

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号

WO 2022/205846 A1

(43) 国际公布日
2022 年 10 月 6 日 (06.10.2022)

- (51) 国际专利分类号:
A63F 13/42 (2014.01) A63F 13/537 (2014.01)
A63F 13/52 (2014.01) A63F 13/55 (2014.01)
- (21) 国际申请号: PCT/CN2021/125082
- (22) 国际申请日: 2021 年 10 月 20 日 (20.10.2021)
- (25) 申请语言: 中文
- (26) 公布语言: 中文
- (30) 优先权:
202110342128.6 2021 年 3 月 30 日 (30.03.2021) CN
- (71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深

圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(72) 发明人: 曾沛源 (ZENG, Peiyuan); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 刘沛城 (LIU, Peicheng); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。 徐锦威 (XU, Jinwei); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京三高永信知识产权代理有限公司 (BEIJING SAN GAO YONG XIN INTELLECTUAL PROPERTY AGENCY CO., LTD.); 中国北京市海淀区学院路蓟门里和景园 A 座 1 单元 102 室, Beijing 100088 (CN)。

(54) Title: VIRTUAL CHARACTER SELECTION METHOD AND APPARATUS, AND DEVICE, STORAGE MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 虚拟角色的选择方法、装置、设备、存储介质及程序产品

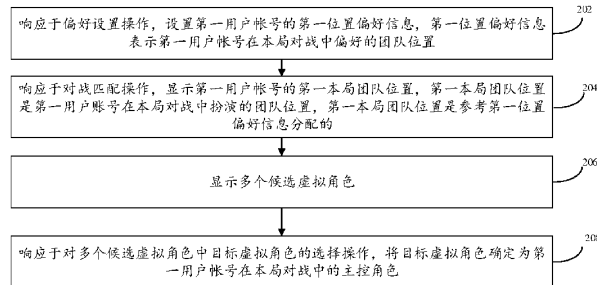


图 2

- 202 In response to a preference setting operation, set first position preference information of a first user account, wherein the first position preference information represents a team position which is preferred by the first user account in the present battle round
- 204 In response to a battle matching operation, display a first present-round team position of the first user account, wherein the first present-round team position is a team position which is played by the first user account in the present battle round, and the first present-round team position is allocated with reference to the first position preference information
- 206 Display a plurality of candidate virtual characters
- 208 In response to a selection operation on a target virtual character from among the plurality of candidate virtual characters, determine the target virtual character as a master character of the first user account in the present battle round

(57) Abstract: A virtual character selection method and apparatus, and a device, a storage medium and a program product. The method relates to the technical field of human-computer interaction. The method comprises: in response to a preference setting operation, setting first position preference information of a first user account (202); in response to a battle matching operation, displaying a first present-round team position of the first user account (204); displaying a plurality of candidate virtual characters (206); and in response to a selection operation on a target virtual character from among the plurality of candidate virtual characters, determining the target virtual

[见续页]

(81) 指定国 (除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI, GB, GD, GE, GH, GM, GT, HN, HR, HU, ID, IL, IN, IR, IS, IT, JO, JP, KE, KG, KH, KN, KP, KR, KW, KZ, LA, LC, LK, LR, LS, LU, LY, MA, MD, ME, MG, MK, MN, MW, MX, MY, MZ, NA, NG, NI, NO, NZ, OM, PA, PE, PG, PH, PL, PT, QA, RO, RS, RU, RW, SA, SC, SD, SE, SG, SK, SL, ST, SV, SY, TH, TJ, TM, TN, TR, TT, TZ, UA, UG, US, UZ, VC, VN, WS, ZA, ZM, ZW。

(84) 指定国 (除另有指明, 要求每一种可提供的地区保护): ARIPO (BW, GH, GM, KE, LR, LS, MW, MZ, NA, RW, SD, SL, ST, SZ, TZ, UG, ZM, ZW), 欧亚 (AM, AZ, BY, KG, KZ, RU, TJ, TM), 欧洲 (AL, AT, BE, BG, CH, CY, CZ, DE, DK, EE, ES, FI, FR, GB, GR, HR, HU, IE, IS, IT, LT, LU, LV, MC, MK, MT, NL, NO, PL, PT, RO, RS, SE, SI, SK, SM, TR), OAPI (BF, BJ, CF, CG, CI, CM, GA, GN, GQ, GW, KM, ML, MR, NE, SN, TD, TG)。

本国际公布:

— 包括国际检索报告 (条约第21条(3))。

character as a master character of the first user account in the present battle round (208). By means of the method, a team formation matching process can be simplified, thereby improving the team formation matching efficiency.

(57) 摘要: 一种虚拟角色的选择方法、装置、设备、存储介质及程序产品, 该方法涉及人机交互技术领域。该方法包括: 响应于偏好设置操作, 设置第一用户帐号的第一位置偏好信息 (202); 响应于对战匹配操作, 显示第一用户帐号的第一本局团队位置 (204); 显示多个候选虚拟角色 (206); 响应于对多个候选虚拟角色中目标虚拟角色的选择操作, 将目标虚拟角色确定为第一用户帐号在本局对战中的主控角色 (208)。该方法可以简化组队匹配过程, 提高组队匹配效率。