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(54) Title: METHOD AND APPARATUS FOR CONTROLLING VIRTUAL OBJECT, AND DEVICE AND STORAGE MEDIUM

(54) 发明名称: 虚拟对象的控制方法、装置、设备以及存储介质

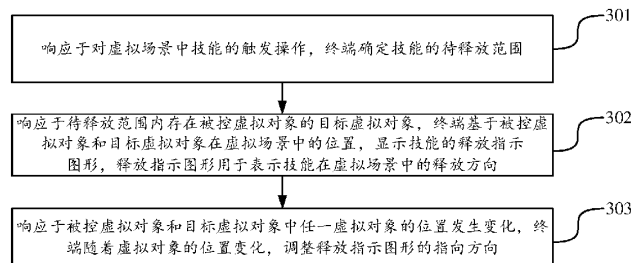


图 3

- 301 In response to a trigger operation on a skill in a virtual scene, a terminal determines the range of the skill to be released
- 302 In response to there being a target virtual object of a controlled virtual object within the range of the skill to be released, the terminal displays a release indication graph of the skill according to the positions of the controlled virtual object and the target virtual object in the virtual scene, wherein the release indication graph is used for indicating the release direction of the skill in the virtual scene
- 303 In response to the change in the position of any one of the controlled virtual object and the target virtual object, the terminal adjusts the pointing direction of the release indication graph along with the change in the position of the virtual object

(57) Abstract: A method and apparatus for controlling a virtual object, and a device and a storage medium. By means of the technical solution, when a certain skill needs to be triggered, a terminal can determine the range of the skill to be released and a target virtual object within the range of the skill to be released, and can display a release indication graph of the skill according to the positions of a controlled virtual object and the target virtual object; and when the position of any one of the controlled virtual object and the target virtual object changes, the terminal can adjust, in real time, the display of the release indication graph according to the change in the position of the virtual object. In this way, it can be ensured that after a user triggers a skill, a terminal can automatically adjust the

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pointing direction of a release indication graph along with the change in the position of a virtual object, such that the release indication graph can always be associated with the position of a target virtual object, that is, when releasing the skill, the user does not need to manually aim for the target virtual object, thereby improving the efficiency of human-machine interaction.

(57) 摘要: 一种虚拟对象的控制方法、装置、设备以及存储介质。通过该技术方案, 需要对某个技能进行触发时, 终端可以确定技能的待释放范围和待释放范围内的目标虚拟对象, 根据被控虚拟对象和目标虚拟对象的位置, 显示技能的释放指示图形。当被控虚拟对象和目标虚拟对象中任一虚拟对象的位置发生变化时, 终端可以根据虚拟对象的位置变化, 实时调整该释放指示图形的显示。这样可以保证用户触发该技能后, 终端可以随着虚拟对象位置的变化, 自动调整释放指示图形的指向方向, 使得释放指示图形可以始终与目标虚拟对象的位置关联, 也即是在释放技能时, 用户无需手动瞄准目标虚拟对象, 提高了人机交互的效率。