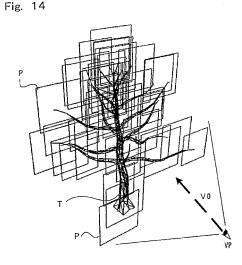
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| (88) | Date of publication A3: 06.09.2006 Bulletin 2006/36 | (51) Int Cl.: <i>G06T 15/00</i> ^(2006.01) | | | | |
| (43) | Date of publication A2: 14.06.2006 Bulletin 2006/24 | | | | | |
| (21) | Application number: 06075264.9 | | | | | |
| (22) | Date of filing: 12.05.1999 | | | | | |
| (84) | Designated Contracting States: DE ES FR GB IT | Okuda, Masako c/o Sega Enterprises Ltd. Tokyo 144-8531 (JP) | | | | |
| (30) | Priority: 20.05.1998 JP 13813498 | Nimura, Tomohiro c/o Sega Enterprises Ltd. | | | | |
| (62) | Document number(s) of the earlier application(s) in accordance with Art. 76 EPC: 99919542.3 / 0 999 523 | C/O Sega Enterprises Etd. Tokyo 144-8531 (JP) Hirose, Tetsuichiro c/o Sega Enterprises Ltd. Tokyo 144-8531 (JP) | | | | |
| (71) | Applicant: SEGA ENTERPRISES, LTD. Tokyo 144-8531 (JP) | Miyashia, Masaki c/o Sega Enterprises Ltd. Tokyo 144-8531 (JP) | | | | |
| · · / | Inventors: | | | | | |
| • | Mukoyama, Toshiyuki c/o Sega Enterprises Ltd. | (74) Representative: Treeby, Philip David William et al R.G.C. Jenkins & Co., | | | | |
| | Tokyo 144-8531 (JP) | 26 Caxton Street | | | | |
| | | London SW1H 0RJ (GB) | | | | |

(54) Image processing unit, game machine, image processing method, and recording medium

(57) An image processing unit is provided that is configured so that it can display one or more objects deployed in virtual space and a character established so that it can move relative to such object or objects. A processing unit is comprised that is configured so that, when a character has met a certain condition (such as entering or leaving a building) relative to an object (the building), of the display elements configuring an object deployed in an area related to the movement of the character, the display density of at least some specific display elements (such as a wall existing in front of the building) can be gradually altered. It is possible, with such processing, to provide roll-playing games that feature a high sense of realism.





European Patent Office

EUROPEAN SEARCH REPORT

Application Number EP 06 07 5264

| Category | Citation of document with in | Relevant | CLASSIFICATION OF THE | |
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| The pre | |
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| | sent European patent application comprised at the time of filing more than ten claims. |
| | Only part of the claims have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims and for those claims for which claims fees have been paid, namely claim(s): |
| | No claims fees have been paid within the prescribed time limit. The present European search report has been drawn up for the first ten claims. |
| LACK | OF UNITY OF INVENTION |
| | arch Division considers that the present European patent application does not comply with the nents of unity of invention and relates to several inventions or groups of inventions, namely: |
| see | e sheet B |
| | All further search fees have been paid within the fixed time limit. The present European search report ha been drawn up for all claims. |
| | As all searchable claims could be searched without effort justifying an additional fee, the Search Division did not invite payment of any additional fee. |
| | Only part of the further search fees have been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the inventions in respect of which search fees have been paid, namely claims: |
| | None of the further search fees have been paid within the fixed time limit. The present European search report has been drawn up for those parts of the European patent application which relate to the inventior first mentioned in the claims, namely claims: |



European Patent Office

LACK OF UNITY OF INVENTION SHEET B

Application Number EP 06 07 5264

The Search Division considers that the present European patent application does not comply with the requirements of unity of invention and relates to several inventions or groups of inventions, namely:

1. claims: 1-5, 11-14, 18, 20, 23

Tree modelling and rendering using textured polygons.

2. claims: 6-10,19

Gradually modifying the density of a self-contained object when a player character enters; this aspect corresponds to the first claimed and searched invention of the parent application.

3. claims: 15-17,21,22

Shadowing

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ANNEX TO THE EUROPEAN SEARCH REPORT ON EUROPEAN PATENT APPLICATION NO.

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