THREE-DIMENSIONAL AUDIO SIGNAL CODING METHOD AND APPARATUS, AND ENCODER

ABSTRACT

A three-dimensional audio signal encoding method and apparatus, and an encoder (113) are provided, and relate to the multimedia field. The method includes: The encoder (113) obtains a first quantity of current-frame initial vote values for a current frame of a three-dimensional audio signal (S610). Then, the encoder (113) obtains, based on the first quantity of current-frame initial vote values and a sixth quantity of previous-frame final vote values, a seventh quantity of current-frame final vote values that are of a seventh quantity of virtual loudspeakers and that correspond to the current frame (S620). Further, the encoder (113) selects a second quantity of current-frame representative virtual loudspeakers from the seventh quantity of virtual loudspeakers based on the seventh quantity of current-frame final vote values (S630). The encoder (113) encodes the current frame based on the second quantity of current-frame representative virtual loudspeakers, to obtain a bitstream (S640). In this way, signal directional continuity between frames is enhanced, stability of a spatial image of the reconstructed three-dimensional audio signal is improved, and sound quality of the reconstructed three-dimensional audio signal is ensured.

FIG. 6