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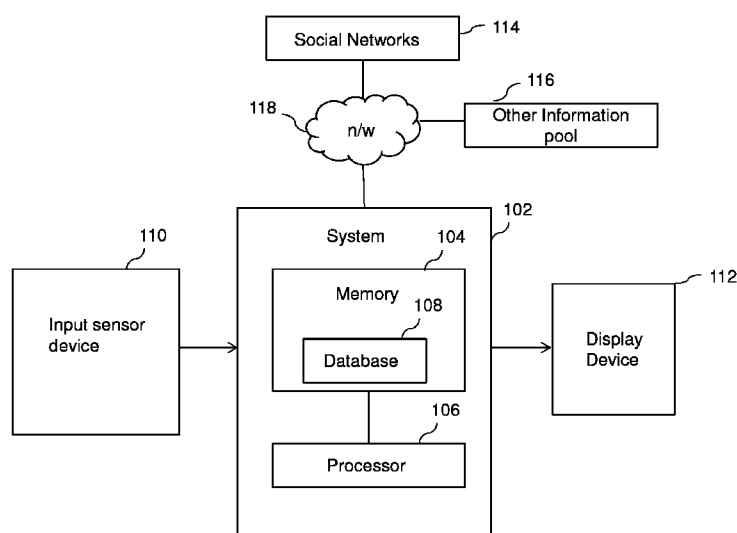


FIG. 1

(57) **Abstract:** Embodiments of the present invention provide a system and a method for visualizing synthetic objects within a real-world video clip. The embodiments allow interactive, synthetic objects or characters to appear as if they are "embedded" inside or form part of a video clip. These objects move independently of the environment within the video clip and are controlled by a user. In one embodiment the video frames are set as textures in the furthest layer in a 3D environment viewer or 3D "engine". In another embodiment separate layers of video frames are superimposed with the synthetic objects on an output screen and synchronizing the movements and the field of view settings to give the perception that only one camera is used.