

ABSTRACT

To perform three-dimensional graphics processes by reducing the number of polygons to be processed, a storage unit (202) of an image processor (201) stores each of a plurality of polygons making up the surfaces of an object placed in a virtual
5 three-dimensional space, in association with any of the surfaces of an approximate polyhedron which approximates the shape of the object, a determination unit (203) determines whether or not each of the surfaces of the stored approximate polyhedron can be seen in a case where the virtual three-dimensional space is observed along a predetermined sight line direction from a predetermined viewpoint, and a generation unit
10 (204) generates an image, as observed along the predetermined direction from the predetermined viewpoint, of polygons, among the plurality of polygons stored in association, that are determined at a determining step as can be seen.



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