CLAIMS

1. A virtual object control method, performed by a terminal, the method comprising:

displaying a first scene picture in a virtual scene interface used for presenting a virtual scene, the first scene picture being a picture of the virtual scene observed from a viewing angle corresponding to a virtual summoned object in the virtual scene, a summoned object controlling control and a character controlling control being displayed in the virtual scene interface for simultaneous control, wherein the summoned object controlling control is configured to control the virtual summoned object, and the character controlling control is configured to control a virtual character;

displaying, in response to a first touch operation on the summoned object controlling control, that the virtual summoned object moves in the virtual scene based on operation information of the first touch operation; and

displaying, when displaying that the virtual summoned object moves in the virtual scene based on the operation information and in response to a second touch operation on the character controlling control, that the virtual character performs a behavior action corresponding to the character controlling control.

2. The method according to claim 1, wherein before the displaying a first scene picture in a virtual scene interface used for presenting a virtual scene, the method further comprises:

displaying a second scene picture in the virtual scene interface, the second scene picture being a picture of the virtual scene observed from a viewing angle corresponding to the virtual character; and

controlling, in response to receiving a third touch operation on the summoned object controlling control, the virtual character to summon the virtual summoned object in the virtual scene.

3. The method according to claim 2, wherein the displaying a first scene picture in a virtual scene interface used for presenting a virtual scene comprises:

switching, in response to receiving a fourth touch operation on the summoned object controlling control, a scene picture in the virtual scene interface from the second scene picture to the first scene picture for displaying,

the fourth touch operation being performed after the third touch operation.

4. The method according to claim 2, wherein the displaying a second scene picture in the virtual scene interface comprises:

superimposing and displaying, in response to receiving a fourth touch operation on the summoned object controlling control, a thumbnail picture of the second scene picture on an upper layer of the first scene picture, a size of the thumbnail picture being less than a size of the first scene picture.

5. The method according to claim 4, wherein the method further comprises:

switching display positions of the first scene picture and the second scene picture in response to receiving a picture switching operation.

6. The method according to claim 2, wherein the method further comprises:

restoring and displaying the second scene picture in the virtual scene interface in response to that a picture restore condition is met,

the picture restore condition comprising that:

a trigger operation on a controlling release control in the virtual scene interface is received;

a triggered effect corresponding to the virtual summoned object is triggered; or

a duration after the virtual summoned object is summoned reaches a preset valid duration.

7. The method according to claim 1, wherein the displaying, in response to a first touch operation on the summoned object controlling control, that the virtual summoned object moves in the virtual scene based on operation information of the first touch operation comprises:

obtaining, in response to the first touch operation on the summoned object controlling control, an offset angle of the virtual summoned object relative to an initial direction based on the operation information of the first touch operation; and

controlling a movement direction of the virtual summoned object in the virtual scene according to the offset angle.

8. The method according to claim 7, wherein the operation information comprises a relative direction, the relative direction being a direction of an operation position of the first touch operation relative to a center position of the summoned object controlling control; and

the obtaining, in response to the first touch operation on the summoned object controlling control, an offset angle of the virtual summoned object relative to an initial direction based on the operation information of the first touch operation comprises:

determining a target offset angle of the virtual summoned object relative to the initial direction based on the relative direction;

obtaining the target offset angle as the offset angle in a case that the target offset angle is within a deflectable angle range;

obtaining, in a case that the target offset angle is greater than an angle upper limit of the deflectable angle range, the angle upper limit as the offset angle; and

obtaining, in a case that the target offset angle is less than an angle lower limit of the deflectable angle range, the angle lower limit as the offset angle.

9. The method according to claim 8, wherein the method further comprises:

presenting an angle indicator pattern corresponding to the virtual summoned object in the first scene picture, the angle indicator pattern being used for indicating the deflectable angle range.

10. The method according to claim 8, wherein the method further comprises:

presenting an angle indicator identifier in the first scene picture, the angle indicator identifier being used for indicating a movement direction of the virtual summoned object in the first scene picture.

11. A virtual object control method in a virtual scene, performed by a terminal, the method comprising:

presenting a first picture in a virtual scene interface used for presenting a virtual scene, the first picture being a picture of the virtual scene observed from a viewing angle corresponding to a virtual character in the virtual scene, a summoned object controlling control and a character controlling control being displayed in the virtual scene interface for simultaneous control, wherein the summoned object controlling control is configured to control the virtual summoned object, and the character controlling control is configured to control a virtual character;

presenting a second picture in the virtual scene interface in response to receiving a click operation on the summoned object controlling control, the second picture being a picture that the virtual character summons a virtual summoned object in the virtual scene;

presenting a third picture and a fourth picture in response to receiving a press operation on the summoned object controlling control, the third picture being a picture of the virtual scene observed from a viewing angle corresponding to the virtual summoned object, the fourth picture being a thumbnail picture of the first picture, the fourth picture being superimposed and displayed on an upper layer of the first picture, and a size of the fourth picture being less than that of the third

picture;

presenting a fifth picture in response to receiving a slide operation on the summoned object controlling control, the fifth picture being a picture of controlling the virtual summoned object to move in the virtual scene based on operation information of the slide operation; and

updating and displaying the fourth picture into a sixth picture in response to receiving a trigger operation on the character controlling control in a process of presenting the fifth picture, the sixth picture being a picture that the virtual character performs a behavior action corresponding to the character controlling control.

12. A virtual object control apparatus, comprising:

a first display module, configured to display a first scene picture in a virtual scene interface used for presenting a virtual scene, the first scene picture being a picture of the virtual scene observed from a viewing angle corresponding to a virtual summoned object in the virtual scene, a summoned object controlling control and a character controlling control being displayed in the virtual scene interface for simultaneous control, wherein the summoned object controlling control is configured to control the virtual summoned object, and the character controlling control is configured to control a virtual character;

a first control module, configured to display, in response to a first touch operation on the summoned object controlling control, that the virtual summoned object moves in the virtual scene based on operation information of the first touch operation; and

a second control module, configured to display, when displaying that the virtual summoned object moves in the virtual scene based on the operation information of the first touch operation and in response to a second touch operation on the character controlling control, that the virtual character performs a behavior action corresponding to the character controlling control.

13. A virtual object control apparatus, comprising:

a first presentation module, configured to present a first picture in a virtual scene interface used for presenting a virtual scene, the first picture being a picture of the virtual scene observed from a viewing angle corresponding to a virtual character in the virtual scene, a summoned object controlling control and a character controlling control being displayed in the virtual scene interface for simultaneous control, wherein the summoned object controlling control is configured to control the virtual summoned object, and the character controlling control is configured to control a virtual character;

a second presentation module, configured to present a second picture in the virtual scene

interface in response to receiving a click operation on the summoned object controlling control, the second picture being a picture that the virtual character summons a virtual summoned object in the virtual scene;

a third presentation module, configured to present a third picture and a fourth picture in response to receiving a press operation on the summoned object controlling control, the third picture being a picture of the virtual scene observed from a viewing angle corresponding to the virtual summoned object, the fourth picture being a thumbnail picture of the first picture, the fourth picture being superimposed and displayed on an upper layer of the first picture, and a size of the fourth picture being less than that of the third picture;

a fourth presentation module, configured to present a fifth picture in response to receiving a slide operation on the summoned object controlling control, the fifth picture being a picture of controlling the virtual summoned object to move in the virtual scene based on operation information of the slide operation; and

a fifth presentation module, configured to update and display the fourth picture into a sixth picture in response to receiving a trigger operation on the character controlling control in a process of presenting the fifth picture, the sixth picture being a picture that the virtual character performs a behavior action corresponding to the character controlling control.

14. A computer device, 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 implement the virtual object control method according to any one of claims 1 to 11.

15. 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 implement the virtual object control method according to any one of claims 1 to 11.