CLAIMS

1. A perspective rotation method, performed by a terminal in a virtual environment associated with an application, the method comprising:

displaying a first perspective picture of the application in the virtual environment, the first perspective picture being a picture of the virtual environment that is observed from a first perspective of a virtual player of the application in a first observation direction, and the first perspective picture being further provided with a perspective rotation control;

receiving a perspective rotation operation triggered on the perspective rotation control by a user of the terminal;

displaying a second perspective picture of the application in the virtual environment in response to that the perspective rotation operation does not meet a perspective rotation accelerating condition, the second perspective picture being a picture of the virtual environment that is observed from a second perspective of the virtual player in a second observation direction, the second observation direction being obtained through rotation according to a first angular velocity from the first observation direction, a rotation direction of the first perspective being determined based on an operation direction of the perspective rotation operation, and the perspective rotation accelerating condition including at least one of: a movement distance is greater than a distance threshold, a movement linear velocity is greater than a linear velocity threshold, or a rotation angular velocity is greater than an angular velocity threshold; and

displaying a third perspective picture of the application in the virtual environment in response to that the perspective rotation operation meets the perspective rotation accelerating condition, the third perspective picture being a picture of the virtual environment that is observed from a third perspective of the virtual player in a third observation direction, the third observation direction being obtained through rotation according to a second angular velocity from the first observation direction;

the first angular velocity being less than the second angular velocity.

2. The method according to claim 1, wherein the first observation direction refers to a direction of a camera orientation of a camera model in the virtual environment; and

the displaying a third perspective picture of the application in the virtual environment comprises:

determining the second angular velocity according to the perspective rotation operation;

rotating a camera of the camera model from the first observation direction to the third observation direction according to the second angular velocity by using the camera model as a rotation center; and

displaying the third perspective picture corresponding to the third perspective in the third observation direction.

3. The method according to claim 2, wherein the determining the second angular velocity according to the perspective rotation operation comprises:

determining that an operation parameter of the perspective rotation operation belongs to an i^{th} range threshold in N range thresholds, the i^{th} range threshold corresponding to an i^{th} angular velocity; and

determining the i^{th} angular velocity as the second angular velocity, N and i being positive integers, and i being less than or equal to N.

4. The method according to claim 3, further comprising:

before the determining that the operation parameter of the perspective rotation operation belongs to the i^{th} range threshold in N range thresholds,

determining an area range according to an operation direction of the perspective rotation operation, each area range corresponding to N range thresholds.

5. The method according to claim 4, wherein the area range is one of a horizontal area range and a vertical area range.

6. The method according to any one of claims 1 to 5, wherein the operation parameter of the perspective rotation operation comprises at least one of the following parameters:

a movement distance generated on a screen of the terminal;

a movement linear velocity generated on the screen; and

a rotation angular velocity of the terminal.

7. The method according to any one of claims 1 to 5, wherein the first perspective picture is further provided with a setting button control, and

the method further comprises:

receiving a trigger operation on the setting button control by the user of the terminal;

displaying a setting interface of the application according to the trigger operation, the setting interface comprising a setting option of the perspective rotation accelerating condition; and

setting the perspective rotation accelerating condition by using the setting option.

8. The method according to any one of claims 1 to 5, wherein the receiving the perspective rotation operation triggered on the perspective rotation control by the user of the terminal comprises:

receiving a slide operation on the perspective rotation control, the slide operation being used for triggering a perspective rotation of the virtual character.

9. The method according to any one of claims 1 to 5, wherein the receiving the perspective rotation operation triggered on the perspective rotation control by the user of the terminal comprises:

receiving a rotation operation of a terminal, the rotation operation of the terminal being used for triggering a perspective rotation of the virtual character.

10. A perspective rotation apparatus, located in a terminal in a virtual environment associated with an application, the apparatus comprising:

a first display module, configured to display a first perspective picture of the application in the virtual environment, the first perspective picture being a picture of the virtual environment that is observed from a first perspective of a virtual player of the application in a first observation direction, and the first perspective picture being further provided with a perspective rotation control; and

a first receiving module, configured to receive a perspective rotation operation triggered on the perspective rotation control by a user of the terminal;

the first display module being configured to display a second perspective picture of the application in the virtual environment in response to that the perspective rotation operation does not meet a perspective rotation accelerating condition, the second perspective picture being a picture of the virtual environment that is observed from a second perspective of the virtual player in a second observation direction, the second observation direction being obtained through rotation according to a first angular velocity from the first observation direction, a rotation direction of the first perspective being determined based on an operation direction of the perspective rotation operation, and the perspective rotation accelerating condition including at least one of: a movement distance is greater than a distance threshold, a movement linear velocity is greater than a linear velocity threshold, or a rotation angular velocity is greater than an angular velocity threshold; and display a third perspective picture of the application in the virtual environment in response to that the perspective rotation operation meets the perspective rotation accelerating condition, the third

perspective picture being a picture of the virtual environment that is observed from a third perspective of the virtual player in a third observation direction, the third observation direction being obtained through rotation according to a second angular velocity from the first observation direction, and the first angular velocity being less than the second angular velocity.

11. The apparatus according to claim 10, wherein the first observation direction refers to a direction of a camera orientation of a camera model in the virtual environment, and

the first display module is configured to determine the second angular velocity according to the perspective rotation operation; rotate a camera of the camera model from the first observation direction to the third observation direction according to the second angular velocity by using the camera model as a rotation center; and display the third perspective picture corresponding to the third perspective in the third observation direction.

12. The apparatus according to claim 11, wherein the first display module is configured to determine that an operation parameter of the perspective rotation operation belongs to an i^{th} range threshold in N range thresholds, the i^{th} range threshold corresponding to an i^{th} angular velocity; and determine the i^{th} angular velocity as the second angular velocity, N and i being positive integers, and i being less than or equal to N.

13. The apparatus according to claim 12, wherein the first display module is further configured to determine an area range according to an operation direction of the perspective rotation operation, each area range corresponding to N range thresholds.

14. The apparatus according to claim 13, wherein the area range is one of a horizontal area range and a vertical area range.

15. The apparatus according to any one of claims 10 to 14, wherein the operation parameter of the perspective rotation operation comprises at least one of the following parameters:

a movement distance generated on a screen of the terminal;

a movement linear velocity generated on the screen; and

a rotation angular velocity of the terminal.

16. The apparatus according to any one of claims 10 to 14, wherein the first perspective picture is further provided with a setting button control;

the first receiving module is configured to receive a trigger operation on the setting button control by the user of the terminal;

the first display module is configured to display a setting interface of the application according

to the trigger operation, the setting interface comprising a setting option of the perspective rotation accelerating condition; and

the apparatus further comprises:

a first setting module, configured to set the perspective rotation accelerating condition by using the setting option.

17. The apparatus according to any one of claims 10 to 14, wherein the second receiving module is configured to receive a slide operation on the perspective rotation control, the slide operation being used for triggering a perspective rotation of the virtual character.

18. The apparatus according to any one of claims 10 to 14, wherein the second receiving module is configured to receive a rotation operation of a terminal, the rotation operation of the terminal being used for triggering a perspective rotation of the virtual character.

19. A terminal, comprising a processor and a memory, the memory storing at least one instruction, at least one program, a code set, or an instruction set, and the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by the processor to perform the perspective rotation method according to any one of claims 1 to 9.

20. A computer-readable storage medium, storing at least one instruction, at least one program, a code set, or an instruction set, the at least one instruction, the at least one program, the code set, or the instruction set being loaded and executed by a processor to perform the perspective rotation method according to any one of claims 1 to 9.