

ABSTRACT

The present disclosure discloses a virtual-environment-based object construction method and apparatus, a computer device, and a computer-readable storage medium, relating to the field of virtual environment. The method includes: displaying an environment interface; receiving a three-dimensional (3D) model input operation, the 3D model input operation being used for inputting a target 3D model; receiving a position input operation; and displaying the target object at the display position according to the 3D model input operation and the position input operation, the target object being obtained by filling with voxel blocks within a contour range of the target 3D model.

Figure 2