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(54) Title: VIRTUAL SCENE-BASED INTERACTION METHOD, ELECTRONIC DEVICE, COMPUTER STORAGE MEDIUM, AND COMPUTER PROGRAM PRODUCT

(54) 发明名称: 基于虚拟场景的互动方法、电子设备、计算机存储介质及计算机程序产品

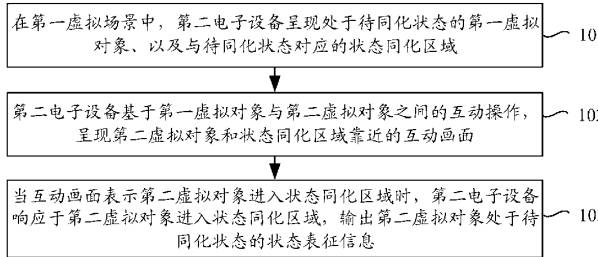


图 5

- 101 In a first virtual scene, a second electronic device presents a first virtual object in an assimilation pending state, and a state assimilation region corresponding to the assimilation pending state
- 102 The second electronic device presents, on the basis of an interaction operation between the first virtual object and a second virtual object, an interaction picture of the second virtual object approaching the state assimilation region
- 103 When the interaction picture represents that the second virtual object enters the state assimilation region, the second electronic device outputs, in response to the second virtual object entering the state assimilation region, state representation information of the second virtual object being in the assimilation pending state

(57) Abstract: The present application provides a virtual scene-based interaction method, a device, a storage medium, and a program product. The method comprises: in a first virtual scene, presenting a first virtual object in an assimilation pending state, and a state assimilation region corresponding to the assimilation pending state, wherein the first virtual object is associated with a first account; on the basis of an interaction operation between the first virtual object and a second virtual object, presenting an interaction picture of the second virtual object approaching the state assimilation region, wherein the second virtual object is associated with a second account, and the interaction operation represents interaction between the first account and the second account; and when the interaction picture represents that the second virtual object enters the state assimilation region, in response to the second virtual object entering the state assimilation region, outputting state representation information of the second virtual object being in the assimilation pending state.

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本国际公布:
— 包括国际检索报告(条约第21条(3))。

(57) 摘要: 本申请提供了一种基于虚拟场景的互动方法、设备、存储介质及程序产品; 方法包括: 在第一虚拟场景中, 呈现处于待同化状态的第一虚拟对象、以及有待同化状态对应的状态同化区域, 其中, 第一虚拟对象关联第一账号; 基于第一虚拟对象与第二虚拟对象之间的互动操作, 呈现第二虚拟对象和状态同化区域靠近的互动画面, 其中, 第二虚拟对象关联第二账号, 互动操作表示第一账号和第二账号之间的互动; 当互动画面表示第二虚拟对象进入状态同化区域时, 响应于第二虚拟对象进入状态同化区域, 输出第二虚拟对象处于待同化状态的状态表征信息。