

VIRTUAL SCENE DISPLAY METHOD, ELECTRONIC DEVICE AND STORAGE MEDIUM

RELATED APPLICATION

[0001] This application claims priority to Chinese Patent Application No. 2019101432804, filed on February 26, 2019 and entitled "VIRTUAL SCENE DISPLAY METHOD AND APPARATUS, ELECTRONIC DEVICE, AND STORAGE MEDIUM", which is incorporated herein by reference in its entirety.

FIELD OF THE TECHNOLOGY

[0002] The present disclosure relates to the field of computer technologies, and in particular, to a virtual scene display method, an electronic device, and a storage medium.

BACKGROUND OF THE APPLICATION

[0003] With the development of computer technologies and the diversity of terminal functions, more and more types of game can be played on a terminal. A shooting game is a type of popular game. In this type of game, an aiming point is usually displayed at a terminal screen center, and a user may adjust a viewing angle of a virtual scene to adjust a region aimed at by the aiming point, to adjust a virtual scene displayed currently.

[0004] In related virtual scene display method, usually, when a target virtual object is detected, a preset range around the target virtual object is directly used as an adsorption region, and when an aiming point is located in the adsorption region, the aiming point is directly moved to the body of the target virtual object.

[0005] The foregoing virtual scene display method does not consider the user's operation intention, and directly moves the aiming point to the body of the target virtual object, which has a relatively large intensity of assisting aiming. If the user does not want to aim the target virtual object or wants to move the aiming point to a direction away from the target virtual object, an excessive drag in the foregoing method make in difficult for the user to move the aiming point to a direction away from the target virtual object. Therefore, the virtual scene display is separated from users' operation, does not meet the user's needs, and has a poor display effect.

SUMMARY

[0006] Embodiments of the present disclosure provide a virtual scene display method, an electronic device, and a storage medium, to resolve a problem of being separated from users' operation, not meeting the user's needs, and a poor display effect. The technical solutions are as follows:

[0007] According to an aspect, a virtual scene display method is provided, applicable to an electronic device, and including:

obtaining an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation;

obtaining, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a target rotation speed of a viewing angle of a virtual scene according to a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation; and

displaying a target virtual scene based on the target rotation speed of the viewing angle.

[0008] According to an aspect, a virtual scene display method is provided, applicable to an electronic device, and including:

obtaining a target region corresponding to an aiming point in response to a determination that a virtual scene has switched from a first display mode to a second display mode, the second display mode being a display mode based on an aiming tool, the first display mode being another display mode than the second display mode;

obtaining, in response to a determination that the target region includes a target virtual object, a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point; and

displaying a target virtual scene based on the target rotation direction and the target rotation angle of the viewing angle, the aiming point in the target virtual scene being located in a region in which the target virtual object is located.

[0009] According to an aspect, a virtual scene display apparatus is provided, including:

an obtaining module, configured to obtain an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation,

the obtaining module being further configured to obtain, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a target rotation speed of a viewing angle of a virtual scene according to a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation; and

a display module, configured to display a target virtual scene based on the target rotation speed of the viewing angle.

[0010] According to an aspect, a virtual scene display apparatus is provided, including:

obtaining a target region corresponding to an aiming point in response to a determination that a virtual scene has switched from a first display mode to a second display mode, the second display mode being a display mode based on an aiming tool, the first display mode being another display mode than the second display mode;

obtaining, in response to a determination that the target region includes a target virtual object, a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point; and

displaying a target virtual scene based on the target rotation direction and the target rotation angle of the viewing angle, the aiming point in the target virtual scene being located in a region in which the target virtual object is located.

[0011] According to one aspect, an electronic device is provided, including one or more processors and one or more memories, the one or more memories storing at least one instruction, the instruction being loaded and executed by the one or more processors to implement the operations performed in the virtual scene display method.

[0012] According to another aspect, a computer-readable storage medium is provided, storing at least one instruction, the instruction being loaded and executed by a processor to implement the operations performed in the virtual scene display method.

BRIEF DESCRIPTION OF THE DRAWINGS

[0013] To describe the technical solutions in embodiments of the present disclosure more clearly, the following briefly describes the accompanying drawings required for describing the embodiments. Apparently, the accompanying drawings in the following descriptions show only some embodiments of the present disclosure, and a person of ordinary skill in the art may still derive other accompanying drawings from the accompanying drawings without creative efforts.

[0014] FIG. 1 is a schematic diagram of a terminal interface in which a virtual scene is not in a display mode based on an aiming tool according to an embodiment of the present disclosure.

[0015] FIG. 2 is a schematic diagram of a terminal interface in which a virtual scene is in a display mode based on an aiming tool according to an embodiment of the present disclosure.

[0016] FIG. 3 is a flowchart of a virtual scene display method according to an embodiment of the present disclosure.

[0017] FIG. 4 is a schematic diagram of a distance relationship between a size of an adsorption region and a virtual object according to an embodiment of the present disclosure.

[0018] FIG. 5 is a schematic diagram of a terminal interface in which an aiming point is relatively close to a target virtual object according to an embodiment of the present disclosure.

[0019] FIG. 6 is a schematic diagram of three types of adsorption regions according to an embodiment of the present disclosure.

[0020] FIG. 7 is a schematic diagram of a terminal interface according to an embodiment of the present disclosure.

[0021] FIG. 8 is a schematic diagram of a terminal interface in which a target virtual object is moving according to an embodiment of the present disclosure.

[0022] FIG. 9 is a flowchart of a viewing angle adjustment according to an embodiment of the present disclosure.

[0023] FIG. 10 is a flowchart of a virtual scene display method according to an embodiment of the present disclosure.

[0024] FIG. 11 is a schematic diagram of a target region corresponding to an aiming point according to an embodiment of the present disclosure.

[0025] FIG. 12 is a schematic diagram of a target virtual scene according to an embodiment of the present disclosure.

[0026] FIG. 13 is a schematic structural diagram of a virtual scene display apparatus according to an embodiment of the present disclosure.

[0027] FIG. 14 is a schematic structural diagram of a virtual scene display apparatus according to an embodiment of the present disclosure.

[0028] FIG. 15 is a schematic structural diagram of an electronic device according to an embodiment of the present disclosure.

DESCRIPTION OF EMBODIMENTS

[0029] To make objectives, technical solutions, and advantages of the present disclosure clearer, the following further describes implementations of the present disclosure in detail with reference to the accompanying drawings.

[0030] Embodiments of the present disclosure mainly relate to an electronic game scene or a simulation training scene. Using the electronic game scene as an example, a user may perform an operation on a terminal in advance, and a game configuration file of the electronic game may be downloaded after the terminal detects the operation of the user. The game configuration file may include an application, interface display data, virtual scene data, or the like of the electronic game, so that the user may call the game configuration file when logging in to the electronic game on the terminal, so as to render and display an electronic game interface. The user may perform a touch operation on the terminal. After the detecting the touch operation, the terminal may obtain game data corresponding to the touch operation, and render and display the game data, where the game data may include virtual scene data, behavior data of virtual objects in the virtual scene, and the like.

[0031] The virtual scene involved in the present disclosure may be used for simulating a three-dimensional virtual space or a two-dimensional virtual space, which may be an open space. The virtual scene may be used for simulating a real environment in reality. For example, the virtual scene may include the sky, the land, and the ocean, and the land may include environment elements such as a desert and cities. The user may control a virtual object to move in the virtual scene. The virtual object may be a virtual figure for representing the user. The virtual figure may be in any form, for example, a human being, or an animal, which is not limited in the present disclosure.

[0032] The virtual scene may further include other virtual objects, that is, the virtual scene may include a plurality of virtual objects, and each virtual object has a shape and a volume in the virtual scene, and occupies some space in the virtual scene. For example, in a shooting game, a user may control a virtual object to fall freely, glide, parachute, or the like in the sky of the virtual scene, or run, jump, crawl, walk in a stooped posture, or the like on the land, or may control a virtual object to swim, float, dive, or the like in the ocean. Certainly, the user may alternatively control a virtual object to ride a vehicle to move in the virtual scene. Herein, the scenes are merely used as examples, and no specific limitations are set in this embodiment of the present disclosure. The user may alternatively control the virtual object to fight against another virtual object by using a virtual prop, and the virtual prop may be a cold weapon, or may be a hot weapon. This is not specifically limited in this embodiment of the present disclosure.

[0033] A terminal screen may display a viewing angle image of a virtual object currently controlled by the terminal, and the terminal screen may also display an aiming point of the virtual object currently controlled by the terminal. The aiming point may be used for marking an aimed target in the viewing angle image of the virtual object currently controlled by the terminal, and a location of the aiming point in the virtual scene may be used as an attack impact point of the virtual object currently controlled by the terminal.

[0034] Specifically, the aiming point may be displayed at a center location of the terminal screen. Certainly, the aiming point may alternatively be displayed at other locations, which is not specifically limited in this embodiment of the present disclosure. The aiming point may have a plurality of display styles, and the aiming point may be displayed in a default display style of the system, or may be adjusted according to settings of the user. When seeing an aiming point displayed on the terminal, the user may determine whether a location of a virtual scene corresponding to the current aiming point is an area the user wants to aim at, and if not, the user may adjust a viewing angle of the virtual scene through a viewing-angle adjustment operation, so as to adjust the area aimed at by the aiming point. Certainly, the user usually wants to adjust the aiming point on the body of another virtual object in the virtual scene quickly and accurately, so as to perform shooting, slapping, or boxing on the another virtual object.

[0035] For the viewing-angle adjustment operation, the viewing-angle adjustment operation may include a plurality of types of operations. For example, the viewing-angle adjustment operation may be an operation of changing a location of a virtual object, that is, controlling the virtual object to move, so as to change the viewing angle. For example, a user directly performs the viewing-angle adjustment operation to change the viewing angle. This is not limited in this embodiment of the present disclosure.

[0036] The viewing-angle adjustment operation may alternatively include a plurality of operation manners. In a possible implementation, the viewing-angle adjustment operation may be a sliding operation. When detecting the sliding operation, the terminal may obtain a rotation direction, a rotation angle, and a rotation speed of a viewing angle corresponding to the sliding operation based on a sliding direction, a sliding distance, and a sliding speed of the sliding operation. For example, the sliding direction of the sliding operation may correspond to the rotation direction of the viewing angle, and the sliding distance of the sliding operation may be in a positive correlation with the rotation angle of the viewing angle. Certainly, the sliding speed of the sliding operation may be also in a positive correlation with the rotation speed of the viewing angle.

[0037] In another possible implementation, the viewing-angle adjustment operation may also be a pressing operation. Specifically, the terminal may be preset with a viewing-angle adjustment region, and the user may perform the pressing operation in the viewing-angle adjustment region. When detecting the pressing operation in the viewing-angle adjustment region, the terminal may obtain a rotation direction, a rotation speed, and a rotation angle of a viewing angle corresponding to the pressing operation based on a specific location of the pressing operation relative to the viewing-angle adjustment region, and a pressing strength and a pressing time of the pressing operation. For example, a direction of the pressing operation relative to a center of the viewing-angle adjustment region may correspond to the rotation direction of the viewing angle, the pressing strength of the pressing operation may be in a positive correlation with the rotation speed of the viewing angle, and the pressing time of the pressing operation may be in a positive correlation with the rotation angle of the viewing angle.

[0038] In still another possible implementation, the viewing-angle adjustment operation may further be a rotation operation on the terminal. When the rotation operation is detected, an angular velocity sensor (for example, a gyroscope) in the terminal may obtain a rotation direction, a rotation angle, and a rotation speed of a viewing angle according to a rotation direction, a rotation angle, and a rotation speed of the rotation operation. For example, the rotation direction of the rotation operation may be the rotation direction of the viewing angle, the rotation angle of the rotation operation may be in a positive correlation with the rotation angle of the viewing angle, and the rotation speed of the rotation operation may be in a positive correlation with the rotation speed of the viewing angle. Certainly, the viewing-angle adjustment operation may further be a push-button operation, a drag and drop operation on a virtual joystick region, or a toggle operation on a real joystick device, which is not specifically limited in this embodiment of the present disclosure.

[0039] Certainly, when the user controls the virtual object, different control effects may be further implemented through a combination of the foregoing viewing-angle adjustment operations. For example, the viewing-angle adjustment operation performed on the viewing angle by the user is the sliding operation, and during the sliding operation, the terminal detects a pressing strength of the operation in the sliding operation process, so as to determine whether to shoot based on whether the pressing strength is greater than a preset pressing strength. The foregoing is merely an exemplary description, and how to combine the foregoing viewing-angle adjustment operations and which control effects may be implemented during a specific implementation are not specifically limited in this embodiment of the present disclosure.

[0040] In the foregoing electronic game scenes, a virtual object may generally control a virtual prop to fight against another virtual object. Some gun props are further equipped with aiming tools, so as to observe a virtual scene based on the aiming tools. The aiming tool may be a mechanical aiming tool, and the mechanical aiming tool is an observation device originally equipped on the gun prop. The aiming tool may alternatively be an aiming tool equipped on the gun prop subsequently, for example, a sight. The sight may be provided with a magnification, and the magnification may be 1, or may be a value greater than 1. For example, the sight may be a red dot sight, a holographic sight, a 2X sight, a 4X sight, an 8X sight, or the like, where magnifications of the red dot sight and the holographic sight are both 1, and magnifications of the 2X sight, the 4X sight, and the 8X sight are all greater than 1. Certainly, the magnification of the sight may alternatively be another value. For example, the sight may alternatively be a 3X sight, a 6X sight, or a 15X sight, and the magnification of the sight is not specifically limited in this embodiment of the present disclosure.

[0041] The aiming tool is configured to assist a virtual object to aim and shoot, and therefore, when controlling a virtual prop to aim or shoot, the virtual object may switch a display mode of a virtual scene to a display mode based on an aiming tool, thereby facilitating aiming and shooting an enemy virtual object more accurately. For example, as shown in FIG. 1, the virtual scene is not in the display mode based on an aiming tool. As shown in FIG. 2, a user wants to control a virtual object to accurately shoot another virtual object appears in a virtual scene, and switches a display mode of the virtual scene to the display mode based on an aiming tool, then the virtual scene may be observed through an aiming tool on a virtual prop controlled by the virtual object.

[0042] FIG. 3 is a flowchart of a virtual scene display method according to an embodiment of the present disclosure. Referring to FIG. 3, the method may include the following operations.

[0043] 301. A terminal detects whether a virtual scene includes a target virtual object in response to detection of a viewing-angle adjustment operation, and performs step 302 in response to a determination that the virtual scene includes the target virtual object; and performs step 305 in response to a determination that the virtual scene does not include the target virtual object.

[0044] A user may perform the viewing-angle adjustment operation on the terminal to adjust a viewing angle of a virtual scene, so as to change a location corresponding to the aiming point in the virtual scene. In this case, an aiming location and an attack impact point of a virtual object currently controlled by the terminal through the viewing-angle adjustment operation. The foregoing content has described an operation manner and type of the viewing-angle adjustment operation, and

this embodiment of the present disclosure does not repeat or limit the operation manner and type of the viewing-angle adjustment operation.

[0045] In this embodiment of the present disclosure, when the user performs the foregoing viewing-angle adjustment operation, an assisting aiming service may be provided, to assist the user to rapidly move an aiming point to the body of a virtual object that the user wants to aim at, and therefore, the operation difficulty of the user is reduced. Therefore, the terminal may detect whether the virtual scene includes the target virtual object in response to detecting that the viewing-angle adjustment operation is received, so as to preliminarily determine whether an assisting aiming service is required to be provided.

[0046] It may be understood that, if a virtual scene does not include a target virtual object, that is, if there is no another virtual object in a field of view of a virtual object currently controlled by the terminal, the virtual object has no aimed or shot target. The viewing-angle adjustment operation may only be an operation that the user adjusts a viewing angle and does not aim, and therefore, the assisting aiming service is not required to be provided, and the following step 305 of directly adjusting a viewing angle based on a viewing-angle adjustment operation may be performed. If the virtual scene includes the target virtual object, that is, there is another virtual object in a field of view of a virtual object currently controlled by the terminal, the virtual object may want to aim at the another virtual object, or may not want to aim at the another virtual object. In this case, whether the assisting aiming service is required needs to be further determined, and the following step 302 may be performed for further determining.

[0047] In a possible implementation, the target virtual object may be any another virtual object than the virtual object currently controlled by the terminal. In another possible implementation, the virtual object currently controlled by the terminal may also team up with other virtual objects. Generally, as a virtual object in the same team, the virtual object currently controlled by the terminal does not need to aim at or shoot the other virtual objects in the same team. Therefore, the target virtual object may alternatively be any virtual object that is in a team different from the team to which the virtual object currently controlled by the terminal belongs. A specific determining manner of the target virtual object is not limited in this embodiment of the present disclosure.

[0048] 302. A terminal obtains an adsorption region of a target virtual object.

[0049] After it is determined that there is a target virtual object in the field of view of the virtual object currently controlled by the terminal, the terminal may further determine whether the target virtual object has an assisting aiming condition. When determining whether to provide an

assisting aiming service, a distance between an aiming point and a target virtual object may be considered. If the aiming point is relatively close to the target virtual object, the assisting aiming service may be provided for the viewing-angle adjustment operation. If the aiming point is relatively far away from the target virtual object, the assisting aiming service may not be required to be provided. Therefore, the fairness of electronic games may be ensured while providing an assisting aiming service to reduce the complexity of users' operation.

[0050] Specifically, an adsorption region may be set for a target virtual object, and the adsorption region is a location of an aiming point that may provide an assisting aiming service when aiming at a target virtual object. That is, when the aiming point is located in the adsorption region, the user may be assisted to adjust a viewing angle, to move a location of the aiming point to the body of the target virtual object, so as to implement a rapid aiming. The adsorption region may be a region around the target virtual object.

[0051] In a possible implementation, the adsorption region may be a region using the target virtual object as a center and using a target size as a size. The target size may be preset by a person skilled in the related art. In a possible implementation, the target size may alternatively be obtained based on a distance between a virtual object currently controlled by the terminal and a target virtual object. Correspondingly, step 302 may be that: the terminal obtains an adsorption region of the target virtual object according to a distance between the virtual object currently controlled by the terminal and the target virtual object, a size of the adsorption region being in a positive correlation with the distance. A larger distance indicates a larger size of the adsorption region. A smaller distance indicates a smaller size of the adsorption region. In this way, when a distance between a first virtual object and a second virtual object is large, a display size of the first virtual object is small, and a display size of an adsorption region of the first virtual object may not be excessively small, so that the user may adjust the viewing angle through a control operation easily, so as to move a location of the aiming point to the adsorption region of the target virtual object, thereby playing an assisting role of assisting aiming.

[0052] For example, as shown in FIG. 4, a size of an adsorption region of a target virtual object with a relatively large distance is relatively large, and the display size of the adsorption region is relatively small because the distance is relatively large. A size of an adsorption region of a target virtual object with a relatively small distance is relatively small, and the display size of the adsorption region is relatively large because the distance is relatively small. It may be seen that, an edge of an adsorption region of a target virtual object with a relatively large distance is relatively far away from the target virtual object, and an edge of an adsorption region of a target virtual object

with a relatively small distance is relatively close to the target virtual object. Therefore, real sizes of adsorption regions of the two are actually the opposite to current display effects.

[0053] In a possible implementation, a shape of the adsorption region may also be preset by a person skilled in the related art. For example, the adsorption region may be a circular region using the target virtual object as a center; or may be a polygonal region using the target virtual object as a center, for example, a quadrangular region; and certainly, the adsorption region may alternatively be a spherical region using the target virtual object as a center; or may be a cylindrical region or a polygonal region using the target virtual object as a center. This is not limited in this embodiment of the present disclosure.

[0054] 303. The terminal obtains, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a target rotation speed of a viewing angle of a virtual scene according to a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation.

[0055] After obtaining the adsorption region of the target virtual object, the terminal may determine a location relationship between the aiming point and the adsorption region, so as to determine whether an assisting aiming service is required to be provided according to the location relationship. Specifically, the terminal may determine whether the aiming point is located in the adsorption region of the target virtual object. If the aiming point is located in the adsorption region, the terminal may perform step 303, to provide an assisting aiming service. If the aiming point is not located in the adsorption region, the terminal may perform the following step 305, to directly adjust a viewing angle based on the viewing-angle adjustment operation.

[0056] The terminal may obtain a target rotation speed of a viewing angle of a virtual scene by comprehensively considering a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation. Specifically, the terminal may obtain the target rotation speed of the viewing angle of the virtual scene based on a first rotation speed corresponding to the viewing-angle adjustment operation, and a second rotation speed corresponding to the locations of the aiming point and the target virtual object.

[0057] In a possible implementation, the process in which the terminal obtains the target rotation speed in step 303 may be implemented through the following step 1 to step 3.

[0058] Step 1. The terminal obtains a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

[0059] In step 1, the terminal may obtain the first rotation speed corresponding to the viewing-angle adjustment operation. When operation manners of the viewing-angle adjustment operation or types of the viewing-angle adjustment operation are different, the terminal may obtain the first rotation speed in different manners.

[0060] For example, if the viewing-angle adjustment operation is a sliding operation or a drag and drop operation, the terminal may obtain the first rotation speed of the viewing angle of the virtual scene according to an operation direction and an operation distance of the viewing-angle adjustment operation. If the viewing-angle adjustment operation is a pressing operation, the terminal may obtain the first rotation speed of the viewing angle of the virtual scene according to a pressing location and a pressing strength or a pressing time of the viewing-angle adjustment operation. If the viewing-angle adjustment operation is a rotation operation on the terminal, the terminal may obtain the first rotation speed of the viewing angle of the virtual scene according to a rotation speed of the terminal, or obtain the first rotation speed according to a rotation angle and a rotation direction of the terminal. Certainly, the viewing-angle adjustment operation may further be an operation of another type, and this is not limited in this embodiment of the present disclosure.

[0061] In a possible implementation, when the aiming point is located at different locations in the adsorption region, the terminal may obtain different first rotation speeds. For example, the first rotation speed may be in a positive correlation with a distance between the aiming point and a center of the adsorption region. A larger distance between the aiming point and the center of the adsorption region indicates a larger first rotation speed. A smaller distance between the aiming point and the center of the adsorption region indicates a smaller first rotation speed.

[0062] In a specific possible embodiment, the target virtual object may include a plurality of adsorption regions. Alternatively, it may be understood that the adsorption region includes a plurality of subregions. Different adsorption regions indicate different first rotation speeds corresponding to the viewing-angle adjustment operation. That is, when the aiming point is located in different adsorption regions, the terminal may obtain different first rotation speeds according to the viewing-angle adjustment operation. Specifically, the target virtual object may include a first adsorption region, a second adsorption region, and a third adsorption region. Correspondingly, the process in which the terminal obtains the first rotation speed may include the following three cases.

[0063] Case 1. The terminal obtains, in response to a determination that the aiming point is located in the first adsorption region of the target virtual object, a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

[0064] The first preset rotation speed is a normal rotation speed corresponding to the viewing-angle adjustment operation when the assisting aiming service is not provided. When the aiming point is located in the first adsorption region, the terminal may not adjust the rotation speed corresponding to the viewing-angle adjustment operation, and therefore, the terminal may obtain the first preset rotation speed.

[0065] Case 2. The terminal obtains, in response to a determination that the aiming point is located in the second adsorption region of the target virtual object, a second preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the second preset rotation speed being less than the first preset rotation speed.

[0066] In the case 2, the first adsorption region surrounds the second adsorption region. That is, a size of the second adsorption region is less than that of the first adsorption region, and the second adsorption region is closer to the target virtual object than the first adsorption region is. When the aiming point is located in the second adsorption region, the terminal may obtain a rotation speed less than the first preset rotation speed according to the viewing-angle adjustment operation. In this case, the rotation speed of the viewing angle may be reduced when the target virtual object is closer, and therefore, the user may be assisted to move the aiming point to the body of the target virtual object and keep the aiming point at the body of the target virtual object more easily instead of moving the aiming point overpass the location of the target virtual object. For example, as shown in FIG. 5, the aiming point is quite close to the target virtual object, and the rotation speed of the viewing angle needs to be reduced to facilitate keeping the aiming point at the body of the target virtual object more easily.

[0067] In a possible implementation, different sensitivities may be set for the viewing-angle adjustment operation. The sensitivity may be a proportion of a movement distance of a controlled virtual object to an operation amplitude or an operation distance of the user. The sensitivity may alternatively be a proportion of a rotation speed of a viewing angle to an operation amplitude or an operation distance of the user, and the sensitivity is in a positive correlation with a preset rotation speed corresponding to the viewing-angle adjustment operation. That is, a larger sensitivity indicates a greater preset rotation speed corresponding to a viewing-angle adjustment operation of the user, and vice versa. In the foregoing case 1 and case 2, when the aiming point is located in different adsorption regions, the sensitivities corresponding to the viewing-angle adjustment operation may be different, and therefore, preset rotation speeds obtained by the terminal based on the viewing-angle adjustment operation may be different.

[0068] For example, when the aiming point is located in the first adsorption region, the viewing-angle adjustment operation corresponds to a first sensitivity. When the aiming point is located in the second adsorption region, the viewing-angle adjustment operation corresponds to a second sensitivity. The second sensitivity is less than the first sensitivity. The first sensitivity and the second sensitivity may be preset by a person skilled in the related art, or may be adjusted by the user according to using habits of the user, which is not limited in this embodiment of the present disclosure. In a specific possible embodiment, the second sensitivity may be obtained based on the first sensitivity, for example, to obtain a product of the first sensitivity and a target coefficient, and in another example, to obtain a difference between the first sensitivity and a target value. This is not limited in this embodiment of the present disclosure.

[0069] In another possible implementation, the second preset rotation speed may be obtained based on the first preset rotation speed. For example, the terminal may obtain a difference between the first preset rotation speed and a first value, and use the difference as the second preset rotation speed. The first value is a positive number. Alternatively, the terminal may obtain a product of the first preset rotation speed and a first coefficient, and use the product as the second preset rotation speed. The first coefficient is a positive number less than 1.

[0070] The foregoing only provides two possible implementations, and certainly, in the case 2, the terminal may alternatively obtain the second preset rotation speed in other manners. For example, a plurality of value sets may be set for the viewing-angle adjustment operation, and each value set includes a plurality of different values. When the aiming point is located in different adsorption regions, the value sets corresponding to the viewing-angle adjustment operation are different. A specific implementation is not limited in this embodiment of the present disclosure.

[0071] Case 3. The terminal obtains, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, a third preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the third preset rotation speed being less than the first preset rotation speed, and the third preset rotation speed being different from the second preset rotation speed.

[0072] The case 3 is similar to the foregoing case 2, and the process in which the terminal obtains the third preset rotation speed is similar to the process of obtaining the second preset rotation speed in the foregoing case 2. The difference is that, the third preset rotation speed obtained by the terminal in the case 3 is different from the second preset rotation speed, that is, the second sensitivity corresponding to the viewing-angle adjustment operation when the aiming point is located in the third adsorption region is different from a third sensitivity corresponding to the

viewing-angle adjustment operation when the aiming point is located in the second adsorption region. The third sensitivity is less than the first sensitivity. For example, a damping coefficient is added on the basis of the original sensitivity, and the damping coefficient is a coefficient that reduces the sensitivity. In this case, the sensitivity corresponding to the viewing-angle adjustment operation is reduced, and correspondingly, the preset rotation speed corresponding to the viewing-angle adjustment operation is also reduced. The user is not easy to move the aiming point out of the third adsorption region. Specific values of the sensitivity and the damping coefficient are not limited in this embodiment of the present disclosure. Through the foregoing changes of the sensitivity, the user may adjust a region aimed at by the aiming point more precisely through the foregoing viewing-angle adjustment operation, that is, the user may adjust the viewing angle tinily by adjusting the control operation greatly, so as to adjust the aiming point tinily, for example, to adjust the body part of the aimed target virtual object, and also to prevent the user from causing the aiming point to move away from the target virtual object too fast due to an excessively large operation amplitude.

[0073] The second adsorption region surrounds the third adsorption region. That is, a size of the third adsorption region is less than a size of the second adsorption region. In a possible implementation, the third sensitivity may be less than the second sensitivity, that is, the third preset rotation speed is less than the second preset rotation speed. In this case, a closer distance between the aiming point and the target virtual object indicates a smaller sensitivity corresponding to the viewing-angle adjustment operation and a smaller preset rotation speed corresponding to the viewing-angle adjustment operation. In a specific possible embodiment, the third adsorption region may be a region in which the target virtual object is located. In this case, through a setting that the third preset rotation speed is less than the second preset rotation speed, a case that the aiming point is moved away from the target virtual object due to an excessively large operation amplitude of the user is avoided to some extent. Certainly, the third sensitivity may alternatively be greater than the second sensitivity, that is, the third preset rotation speed may be greater than the second preset rotation speed. The foregoing settings are all set by a person skilled in the related art according to requirements, and this is not limited in this embodiment of the present disclosure.

[0074] Further, the third sensitivity may alternatively be obtained based on the second sensitivity. The obtaining process is similar to the process of obtaining the second sensitivity based on the first sensitivity, and this is not repeated in this embodiment of the present disclosure.

[0075] In another possible implementation, the third preset rotation speed may alternatively be obtained based on the first preset rotation speed. For example, the terminal may obtain a

difference between the first preset rotation speed and a second value, and use the difference as the third preset rotation speed. The second value is a positive number. Alternatively, the terminal may obtain a product of the first preset rotation speed and a second coefficient, and use the product as the third preset rotation speed. The second coefficient is a positive number less than 1.

[0076] In still another implementation, the third preset rotation speed may alternatively be obtained based on the second preset rotation speed, and a manner is similar to the foregoing implementation. This is not repeated in this embodiment of the present disclosure.

[0077] For example, as shown in FIG. 6, the target virtual object includes three adsorption regions. The three adsorption regions are only used as an exemplary description. Shapes and sizes of the three adsorption regions are not limited in this embodiment of the present disclosure.

[0078] An example in which the target virtual object includes three adsorption regions are used for description only, and the target virtual object may alternatively include more adsorption regions or may alternatively include adsorption regions less than three. All of the settings of the adsorption region of the target virtual object may be adjusted by a person skilled in the related art according to requirements, and this is not limited in this embodiment of the present disclosure.

[0079] In a specific possible embodiment, in the foregoing operation of determining whether the aiming point is located in the adsorption region corresponding to the target virtual object, the terminal may set an impactor for each virtual object, and the impactor is configured to detect an adsorption region of the virtual object. The terminal may perform a radiographic detection based on a direction of the aiming point, and if the ray collides through the impactor of the virtual object, an adsorption region of the aiming point in the virtual object may be obtained. Certainly, a manner of the impactor and the radiographic detection is only used as a possible implementation, and the terminal may alternatively determine according to location coordinates of the aiming point and a coordinates range of the adsorption region. A specific manner is not limited in this embodiment of the present disclosure.

[0080] Step 2. The terminal obtains a second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object, a direction of the second rotation speed being from the aiming point toward the target virtual object.

[0081] In addition to the viewing-angle adjustment operation, the terminal may alternatively determine how to assist based on the rotation speed of the viewing angle corresponding to a user's operation by considering a location relationship between the aiming point and the target virtual

object. Specifically, the terminal may obtain a distance between the aiming point and the target virtual object according to the location of the aiming point and the location of the target virtual object. The distance between the aiming point and the target virtual object may be represented in a plurality of manners, and step 2 is described below in three different representation manners of the distance.

[0082] Manner 1. The terminal obtains the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen.

[0083] In the manner 1, the distance between the aiming point and the target virtual object may be represented by the distance between the projections of the aiming point and the target virtual object on the terminal screen. The distance is in a conversion relationship with the second rotation speed, and the terminal may calculate the second rotation speed according to the distance and the conversion relationship.

[0084] In a possible implementation, the second rotation speed is in a negative correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen. That is, a smaller distance indicates a greater second rotation speed; and a greater distance indicates a smaller second rotation speed. In this case, in a process in which the aiming point approaches the target virtual object, a strength of assisting aiming may be improved continuously, the user may be assisted to quickly aim at the target virtual object. The user's operation is fully respected, and the assisting aiming is performed based on the user's operation.

[0085] In a possible implementation, the second rotation speed may further be in a positive correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen. This is not limited in this embodiment of the present disclosure.

[0086] Manner 2. The terminal obtains the second rotation speed of the viewing angle of the virtual scene according to a distance between the target virtual object and the aiming point in the virtual scene.

[0087] In the manner 2, the distance between the aiming point and the target virtual object may be represented by the distance between the aiming point and the target virtual object in the virtual scene. The distance is in a conversion relationship with the second rotation speed, and the terminal may calculate the second rotation speed according to the distance and the conversion relationship.

[0088] In a possible implementation, the second rotation speed is in a negative correlation with the distance between the target virtual object and the aiming point in the virtual scene. That is, a smaller distance indicates a greater second rotation speed; and a greater distance indicates a smaller second rotation speed. In this case, in a process in which the aiming point approaches the target virtual object, a strength of assisting aiming may be improved continuously, the user may be assisted to quickly aim at the target virtual object.

[0089] In a possible implementation, the second rotation speed may alternatively be in a positive correlation with the distance between the target virtual object and the aiming point in the virtual scene. This is not limited in this embodiment of the present disclosure.

[0090] Manner 3. The terminal obtains the second rotation speed of the viewing angle of the virtual scene according to an angle between a direction of a line connecting a virtual object currently controlled by the terminal to the target virtual object and a direction of the aiming point.

[0091] In the manner 3, the distance between the aiming point and the target virtual object may be represented by the angle between the direction of the line connecting the virtual object currently controlled by the terminal to the target virtual object and the direction of the aiming point. The angle is in a conversion relationship with the second rotation speed, and the terminal may calculate the second rotation speed according to the angle and the conversion relationship.

[0092] In a possible implementation, the second rotation speed is in a negative correlation with the angle. That is, a larger angle indicates a smaller second rotation speed; and a smaller distance indicates a greater second rotation speed. In this case, in a process in which the aiming point approaches the target virtual object, a strength of assisting aiming may be improved continuously, the user may be assisted to quickly aim at the target virtual object.

[0093] In another possible implementation, the second rotation speed may alternatively be in a positive correlation with the angle. This is not limited in this embodiment of the present disclosure.

[0094] The foregoing only provides three representation manners of the distance between the aiming point and the target virtual object, and the distance may alternatively include other representation manners, for example, may be a horizontal distance between the projections of the aiming point and the target virtual object on the terminal screen, and the horizontal distance may be a distance component of the distance between the projections of the aiming point and the target virtual object on the terminal screen in the horizontal direction. Similarly, the distance may alternatively be a horizontal distance between the aiming point and the target virtual object in the

virtual scene, and the horizontal distance may be a distance component of the distance between the aiming point and the target virtual object in the virtual scene in the horizontal direction. A specific representation manner is not limited in this embodiment of the present disclosure.

[0095] In a possible implementation, a process in which the terminal obtains the second rotation speed in step 2 may alternatively consider an operation direction of the viewing-angle adjustment operation, that is, when the operation direction of the viewing-angle adjustment operation differs, the terminal may obtain different second rotation speeds according to the location of the aiming point and the location of the target virtual object.

[0096] In this implementation, step 2 may be that: the terminal obtains the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the operation direction of the viewing-angle adjustment operation.

[0097] Specifically, the operation directions of the viewing-angle adjustment operation may be divided into two types. One type is to control the aiming point to move toward the target virtual object, and the other is to control the aiming point to move to a direction opposite to the target virtual object. The process in which the terminal obtains the second rotation speed in these two cases is described below.

[0098] Case 1. Obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves toward the target virtual object, a third rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a first parameter.

[0099] Case 2. Obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves in a direction opposite to the target virtual object, a fourth rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a second parameter, the fourth rotation speed being less than the third rotation speed.

[0100] In the foregoing two cases, the first parameter and the second parameter may be set by a person skilled in the related art according to requirements. The distance between the aiming point and the target virtual object and the conversion relationship between the first parameter and the third rotation speed may also be set by a person skilled in the related art according to requirements. The distance between the aiming point and the target virtual object and the

conversion relationship between the second parameter and the fourth rotation speed may also be set by a person skilled in the related art according to requirements. This is not limited in this embodiment of the present disclosure. If the viewing-angle adjustment operation enables the aiming point to be close to the target virtual object, a relatively large second rotation speed may be provided, that is, the third rotation speed, and the provided assisting aiming strength is relatively large. However, if the viewing-angle adjustment operation enables the aiming point to be far away from the target virtual object, a relatively small second rotation speed may be provided, that is, the fourth rotation speed, and the provided assisting aiming strength is relatively small. Directions of the third rotation speed and the fourth rotation speed are the same, and both are directions from the aiming point toward the target virtual object, only speeds are different.

[0101] For example, as shown in FIG. 7, the left of the aiming point is the target virtual object, and if the viewing-angle adjustment operation indicates the aiming point to move toward the front-left direction, the aiming point is close to the target virtual object, and the distance between the two becomes smaller. If the first rotation speed corresponding to the viewing-angle adjustment operation is 30 degrees per second, one third rotation speed may be added based on the first rotation speed. The third rotation speed may be 10 degrees per second, and directions of the third rotation speed and the first rotation speed are the same. When the viewing-angle adjustment process is embodied in a location change of the aiming point in the virtual scene displayed by an adjacent frame, it may be that: the viewing-angle adjustment operation may control the aiming point to move toward the left for 90 meters in a frame of image relative to a previous frame of image, and the third rotation speed enables the aiming point to move toward the left for 30 meters more.

[0102] If the viewing-angle adjustment operation indicates the aiming point to move toward the front-right direction, the aiming point is away from the target virtual object, and the distance between the two becomes larger. If the first rotation speed corresponding to the viewing-angle adjustment operation is 30 degrees per second, one fourth rotation speed may be added based on the first rotation speed. The fourth rotation speed may be 3 degrees per second. Directions of the fourth rotation speed and the first rotation speed are opposite. When the viewing-angle adjustment process is embodied in a location change of the aiming point in the virtual scene displayed by an adjacent frame, it may be that: the viewing-angle adjustment operation may control the aiming point to move toward the right for 90 meters in a frame of image relative to a previous frame of image, and the third rotation speed enables the aiming point to move toward the left for 9 meters more, that is, the aiming point moves to the right for 9 meters less. The fourth rotation speed is less than the third rotation speed, and the assisting aiming strength becomes smaller.

[0103] In a specific possible embodiment, if the terminal adopts the representation manner of the foregoing manner 1 or manner 2, considering a case that when the distances that are between the aiming point and the target virtual object and that are obtained in the foregoing manners are the same but the distances that are between the virtual objects currently controlled by the terminal and the target virtual objects and that are obtained in the foregoing manners are different, required rotation angles of the viewing angle for moving the aiming point to the body of the target virtual object are different, the terminal may alternatively obtain a distance between the virtual object currently controlled by the terminal and the target virtual object, and obtains the second rotation speed by considering the distance in the foregoing step 2. In this embodiment, the distance between the virtual object currently controlled by the terminal and the target virtual object, the distance between the aiming point and the target virtual object, and the second rotation speed may have a conversion relationship, so as to ensure to obtain different second rotation speeds when the distances between the aiming points and the target virtual objects are the same but the distances between the virtual object currently controlled by the terminal and the target virtual object are different.

[0104] For example, when the distances between the aiming points and the target virtual objects are the same, if the distance between the virtual object currently controlled by the terminal and the target virtual object is relatively large, and the required rotation angle for the viewing angle is relatively small, a relatively small second rotation speed is obtained; and if the distance between the virtual object currently controlled by the terminal and the target virtual object is relatively small, and a required rotation angle for the viewing angle is relatively large, a relatively large second rotation speed is obtained. In this case, when the distances between the virtual objects currently controlled by the terminal and the target virtual object are different, the same assisting effect may be provided.

[0105] Correspondingly, the foregoing manner 1 may be that: the terminal obtains the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the projections of the target virtual object and the aiming point on the terminal screen, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0106] The foregoing manner 2 may be that: the terminal obtains the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the target

virtual object and the aiming point in the virtual scene, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0107] The foregoing provides a plurality of implementations in which the terminal obtains the second rotation speed, the terminal may obtain the second rotation speed by adopting any implementation, or may obtain the second rotation speed in any combination of the foregoing plurality of implementations. For example, in a process of obtaining the second rotation speed, both the operation direction of the viewing-angle adjustment operation and the distance between the virtual object currently controlled by the terminal and the target virtual object may be considered. Therefore, the terminal may obtain the second rotation speed based on the operation direction of the viewing-angle adjustment operation, the distance between the virtual object currently controlled by the terminal and the target virtual object, the location of the aiming point, and the location of the target virtual object. This is not limited or repeated in this embodiment of the present disclosure.

[0108] The terminal may first perform step 1 and then perform step 2, or may first perform step 2 and then perform step 1. Certainly, step 1 and step 2 may be performed simultaneously. An execution order of step 1 and step 2 is not limited in this embodiment of the present disclosure.

[0109] In the foregoing case that the adsorption region includes three adsorption regions, an implementation is further included. The terminal obtains, in response to a determination that the aiming point is located in a first adsorption region or a second adsorption region of the target virtual object, the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object. When the aiming point is located in the third adsorption region of the target virtual object, step 2 is not performed. Alternatively, zero is used as the second rotation speed. Correspondingly, step 3 may be that: the terminal uses the first rotation speed as the target rotation speed of the viewing angle of the virtual scene.

[0110] That is, in the first adsorption region, the first rotation speed of the viewing angle corresponding to the viewing-angle adjustment operation may be a normal rotation speed corresponding to the user's operation. However, on the basis of the first rotation speed, the second rotation speed may be obtained based on the location of the aiming point and the location of the target virtual object, so as to obtain the target rotation speed based on the first rotation speed and the second rotation speed comprehensively. In the second adsorption region, the first rotation speed of the viewing angle corresponding to the viewing-angle adjustment operation may be smaller than a rotation speed corresponding to the user's operation. On the basis of the first rotation speed, the second rotation speed may be obtained based on the location of the aiming point and the location of

the target virtual object, so as to obtain the target rotation speed by using the first rotation speed and the second rotation speed. In the third adsorption region, the terminal may only perform step 1, the first rotation speed of the viewing angle corresponding to the viewing-angle adjustment operation is less than the normal rotation speed corresponding to the user's operation, and the first rotation speed is used as the target rotation speed.

[0111] Step 3. The terminal obtains the target rotation speed of the viewing angle of the virtual scene based on the first rotation speed and the second rotation speed.

[0112] After obtaining the first rotation speed and the second rotation speed, the terminal may obtain a target rotation speed of the viewing angle of the virtual scene by using the two rotation speeds, and the target rotation speed is a rotation speed required for adjusting the viewing angle.

[0113] In a possible implementation, weights may be set for the first rotation speed and the second rotation speed, and the terminal may perform a weighted sum on the first rotation speed and the second rotation speed, to obtain the target rotation speed of the viewing angle of the virtual scene. The weights of the first rotation speed and the second rotation speed may be set by a person skilled in the related art according to requirements, or may be obtained based on the location of the aiming point and the location of the target virtual object, or may be obtained based on the distance between the virtual object currently controlled by the terminal and the target virtual object. This is not limited in this embodiment of the present disclosure.

[0114] Certainly, if both the weights of the first rotation speed and the second rotation speed are set to 1, step 3 is that: the terminal may perform a sum on the first rotation speed and the second rotation speed, to obtain the target rotation speed of the viewing angle of the virtual scene. Both the first rotation speed and the second rotation speed may be vectors, and directions of the first rotation speed and the second rotation speed may be the same or may be different. The direction of the first rotation speed is a direction corresponding to the viewing-angle adjustment operation, and the direction of the second rotation speed is a direction from the aiming point toward the target virtual object. Therefore, step 3 may be that: the terminal may perform a vector sum on the first rotation speed and the second rotation speed, to obtain the target rotation speed.

[0115] An example of two extreme cases is used for description in the following. In case 1, the directions of the first rotation speed and the second rotation speed are the same. The aiming point is at the front-left of the target virtual object, and an operation direction of the viewing-angle adjustment operation is a front-right direction, that is, the aiming point is controlled to move along the front-right direction, and the direction of the first rotation speed is the front-right direction. The direction of the second rotation speed is a direction from the aiming point toward the target virtual

object, that is, the front-right direction. A value of the target rotation speed may be a sum value of a value of the first rotation speed and a value of the second rotation speed, and a direction of the target rotation speed is the front-right direction.

[0116] In case 2, the directions of the first rotation speed and the second rotation speed are opposite. The aiming point is at the front-left of the target virtual object, and an operation direction of the viewing-angle adjustment operation is a front-left direction, that is, the aiming point is controlled to move along the front-left direction, and the direction of the first rotation speed is the front-left direction. The direction of the second rotation speed is the direction from the aiming point toward the target virtual object, that is, the front-right direction. The value of the target rotation speed may be a difference between the value of the first rotation speed and the value of the second rotation speed, and the direction of the target rotation speed depends on a size relationship between the value of the first rotation speed and the value of the second rotation speed. If the value of the first rotation speed is greater than the value of the second rotation speed, the direction of the target rotation speed is the front-left direction. If the value of the first rotation speed is less than the value of the second rotation speed, the direction of the target rotation speed is the front-right direction. If the value of the first rotation speed is equal to the value of the second rotation speed, the target rotation speed is zero. In a possible implementation, the first rotation speed may be greater than the second rotation speed. In this case, it may ensure to respect the user's operation, ensure the equity and fairness of the electronic games, and ensure a better game experience.

[0117] The foregoing step 303 is a process of providing an assisting aiming service when the aiming point is located in the adsorption region of the target virtual object. After calculating the target rotation speed of the viewing angle of the virtual scene, the terminal may perform the following step 304, to adjust the viewing angle. In another possible case, when the aiming point is located outside the adsorption region of the target virtual object, the terminal may perform step 305 of not providing an assisting aiming service but directly perform a normal viewing-angle adjustment based on the viewing-angle adjustment operation.

[0118] 304. The terminal displays a target virtual scene based on the target rotation speed of the viewing angle.

[0119] After obtaining the target rotation speed of the viewing angle, the terminal may adjust the viewing angle based on the target rotation speed and display an adjusted target virtual scene. A specific process in which the terminal adjusts the viewing angle of the virtual scene may be that: the terminal may calculate a rotation angle of the viewing angle of the virtual scene in a preset time interval according to the target rotation speed of the viewing angle; and the terminal

controls the viewing angle to rotate for the rotation angle. The preset time interval refers to a time interval between adjacent frames, and the preset time interval may be preset by a person skilled in the art, or may be set and adjusted by the user according to the running situation of the device.

[0120] Step 301 to step 304 are a dynamic viewing angle adjustment process, and the terminal may perform step 301 to step 304 at each frame. After obtaining the target rotation speed of the viewing angle through calculation at each frame, the terminal may calculate a rotation angle of the viewing angle from this frame to a next frame based on the target rotation speed of the viewing angle, to obtain a viewing angle direction of the next frame time, so as to render and display a target virtual scene at the next frame. Then the terminal repeats the foregoing detection, obtaining, and adjustment and displaying processes at the next frame.

[0121] In the foregoing step 301 to step 302, a specific procedure in which an assisting aiming service may be provided when the aiming point is located in the adsorption region of the target virtual object. In a possible scenario, a field of view of the virtual object currently controlled by the terminal may further include a plurality of other virtual objects. The plurality of other virtual objects are all candidate virtual objects, that is, any one of the candidate virtual objects may be selected as a target virtual object. In this scenario, the terminal may select one from the plurality of candidate virtual objects as the target virtual object, so as to provide an assisting aiming service in a process of aiming at the target virtual object.

[0122] Specifically, when the aiming point is located in adsorption regions of a plurality of candidate virtual objects, the terminal selects a candidate virtual object from the plurality of candidate virtual objects as the target virtual object. The terminal performs step 303 based on the selected target virtual object, that is, performs the obtaining the target rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the viewing-angle adjustment operation.

[0123] A process in which the terminal selects the target virtual object from the plurality of candidate virtual objects may be implemented through any manner in the following.

[0124] Manner 1. The terminal randomly selects a candidate virtual object from the plurality of candidate virtual objects as the target virtual object.

[0125] Manner 2. The terminal selects a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene.

[0126] Manner 3. The terminal selects a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen.

[0127] Manner 4. The terminal selects, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0128] In the manner 4, the terminal may obtain the angles, and then select a candidate virtual object with a minimum angle as the target virtual object. A process in which the terminal obtains the angle may be implemented in a plurality of manners. In a possible implementation, the terminal may obtain the angles corresponding to the plurality of candidate virtual objects according to the distances between the plurality of candidate virtual objects and the aiming point in the virtual scene, and the distances between the plurality of candidate virtual objects and the virtual object currently controlled by the terminal. In another possible implementation, the terminal may obtain the angles corresponding to the plurality of candidate virtual objects according to the distances between the projections of the plurality of candidate virtual objects and the aiming point on the terminal screen, and the distances between the plurality of candidate virtual objects and the virtual object currently controlled by the terminal. Certainly, the foregoing only uses two manners of obtaining the angles as an example for description, and the terminal may further adopt other manners. For example, the terminal may obtain, according to locations of the plurality of candidate virtual objects, the location of the virtual object currently controlled by the terminal, and a direction of the aiming point, a required rotation angle of the viewing angle when the aiming point moves to a region in which the candidate virtual object is located through simulation calculation, that is, the angle. A specific manner of obtaining the angle is not limited in this embodiment of the present disclosure.

[0129] The foregoing only provides four possible implementations, and a process of selecting the target virtual object may alternatively be implemented in other manners. For example, the target virtual object may be selected according to a horizontal distance between the projections of the aiming point and the target virtual object on the terminal screen, and the horizontal distance may be a distance component of the distance between the projections of the aiming point and the target virtual object on the terminal screen in the horizontal direction. Similarly, the target virtual object may alternatively be selected according to a horizontal distance between the aiming point and the target virtual object in the virtual scene, and the horizontal distance may be a distance

component of the distance between the aiming point and the target virtual object in the virtual scene in the horizontal direction. A specific representation manner is not limited in this embodiment of the present disclosure.

[0130] 305. The terminal obtains a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, and displays the target virtual scene based on the first preset rotation speed.

[0131] In response to a determination that the foregoing virtual scene does not include the target virtual object, or the aiming point is located outside the adsorption region of the target virtual object, there is no target virtual object needs an assisting aiming, or the target virtual object in the field of view is too far away from the aiming point to satisfy a condition of providing the assisting aiming, the terminal may perform step 305 of performing a normal viewing-angle adjustment procedure based on the viewing-angle adjustment operation.

[0132] In this case, the terminal may obtain a first preset rotation speed. The first preset rotation speed is a normal rotation speed corresponding to the viewing-angle adjustment operation when the assisting aiming service is not provided. The terminal adjusts the viewing angle according to the first preset rotation speed, so as to display the target virtual scene after the viewing angle adjustment and provide assisting for this viewing-angle adjustment operation.

[0133] In a possible implementation, it may further be provided that: when the virtual scene is in a display mode based on an aiming tool, an assisting aiming service is provided; and when the virtual scene is not in the display mode based on an aiming tool, the assisting aiming service is not provided. In this case, before the foregoing step 302, when the viewing-angle adjustment operation is detected, the terminal may obtain a display mode of the virtual scene, and then the terminal may determine whether the display mode of the virtual scene is the display mode based on an aiming tool. When the virtual scene is in the display mode based on an aiming tool, the terminal performs step 302, that is, performs the obtaining the adsorption region of the target virtual object; and when the virtual scene is not in the display mode based on an aiming tool, the terminal performs step 305, that is, obtains the first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

[0134] In the foregoing manner, it may be understood that, when the virtual object is aiming at the target virtual object, the terminal may provide an assisting for the virtual object. When the virtual object wants to aim at or shoot the target virtual object precisely, the virtual scene and the target virtual object in the virtual scene may be observed based on an aiming tool of a virtual prop. Therefore, an assisting aiming service is provided in this display mode, and in other display modes,

the virtual object may move or observe the virtual scene, and does not want to aim at the target virtual object, so that the assisting aiming is not required to be provided.

[0135] In a possible implementation, an assisting aiming function may further be provided: move and follow. Specifically, a fourth adsorption region may be set for the target virtual object, and the fourth adsorption region may be the same as any one of the first adsorption region, the second adsorption region, and the third adsorption region, or may be different from the foregoing three adsorption regions. The fourth adsorption region may be specifically set by a person skilled in the related art according to requirements, which is not limited in this embodiment of the present disclosure. In this implementation, when the aiming point is located in the fourth adsorption region of the target virtual object and the target virtual object has moved, the terminal may control the aiming point to follow the target virtual object to move.

[0136] Specifically, the terminal may obtain a movement speed and a movement direction of the target virtual object, and obtain a target follow speed and a target follow direction of the aiming point according to the movement speed and the movement direction of the target virtual object. In a specific possible embodiment, the target follow speed may be less than the movement speed of the target virtual object, and the target follow direction may be the same as the movement direction of the target virtual object.

[0137] For example, as shown in FIG. 8, the target virtual object is moving to the left, and the terminal may control the aiming point to move to the left synchronously, to follow the target virtual object.

[0138] As shown in FIG. 9, in a specific example, the foregoing viewing-angle adjustment process may be embodied in a process of updating a lens direction for each frame (tick). The terminal may determine whether there is a lens turning input, that is, detect whether there is a viewing-angle adjustment operation. If there is the viewing-angle adjustment operation, the terminal may continue to determine whether the virtual object holds the lens. When the virtual object holds the lens, the virtual scene is in a display mode based on an aiming tool, and if the virtual object holds the lens, whether the aiming point is in an adsorption region of an enemy may be determined. If the aiming point is in the adsorption region, an assisting aiming may be provided, and specifically, different assisting aiming functions may be provided according to different locations of the aiming points. When the aiming point is relatively far away from the enemy, an adsorption speed may be provided. When the aiming point is relatively close to the enemy, a magnetic force may be generated for a magnetic force calculation. The magnetic force calculation is used for controlling the aiming point to follow the target virtual object. If the aiming point is on the body of an enemy,

the damping may be generated for a damping calculation, for example, a damping coefficient may be added on the sensitivity to reduce the sensitivity, so as to reduce a rotation speed of the viewing angle.

[0139] In this embodiment of the present disclosure, when a viewing-angle adjustment operation is detected, if an aiming point is in an adsorption region of a target virtual object, an assisting aiming may be provided. A rotation speed of a viewing angle of a virtual scene is obtained by using the viewing-angle adjustment operation and locations of the aiming point and the target virtual object, so as to adjust the viewing angle to display the virtual scene. The foregoing process considers the viewing-angle adjustment operation, and provides the assisting aiming while respecting the user's operation, and a case that the virtual scene display is separated from the user's operation may be avoided. In this case, the user's requirements may be satisfied, the user's operation is respected, an assisting effect is provided, and a display effect is good.

[0140] The embodiment shown in FIG. 2 describes a specific procedure of providing an assisting aiming service in response to detection of a viewing-angle adjustment operation. The foregoing method may further provide an assisting aiming function: the terminal may provide an assisting aiming when the display mode of the virtual scene is switched, and a specific method may refer to an embodiment shown in FIG. 10.

[0141] FIG. 10 is a flowchart of a virtual scene display method according to an embodiment of the present disclosure. Referring to FIG. 10, the method may include the following operations.

[0142] 1001. The terminal obtains a target region corresponding to an aiming point in response to a determination that a virtual scene has switched from a first display mode to a second display mode.

[0143] The second display mode is a display mode based on an aiming tool, and FIG. 2 shows a virtual scene in a second display mode. The first display mode is another display mode than the second display mode. FIG. 1 shows a virtual scene in a first display mode.

[0144] When the display mode of the virtual scene is switched from the first display mode to the second display mode, the virtual object may want to aim at or shoot another virtual object in the virtual scene. In this case, the terminal may determine whether there is another virtual object near the aiming point, and if there is another virtual object, an assisting aiming service may be provided, and the aiming point is moved to a region in which the another virtual object is located.

[0145] Specifically, a target region corresponding to the aiming point may be set, and the target region is a region near the aiming point, that is, the target region is a region whose distance

from the aiming point satisfies a certain condition. When the display mode of the virtual scene is switched from the first display mode to the second display mode, the target region may be obtained, and therefore, whether to provide the assisting aiming service is determined according to whether the target region includes another virtual object. For example, the target region may be a region whose distance from the aiming point is less than a distance threshold. The distance threshold may be preset by a person skilled in the related art according to requirements, which is not limited in this embodiment of the present disclosure.

[0146] The process in which the terminal obtains the target region may be that: the terminal obtains a target region using the aiming point as a center and using a preset size as a size. The preset size may be set by a person skilled in the related art, which is not limited in this embodiment of the present disclosure.

[0147] In a specific possible embodiment, the target region may be a circular region using the aiming point as a center of a circle and using a target radius as a radius. correspondingly, the process in which the terminal obtains the target region may be that: the terminal obtains a circular region using the aiming point as a center of a circle and using a target radius as a radius. Certainly, the target region may be in another shape, for example, may be a polygonal region. Only an example in which the target region may be a circular region is used for description herein, and the shape of the target region is not limited in this embodiment of the present disclosure. For example, as shown in FIG. 11, the target region may be a circular region using the aiming point as a center.

[0148] 1002. The terminal detects whether the target region includes a target virtual object, and performs step 1003 if the target region includes a target virtual object, and performs step 1007 if the target region does not include a target virtual object.

[0149] After obtaining the target region corresponding to the aiming point, the terminal may determine whether the target region includes a target virtual object, so as to determine whether to provide an assisting aiming service according to a determining result. It may be understood that, if the target region does not include a target virtual object, that is, there is no another virtual object near the aiming point, and therefore, an assisting aiming service is not required to be provided, the following step 1007 of directly switching a display mode may be performed. For example, as shown in FIG. 11, the target region includes a target virtual object, an assisting aiming service may be provided. However, if the target region includes a target virtual object, that is, there is another virtual object near the aiming point, the virtual object may want to switch the display mode to aim at the another virtual object, and therefore, the assisting aiming service may be provided, and the following step 1003 to step 1006 may be performed.

[0150] In a possible implementation, the target virtual object may be any another virtual object than the virtual object currently controlled by the terminal. In another possible implementation, the virtual object currently controlled by the terminal may also team up with other virtual objects. Generally, as a virtual object in the same team, the virtual object currently controlled by the terminal does not need to aim at or shoot the other virtual objects in the same team. Therefore, the target virtual object may alternatively be any virtual object that is in a team different from the team to which the virtual object currently controlled by the terminal belongs. A specific determining manner of the target virtual object is not limited in this embodiment of the present disclosure.

[0151] In a possible scenario, the target region may further include a plurality of other virtual objects. The plurality of other virtual objects are all candidate virtual objects, that is, any one of the candidate virtual objects may be selected as a target virtual object. In this scenario, the terminal may select one from the plurality of candidate virtual objects as the target virtual object, so as to provide an assisting aiming service in a process of aiming at the target virtual object.

[0152] Specifically, when the target region includes a plurality of candidate virtual objects, the terminal selects a candidate virtual object from the plurality of candidate virtual objects as the target virtual object. The terminal performs the following step 1003 to step 1005 based on the selected target virtual object, that is, performs an operation of obtaining a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point.

[0153] A process in which the terminal selects the target virtual object from the plurality of candidate virtual objects may be implemented through any manner in the following.

[0154] Manner 1. The terminal randomly selects a candidate virtual object from the plurality of candidate virtual objects as the target virtual object.

[0155] Manner 2. The terminal selects a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene.

[0156] Manner 3. The terminal selects a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen.

[0157] Manner 4. The terminal selects, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the

terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0158] In the manner 4, the terminal may obtain the angles, and then select a candidate virtual object with a minimum angle as the target virtual object. A process in which the terminal obtains the angle may be implemented in a plurality of manners. In a possible implementation, the terminal may obtain the angles corresponding to the plurality of candidate virtual objects according to the distances between the plurality of candidate virtual objects and the aiming point in the virtual scene, and the distances between the plurality of candidate virtual objects and the virtual object currently controlled by the terminal. In another possible implementation, the terminal may obtain the angles corresponding to the plurality of candidate virtual objects according to the distances between the projections of the plurality of candidate virtual objects and the aiming point on the terminal screen, and the distances between the plurality of candidate virtual objects and the virtual object currently controlled by the terminal. Certainly, the foregoing only uses two manners of obtaining the angles as an example for description, and the terminal may further adopt other manners. For example, the terminal may obtain, according to locations of the plurality of candidate virtual objects, the location of the virtual object currently controlled by the terminal, and a direction of the aiming point, a required rotation angle of the viewing angle when the aiming point moves to a region in which the candidate virtual object is located through simulation calculation, that is, the angle. A specific manner of obtaining the angle is not limited in this embodiment of the present disclosure.

[0159] The foregoing only provides four possible implementations, and a process of selecting the target virtual object may alternatively be implemented in other manners. For example, the target virtual object may be selected according to a horizontal distance between the projections of the aiming point and the target virtual object on the terminal screen, and the horizontal distance may be a distance component of the distance between the projections of the aiming point and the target virtual object on the terminal screen in the horizontal direction. Similarly, the target virtual object may alternatively be selected according to a horizontal distance between the aiming point and the target virtual object in the virtual scene, and the horizontal distance may be a distance component of the distance between the aiming point and the target virtual object in the virtual scene in the horizontal direction. A specific representation manner is not limited in this embodiment of the present disclosure.

[0160] 1003. The terminal obtains a target location of the target virtual object.

[0161] After determining to provide an assisting aiming service, the terminal may first obtain a target location of the target virtual object, the target location being a location to which the aiming point wants to move, so as to determine how to rotate a viewing angle based on the target location and a current location of the aiming point, and to display a target virtual scene after the rotation.

[0162] Specifically, the target location may be obtained in a plurality of manners. The target location may be obtained based on a location relationship between the aiming point and the target virtual object. The target location may alternatively be a fixed location on the body of the target virtual object. The following describes an obtaining process of the target location in three manners, and the terminal may adopt any one of the manners to obtain the target location.

[0163] Manner 1. The terminal obtains the target location of the target virtual object according to a relationship between locations of projections of the aiming point and the target virtual object on a terminal screen in a horizontal direction. In the manner 1, the terminal may obtain locations of projections of the aiming point and the target virtual object on the terminal screen according to the location of the aiming point and the location of the target virtual object, so as to obtain the target location of the target virtual object according to the relationship between the projection locations of the aiming point and the target virtual object in the horizontal direction.

[0164] Specifically, the relationship between the projection locations of the aiming point and the target virtual object in the horizontal direction may include two cases. Correspondingly, in the manner 1, processes in which the terminal obtains the target location may be different, and specifically include the following cases.

[0165] Case 1. The terminal uses, in response to a determination that a horizontal location of a projection location of the aiming point in the horizontal direction is located in a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location that is the same as the horizontal location of the aiming point and that is in the horizontal location range as the target location of the target virtual object.

[0166] If it is determined according to the projection locations of the two that the aiming point may move to the body of the target virtual object along the horizontal direction, a location corresponding to the horizontal location of the projection location of the aiming point may be directly used as the target location. In the case 1, after obtaining the target location, the aiming point may be controlled to only move along the horizontal direction.

[0167] Case 2. The terminal uses, in response to a determination that a horizontal location of a projection location of the aiming point in the horizontal direction is located outside a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location corresponding to the horizontal location of the aiming point or a location of a target part of the target virtual object as the target location of the target virtual object.

[0168] In the case 2, if it is determined according to the projection locations of the aiming point and the target virtual object that the aiming point cannot move to the body of the target virtual object along the horizontal direction, in a possible implementation, when the relationship between the horizontal location of the aiming point and the horizontal location range differs, the horizontal location may alternatively correspond to different locations. For example, when the horizontal location is above the horizontal location range, a location of a first part of the target virtual object may be used as the target location; and when the horizontal location is under the horizontal location range, a location of a second part of the target virtual object may be used as the target location. The first part and the second part may be set by a person skilled in the related art. For example, the first part may be the head, and the second part may be the feet. Certainly, the first part and the second part may be other parts, for example, the first part may alternatively be the chest, and the second part may alternatively be the legs. This is not limited in this embodiment of the present disclosure.

[0169] In another possible implementation, the terminal may also obtain a fixed location (a location of a target part) on the body of the target virtual object as the target location. For example, the location of the target part may be a location of the head or the neck, or may be a location of another part, for example, a center location. This is not limited in this embodiment of the present disclosure.

[0170] Manner 2. The terminal obtains the target location of the target virtual object according to a relationship between horizontal locations of the aiming point and the target virtual object in the virtual scene. In the manner 2, the terminal may obtain a relationship between the locations of the aiming point and the target virtual object in the horizontal direction according to the locations of the aiming point and the target virtual object in the virtual scene, so as to obtain the target location of the target virtual object according to the location relationship.

[0171] Similar to the foregoing manner 1, the relationship between the locations of the aiming point and the target virtual object in the virtual scene in the horizontal direction may include two cases. Correspondingly, in the manner 2, processes in which the terminal obtains the target location may differ, and specifically include the following cases.

[0172] Case 1. The terminal uses, in response to a determination that the horizontal location of the location of the aiming point in the virtual scene in the horizontal direction is located in the horizontal location range of the location of the target virtual object in the virtual scene in the horizontal direction, a location that is the same as the horizontal location of the aiming point and that is in the horizontal location range as the target location of the target virtual object.

[0173] If it is determined according to the locations of the two that the aiming point may move to the body of the target virtual object along the horizontal direction, a location corresponding to the horizontal location of the aiming point may be directly used as the target location. In the case 1, after obtaining the target location, the aiming point may be controlled to only move along the horizontal direction.

[0174] Case 2. The terminal uses, in response to a determination that the horizontal location of the location of the aiming point in the virtual scene in the horizontal direction is located outside the horizontal location range of the location of the target virtual object in the virtual scene in the horizontal direction, a location corresponding to the horizontal location of the aiming point or a location of a target part of the target virtual object as the target location of the target virtual object.

[0175] In the case 2, if it is determined according to the locations of the aiming point and the target virtual object in the virtual scene that the aiming point cannot move to the body of the target virtual object along the horizontal direction, in a possible implementation, when the relationship between the horizontal location of the aiming point and the horizontal location range differs, the horizontal location may alternatively correspond to different locations. For example, when the horizontal location is above the horizontal location range, a location of a first part of the target virtual object may be used as the target location; and when the horizontal location is under the horizontal location range, a location of a second part of the target virtual object may be used as the target location. The first part and the second part may be set by a person skilled in the related art. For example, the first part may be the head, and the second part may be the feet. Certainly, the first part and the second part may be other parts, for example, the first part may alternatively be the chest, and the second part may alternatively be the legs. This is not limited in this embodiment of the present disclosure.

[0176] In another possible implementation, the terminal may also obtain a fixed location (a location of a target part) on the body of the target virtual object as the target location. For example, the location of the target part may be a location of the head or the neck, or may be a location of another part, for example, a center location. This is not limited in this embodiment of the present disclosure.

[0177] Manner 3. The terminal obtains a location of a target part of the target virtual object as the target location.

[0178] In the manner 3, the terminal may not need to determine the location relationship between the aiming point and the target virtual object, and directly use the fixed location (the location of the target part) on the body of the target virtual object as the target location. The target part may be preset by a person skilled in the related art, which is not limited in this embodiment of the present disclosure.

[0179] The foregoing only provides three manner, and the process of obtaining a target location of the target virtual object may alternatively be implemented in other manners. For example, the target location may be determined according to a location relationship between locations of the aiming point and the target virtual object in the virtual scene in a vertical direction or a location relationship between locations of projections of the aiming point and the target virtual object on the terminal screen in the vertical direction. A specific manner is not limited in this embodiment of the present disclosure.

[0180] 1004. The terminal uses a direction from the aiming point toward the target location as the target rotation direction.

[0181] In the foregoing step 1003, after obtaining the target location of the target virtual object, because the target location is a location to which the aiming point wants to move, the terminal may use a direction from the aiming point to the target location as a target rotation direction of the viewing angle of the virtual scene.

[0182] 1005. The terminal uses an angle between a direction of the aiming point and a direction of a line connecting the target location to a virtual object currently controlled by the terminal as the target rotation angle.

[0183] In the foregoing step 1003, after obtaining the target location of the target virtual object, because the target location is a location to which the aiming point wants to move, the terminal may directly obtain a target rotation angle of the viewing angle based on the location of the aiming point and the target location. When the viewing angle rotates for the target rotation angle, the aiming point may be moved to the target location.

[0184] The direction of the aiming point is a direction of the viewing angle, and after the viewing-angle adjustment, the aiming point needs to be moved to the target location. Therefore, a target direction of the viewing angle after the viewing-angle adjustment is the direction of the line connecting the target location and the virtual object currently controlled by the terminal, and the

angle between the location of the aiming point and the direction of the line is the target rotation angle.

[0185] Step 1004 and step 1005 are a process of obtaining a target rotation direction and a target rotation angle of the viewing angle of the virtual scene according to the location of the aiming point and the target location. The terminal may first perform step 1004 and then perform step 1005, or may first perform step 1005 and then perform step 1004. Certainly, the terminal may perform step 1004 and step 1005 simultaneously. An execution order of step 1004 and step 1005 is not limited in this embodiment of the present disclosure.

[0186] Step 1003 to step 1005 are a process of obtaining a target rotation direction and a target rotation angle of the viewing angle of the virtual scene according to the location of the target virtual object and the location of the aiming point. In the process, the terminal first obtains a target location of the target virtual object, and then obtains the target rotation direction and the target rotation angle based on the target location and the location of the aiming point.

[0187] 1006. The terminal displays a target virtual scene based on the target rotation direction and the target rotation angle of the viewing angle, the aiming point in the target virtual scene being located in a region in which the target virtual object is located.

[0188] The terminal may obtain a target virtual scene according to a target rotation direction and a target rotation angle of the viewing angle, so as to display the target virtual scene. The process is that, the terminal adjusts the viewing angle based on the target rotation direction and the target rotation angle, and displays the adjusted target virtual scene.

[0189] In a possible implementation, the terminal may further obtain the target virtual scene according to the target rotation direction and target rotation angle of the viewing angle and a scaling ratio corresponding to an aiming tool, so as to display the target virtual scene. The target virtual scene is a virtual scene scaled according to the scaling ratio, and the aiming point in the target virtual scene is located in the region in which the target virtual object is located.

[0190] For example, when the user switches a display mode of the virtual scene to a display mode based on an aiming tool, a target region corresponding to the aiming point shown in FIG. 11 includes a target virtual object. Therefore, the terminal may control the viewing angle to rotate, to display a target virtual scene shown in FIG. 12. In the target virtual scene, the aiming point is moved to the body of the target virtual object.

[0191] 1007. The terminal display the virtual scene based on the scaling ratio corresponding to the aiming tool.

[0192] In the foregoing step 1002, when the terminal detects that the target region does not include a target virtual object and there is no other virtual objects near the aiming point, an assisting aiming service is not required to be provided. Therefore, the terminal may directly perform a scaling display on the current virtual scene according to the scaling ratio corresponding to the aiming tool.

[0193] In this embodiment of the present disclosure, when a display mode of a virtual scene is switched to a display mode based on an aiming tool, if a region corresponding to an aiming point includes a target virtual object, a viewing angle may be controlled to rotate to move the aiming point to the region in which the target virtual object is located, so as to help a user aim at the target virtual object near the aiming point during a process of switching a display mode. A user's operation of switching a display mode is considered, and an assisting aiming service is provided based on the user's operation, without ignoring the user's operation to directly drag and drop the aiming point. Therefore, the foregoing virtual scene display process is closely correlated to the user's operation, user's requirements may be satisfied, and a display effect is good.

[0194] All of the above optional technical solutions may be combined randomly to form optional embodiments of the present disclosure. Details are not described herein again.

[0195] In a possible implementation, in the embodiment shown in FIG. 3, step 302 of obtaining an adsorption region of the target virtual object is performed when the virtual scene is in the display mode based on an aiming tool, and an assisting aiming service is provided. When the virtual scene is not in the display mode based on an aiming tool, the assisting aiming service is not provided. Combining the embodiments shown in FIG. 3 and the embodiment shown in FIG. 10, a possible scenario may be included: when the virtual scene is not in the display mode based on an aiming tool, the user performs a viewing-angle adjustment operation; and after detecting the viewing-angle adjustment operation, the terminal may obtain a rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, so as to adjust the viewing angle and display the adjusted virtual scene. The user continues to operate on the terminal to perform a display mode switch operation, to switch the display mode from the first display mode to the second display mode, the second display mode being the foregoing display mode based on an aiming tool. In the switching process, the terminal may obtain a corresponding target region based on the location of the aiming point. If the target region includes a target virtual object, a target rotation direction and a target rotation angle of a viewing angle of the virtual scene may be obtained, and therefore, an aiming point in the adjusted virtual scene is on the target virtual object, thereby implementing an effect of moving the aiming point to the body of the target virtual object near the

aiming point in an operation process of holding the lens. When the virtual scene is in the display mode based on an aiming tool and the viewing-angle adjustment operation is detected, if an aiming point of a virtual object currently controlled by the terminal is located in the adsorption region of the target virtual object, the assisting aiming may be provided. The locations of the aiming point and the target virtual object and the viewing-angle adjustment operation may be considered comprehensively to obtain the target rotation speed of the viewing angle of the virtual scene, so as to adjust the viewing angle based on the target rotation speed and to display the adjusted virtual scene.

[0196] All of the above optional technical solutions may be combined randomly to form optional embodiments of the present disclosure. Details are not described herein again.

[0197] FIG. 13 is a schematic structural diagram of a virtual scene display apparatus according to an embodiment of the present disclosure. Referring to FIG. 13, the apparatus may include:

an obtaining module 1301, configured to obtain an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation,

the obtaining module 1301 being further configured to obtain, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a target rotation speed of a viewing angle of a virtual scene according to a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation; and

a display module 1302, configured to display a target virtual scene based on the target rotation speed of the viewing angle.

[0198] In a possible implementation, the apparatus further includes:

a detection module, configured to detect whether the virtual scene includes the target virtual object,

the obtaining module 1301 being further configured to perform the obtaining an adsorption region of the target virtual object when the virtual scene includes the target virtual object; and

the obtaining module 1301 being further configured to obtain a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation in response to a determination that the virtual scene does not include the target virtual object.

[0199] In a possible implementation, the obtaining module 1301 is configured to:

obtain, in response to a determination that the aiming point is located in the adsorption region of the target virtual object, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation;

obtain a second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object, a direction of the second rotation speed being from the aiming point toward the target virtual object; and

obtain a target rotation speed of the viewing angle of the virtual scene based on the first rotation speed and the second rotation speed.

[0200] In a possible implementation, the obtaining module 1301 is configured to:

obtain, in response to a determination that the aiming point is located in a first adsorption region of the target virtual object, a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation;

obtain, in response to a determination that the aiming point is located in a second adsorption region of the target virtual object, a second preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the second preset rotation speed being less than the first preset rotation speed; and

obtain, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, a third preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the third preset rotation speed being less than the first preset rotation speed, and the third preset rotation speed being different from the second preset rotation speed; and

the first adsorption region surrounding the second adsorption region, and the second adsorption region surrounding the third adsorption region.

[0201] In a possible implementation, the obtaining module 1301 is configured to:

obtain a second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen; or

obtain a second rotation speed of the viewing angle of the virtual scene according to a distance between the target virtual object and the aiming point in the virtual scene; or

obtain a second rotation speed of the viewing angle of the virtual scene according to an angle between a direction of a line connecting a virtual object currently controlled by the terminal to the target virtual object and a direction of the aiming point.

[0202] In a possible implementation, the second rotation speed is in a negative correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen; or the second rotation speed is in a negative correlation with the distance between the target virtual object and the aiming point in the virtual scene; or the second rotation speed is in a negative correlation with the angle.

[0203] In a possible implementation, the obtaining module 1301 is further configured to obtain a distance between the virtual object currently controlled by the terminal and the target virtual object.

[0204] Correspondingly, the obtaining module 1301 is further configured to obtain the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the projections of the target virtual object and the aiming point on the terminal screen, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0205] Correspondingly, the obtaining module 1301 is further configured to obtain the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the target virtual object and the aiming point in the virtual scene, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0206] In a possible implementation, the obtaining module 1301 is further configured to:
perform, in response to a determination that the aiming point is located in a first adsorption region or a second adsorption region of the target virtual object, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object; and

use, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, the first rotation speed as the target rotation speed of the viewing angle of the virtual scene.

[0207] In a possible implementation, the obtaining module 1301 is further configured to obtain the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and an operation direction of the viewing-angle adjustment operation.

[0208] In a possible implementation, the obtaining module 1301 is further configured to:
obtain, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves toward the target virtual object, a third rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a first parameter; and

obtain, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves in a direction opposite to the target virtual object, a fourth rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a second parameter, the fourth rotation speed being less than the third rotation speed.

[0209] In a possible implementation, the control module is configured to control the aiming point to move with the target virtual object in response to a determination that the aiming point is located in a fourth adsorption region of the target virtual object and the target virtual object has moved.

[0210] In a possible implementation, the obtaining module 1301 is further configured to:
obtain a display mode of the virtual scene in response to detecting that the viewing-angle adjustment operation is received;

perform, in response to a determination that the virtual scene is in a display mode based on an aiming tool, the obtaining the adsorption region of the target virtual object; and

obtain, in response to a determination that the virtual scene is not in the display mode based on the aiming tool, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

[0211] In a possible implementation, the obtaining module 1301 is further configured to obtain an adsorption region of the target virtual object according to a distance between the virtual object currently controlled by the terminal and the target virtual object, a size of the adsorption region being in a positive correlation with the distance.

[0212] In a possible implementation, the apparatus further includes:

a selection module, configured to select, in response to a determination that the aiming point is located in adsorption regions of a plurality of candidate virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object,

the obtaining module 1301 being further configured to perform, based on the selected target virtual object, the obtaining the target rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the viewing-angle adjustment operation.

[0213] In a possible implementation, the selection module is configured to:

randomly select a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or

select a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or

select a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or

select, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0214] According to the apparatus in this embodiment of the present disclosure, when a viewing-angle adjustment operation is detected, if an aiming point is in an adsorption region of a target virtual object, an assisting aiming may be provided. A rotation speed of a viewing angle of a virtual scene is obtained by using the viewing-angle adjustment operation and locations of the aiming point and the target virtual object, so as to adjust the viewing angle to display the virtual scene. The foregoing process considers the viewing-angle adjustment operation, and provides the assisting aiming while respecting the user's operation, and a case that the virtual scene display is separated from the user's operation may be avoided. In this case, the user's requirements may be satisfied, the user's operation is respected, an assisting effect is provided, and a display effect is good.

[0215] The division of the above functional modules is only described for exemplary purposes when the virtual scene display apparatus provided in the foregoing embodiment displays a

virtual scene. In actual application, the functions may be allocated to different functional modules according to specific needs, which means that the internal structure of the electronic device is divided into different functional modules to complete all or some of the above described functions. In addition, the virtual scene display apparatus provided in the foregoing embodiment belongs to the same concept as the virtual scene display method embodiment. For a specific implementation process of the apparatus, refer to the method embodiment. Details are not described herein again.

[0216] FIG. 14 is a schematic structural diagram of a virtual scene display apparatus according to an embodiment of the present disclosure. Referring to FIG. 14, the apparatus may include:

an obtaining module 1401, configured to obtain a target region corresponding to an aiming point in response to a determination that a virtual scene has switched from a first display mode to a second display mode, the second display mode being a display mode based on an aiming tool, the first display mode being another display mode than the second display mode,

the obtaining module 1401 being further configured to obtain, in response to a determination that the target region includes a target virtual object, a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point; and

a display module 1402, configured to display a target virtual scene based on the target rotation direction and the target rotation angle of the viewing angle, the aiming point in the target virtual scene being located in a region in which the target virtual object is located.

[0217] In a possible implementation, the obtaining module 1401 is configured to:

obtain a target location of the target virtual object; and

obtain a target rotation direction and a target rotation angle of the viewing angle of the virtual scene according to the location of the aiming point and the target location.

[0218] In a possible implementation, the obtaining module 1401 is configured to:

obtain the target location of the target virtual object according to a relationship between locations of projections of the aiming point and the target virtual object on a terminal screen in a horizontal direction; or

obtain the target location of the target virtual object according to a relationship between horizontal locations of the aiming point and the target virtual object in the virtual scene; or

obtain a location of a target part of the target virtual object as the target location.

[0219] In a possible implementation, the obtaining module 1401 is configured to:

use, in response to a determination that a horizontal location of a projection location of the aiming point in a horizontal direction is located in a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location that is the same as the horizontal location of the aiming point and that is in the horizontal location range as the target location of the target virtual object; or

use, in response to a determination that a horizontal location of a projection location of the aiming point in the horizontal direction is located outside a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location corresponding to the horizontal location of the aiming point or a location of a target part of the target virtual object as the target location of the target virtual object.

[0220] In a possible implementation, the obtaining module 1401 is configured to:

use a direction from the aiming point toward the target location as the target rotation direction; and

use an angle between a direction of the aiming point and a direction of a line connecting the target location to a virtual object currently controlled by the terminal as the target rotation angle.

[0221] In a possible implementation, the obtaining module 1401 is configured to obtaining a target region using the aiming point as a center and using a preset size as a size.

[0222] In a possible implementation, the apparatus further includes:

a selection module, configured to select, in response to a determination that the target region includes a plurality of candidate virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object,

the obtaining module 1401 being further configured to perform, based on the selected target virtual object, the obtaining a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point.

[0223] In a possible implementation, the selection module is configured to:

randomly select a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or

select a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or

select a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or

select, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0224] According to the apparatus in this embodiment of the present disclosure, when a display mode of a virtual scene is switched to a display mode based on an aiming tool, if a region corresponding to an aiming point includes a target virtual object, a viewing angle may be controlled to rotate to move the aiming point to the region in which the target virtual object is located, so as to help a user aim at the target virtual object near the aiming point during a process of switching a display mode. A user's operation of switching a display mode is considered, and an assisting aiming service is provided based on the user's operation, without ignoring the user's operation to directly drag and drop the aiming point. Therefore, the foregoing virtual scene display process is closely correlated to the user's operation, user's requirements may be satisfied, and a display effect is good.

[0225] The division of the above functional modules is only described for exemplary purposes when the virtual scene display apparatus provided in the foregoing embodiment displays a virtual scene. In actual application, the functions may be allocated to different functional modules according to specific needs, which means that the internal structure of the electronic device is divided into different functional modules to complete all or some of the above described functions. In addition, the virtual scene display apparatus provided in the foregoing embodiment belongs to the same concept as the virtual scene display method embodiment. For a specific implementation process of the apparatus, refer to the method embodiment. Details are not described herein again.

[0226] FIG. 15 is a schematic structural diagram of an electronic device according to an embodiment of the present disclosure. The electronic device 1500 may vary greatly due to different configurations or performance, and may include one or more processors (for example, central processing units, CPU) 1501 and one or more memories 1502. The memory 1502 stores at least one instruction.

[0227] In a possible implementation, the at least one instruction is loaded and executed by the processor 1501 to implement the following methods: obtaining an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation; obtaining, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a target rotation speed of a viewing angle of a virtual scene according to a location of the aiming point, a location of the target virtual object, and the viewing-angle adjustment operation; and displaying a target virtual scene based on the target rotation speed of the viewing angle.

[0228] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: obtaining, in response to a determination that the aiming point is located in the adsorption region of the target virtual object, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation; obtaining a second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object, a direction of the second rotation speed being from the aiming point toward the target virtual object; and obtaining the target rotation speed of the viewing angle of the virtual scene based on the first rotation speed and the second rotation speed.

[0229] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: obtaining, in response to a determination that the aiming point is located in a first adsorption region of the target virtual object, a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation; obtaining, in response to a determination that the aiming point is located in a second adsorption region of the target virtual object, a second preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the second preset rotation speed being less than the first preset rotation speed; and obtaining, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, a third preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the third preset rotation speed being less than the first preset rotation speed, and the third preset rotation speed being different from the second preset rotation speed; and the first adsorption region surrounding the second adsorption region, and the second adsorption region surrounding the third adsorption region.

[0230] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual

object and the aiming point on a terminal screen; or obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between the target virtual object and the aiming point in the virtual scene; or obtaining the second rotation speed of the viewing angle of the virtual scene according to an angle between a direction of a line connecting a virtual object currently controlled by the terminal to the target virtual object and a direction of the aiming point.

[0231] Optionally, the second rotation speed is in a negative correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen; or the second rotation speed is in a negative correlation with the distance between the target virtual object and the aiming point in the virtual scene; or the second rotation speed is in a negative correlation with the angle.

[0232] Optionally, the at least one instruction is further loaded and executed by the one or more processors 1501 to implement the following operations:

 obtaining a distance between the virtual object currently controlled by the terminal and the target virtual object.

[0233] Correspondingly, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

 obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the projections of the target virtual object and the aiming point on the terminal screen, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0234] Correspondingly, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

 obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and the distance between the target virtual object and the aiming point in the virtual scene, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

[0235] Optionally, the at least one instruction is further loaded and executed by the one or more processors 1501 to implement the following operations:

performing, in response to a determination that the aiming point is located in a first adsorption region or a second adsorption region of the target virtual object, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object; and using, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, the first rotation speed as the target rotation speed of the viewing angle of the virtual scene.

[0236] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and an operation direction of the viewing-angle adjustment operation.

[0237] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves toward the target virtual object, a third rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a first parameter; and obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves in a direction opposite to the target virtual object, a fourth rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a second parameter, the fourth rotation speed being less than the third rotation speed.

[0238] Optionally, the at least one instruction is further loaded and executed by the one or more processors 1501 to implement the following operations: obtaining a display mode of the virtual scene in response to detecting that the viewing-angle adjustment operation is received; performing, in response to a determination that the virtual scene is in a display mode based on an aiming tool, the obtaining the adsorption region of the target virtual object; and obtaining, in response to a determination that the virtual scene is not in the display mode based on the aiming tool, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

[0239] Optionally, the at least one instruction is further loaded and executed by the one or more processors 1501 to implement the following operations: selecting, in response to a determination that the aiming point is located in adsorption regions of a plurality of candidate

virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; and performing, based on the selected target virtual object, the obtaining the target rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the viewing-angle adjustment operation.

[0240] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: randomly selecting a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or selecting, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0241] In another possible implementation, the at least one instruction is loaded and executed by the processor 1501 to implement the following methods: obtaining a target region corresponding to an aiming point in response to a determination that a virtual scene has switched from a first display mode to a second display mode, the second display mode being a display mode based on an aiming tool, the first display mode being another display mode than the second display mode; obtaining, in response to a determination that the target region includes a target virtual object, a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point; and displaying a target virtual scene based on the target rotation direction and the target rotation angle of the viewing angle, the aiming point in the target virtual scene being located in a region in which the target virtual object is located.

[0242] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

obtaining a target location of the target virtual object; and obtaining the target rotation direction and the target rotation angle of the viewing angle of the virtual scene according to the location of the aiming point and the target location.

[0243] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

obtaining the target location of the target virtual object according to a relationship between locations of projections of the aiming point and the target virtual object on a terminal screen in a horizontal direction; or obtaining the target location of the target virtual object according to a relationship between horizontal locations of the aiming point and the target virtual object in the virtual scene; or obtaining a location of a target part of the target virtual object as the target location.

[0244] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: using, in response to a determination that a horizontal location of a projection location of the aiming point in the horizontal direction is located in a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location that is the same as the horizontal location of the aiming point and that is in the horizontal location range as the target location of the target virtual object; or using, in response to a determination that a horizontal location of a projection location of the aiming point in the horizontal direction is located outside a horizontal location range of a projection location of the target virtual object in the horizontal direction, a location corresponding to the horizontal location of the aiming point or a location of the target part of the target virtual object as the target location of the target virtual object.

[0245] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: using a direction from the aiming point toward the target location as the target rotation direction; and using an angle between a direction of the aiming point and a direction of a line connecting the target location to a virtual object currently controlled by the terminal as the target rotation angle.

[0246] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations:

 obtaining a target region using the aiming point as a center and using a preset size as a size.

[0247] Optionally, the at least one instruction is further loaded and executed by the one or more processors 1501 to implement the following operations: selecting, in response to a determination that the target region includes a plurality of candidate virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; and performing, based on the selected target virtual object, the obtaining a target rotation direction and a target rotation angle of a viewing angle of the virtual scene according to a location of the target virtual object and a location of the aiming point.

[0248] Optionally, the at least one instruction is loaded and executed by the one or more processors 1501 to implement the following operations: randomly selecting a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or selecting, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

[0249] Certainly, the electronic device may further include components such as a wired or wireless network interface, a keyboard, and an input/output (I/O) interface, to facilitate input and output. The electronic device may further include another component configured to implement a function of a device. Details are not further described herein.

[0250] In an exemplary embodiment, a computer-readable storage medium, such as a memory including an instruction, is further provided, and the instruction may be executed by a processor to complete the virtual scene display method in the foregoing embodiments. For example, the computer-readable storage medium may be a read-only memory (ROM), a random access memory (RAM), a compact disc ROM (CD-ROM), a magnetic tape, a floppy disk, an optical data storage device, or the like.

[0251] A person of ordinary skill in the art may understand that all or some of the steps of the foregoing embodiments may be implemented by using hardware, or may be implemented by a program instructing relevant hardware. The program may be stored in a computer-readable storage medium. The above-mentioned storage medium may be a read-only memory, a magnetic disk, an optical disc, or the like.

[0252] The foregoing descriptions are merely exemplary embodiments of the present disclosure, but are not intended to limit the present disclosure. Any modification, equivalent replacement, or improvement made within the spirit and principle of the present disclosure shall fall within the protection scope of the present disclosure.

CLAIMS

1. A virtual scene display method, applicable to an electronic device, the method comprising:
obtaining an adsorption region of a target virtual object in response to detection of a viewing-angle adjustment operation;

obtaining, in response to a determination that an aiming point is located in the adsorption region of the target virtual object, a first rotation speed of a viewing angle of a virtual scene according to the viewing-angle adjustment operation;

obtaining a second rotation speed of the viewing angle of the virtual scene according to a location of the aiming point and a location of the target virtual object, wherein a direction of the second rotation speed is from the aiming point toward the target virtual object;

obtaining a target rotation speed of the viewing angle of the virtual scene based on the first rotation speed and the second rotation speed; and

displaying a target virtual scene based on the target rotation speed of the viewing angle.

2. The method according to claim 1, wherein the obtaining the first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation comprises:

obtaining, in response to a determination that the aiming point is located in a first adsorption region of the target virtual object, a first preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation;

obtaining, in response to a determination that the aiming point is located in a second adsorption region of the target virtual object, a second preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the second preset rotation speed being less than the first preset rotation speed; and

obtaining, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, a third preset rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation, the third preset rotation speed being less than the first preset rotation speed, and the third preset rotation speed being different from the second preset rotation speed;

wherein the first adsorption region surrounds the second adsorption region, and the second adsorption region surrounds the third adsorption region.

3. The method according to claim 1, wherein the obtaining the second rotation speed of the

viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen;
or

obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between the target virtual object and the aiming point in the virtual scene; or

obtaining the second rotation speed of the viewing angle of the virtual scene according to an angle between a direction of a line connecting a virtual object currently controlled by the terminal to the target virtual object and a direction of the aiming point.

4. The method according to claim 3, wherein the second rotation speed is in a negative correlation with the distance between the projections of the target virtual object and the aiming point on the terminal screen; or the second rotation speed is in a negative correlation with the distance between the target virtual object and the aiming point in the virtual scene; or the second rotation speed is in a negative correlation with the angle.

5. The method according to claim 3, wherein the method further comprises:

obtaining a distance between the virtual object currently controlled by the terminal and the target virtual object; and

correspondingly, the obtaining the second rotation speed of the viewing angle of the virtual scene according to a distance between projections of the target virtual object and the aiming point on a terminal screen comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the virtual object currently controlled by the terminal and the target virtual object and according to the distance between the projections of the target virtual object and the aiming point on the terminal screen, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object;
or

correspondingly, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the distance between the target virtual object and the aiming point in the virtual scene comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the

distance between the virtual object currently controlled by the terminal and the target virtual object and according to the distance between the target virtual object and the aiming point in the virtual scene, the second rotation speed being in a negative correlation with the distance between the virtual object currently controlled by the terminal and the target virtual object.

6. The method according to claim 1, wherein the method further comprises:

performing, in response to a determination that the aiming point is located in a first adsorption region or a second adsorption region of the target virtual object, the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object; and

using, in response to a determination that the aiming point is located in a third adsorption region of the target virtual object, the first rotation speed as the target rotation speed of the viewing angle of the virtual scene.

7. The method according to claim 1, wherein the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point and the location of the target virtual object comprises:

obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and an operation direction of the viewing-angle adjustment operation.

8. The method according to claim 7, wherein the obtaining the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the operation direction of the viewing-angle adjustment operation comprises:

obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves toward the target virtual object, a third rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a first parameter; and

obtaining, in response to a determination that the operation direction of the viewing-angle adjustment operation indicates that the aiming point moves in a direction opposite to the target virtual object, a fourth rotation speed as the second rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and a second parameter, the fourth rotation speed being less than the third rotation speed.

9. The method according to claim 1, wherein the method further comprises:

obtaining a display mode of the virtual scene in response to detecting that the viewing-angle adjustment operation is received;

performing, in response to a determination that the virtual scene is in a display mode based on an aiming tool, the obtaining the adsorption region of the target virtual object; and

obtaining, in response to a determination that the virtual scene is not in the display mode based on the aiming tool, a first rotation speed of the viewing angle of the virtual scene according to the viewing-angle adjustment operation.

10. The method according to claim 1, wherein the method further comprises:

selecting, in response to a determination that the aiming point is located in adsorption regions of a plurality of candidate virtual objects, a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; and

performing, based on the selected target virtual object, the obtaining the target rotation speed of the viewing angle of the virtual scene according to the location of the aiming point, the location of the target virtual object, and the viewing-angle adjustment operation.

11. The method according to claim 10, wherein the selecting the candidate virtual object from the plurality of candidate virtual objects as the target virtual object comprises:

randomly selecting a candidate virtual object from the plurality of candidate virtual objects as the target virtual object; or

selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between the plurality of candidate virtual objects and the aiming point in the virtual scene; or

selecting a candidate virtual object closest to the aiming point as the target virtual object according to distances between locations of projections of the plurality of candidate virtual objects and the aiming point on a terminal screen; or

selecting, according to angles between directions of lines connecting the plurality of candidate virtual objects to a virtual object currently controlled by the terminal and a direction of the aiming point, a candidate virtual object with a minimum angle as the target virtual object.

12. An electronic device, comprising one or more processors and one or more memories, the one or more memories storing at least one instruction, the at least one instruction being loaded and executed by the one or more processors to perform the virtual scene display method according to any one of claims 1 to 11.

13. A computer-readable storage medium, storing at least one instruction, the instruction being loaded and executed by a processor to perform operations performed in the virtual scene display method according to any one of claims 1 to 11.