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(71) Applicant: **TENCENT TECHNOLOGY (SHENZHEN) COMPANY LIMITED** [CN/CN]; Room 403, East Block 2, SEG Park, Zhenxing Road, Futian District, Shenzhen, Guangdong 518000 (CN).

(72) Inventors: **YAN, Yi**; Room 403, East Block 2, SEG Park, Zhenxing Road, Futian District, Shenzhen, Guangdong 518000 (CN). **ZHANG, Weilin**; Room 403, East Block 2, SEG Park, Zhenxing Road, Futian District, Shenzhen, Guangdong 518000 (CN). **QIAO, Wenyong**; Room 403, East Block 2, SEG Park, Zhenxing Road, Futian District, Shenzhen, Guangdong 518000 (CN).

(74) Agent: **CENFO INTELLECTUAL PROPERTY AGENCY**; Room 210-212,2/F, Gold Building, Design Industrial Park, No.3838, Nanshan Road, Nanshan District

(Block 11, Industrial Village of Former Nantou Cheng), Shenzhen, Guangdong 518052 (CN).

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(54) Title: METHOD AND APPARATUS FOR SIMULATING SOUND IN VIRTUAL SCENARIO, AND TERMINAL

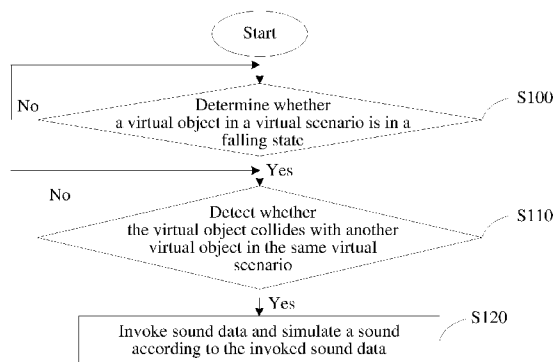


FIG. 1

(57) Abstract: A method and an apparatus for simulating a sound in a virtual scenario, and a terminal are provided. The method includes: determining whether a virtual object is in a falling state; detecting, when the virtual object is in the falling state, whether a virtual object collides with another virtual object in a virtual scenario; and invoking sound data when the virtual object collides with the another virtual object, and simulating a sound according to the invoked sound data.