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(54) **Title:** METHOD AND APPARATUS FOR VIRTUAL CHARACTER CONTROL IN VIRTUAL ENVIRONMENT, AND DEVICE AND MEDIUM

(54) 发明名称: 虚拟环境中的虚拟角色控制方法、装置、设备及介质

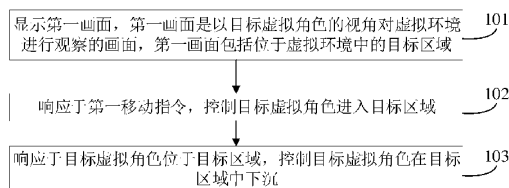


图 3

101 Display a first picture, wherein the first picture is a picture for observing a virtual environment from the visual angle of a target virtual character, and the first picture comprises a target area located in the virtual environment
102 In response to a first movement instruction, control the target virtual character to enter the target area
103 In response to the target virtual character being located in the target area, control the target virtual character to submerge in the target area

(57) **Abstract:** A method and apparatus for virtual character control in a virtual environment, and a device and a medium, which relate to the technical field of computers. The method comprises: displaying a first picture, wherein the first picture is a picture for observing a virtual environment from the visual angle of a target virtual character, and the first picture comprises a target area located in the virtual environment (101); in response to a first movement instruction, controlling the target virtual character to enter the target area (102); and in response to the target virtual character being located in the target area, controlling the target virtual character to submerge in the target area (103). The method improves the realism of terrain simulation, and facilitates the improvement of an interaction rate.

(57) **摘要:** 一种虚拟环境中的虚拟角色控制方法、装置、设备及介质, 涉及计算机技术领域。该方法包括: 显示第一画面, 第一画面是以目标虚拟角色的视角对虚拟环境进行观察的画面, 第一画面包括位于虚拟环境中的目标区域 (101); 响应于第一移动指令, 控制目标虚拟角色进入目标区域 (102); 响应于目标虚拟角色位于目标区域, 控制目标虚拟角色在目标区域中下沉 (103)。该方法提高了地形模拟的真实度, 有利于提高交互率。

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