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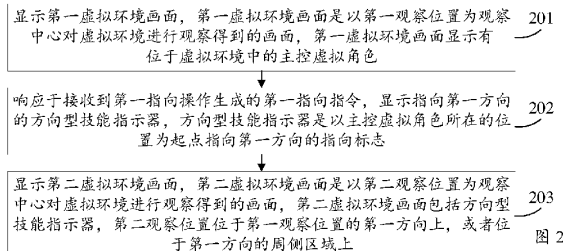
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(54) Title: VIRTUAL ENVIRONMENT SCREEN DISPLAY METHOD AND APPARATUS, DEVICE, AND MEDIUM

(54) 发明名称: 虚拟环境的画面显示方法、装置、设备及介质



- 201 Display a first virtual environment screen, the first virtual environment screen being a screen obtained by observing a virtual environment at a first observation position as an observation center, and a master control virtual character located in the virtual environment being displayed in the first virtual environment screen
- 202 In response to receiving a first pointing instruction generated by a first pointing operation, display a directional skill indicator pointing to a first direction, the directional skill indicator being a pointing indicator pointing to the first direction from the position of the master control virtual character
- 203 Display a second virtual environment screen, the second virtual environment screen being a screen obtained by observing the virtual environment at a second observation position as the observation center, the second virtual environment screen comprising the directional skill indicator, and the second observation position being located in a first direction of the first observation position or located in a peripheral region of the first direction

(57) Abstract: A virtual environment screen display method and apparatus, a device, and a medium. The method comprises: displaying a first virtual environment screen (301), the first virtual environment screen (301) being a screen obtained by observing a virtual environment at a first observation position as an observation center; in response to receiving a first pointing instruction generated by a first pointing operation, displaying a directional skill indicator (313) pointing to a first direction; and displaying a second virtual environment screen, the second virtual environment screen being a screen obtained by observing the virtual environment at a second

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observation position as the observation center, the second virtual environment screen comprising the directional skill indicator (313), and the second observation position being located in a first direction of the first observation position or located in a peripheral region of the first direction. According to the method, the directional skill indicator (313) can be displayed more completely, thereby improving the accuracy of a skill release by a user, reducing a noneffective operation of a client during an aiming process, and improving the operation efficiency of the client.

(57) 摘要: 一种虚拟环境的画面显示方法、装置、设备及介质, 该方法包括: 显示第一虚拟环境画面(301), 第一虚拟环境画面(301)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; 响应于接收到第一指向操作生成的第一指向指令, 显示指向第一方向的方向型技能指示器(313); 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方向型技能指示器(313), 第二观察位置位于第一观察位置的第一方向上, 或者位于第一方向的周侧区域上。该方法可以更完整地显示方向型技能指示器(313), 提高用户释放技能的准确度, 同时减少客户端在瞄准过程中的无效运算, 提高客户端的运行效率。