ABSTRACT

This disclosure discloses a multiplayer somatosensory system, method, and apparatus combining virtual and reality, and a medium, which belongs to the field of human-computer interaction. The system includes: a computer device, and a simulation carrier (101), n simulation firearms (103) and a display apparatus (102) respectively connected to the computer device (201); where the simulation carrier (101) includes a driver's seat and n passenger seats; the display apparatus (102) is configured to display a virtual environment picture and n aiming points provided by the computer device; and the computer device is configured to control, in response to a first driving operation on a first peripheral component, a virtual carrier to change a driving direction in the virtual environment; control, in response to a second driving operation on the second peripheral component, the virtual carrier to change a driving speed in the virtual environment; and shoot a virtual object aimed at an ith aiming point in the virtual environment in response to a shooting operation on an ith simulation firearm in the n simulation firearms (103).

Fig. 1