

ABSTRACT

Virtual object display methods and apparatuses, a device, a medium, and a program product are provided, relating to the field of animation generation. The method includes: triggering a specified function of a virtual prop within a functional range of the virtual prop in a case that a first virtual object throws the virtual prop in a virtual scene (901); obtaining, on the basis of positional relationships between a plurality of object parts of a second virtual object and the virtual prop in response to the second virtual object being located in the functional range, sub-attribute influence results respectively corresponding to the plurality of object parts (902); and obtaining an attribute influence result of the second virtual object by fusing the sub-attribute influence results respectively corresponding to the plurality of object parts (903).

Fig. 1