

(12) 按照专利合作条约所公布的国际申请

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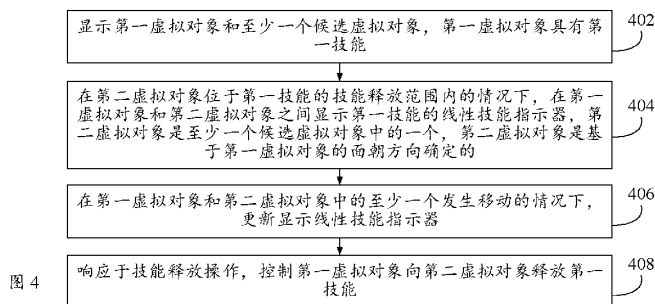
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202210189724.X 2022 年 2 月 28 日 (28.02.2022) CN
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- (81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU,

(54) Title: VIRTUAL SUBJECT CONTROL METHOD AND APPARATUS, DEVICE, AND MEDIUM

(54) 发明名称: 虚拟对象控制方法、装置、设备及介质



402 DISPLAY A FIRST VIRTUAL SUBJECT AND AT LEAST ONE CANDIDATE VIRTUAL SUBJECT, THE FIRST VIRTUAL SUBJECT HAVING A FIRST SKILL

404 WHEN A SECOND VIRTUAL SUBJECT IS WITHIN A SKILL RELEASE RANGE OF THE FIRST SKILL, DISPLAY A LINEAR SKILL INDICATOR OF THE FIRST SKILL BETWEEN THE FIRST VIRTUAL SUBJECT AND THE SECOND VIRTUAL SUBJECT, THE SECOND VIRTUAL SUBJECT BEING ONE OF THE AT LEAST ONE CANDIDATE VIRTUAL SUBJECT, AND THE SECOND VIRTUAL SUBJECT BEING DETERMINED ON THE BASIS OF A FACE DIRECTION OF THE FIRST VIRTUAL SUBJECT

406 UPDATE THE DISPLAY OF THE LINEAR SKILL INDICATOR WHEN AT LEAST ONE OF THE FIRST VIRTUAL SUBJECT AND THE SECOND VIRTUAL SUBJECT MOVES

408 IN RESPONSE TO THE SKILL RELEASE OPERATION, CONTROL THE FIRST VIRTUAL SUBJECT TO RELEASE THE FIRST SKILL TO THE SECOND VIRTUAL SUBJECT

(57) Abstract: The present application relates to the field of virtual world, and discloses a virtual subject control method and apparatus, a device, and a medium. The method comprises: displaying a first virtual subject and at least one candidate virtual subject, the first virtual subject having a first skill (402); when a second virtual subject is within a skill release range of the first skill, displaying a linear skill indicator of the first skill between the first virtual subject and the second virtual subject, the second virtual subject being one of the at least one candidate virtual subject, and the second virtual subject being determined on the basis of a face direction of the first virtual subject (404); updating the display of the linear skill indicator when at least one of the first virtual subject and the second virtual

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- (84) 指定国(除另有指明, 要求每一种可提供的地区保护): ARIPO (BW, CV, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SC, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM, AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, ME, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

根据细则4.17的声明:

- 关于申请人有权要求在先申请的优先权(细则4.17(iii))

本国际公布:

- 包括国际检索报告(条约第21条(3))。

subject moves (406); and in response to the skill release operation, controlling the first virtual subject to release the first skill to the second virtual subject (408).

(57) 摘要: 本申请公开了一种虚拟对象控制方法、装置、设备及介质, 涉及虚拟世界领域。所述方法包括: 显示第一虚拟对象和至少一个候选虚拟对象, 第一虚拟对象具有第一技能(402); 在第二虚拟对象位于第一技能的技能释放范围内的情况下, 在第一虚拟对象和第二虚拟对象之间显示第一技能的线性技能指示器, 第二虚拟对象是至少一个候选虚拟对象中的一个, 第二虚拟对象是基于第一虚拟对象的面朝方向确定的(404); 在第一虚拟对象和第二虚拟对象中的至少一个发生移动的情况下, 更新显示线性技能指示器(406); 响应于技能释放操作, 控制第一虚拟对象向第二虚拟对象释放第一技能(408)。