured to shade the grayscale map by using a shader, to obtain a color heat map corresponding to the heat point position.

10. The apparatus according to claim 9, wherein the obtaining module is further configured to perform translucence processing on patch primitives in the patch primitive set by using the GPU, to obtain the grayscale map corresponding to the patch primitive set.

11. The apparatus according to claim 9, wherein the obtaining module is further configured to obtain a reference color texture, the reference color texture comprising a color arrangement that is positively correlated with a heat point situation in the heat map; and

the rendering module is further configured to shade the grayscale map by using a shader with reference to the reference color texture, to obtain the color heat map corresponding to the heat point position.

12. The apparatus according to claim 8, wherein the obtaining module is further configured to acquire position information of the target virtual object in the virtual environment every specified preset duration, to obtain the historical blocking coordinate data.

13. The apparatus according to claim 8, wherein the display module is further configured to display a heat map query interface, the heat map query interface being used for querying for a blocking heat map of a virtual object participating in a target battle in the virtual environment, and the heat map query interface comprising at least one candidate virtual object; and

the apparatus further comprises:

a receiving module, configured to receive a selection operation performed on the target virtual object in the heat map query interface, the selection operation being used for querying for the blocking heat map of the target virtual object.

14. The apparatus according to claim 8, wherein the display module is further configured to display the heat map corresponding to the heat point position in a map display region corresponding to the virtual environment.

15. A computer device, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to implement the method for displaying a heat map according to any one of claims 1 to 7.

16. A computer-readable storage medium, storing at least one computer program, the computer program being loaded and executed by a processor to implement the method for displaying a heat map according to any one of claims 1 to 7.