

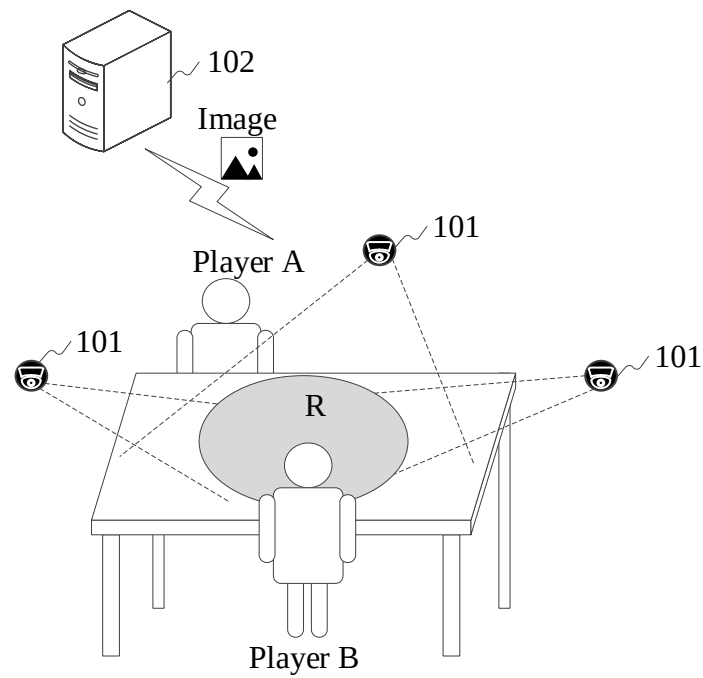


FIG. 1

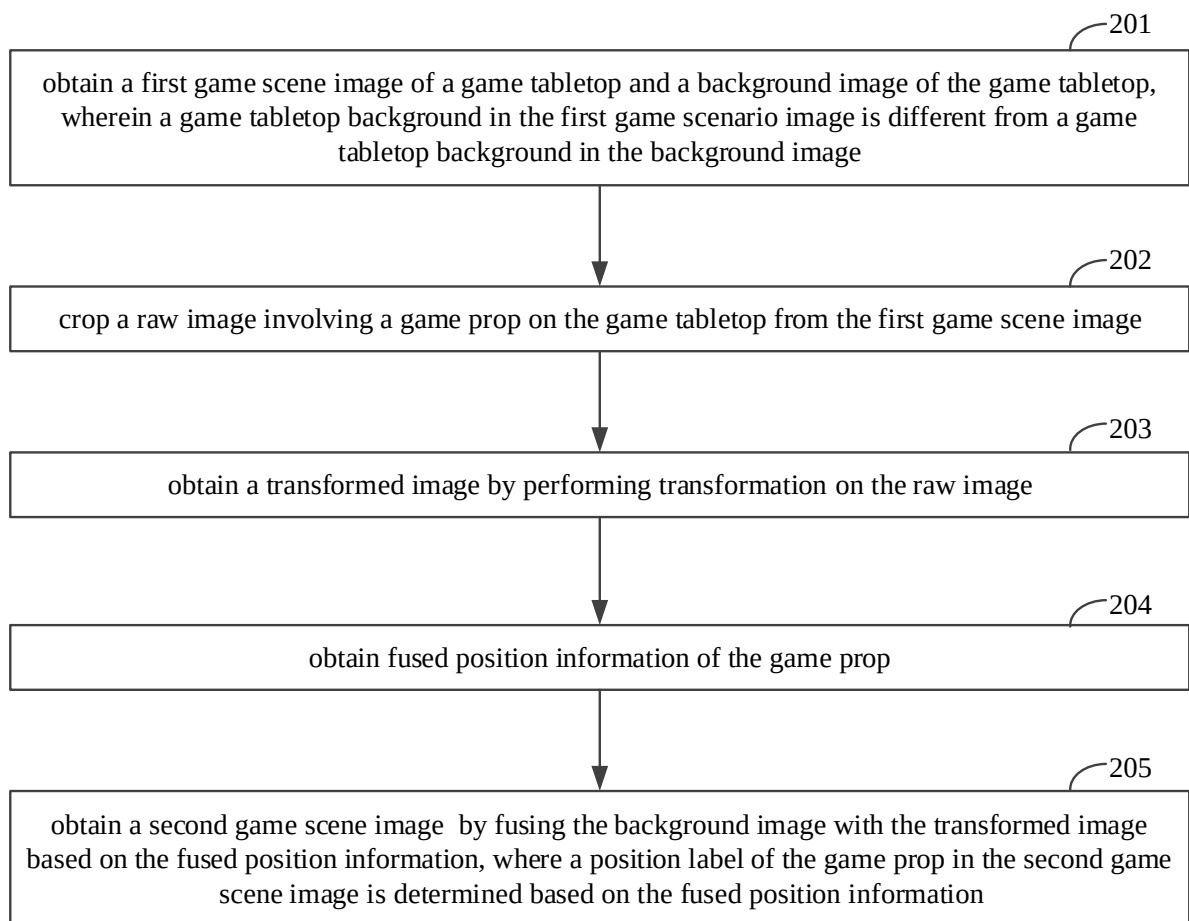


FIG. 2

300

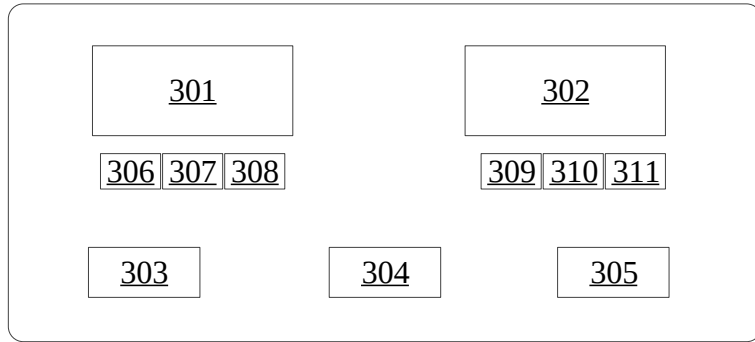


FIG. 3

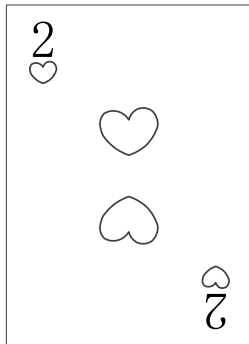


FIG. 4A-1

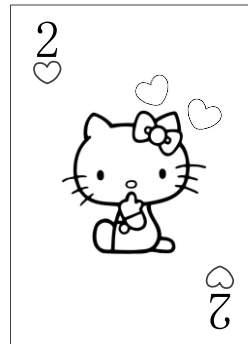


FIG. 4A-2

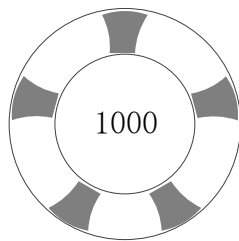


FIG. 4B-1

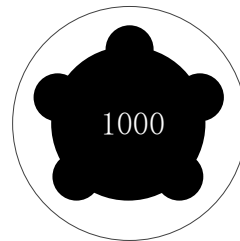


FIG. 4B-2

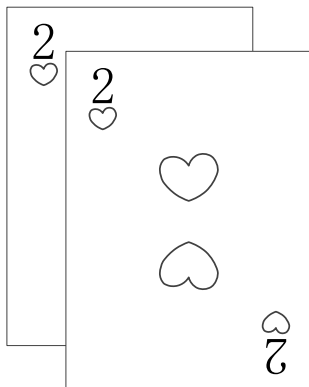


FIG. 4C-1

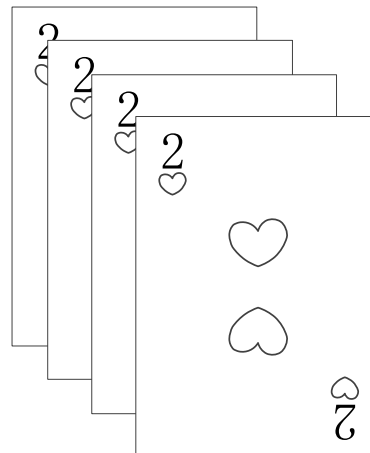


FIG. 4C-2

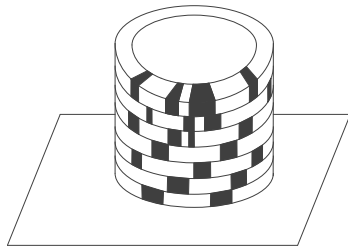


FIG. 4D-1

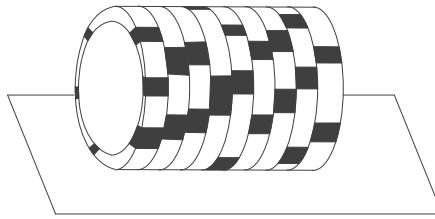


FIG. 4D-2

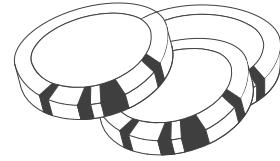


FIG. 4D-3

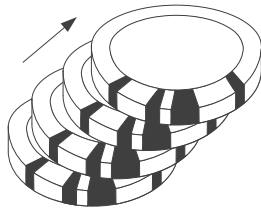


FIG. 4E-1

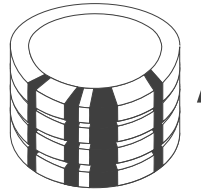


FIG. 4E-2

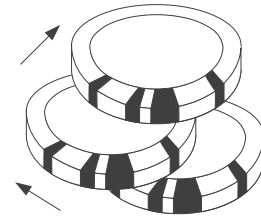


FIG. 4E-3

- 501: obtain an intermediate neural network
- 502: prepare a second game scene image
 - 5021: prepare a first game scene image
 - 5022: label the first game scene image
 - 5023: prepare a test dataset
 - 5024: prepare a background image
 - 5025: paste image
 - 5026: perform image enhancement
- 503: neural network fine-tuning
 - 5031: the first fine-tuning stage
 - 5032: the second fine-tuning stage
- 504: neural network test

FIG. 5

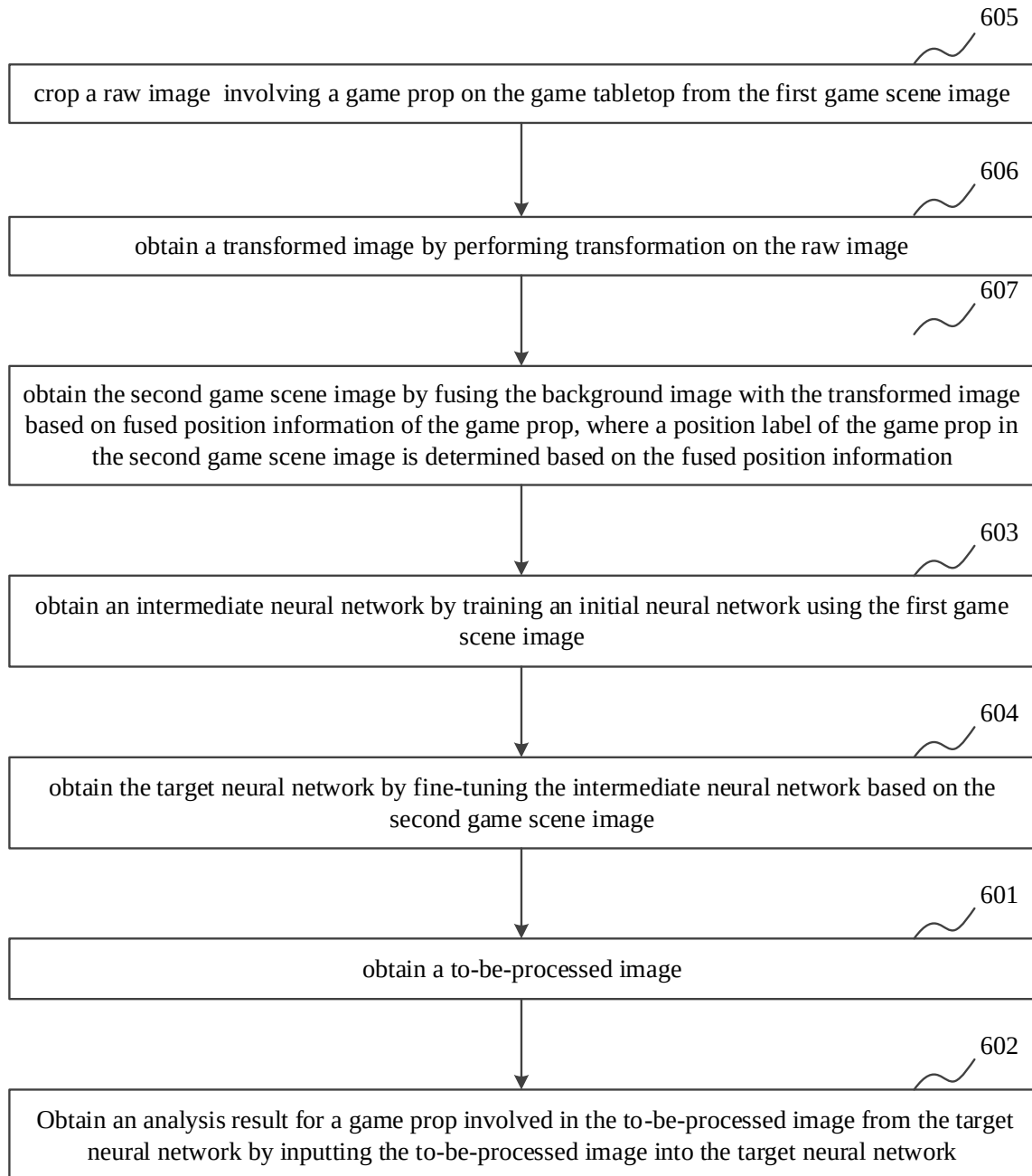


FIG. 6

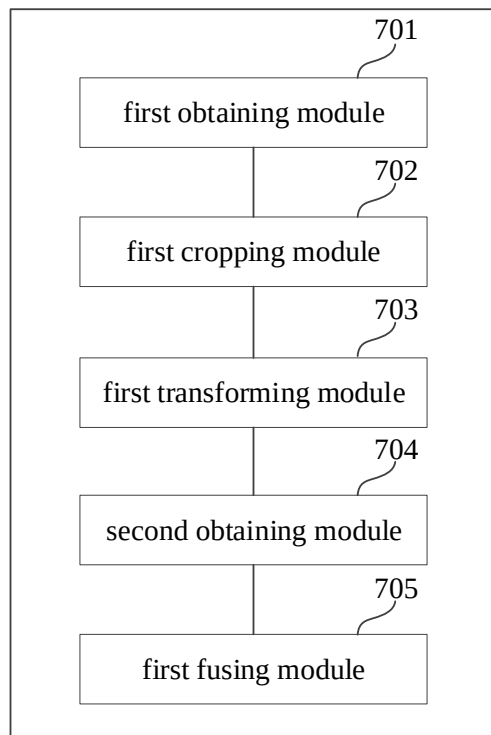


FIG. 7

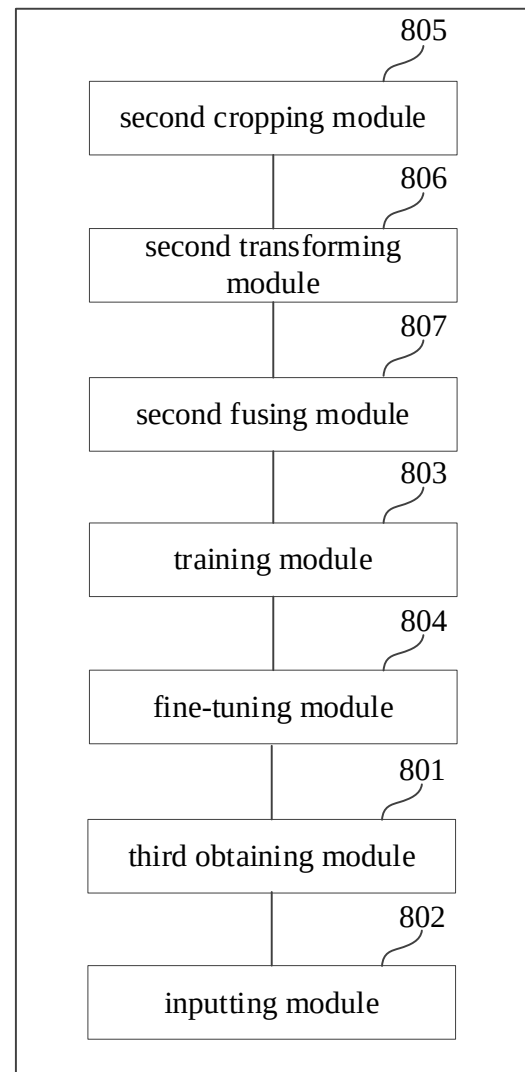


FIG. 8

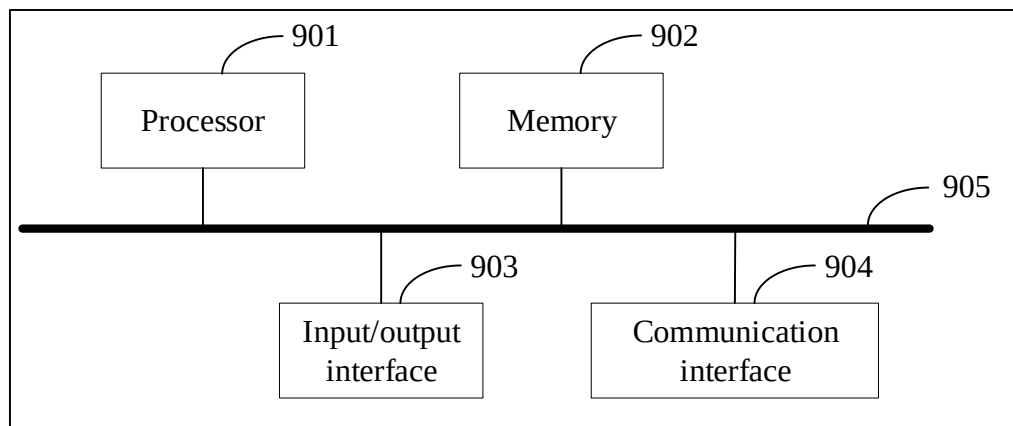


FIG. 9