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ABSTRACT



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A player can freely change a movement path of a virtual camera from a default path MP_D through an input means. If the virtual camera CM approaches a background object WL_R , the movement path changed by the player is corrected, making the virtual camera apart from the corresponding background object, so that the virtual camera CM is controlled not to enter the background object WL_R . Even if a field FD , CV has many obstacles, a proper photographed image can be stably displayed while flexibly setting a position of the camera.