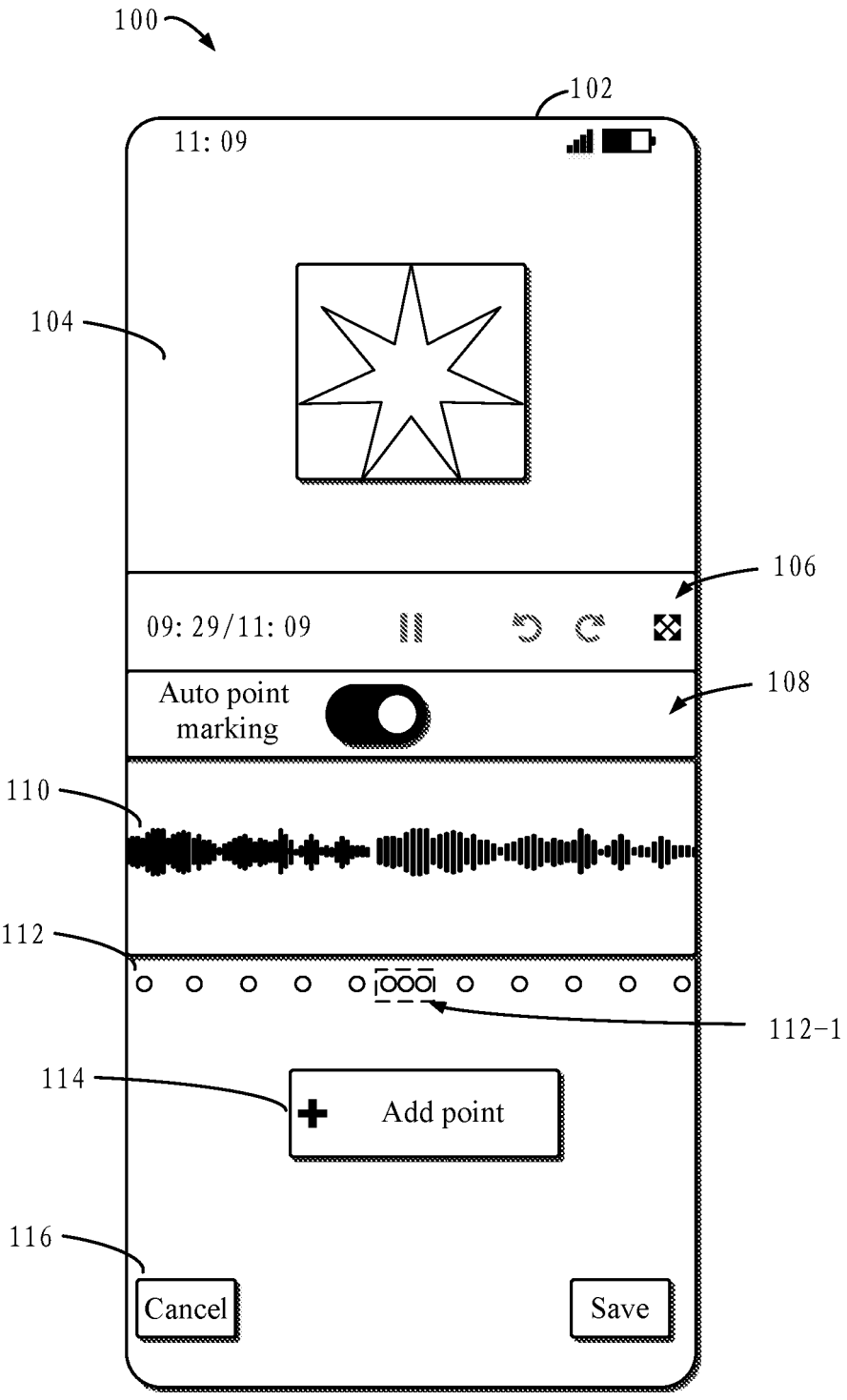
100
102
11: 09
104
106
09: 29/11: 09
Auto point marking
108
110
112
112-1
114
Add point
116
Cancel
Save

Fig. 1

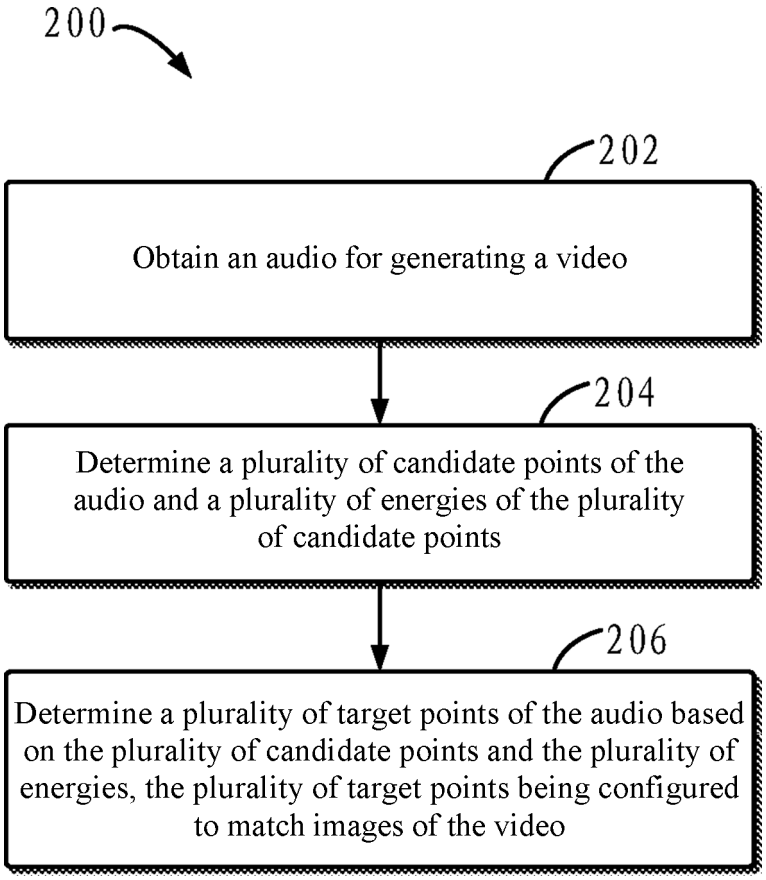
200
202
Obtain an audio for generating a video
204
Determine a plurality of candidate points of the audio and a plurality of energies of the plurality of candidate points
206
Determine a plurality of target points of the audio based on the plurality of candidate points and the plurality of energies, the plurality of target points being configured to match images of the video

Fig. 2

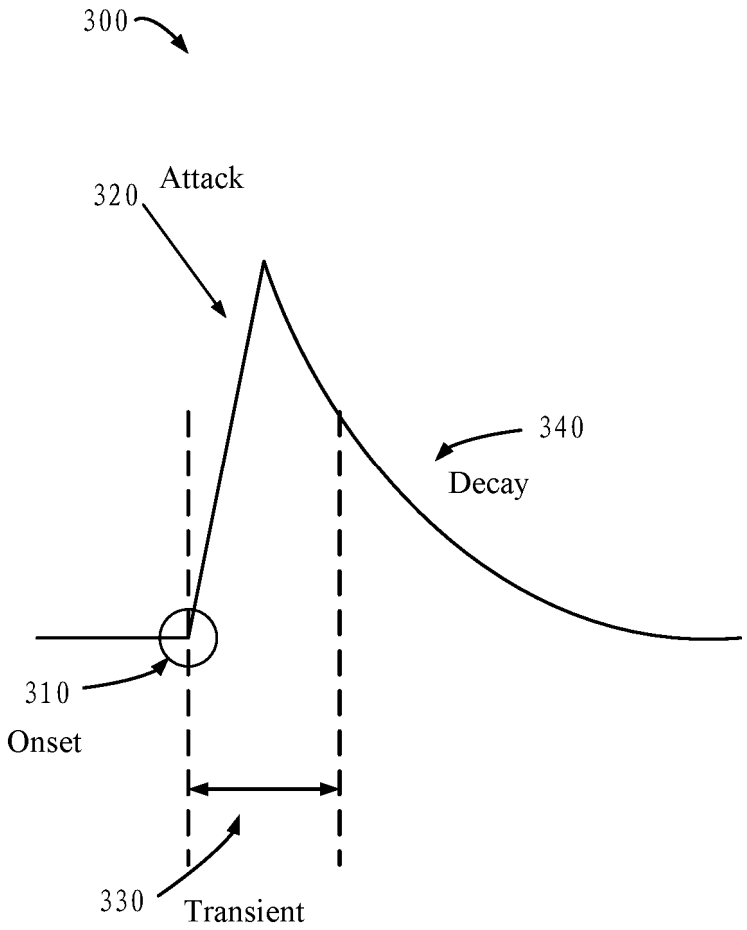

Fig. 3

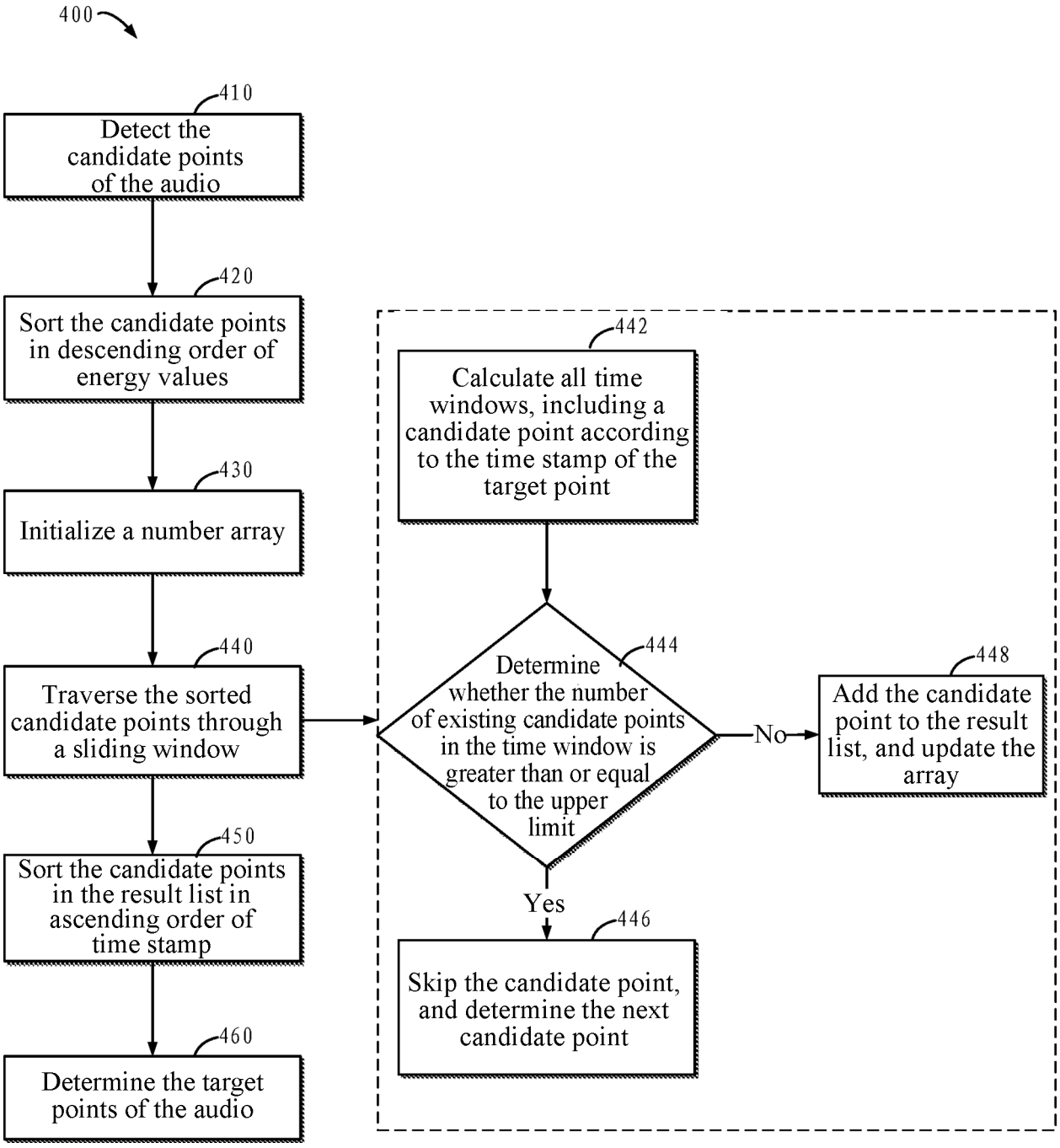
400
410
Detect the candidate points of the audio
420
Sort the candidate points in descending order of energy values
430
Initialize a number array
440
Traverse the sorted candidate points through a sliding window
442
Calculate all time windows, including a candidate point according to the time stamp of the target point
444
Determine whether the number of existing candidate points in the time window is greater than or equal to the upper limit
No
448
Add the candidate point to the result list, and update the array
Yes
446
Skip the candidate point, and determine the next candidate point
450
Sort the candidate points in the result list in ascending order of time stamp
460
Determine the target points of the audio

Fig. 4

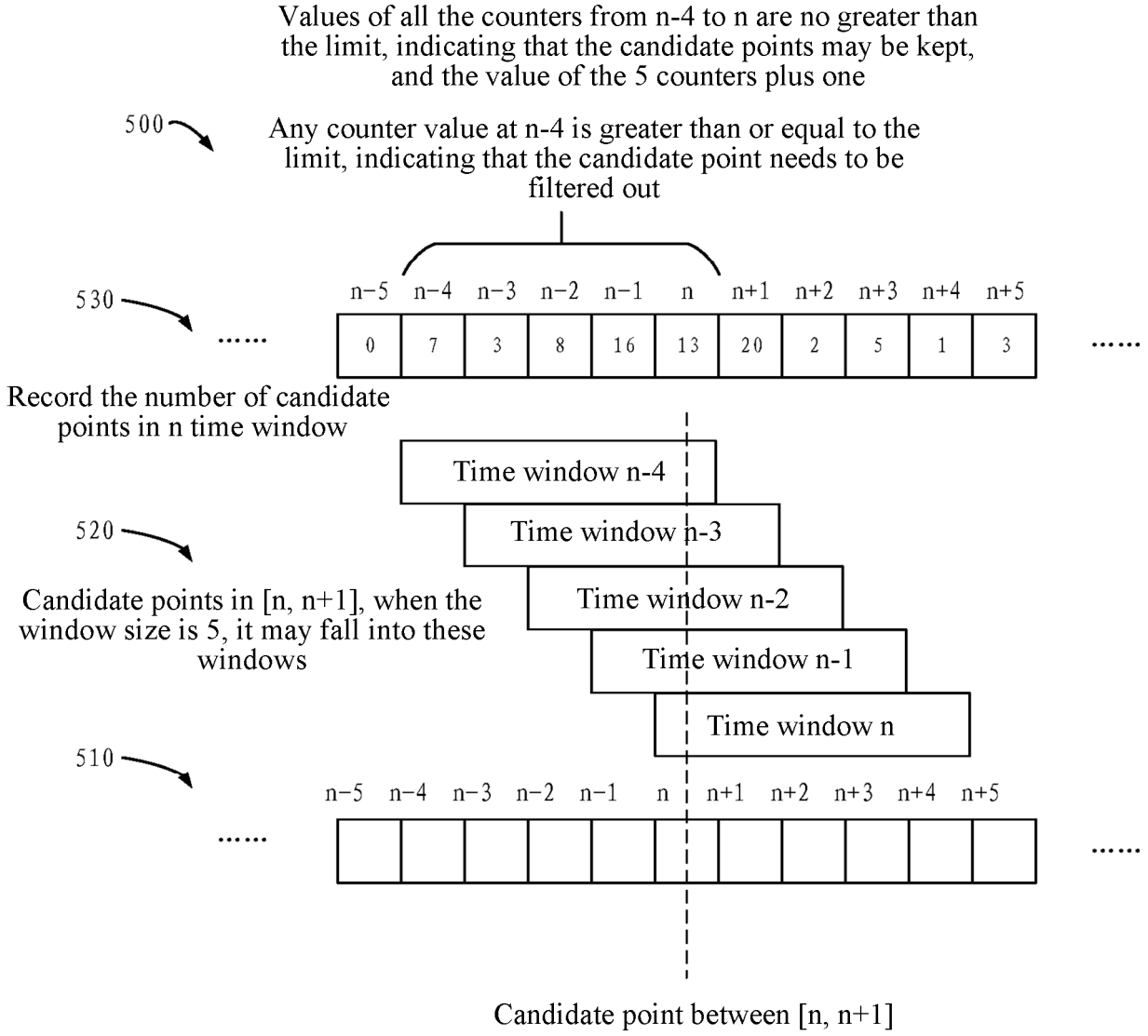
Values of all the counters from n-4 to n are no greater than the limit, indicating that the candidate points may be kept, and the value of the 5 counters plus one
500
Any counter value at n-4 is greater than or equal to the limit, indicating that the candidate point needs to be filtered out
530
n−5 n−4 n−3 n−2 n−1 n n+1 n+2 n+3 n+4 n+5
0 7 3 8 16 13 20 2 5 1 3
Record the number of candidate points in n time window
Time window n-4
Time window n-3
Time window n-2
Time window n-1
Time window n
520
Candidate points in [n, n+1], when the window size is 5, it may fall into these windows
510
n−5 n−4 n−3 n−2 n−1 n n+1 n+2 n+3 n+4 n+5
Candidate point between [n, n+1]

Fig. 5

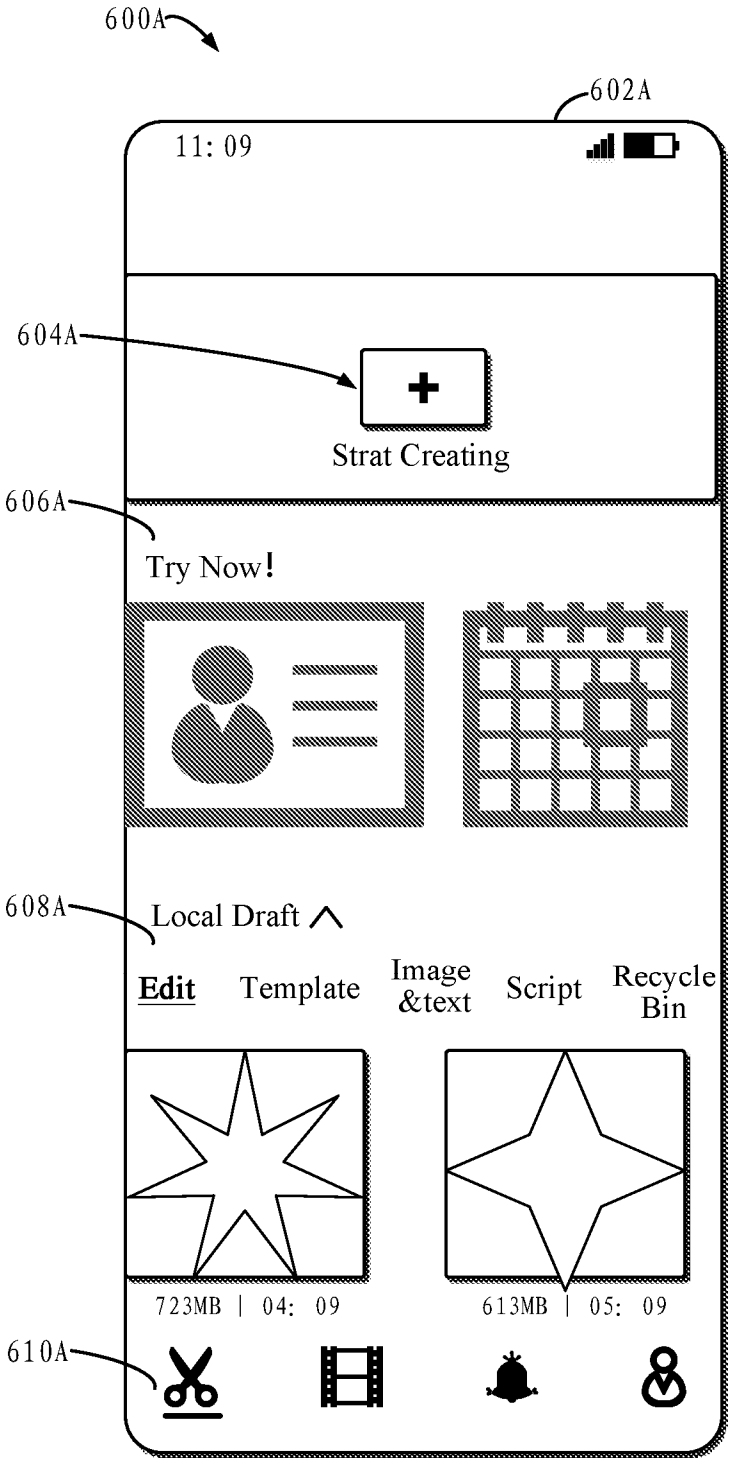
600A
602A
11: 09
604A
Strat Creating
606A
Try Now!
608A
Local Draft
Edit
Template
Image &text
Script
Recycle Bin
723MB | 04: 09
613MB | 05: 09
610A

Fig. 6A

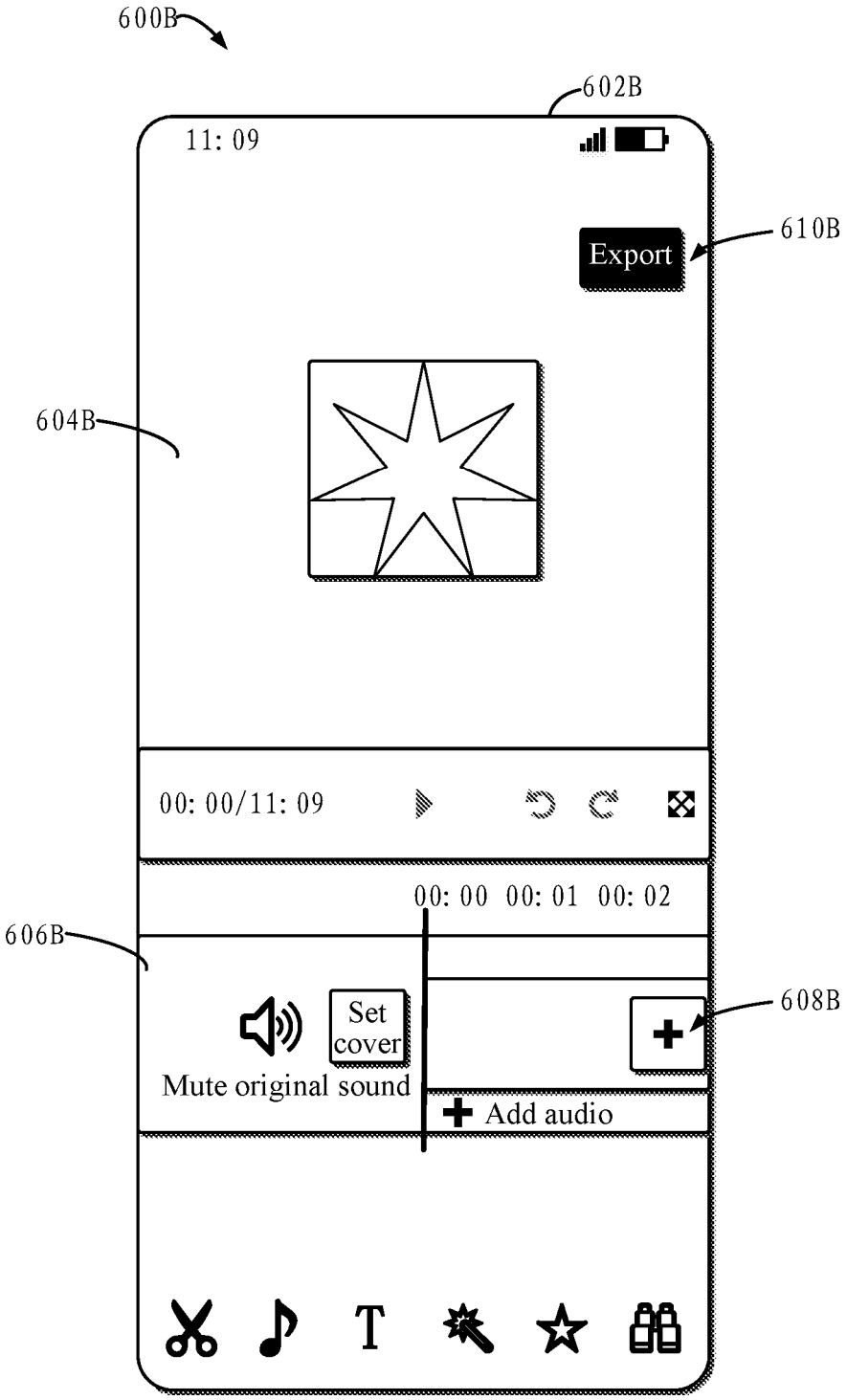
600B
602B
11: 09
610B
Export
604B
00: 00/11: 09
00: 00 00: 01 00: 02
606B
608B
Set cover
Mute original sound
Add audio

Fig. 6B

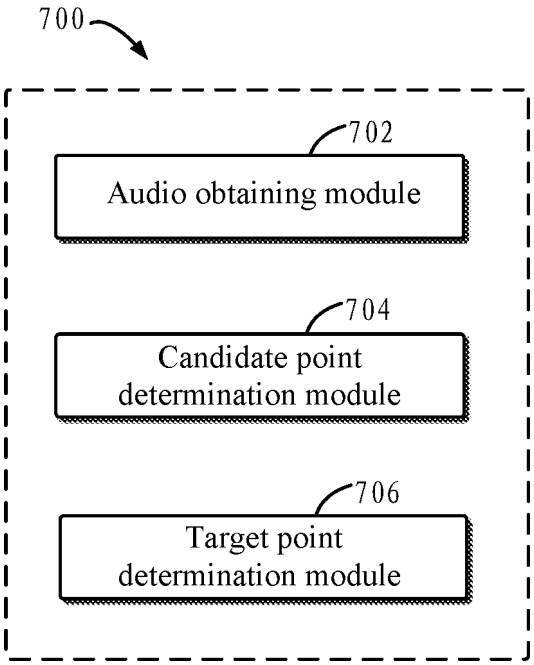
700
702
Audio obtaining module
704
Candidate point determination module
706
Target point determination module

Fig. 7

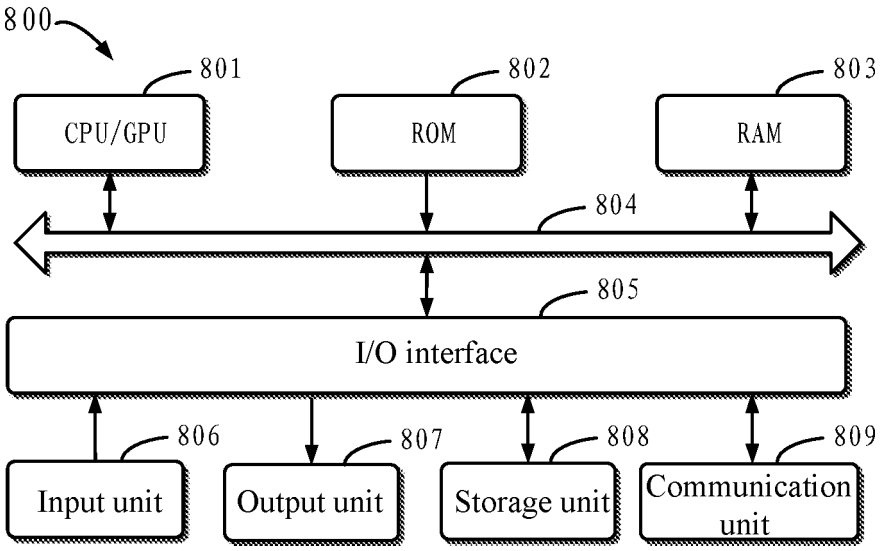
800
801
CPU/GPU
802
ROM
803
RAM
804
805
I/O interface
806
Input unit
807
Output unit
808
Storage unit
809
Communication unit

Fig. 8