

CLAIMS

What is claimed is:

1. A method for controlling a plurality of virtual characters, the method being applicable to a terminal, in an application with an augmented reality (AR) function running in the terminal, the method comprising:

displaying a first user interface of the application, the first user interface comprising selection items of a plurality of virtual characters;

receiving a first selection operation on at least two virtual characters on the first user interface;

displaying a second user interface of the application, a background picture of a real world and the at least two virtual characters located on the background picture being displayed on the second user interface, the at least two virtual characters being obtained through rendering after a rendering sequence of the at least two virtual characters is determined according to depth information, the depth information being set according to a sequence of the first selection operation, depth information of each pixel of the at least two virtual characters is cleared when rendering the at least two virtual characters;

receiving a second selection operation on the second user interface; and

determining a target virtual character from the at least two virtual characters according to the second selection operation and the rendering sequence.

2. The method according to claim 1, wherein the determining a target virtual character from the at least two virtual characters according to the second selection operation and the rendering sequence comprises:

determining a virtual character to be rendered first in the rendering sequence as the target virtual character according to the second selection operation when the at least two virtual characters overlap.

3. The method according to claim 2, wherein the determining a virtual character to be rendered first in the rendering sequence as the target virtual character according to the second selection operation comprises:

emitting a physical ray from a trigger position of the second selection operation in a three-dimensional virtual environment in which the virtual character is located; and

determining a virtual character that collides with the physical ray according to the rendering sequence as the target virtual character, the physical ray colliding with the virtual character to be rendered first in the rendering sequence.

4. The method according to any one of claims 1 to 3, wherein after the determining a target virtual character from the at least two virtual characters according to the second selection operation and the rendering sequence, the method further comprises:

determining the target virtual character as the virtual character to be rendered first in the rendering sequence, and updating the rendering sequence; and

displaying the at least two virtual characters according to the updated rendering sequence.

5. The method according to any one of claims 1 to 3, wherein the second user interface comprises a photographing control; and

after the determining a target virtual character from the at least two virtual characters according to the second selection operation and the rendering sequence, the method further comprises:

receiving a posture setting operation triggered on the target virtual character;

setting posture information of the target virtual character according to the posture setting operation;

receiving a photographing operation triggered on the photographing control; and

photographing the at least two virtual characters according to the photographing operation to obtain a photographed picture, the photographed picture comprising the target virtual character displayed with setting of the posture information.

6. The method according to claim 5, wherein after the photographing the at least two virtual characters according to the photographing operation to obtain a photographed picture, the method comprises:

displaying a third user interface of the application, the third user interface comprising the photographed picture and a share button control;

receiving a sharing operation on the share button control; and

sharing an information code from a first account to a second account according to the sharing operation, the information code comprising the posture information of the at least two virtual characters in the photographed picture, the information code being used for setting postures of the at

least two virtual characters.

7. The method according to claim 6, wherein the sharing an information code from a first account to a second account according to the sharing operation comprises:

obtaining the posture information of the at least two virtual characters according to the sharing operation, to generate the information code;

copying and pasting the information code into an information sharing channel; and

sharing the information code from the first account to the second account by using the information sharing channel.

8. The method according to any one of claims 1 to 3, wherein the displaying a second user interface of the application comprises:

obtaining an information code, the information code being obtained by encoding target posture information, the target posture information being used for setting postures of the at least two virtual characters; and

displaying the at least two virtual characters provided with the target posture information on the second user interface.

9. The method according to claim 8, wherein the target posture information comprises target depth information; and

the displaying the at least two virtual characters provided with the target posture information on the second user interface comprises:

determining a first correspondence between the target depth information and the rendering sequence;

determining a second correspondence between n pieces of the target posture information and n virtual characters according to the first correspondence;

setting an i^{th} piece of target posture information as posture information of a j^{th} virtual character according to the second correspondence; and

displaying the j^{th} virtual character on the second user interface, n , i , and j being positive integers, i and j being less than n .

10. The method according to claim 8, wherein the obtaining an information code comprises:

receiving the information code shared from the second account to the first account by using the information sharing channel.

11. An apparatus for controlling a plurality of virtual characters, an application with an augmented reality (AR) function running in the apparatus, the apparatus comprising:

a display module, configured to display a first user interface of the application, the first user interface comprising selection items of a plurality of virtual characters;

a receiving module, configured to receive a first selection operation on at least two virtual characters on the first user interface;

the display module being configured to display a second user interface of the application, a background picture of a real world and the at least two virtual characters located on the background picture being displayed on the second user interface, the at least two virtual characters being obtained through rendering after a rendering sequence of the at least two virtual characters is determined according to depth information, the depth information being set according to a sequence of the first selection operation, depth information of each pixel of the at least two virtual characters is cleared when rendering the at least two virtual characters;

the receiving module being configured to receive a second selection operation on the second user interface; and

a determining module, configured to determine a target virtual character from the at least two virtual characters according to the second selection operation and the rendering sequence.

12. The apparatus according to claim 11, wherein

the determining module is configured to determine a virtual character to be rendered first in the rendering sequence as the target virtual character according to the second selection operation in a case that the at least two virtual characters overlap;

wherein the determining module is configured to: emit a physical ray from a trigger position of the second selection operation in a three-dimensional virtual environment in which the virtual character is located; and determine a virtual character that collides with the physical ray according to the rendering sequence as the target virtual character, the physical ray colliding with the virtual character to be rendered first in the rendering sequence.

13. The apparatus according to claim 11 or 12, wherein the apparatus comprises an update module;

the update module is configured to: determine the target virtual character as the virtual character to be rendered first in the rendering sequence, and update the rendering sequence; and

the display module is configured to display the at least two virtual characters according to the

updated rendering sequence.

14. The apparatus according to claim 11 or 12, wherein the second user interface comprises a photographing control, and the apparatus further comprises:

a first receiving module, configured to receive a posture setting operation triggered on the target virtual character;

a setting module, configured to set posture information of the target virtual character according to the posture setting operation;

the first receiving module being configured to receive a photographing operation triggered on the photographing control; and

a photographing module, configured to photograph the at least two virtual characters according to the photographing operation to obtain a photographed picture, the photographed picture comprising the target virtual character displayed with setting of the posture information.

15. The apparatus according to claim 14, wherein the apparatus comprises a sharing module;

the display module being configured to display a third user interface of the application, the third user interface comprising the photographed picture and a share button control;

the first receiving module being configured to receive a sharing operation on the share button control; and

the sharing module being configured to share an information code from a first account to a second account according to the sharing operation, the information code comprising the posture information of the at least two virtual characters in the photographed picture, the information code being used for setting postures of the at least two virtual characters;

wherein the sharing module is configured to: obtain the posture information of the at least two virtual characters according to the sharing operation, to generate the information code; copy and paste the information code into an information sharing channel; and share the information code from the first account to the second account by using the information sharing channel.

16. The apparatus according to claim 11 or 12, wherein the display module is configured to: obtain an information code, the information code being obtained by encoding target posture information, the target posture information being used for setting postures of the at least two virtual characters; and display the at least two virtual characters provided with the target posture information on the second user interface.

17. The apparatus according to claim 16, wherein the display module is configured to: determine a first correspondence between the target depth information and the rendering sequence; determine a second correspondence between n pieces of the target posture information and n virtual characters according to the first correspondence; set an i^{th} piece of target posture information as posture information of a j^{th} virtual character according to the second correspondence; and display the j^{th} virtual character on the second user interface, n, i, and j being positive integers, i and j being less than n.

18. The apparatus according to claim 16, wherein the apparatus comprises a second receiving module; and

the second receiving module is configured to receive the information code shared from the second account to the first account by using the information sharing channel.

19. A computer device, comprising:

a memory; and

a processor electrically connected to the memory,

the processor being configured to load and execute executable instructions to implement the method for controlling a plurality of virtual characters according to any one of claims 1 to 10.

20. A computer-readable storage medium, 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 a processor to implement the method for controlling a plurality of virtual characters according to any one of claims 1 to 10.