

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.

Fig. 3