CLAIMS

1. A method for processing audio data, comprising:

acquiring a first playback position on first audio data and an audition instruction of a user for at least one first sound effect;

adding the at least one first sound effect to a first audio segment in the first audio data to generate sound effect audition data, and playing the sound effect audition data to audition, wherein the first audio segment starts from the first playback position;

selecting a sound effect from the auditioned at least one first sound effect as a second sound effect;

receiving a first adding instruction of the user for the second sound effect, wherein the first adding instruction comprises information on a first adding length of the second sound effect to be added in the first audio data; and

adding the second sound effect to a second audio segment in the first audio data to obtain second audio data, wherein the second audio segment starts from the first playback position, and has a length of the first adding length,

wherein adding the second sound effect to a second audio segment in the first audio data comprises:

displaying one or more sound options, and determining a sound selected by the user from the one or more sound options, as the target sound;

recognizing the target sound from the first audio segment through a preset sound recognition model; and

adding the at least one first sound effect to a target sound in the second audio segment, to generate audition data of the first sound effect on the first audio segment.

2. The method according to claim 1, wherein the first audio data is audio data of a to-be-edited video in a video editing interface.

3. The method according to claim 2, wherein acquiring the first playback position on the first audio data and the audition instruction of the user for the first sound effect comprising:

displaying the video editing interface, wherein the video editing interface comprises a

playback progress control for a video and a sound effect control for the first sound effect; and

acquiring the first playback position selected by the user through the playback progress control, and the audition instruction triggered by the user through the sound effect control.

4. The method according to any one of claims 1 to 3, further comprising:

returning a playback position of the first audio data to the first playback position, after playing of the sound effect audition data is finished.

5. The method according to claim 1, wherein adding the second sound effect to the second audio segment in the first audio data comprises:

adding the second sound effect to a target sound in the second audio segment.

6. The method according to claim 1, wherein after adding the second sound effect to the second audio segment in the first audio data to obtain the second audio data, the method further comprises:

obtaining a second playback position on the second audio data, and a second adding instruction of the user for a third sound effect, wherein the second adding instruction comprises information on a second adding length of the third sound effect to be added to the second audio data; and

adding the third sound effect to a third audio segment in the second audio data to obtain third audio data, wherein the third audio segment starts from the second playback position and has a length of the second adding length.

7. The method according to claim 6, further comprising:

applying a fade-out effect on the second sound effect and a fade-in effect on the third sound effect, in a case that an end position of the second sound effect and the second playback position are two consecutive playback positions on the third audio data.

8. A terminal device, comprising:

a memory; and

a processor, wherein

the memory stores a computer program; and the computer program, when executed by the processor, causes the processor to implement the method according to any one of claims 1

to 7.

9. A computer-readable storage medium storing a computer program, wherein

the computer program, when executed by a processor, causes the processor to implement the method according to any one of claims 1 to 7.