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(54) Title: VIRTUAL ENVIRONMENT IMAGE DISPLAY METHOD AND APPARATUS, DEVICE AND MEDIUM

(54) 发明名称: 虚拟环境的画面显示方法、装置、设备及介质

显示第一虚拟环境画面, 第一虚拟环境画面是以第一观察位置为观察中心对虚拟环境进行观察得到的画面, 第一虚拟环境画面显示有在虚拟环境中位于第一位置的主控虚拟角色, 第一观察位置是根据第一位置确定的

显示第二虚拟环境画面, 第二虚拟环境画面是以第二观察位置为观察中心对虚拟环境进行观察得到的画面, 第二虚拟环境画面显示有在虚拟环境中位于第二位置的主控虚拟角色和位于第三位置的目标虚拟角色, 第二观察位置是根据第二位置确定的

响应于第二虚拟环境画面显示有目标虚拟角色, 显示第三虚拟环境画面, 第三虚拟环境画面是以第三观察位置为观察中心对虚拟环境进行观察得到的画面, 第三虚拟环境画面显示有在虚拟环境中位于第二位置的主控虚拟角色和位于第三位置的目标虚拟角色, 第三观察位置是根据第二位置和第三位置确定的

图 2

- 201 Display a first virtual environment image, wherein the first virtual environment image is an image obtained by observing a virtual environment from a first observation position as an observation center, the first virtual environment image displays a main control avatar located at a first position in the virtual environment, and the first observation position is determined according to the first position
- 202 Display a second virtual environment image, wherein the second virtual environment image is an image obtained by observing the virtual environment from a second observation position as the observation center, the second virtual environment image displays a main control avatar located at a second position and a target avatar located at a third position in the virtual environment, and the second observation position is determined according to the second position
- 203 In response to the second virtual environment image displaying the target avatar, display a third virtual environment image, wherein the third virtual environment image is an image obtained by observing the virtual environment from a third observation position as an observation center, the third virtual environment image displays the main control avatar located at the second position and a target avatar located at a third position in the virtual environment, and the third observation position is determined according to the second position and the third position

(57) Abstract: A virtual environment image display method and apparatus, a device and a medium, which relate to the field of virtual environments. The method comprises: displaying a second virtual environment image, wherein the second virtual environment image is an image obtained by observing a virtual environment from a second observation position as an observation center, and the second virtual environment image comprises a main control avatar located at a second position and a target avatar located at a third position, and the second observation position is determined according to the second position; and in response to the second virtual environment image comprising the target avatar, displaying a third virtual environment image, wherein the third virtual environment image is an image obtained by observing the virtual environment from a third observation position as the observation center, the third virtual environment image comprises the main control avatar located at the second position and the target avatar located at the third position, and the third observation position is determined according to the second position and the third position. By means of the method, an avatar can be more completely displayed on a virtual environment image.

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ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US,
UZ, VC, VN, WS, ZA, ZM, ZW。

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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: 一种虚拟环境的画面显示方法、装置、设备及介质, 涉及虚拟环境领域。该方法包括: 显示第二虚拟环境画面, 第二虚拟环境画面是以第二观察位置为观察中心对虚拟环境进行观察得到的画面, 第二虚拟环境画面包括位于第二位置的主控虚拟角色和位于第三位置的目标虚拟角色, 第二观察位置是根据第二位置确定的; 响应于第二虚拟环境画面包括目标虚拟角色, 显示第三虚拟环境画面, 第三虚拟环境画面是以第三观察位置为观察中心对虚拟环境进行观察得到的画面, 第三虚拟环境画面包括位于第二位置的主控虚拟角色和位于第三位置的目标虚拟角色, 第三观察位置是根据第二位置和第三位置确定的。该方法可以在虚拟环境画面上更完整地显示虚拟角色。