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 a sound 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.