CLAIMS

1. A special effect processing method, comprising:

in a process of playing a video, in response to a touch operation of a user on a first music control and a second music control, generating an audio signal corresponding to the first music control and an audio signal corresponding to the second music control, and superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain an audio signal, wherein the first music control corresponds to a low-frequency timbre, and the second music control corresponds to a high-frequency timbre;

segmenting the obtained audio signal into multiple audio frames;

performing, according to attributes of the audio frames, special effect processing on a picture which is currently played in the video.

2. The method according to claim 1, wherein the attributes comprise frequency spectrums; and performing, according to the attributes of the audio frames, the special effect processing on the picture which is currently played in the video comprises:

controlling, according to a first energy value corresponding to a first preset interval on a frequency spectrum, whether to add animation to an operation control corresponding to the touch operation.

3. The method according to claim 2, wherein controlling, according to the first energy value corresponding to the first preset interval on the frequency spectrum, whether to add the animation to the operation control corresponding to the touch operation comprises:

if the first energy value is greater than or equal to a preset energy value, adding the animation to the operation control corresponding to the touch operation.

4. The method according to claim 1, wherein the attributes comprise frequency spectrums; and performing, according to the attributes of the audio frames, the special effect processing on the picture which is currently played in the video comprises:

controlling a full-screen floodlight effect by using a filter according to a second energy value corresponding to a second preset interval on a frequency spectrum.

5. The method according to claim 4, wherein controlling the full-screen floodlight effect by using the filter according to the second energy value corresponding to the second preset interval on the frequency spectrum comprises:

determining, according to the second energy value and a preset mapping relationship, brightness corresponding to the second energy value, wherein the preset

mapping relationship is a preset corresponding relationship between energy values and brightness;

adjusting a brightness intensity parameter of the filter to the brightness corresponding to the second energy value.

6. The method according to claim 2 or 3, wherein the first preset interval comprises first M frequencies from the lowest frequency to the highest frequency on the frequency spectrum, and the first energy value is a sum of energy values corresponding to the preset number of first frequencies, wherein M is a preset number.

7. The method according to claim 4 or 5, wherein the second preset interval comprises last N frequencies from the lowest frequency to the highest frequency on the frequency spectrum, and the second energy value is a sum of energy values corresponding to the preset number of last frequencies, wherein N is a preset number.

8. The method according to any one of claims 1 to 7,

wherein generating the audio signal corresponding to the first music control and the audio signal corresponding to the second music control, and superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain the audio signal comprises:

performing looping rendering on notes corresponding to the first music control according to the timbre corresponding to the first music control to obtain the audio signal corresponding to the first music control;

performing looping rendering on notes corresponding to the second music control according to the timbre corresponding to the second music control to obtain the audio signal corresponding to the second music control;

superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain the audio signal.

9. The method according to any one of claims 1 to 7, wherein operation controls corresponding to the touch operation comprises: the first music control, the second music control and a third music control, wherein the third music control corresponds to a first audio signal;

wherein generating the audio signal corresponding to the first music control and the audio signal corresponding to the second music control, and superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain the audio signal comprises:

performing looping rendering on notes corresponding to the first music control

according to the timbre corresponding to the first music control to obtain the audio signal corresponding to the first music control;

performing looping rendering on notes corresponding to the second music control according to the timbre corresponding to the second music control to obtain the audio signal corresponding to the second music control;

superimposing the audio signal corresponding to the first music control, the audio signal corresponding to the second music control and the first audio signal to obtain the audio signal, wherein the first audio signal is an audio signal rendered in advance.

10. The method according to any one of claims 1 to 7, wherein operation controls corresponding to the touch operation comprises: the first music control, the second music control and a speed slider;

wherein generating the audio signal corresponding to the first music control and the audio signal corresponding to the second music control, and superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain the audio signal comprises:

performing looping rendering on notes corresponding to the first music control according to the timbre corresponding to the first music control and the number of beats per minute corresponding to the speed slider to obtain the audio signal corresponding to the first music control;

performing looping rendering on notes corresponding to the second music control according to the timbre corresponding to the second music control and the number of beats per minute corresponding to the speed slider to obtain the audio signal corresponding to the second music control;

superimposing the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain the audio signal.

11. A terminal device, comprising:

an audio signal generating module, configured to: in a process of playing a video, in response to a touch operation of a user on a first music control and a second music control, generate an audio signal corresponding to the first music control and an audio signal corresponding to the second music control, and superimpose the audio signal corresponding to the first music control and the audio signal corresponding to the second music control to obtain an audio signal, wherein the first music control corresponds to a low-frequency timbre, and the second music control corresponds to a high-frequency timbre;

a processing module, configured to segment the obtained audio signal into multiple audio frames; perform, according to attributes of the audio frames, special effect processing on a picture which is currently played in the video.

12. A computer-readable storage medium having a computer program stored thereon, wherein the method according to any one of claims 1 to 10 is implemented when the computer program is executed by a processor.

13. A terminal device, comprising:

a processor; and

a memory, configured to store executable instructions of the processor;

wherein the processor is configured to implement the method according to any one of claims 1 to 10 by executing the executable instructions.

14. A program product comprising computer program instructions, wherein the method according to any one of claims 1 to 10 is implemented when the computer program instructions are executed by a processor.