

ABSTRACT

An environment audio processing method and apparatus, and an electronic device, a storage medium and a program product. The method comprises: displaying a user interface, which comprises a virtual scene of environment audio to be rendered, wherein the virtual scene comprises at least one environment object (S301); on the basis of the attribute of the at least one environment object, determining at least one environment type corresponding to the virtual scene (S302); on the basis of the at least one environment type, determining at least one environment sound effect layer contained in the virtual scene (S303), wherein each environment sound effect layer corresponds to one environment type; generating a sound effect configuration file for each environment sound effect layer (S304); acquiring environment data of the at least one environment object (S305); and rendering and playing the environment audio on the basis of the sound effect configuration file and the environment data (S306).