

ABSTRACT

Provided are an audio processing method and apparatus, a readable medium, and an electronic device. The method includes: acquiring an original image captured by a terminal (11); determining a three-dimensional relative position of a target object relative to the terminal as a first three-dimensional relative position according to the original image (12); and performing three-dimensional effect processing on a target sound according to the first three-dimensional relative position (13) to enable a sound source position of the target sound in audio obtained after the three-dimensional effect processing and the first three-dimensional relative position to conform to a positional relationship between the target object and a sound effect object corresponding to the target object, where the target sound is an effect sound corresponding to the sound effect object. Based on this method, in the process of the terminal continuously capturing images, audio with a three-dimensional effect that conforms to a real-time position of the terminal can be continuously generated, and then a user holding the terminal in hand can hear audio with a sense of space that conforms to a current moving tendency, thus immersive experience of the user in a virtual scenario will be improved.