

(12) 按照专利合作条约所公布的国际申请

(19) 世界知识产权组织
国际局



(10) 国际公布号
WO 2021/197020 A1

(43) 国际公布日
2021 年 10 月 7 日 (07.10.2021)

(51) 国际专利分类号:
H04S 7/00 (2006.01)

(21) 国际申请号: PCT/CN2021/080298

(22) 国际申请日: 2021 年 3 月 11 日 (11.03.2021)

(25) 申请语言: 中文

(26) 公布语言: 中文

(30) 优先权:
202010245598.6 2020 年 3 月 31 日 (31.03.2020) CN

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(54) Title: AUDIO PROCESSING METHOD AND APPARATUS, READABLE MEDIUM, AND ELECTRONIC DEVICE

(54) 发明名称: 音频处理方法、装置、可读介质及电子设备

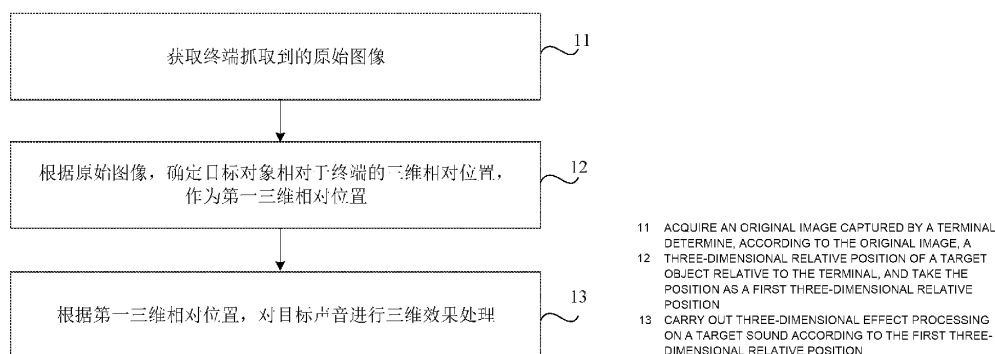


图 1

(57) Abstract: An audio processing method and apparatus, a readable medium, and an electronic device. The method comprises: acquiring an original image captured by a terminal (11); determining, according to the original image, a three-dimensional relative position of a target object relative to the terminal, and taking the position as a first three-dimensional relative position (12); and carrying out three-dimensional effect processing on a target sound according to the first three-dimensional relative position (13), so that a sound source position of the target sound in audio obtained after three-dimensional effect processing and the first three-dimensional relative position conform to a positional relationship between the target object and a sound effect object corresponding to the target object, wherein the target sound is a sound effect sound corresponding to the sound effect object. On the basis of the method, during the process of a terminal continuously capturing images, audio with a three-dimensional effect that conforms to the real-time position of the terminal can be continuously generated, and a user holding the terminal in their hand can hear audio with a sense of space that conforms to the current movement tendency, such that the immersive experience of the user in a virtual scene is improved.

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本国际公布:

— 包括国际检索报告(条约第21条(3))。

(57) 摘要: 一种音频处理方法、装置、可读介质及电子设备。所述方法包括: 获取终端抓取到的原始图像(11); 根据所述原始图像, 确定目标对象相对于所述终端的三维相对位置, 作为第一三维相对位置(12); 根据所述第一三维相对位置, 对目标声音进行三维效果处理(13), 以使得在三维效果处理后得到的音频中所述目标声音的声源位置与所述第一三维相对位置符合所述目标对象与所述目标对象对应的音效对象之间的位置关系, 所述目标声音为所述音效对象对应的音效声音。基于这一方式, 在终端持续抓取图像过程中, 能持续生成符合终端实时位置的带三维效果的音频, 手持终端的用户能够听到符合当前移动趋势的具有空间感的音频, 用户在虚拟场景下的沉浸体验有所提升。