CLAIMS

What is claimed is:

1. A method for generating a special effect for social interaction in a virtual environment of a game, performed by an electronic device, the method comprising:

loading a virtual scene corresponding to a target battle in response to a battle start operation on the target battle;

displaying an object presentation interface of the target battle during loading of the virtual scene, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

receiving a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to the electronic device triggering the special effect, wherein the first virtual object meeting a target condition is determined, based on at least one of a historical triggering situation and a target camp to which a historical virtual object triggering the special effect last time belongs, after obtaining the historical triggering situation of at least one virtual object for the special effect; and

generating the special effect in the object presentation interface.

2. The method according to claim 1, wherein the special effect comprises a first special effect, the first special effect is a special effect of the first virtual object, and the generating the special effect in the object presentation interface comprises:

generating the first special effect on an identity picture of the first virtual object in the object presentation interface.

3. The method according to claim 1, wherein the special effect comprises a second special effect, the second special effect is a special effect of a camp to which the first virtual object belongs, and the generating the special effect in the object presentation interface comprises:

determining a second virtual object from the plurality of virtual objects, wherein the second virtual object and the first virtual object belong to the same camp; and

generating the second special effect in a background region in which identity pictures of the first virtual object and the second virtual object are located.

4. The method according to claim 1, further comprising:

displaying a count control of the special effect in the object presentation interface, wherein the count control of the special effect is used for recording a display duration of the special effect.

5. The method according to claim 1, wherein before the receiving a special effect generating instruction for a first virtual object of the plurality of virtual objects, the method further comprises:

displaying a triggering option of the special effect in the object presentation interface; and

transmitting a special effect triggering request in response to a triggering operation on the triggering option, wherein the special effect triggering request is used for requesting to trigger the special effect.

6. The method according to claim 5, wherein after the displaying a triggering option of the special effect, the method further comprises:

setting the triggering option to an inactive state when the special effect is successfully triggered based on the special effect triggering request.

7. The method according to claim 6, wherein after the setting the triggering option to an inactive state, the method further comprises:

setting the triggering option from the inactive state to an active state in response to a case that a display duration of the special effect exceeds a target duration.

8. The method according to claim 1, wherein after the generating the special effect in the object presentation interface, the method further comprises:

displaying an interaction option in the object presentation interface, wherein the interaction option is used for providing an interaction function for the special effect of the first virtual object; and

transmitting a special effect interaction request in response to a triggering operation on the interaction option, wherein the special effect interaction request is used for instructing to perform interaction with the special effect of the first virtual object.

9. The method according to claim 8, wherein after the displaying an interaction option in the object presentation interface, the method further comprises:

playing, when the interaction with the special effect succeeds based on the special effect

interaction request, a feedback animation on the interaction option, and setting the interaction option to an inactive state, wherein the feedback animation is used for indicating that the interaction succeeds based on the special effect interaction request.

10. The method according to claim 1, wherein after the generating the special effect in the object presentation interface, the method further comprises:

receiving a target generating instruction for a third virtual object of the plurality of virtual objects, wherein the target generating instruction is used for instructing to generate a target special effect based on the third virtual object, and the third virtual object is a virtual object triggering to perform interaction with the special effect of the first virtual object; and

generating the target special effect in the object presentation interface, wherein the target special effect is a special effect of the third virtual object for performing interaction with the special effect of the first virtual object.

11. The method according to claim 10, further comprising:

displaying a count control of the target special effect in the object presentation interface, wherein the count control of the target special effect is used for recording a display duration of the target special effect.

12. A method for generating a special effect for social interaction in a virtual environment of a game, performed by an electronic device, the method comprising:

receiving at least one special effect triggering request, the special effect triggering request being used for requesting to trigger a special effect of a corresponding virtual object, wherein a virtual scene corresponding to a target battle is loaded in response to a battle start operation on the target battle; an object presentation interface of the target battle is displayed during loading of the virtual scene, the object presentation interface is used for displaying at least one virtual object participating in the target battle;

determining a first virtual object meeting a target condition in the at least one virtual object corresponding to the at least one special effect triggering request, based on at least one of a historical triggering situation and a target camp to which a historical virtual object triggering the special effect last time belongs, after obtaining the historical triggering situation of the at least one virtual object for the special effect; and

transmitting a special effect generating instruction for the first virtual object, the special effect generating instruction being used for instructing to generate the special effect based on the

first virtual object.

13. An apparatus for generating a special effect for social interaction in a virtual environment of a game, comprising:

a first display module, configured to load a virtual scene corresponding to a target battle in response to a battle start operation on the target battle; display an object presentation interface of the target battle during loading of the virtual scene, the object presentation interface being used for displaying a plurality of virtual objects participating in the target battle;

a receiving module, configured to receive a special effect generating instruction for a first virtual object of the plurality of virtual objects, the special effect generating instruction being used for instructing to generate a special effect based on the first virtual object, and the first virtual object being corresponding to an electronic device triggering the special effect, wherein the first virtual object meeting a target condition is determined, based on at least one of a historical triggering situation and a target camp to which a historical virtual object triggering the special effect last time belongs, after obtaining the historical triggering situation of at least one virtual object for the special effect; and

a special effect generating module, configured to generate the special effect in the object presentation interface.

14. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one computer program, the at least one computer program being loaded and executed by the one or more processors to implement the method for generating a special effect in a virtual environment according to any one of claims 1 to 11 or claim 12.

15. A storage medium, storing at least one computer program, the at least one computer program being loaded and executed by a processor to implement the method for generating a special effect in a virtual environment according to any one of claims 1 to 11 or claim 12.