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(71) 申请人: 腾讯科技(深圳)有限公司 (TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED) [CN/CN]; 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

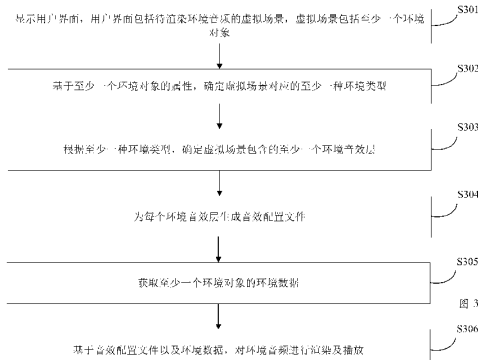
(72) 发明人: 周小星 (ZHOU, Xiaoxing); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。张伟林 (ZHANG, Weilin); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。洪国军 (HONG, Guojun); 中国广东省深圳市南山区高新区科技中一路腾讯大厦 35 层, Guangdong 518057 (CN)。

(74) 代理人: 北京德琦知识产权代理有限公司 (DEQI INTELLECTUAL PROPERTY LAW CORPORATION); 中国北京市海淀区知春路 1 号学院国际大厦 7 层, Beijing 100083 (CN)。

(81) 指定国(除另有指明, 要求每一种可提供的国家保护): AE, AG, AL, AM, AO, AT, AU, AZ, BA, BB, BG, BH, BN, BR, BW, BY, BZ, CA, CH, CL, CN, CO, CR, CU, CV, CZ, DE, DJ, DK, DM, DO, DZ, EC, EE, EG, ES, FI,

(54) Title: ENVIRONMENT AUDIO PROCESSING METHOD AND APPARATUS, AND ELECTRONIC DEVICE, STORAGE MEDIUM AND PROGRAM PRODUCT

(54) 发明名称: 环境音频处理方法、装置、电子设备、存储介质及程序产品



S301 Display a user interface, which comprises a virtual scene of environment audio to be rendered, wherein the virtual scene comprises at least one environment object

S302 On the basis of the attribute of the at least one environment object, determine at least one environment type corresponding to the virtual scene

S303 On the basis of the at least one environment type, determine at least one environment sound effect layer contained in the virtual scene

S304 Generate a sound effect configuration file for each environment sound effect layer

S305 Acquire environment data of the at least one environment object

S306 Render and play the environment audio on the basis of the sound effect configuration file and the environment data

(57) 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).

(57) 摘要: 一种环境音频处理方法、装置、电子设备、存储介质及程序产品, 方法包括: 显示用户界面, 用户界面包括待渲染环境音频的虚拟场景, 虚拟场景包括至少一个环境对象 (S301); 基于至少一个环境对象的属性, 确定虚拟场景对应的至少一种环境类型 (S302); 根据至少一种环境类型, 确定虚拟场景包含的至少一个环境音效层 (S303), 其中, 每个环境音效层对应一种环境类型; 为每个环境音效层生成音效配置文件 (S304), 并获取至少一个环境对象的环境数据 (S305); 及, 基于音效配置文件以及环境数据, 对环境音频进行渲染及播放 (S306)。

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